

SAVAGE GHOST OPS

SECOND STRIKE



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Dedicated

To the Veterans
and my Mum

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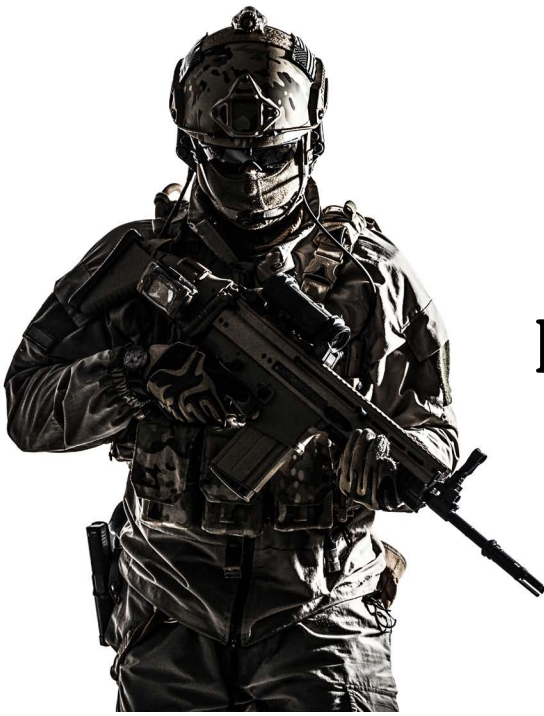
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INTRODUCTION

WAYS TO PLAY

The Ghost Ops Second Strike Roleplaying Game is a game of covert operations in the modern world. You, as a player, choose and create a character from one of five different specialist military, law enforcement, or private-sector forces in which to take on missions across the world.

Ghost Ops was initially inspired by Tom Clancy's books and the games produced by Ubisoft, but having knowledge of either of these influences is not needed to play. However, an understanding of how Special forces and Special Law Enforcement agencies operate will be beneficial.

For Handlers, we live in a world of inspiration for missions to tax your players. Turn on the news or read a newspaper to discover a myriad of objectives, plots, and ideas for exciting and dangerous adventures. Be they taking down Mexican Drug Cartels to facing the threat of Rogue Nations and Highly funded Terrorist organisations.

The game uses the Savage Worlds Adventure Edition rules, but other versions of Ghost Ops are also available.

Operators in the Savage Ghost Ops Second Strike RPG are trained professionals, and to reflect this; the game starts operators off at above Novice level. The changes made to character creation will be gone into more detail in the Operator Recruitment chapter.

There are five ways to play the game, and the list below goes briefly into each of those five options. These will be explored more in the Handler Chapter.

ICO – The International Covert Operation unit returns as an option.

Special Forces – This will allow players to play as a country-specific Spec Ops force.

PMC – Private Military Contractors will be an option, allowing players to act outside military laws of engagement if they choose.

SWAT – Specially trained law enforcement will be available, again country-specific, this will lead to more organised crime, drug cartel type missions.



Special Agents – Players will choose characters from some of the best Agencies worldwide and hunt serial killers, international terrorist, and criminals.

WHAT YOU WILL NEED

To play Savage Ghost Ops Second Strike you will need a copy of the Savage Worlds Adventure Edition core rules. A set of polyhedral dice. Some friends each with a character sheet, some tokens to use as Bennies and snacks.

SKILL CHANGES

In Ghost Ops Second Strike a few changes have been made to skills, this comes in two forms, skills that have been removed or skills that have been renamed. These are listed below.

SKILLS NOT USED

Faith, Focus, Gambling, Occult, Performance, Psionics, Riding, Spellcasting, Taunt, Weird Science.

RENAMED SKILLS

Healing has been renamed Medical.
Repair has been renamed Combat Engineer
Thievery has been renamed Tradecraft.

NEW SKILLS

There are also a few new skills, these will be described in more detail in the Operator Recruitment chapter.

Breaching, CBRNE Training, Demolitions, Drone Operator, Forensics, HUMINT, Investigation, Recon, SIGINT.

EDGES AND HINDRANCES

There are a number of new Edges and Hindrances available and these will be described in more detail in the Operator Recruitment chapter.





OPERATOR RECRUITMENT

Savage Ghost Ops Second Strike allows you to make operators of two different levels, and these are separated into Career or Background Operators.

Career Operators are those that are currently active in their chosen profession and will be either a member of Special Forces, an Agent or a Tactical Police Officer. Operators that are career based start off as Novices with two advances; this is to show the specialist nature of their training and experience.

Background Operators are those that have left their previous career and have entered the private or ICO sector. These operators are ICO, PMCs or ICI and begin the game as Seasoned; this is to show their previous experience and current experience.

CHANGES TO STARTING ADVANCEMENT

As stated above, operators will begin the game with a number of advancements. Unlike in the core rules, these free advancements are treated differently. Be advised that after recruitment has ended, all future advancements follow the Savage Worlds Adventure Edition rules.

The starting advancements that the operator receives during recruitment are baked into the

career choice they make. Each career choice will give Four skills that the operator receives to show experience in the field. These career skills are extra to the base skills received at the start of standard character creation.

The four skills offered for the career start at d4, they cannot be swapped out and are linked to the players career choice. ICO, PMC and ICI operators choose a career choice and then have an extra two free advances to choose, these follow the rules for advances from the Savage Worlds Adventure Edition core rules

CREATING AN OPERATOR

All operators are humans and receive all the benefits of being humans, as outlined in the core rules. The Hindrances, Attributes, Derived Stats and Starting skills rules stay the same as the core rules found in the Savage Worlds Adventure Edition. The main change is the Skill Points that an operator receives, and these should be held back until after the player has chosen their operators career.

A section on Hindrances and Edges can be found after the background section. This includes all edges and hindrances that are not available in Ghost Ops Second Strike and the new edges and hindrances the setting adds.



STYLES OF PLAY

There are five ways to play Savage Ghost Ops Second Strike; each is designed to create a unique and exciting experience for the Handler and the operator. The type of mission will determine the type of operators the players will need to create, so it is essential to have this worked out before operator creation begins.

Players are encouraged to make an operator for each type of game so that they can be ready to spring into action when the Handler states the mission perimeters rather than create characters then and there.

The Five Ways to Play are:

INTERNATIONAL COVERT OPERATIONS (ICO)

The ICO are a fictional Special Forces unit manned by many different nationalities and military forces. It was created in response to worldwide terrorist threats and attacks and was designed to enter any country and act with impunity. The idea was taken from novels like Rainbow Six by Tom Clancy.

An ICO team could be made up of various special forces units worldwide, allowing players to play their countries military and represent them, rather than just come from the USA or the UK.

The ICO would be involved in missions ranging from Hostage Retrieval, dismantling terrorist cells, and dealing with Cartels and organised crime families. The ICO is a flexible and exciting way to play. It allows for many exciting twists as alphabet agencies such as the CIA, could add side missions or change parameters of a mission, which the players could accept or ignore.

SPECIAL FORCES

This option is similar to the ICO, but instead of being international, the players will all be members of the same countries Special Forces unit. All being of the same countries' military, operators will narrow the focus and have them working in that country's best interest. It is recommended that the Special Forces used are the more autonomous ones, such as Delta Force, Authority, SAS etc..

Creating operators will also differ from the ICO as operators will all come from military units rather than Special Forces units like the ICO. This change in creating an operator will be shown in the number of Advancement points operators begin with, making missions harder for them.

PRIVATE MILITARY CONTRACTORS (PMC)

Private Military Contractors are similar to the ICO; they can be made up of different nationalities of special forces trained personnel. The main differences are the types of missions they are offered and the legality of what they do.

PMCs are often offered jobs as security or bodyguards; they rarely are sent on hostage rescue of military-based operations. But a PMC can be hired by both a government and a private entity, meaning that their duties can be more varied and sometimes not always legal by international law.

PMCs in Ghost Ops are very much like the movie version, meaning they can play both hero and villain depending on how the Handler wishes to have them involved. In game terms, you can have PMCs act as either the security of a corporate executive, rescuing a wealthy family from terrorists, or even death squads for tyrants and billionaire villains. Government agencies can also hire PMCs when they want to deny involvement or do not want to use military forces because of grey moral areas.

Missions involving PMCs should ensure that the players understand that they either need to follow



military conventions and international laws, or they do not, meaning that their actions could lead to arrest as an unlawful combatant.

POLICE TACTICAL UNITS

Missions using Tactical units will always be of a single nationality, but the unit members can come from different Law Enforcement units. Tactical units work similarly to Special Forces in game terms but have a shorter reach. Where Special Forces units will train to face many different countries environments and cultures, tactical units operate only within their countries borders or even within a particular city.

In Ghost Ops Second Strike, it is felt that a tactical unit should be allowed to act countrywide rather than just in a particular state or region; this will open up the game for much more exciting missions.

Tactical units can be involved in missions from hostage rescue, counter-terrorism and dealing with organised crime.

AGENTS

In Ghost Ops Second Strike, you have two options when deciding to run games involving agents; you can travel down the standard path with players creating agents from the alphabet agencies like the FBI, CIA, MI5, MI6 etc.. or go the other path and use the fictional International Covert Investigations (ICI).

Alphabet Agencies.

Playing as agents will allow missions such as criminal investigations, serial killer hunts, infiltration of suspected terror groups and many more. Most agencies operate in their country of origin, except agencies such as the CIA and MI6, which are more international. Playing an agent could be more about the investigation than shoot-outs and watching any number of great TV shows could allow you to run thrilling missions.

The ICI

The ICI are a fictional agency and are designed to work alongside the ICO. Agents will investigate and infiltrate terror cells, cartels and crime families and investigate illegal arms dealers and other villains. Agents would pass the information on to ICO teams to aid them in completing operations. The ICI would be created in the same way as the ICO, with members being recruited from agencies from across the world, allowing them to act internationally.

Ghost Ops Second Strike can be utilised in many ways, and Handlers should adapt the rules and background to fit what they wish to do. For example, creating a new Agency or Special Forces unit is easy once you know the rules for Operator recruitment.

FROM CAREER TO BACKGROUND

An operator that starts with a career can once they have become seasoned leave that career and become a member of the ICO or ICI or join a PMC. This is optional and the operator will receive no benefit from doing so except the opportunity to change the way they play and the missions they experience.

A ICO, ICI or PMC operator can only be in a unit with other ICO, ICI or PMC operators.

Agents and Tactical Police can join the ICI. Special Forces and Tactical Police can join the ICO and PMC.



AFRICAN UNION

Special Forces

The best trained and most established SOF and Law Enforcement units are centred around Kenya, with the Special Operations Regiment (SOR), which is comprised of the 40th Ranger Strike Force Battalion and the 30th Special Forces Battalion, each of which is trained by both UKSF and Royal Marines as well as Navy SEALs. Other units also fall under the SOF banner, such as the Kenyan Special Boat Service (KSBUS) and the Long Range Surveillance Unit (LRS). These SOF units have worked on missions alongside most other nations such as Canada, Israel, and Belgium.

Law Enforcement

The best known Police Service is the General Service Unit (GSU). This is a paramilitary wing of the Police service. The GSU's duties include dealing with internal security matters, civil disorder, anti-poaching and counterterrorism, and security for the President.

Intelligence Agencies

The largest intelligence service in Africa is the National Intelligence Service (NIS). They deal with both internal and foreign intelligence as well as gathering and performing counter-intelligence operations.

WEAPONS

The SOF are offered a selection of sidearms:

- 9mm M9
- .40 Browning Hi-Power
- .45ACP Glock 30

With small arms the selection is:

- 5.56 M4 carbine
- 7.62 Mk17 SCAR
- 5.56 M16

Sniper Rifles:

- 7.62 SR25

ADVANCES BY FORCE

Force	Advancements
<i>Special Forces</i>	
Special Operations Regiment (SOR)	Shooting, Recon, Rappelling, Survival
Kenyan Special Boat Service (KSBUS)	Boating, Shooting, Recon, Survival
Long Range Surveillance Unit (LRS)	Recon, Shooting, Medical, Drone Operation
<i>Intelligence Agencies</i>	
National Intelligence Service (NIS)	Driving, SIGINT, Language, Investigation
<i>Law Enforcement</i>	
General Service Unit (GSU)	Breaching, Shooting, Rappelling, Medical



AUSTRALIA

Special Forces

The Australians have three main special forces units, the first being the 2nd Commando Regiment, which started off as a raid unit with similar training to the US Rangers.

Working closely with 2 Commando are the Special Operations Engineer Regiment (SOER); these offer counter-chemical, biological, and nuclear support.

Finally, the most famous of the three is the Special Air Service Regiment (SASR). The unit deals in counter-terrorism and have a Guerrilla Warfare Cell which conducts low recon missions and ‘Grey Roles’.

Law Enforcement

The Australian Specialist Protective Services still holds the an-acronym of SRG after its original title of Specialist Response Group.

The SRG is a Tactical Police Group that can be deployed domestically and offshore to deal with any threat, whether medium or high risk. The unit covers everything from bomb disposal, disaster response and negotiations.

Intelligence Agencies

Australia has a number of intelligence agencies that operate internally and internationally. Counterterrorism and foreign intelligence gathering are the key components.

WEAPONS

The Australian special forces standard sidearm:

- 9mm HK USP
- 9mm Glock 19

With small arms the selection is:

- 7.62 MOD M14s

Sniper Rifles:

- 7.62 HK417
- .338 Lapua Tactical 2

ADVANCES BY FORCE

Force	Advancements
<i>Special Forces</i>	
2nd Commando Regiment	Rappelling, Survival, Shooting, Battle
Special Operations Engineer Regiment	Combat Engineer, Shooting, Drone Operation, Demolitions
Special Air Service Regiment	Shooting, Recon, Fighting, Rappelling
<i>Intelligence Agencies</i>	
Australian Federal Police	SIGINT, Languages, Investigation, Research
<i>Law Enforcement</i>	
Specialist Protective Services (SRG)	Driving, Shooting, Breaching, Medical



BRAZIL

Special Forces

The Brazilian Comando de Operacoes Especiais comprises several special forces units, the 1st Special Forces Brigade, the 1st Commando Actions Battalion, Special Forces Support Battalion, 3rd Special Forces Company, the 1st Chemical, Biological and Nuclear Defence Platoon and the 6th Army Police Platoon.

Law Enforcement

The Special Police Operations Battalion or BOPE are a well trained and equipped police unit designed to deal with crimes in the favelas. They are experts in both urban warfare and combat in confined spaces.

Intelligence Agencies

The Brazilian Intelligence Agency (ABIN) has had a fascinating history in a country transitioning from a military government to a civilian one. The agency has been set up to look for threats to Brazilian society and defend the law rule.

WEAPONS

Brazilian Special Forces commonly used Sidearm:

9mm Glock 17
9mm Taurus PT-92

With small arms the selection is:

5.56 Colt M4 Carbines
5.56 G36 Variant
9mm MP5SD
9mm Mini UZI

Sniper Rifles:

7.62 Remington M24
.50 Barrett M82A1

ADVANCES BY FORCE

Force	Advancements
<i>Special Forces</i>	
Special Operations Command	Shooting, Recon, HUMINT, Survival
<i>Intelligence Agencies</i>	
Brazilian Intelligence Agency	Language, Investigation, Tradecraft, SIGINT
<i>Law Enforcement</i>	
Special Police Operations Battalion	Breaching, Shooting, Investigation, Rappelling



CANADA

Special Forces

Canada has two special forces units, the Canadian Special Operations Regiment (CSOR) and the Joint Task Force 2 (JTF2). The CSOR are very much a support unit for the JTF2 but can act independently as a battalion-strength unit. The JTF2 is Canada's direct action and counter-terrorist intervention unit; they also have a maritime tactical operations unit.

Law Enforcement

The Emergency Response Team (ERT) is the elite Police tactical unit of the Royal Canadian Mounted Police. They are highly trained in specialised weapons and tactics. The ERT is involved in Protection, covert surveillance, hostage rescue and marine intervention with their dedicated marine unit.

Intelligence Agencies

The Canadian Security Intelligence Service (CSIS) is responsible for discovering and analysing threats against Canadian national security. The CSIS analyse domestic and foreign intelligence informa-

tion advising the Canadian government of matters of security. CSIS is also part of the Five Eyes and works closely with the US, UK, Australian and New Zealand Intelligence communities.

WEAPONS

Canadian SOF use this sidearm

9mm SIG-Saur P226

Small Arms:

5.56 C8A3 Carbine

Sniper Rifle

.338 Lapua Magnum C14 Timberwolf

ADVANCES BY FORCE

Force	Advancements
<i>Special Forces</i>	
Canadian Special Operations	Shooting, Survival, Recon, Medical
Joint Task Force 2	Shooting, Recon, Demolitions, Drone Operation
<i>Intelligence Agencies</i>	
Canadian Security Intelligence Service	SIGINT, Hacking, Tradecraft, HUMINT
<i>Law Enforcement</i>	
Emergency Response Team	Shooting, Rappelling, Medical, Driving



EUROPE

There are 27 countries in the European Union, and that is a lot of units to cover, so we will only be covering the more elite units and agencies for the game. If your country does not appear, it should be easy to include them with a small amount of research and following the formula shown within these backgrounds.

Special Forces

Many European Special Forces units train together or engage in joint operations; this has been seen more and more over the last few decades as the global terrorist threat has instilled a sense of communion amongst special operation commands.

Training has crossed over in all areas. This has led to improved tactics, communications and gear, and prestige and recognition for special forces units previously unrecognised.

Law Enforcement

Like special forces, the Law Enforcement Agencies have also seen an increase in sharing information and training exercises with other countries, increasing their reach and awareness of threats domestically and how they deal with those threats. In addition, many tactical units have seen an improvement in weapons and gear and a more focused aim towards terrorism and organised crime.

Some tactical units are almost equal to special forces units in their gear and training. Many have become international, helping stem terrorist cells in adjoining countries or aiding countries track down threats.

Intelligence Agencies

Intelligence sharing has grown over the last few decades, with agencies decrypting and analysing data from across the globe. There are vital agencies listed as relevant to the players and the game under their countries. Still, some countries agencies are either too small or overshadowed by the more advanced and funded agencies.

Crime agencies such as Interpol are still the primary European criminal information and detection agency of Europe, with agents operating in many countries throughout the union.

WEAPONS

Below are listed the most common weapons used by European Forces.

Sidearms:

9mm Glock 17
.45 HK USP

Small Arms:

5.56 HK416
5.56 SCAR L
5.56 G36
9mm MP5
4.46mm MP7

Sniper Rifles:

.338 Accuracy International Sniper Platform



AUSTRIAN FORCES

Force	Advancements
<i>Special Forces</i>	
JagdKommando	Recon, Shooting, Survival, Rappelling
<i>Intelligence Agencies</i>	
General Directorate for Public Safety	SIGINT, Research, Investigation, HUMINT
<i>Law Enforcement</i>	
Einsatzkommando Cobra	Breaching, Driving, HUMINT, Shooting

BELGIAN FORCES

Force	Advancements
<i>Special Forces</i>	
Directorate of Special Units	Combat Engineer, Demolitions, Medical, Shooting
Special Forces Group	Battle, Drone Operation, Recon, Shooting
<i>Intelligence Agencies</i>	
State Security Service	Driving, Investigation, Shooting,, Tradecraft
<i>Law Enforcement</i>	
Federal Police	Breaching, Demolitions, Medical, Shooting

DANISH FORCES

Force	Advancements
<i>Special Forces</i>	
Jaeger Corp	Rappelling, Recon, Shooting, Survival
<i>Intelligence Agencies</i>	
Danish Defence Intelligence Service	SIGINT, Languages, Research, Shooting
<i>Law Enforcement</i>	
Special Intervention Unit	Breaching, Driving, Investigation, Shooting

DUTCH FORCES

Force	Advancements
<i>Special Forces</i>	
Unit Interventie Mariniers	Boating, Recon, Shooting, Survival
Army Commando Corps	Battle, Demolitions, Shooting, Survival
<i>Intelligence Agencies</i>	
General Intelligence and Security Service	Investigation, Forensics, HUMINT, SIGINT
<i>Law Enforcement</i>	
Special Brigade	Breaching, Demolitions, Rappelling, Shooting



FRENCH FORCES

Force	Advancements
<i>Special Forces</i>	
Special Operations Command	CBRNE Training, Drone Operation, Survival, Shooting
<i>Intelligence Agencies</i>	
Directorate-General for External Security	HUMINT, Investigation, Languages, Research
<i>Law Enforcement</i>	
National Police Intervention Force	Demolitions, Medical, Rappelling, Shooting

GERMAN FORCES

Force	Advancements
<i>Special Forces</i>	
Special Forces Command	Driving, Demolitions, Piloting, Shooting
<i>Intelligence Agencies</i>	
Federal Intelligence Service	Driving, Forensics, Investigation, SIGINT
<i>Law Enforcement</i>	
Grenzschutzgruppe 9	Breaching, Demolitions, Rapelling, Shooting

ITALIAN FORCES

Force	Advancements
<i>Special Forces</i>	
Joint Special Operations Command	Boating, Combat Engineer, Demolitions, Recon
<i>Intelligence Agencies</i>	
External Intelligence & Security Agency	Hacking, Investigation, Language, Research
<i>Law Enforcement</i>	
Central Security Operations Unit	Breaching, Investigation, Rapelling, Shooting

NORWEGIAN FORCES

Force	Advancements
<i>Special Forces</i>	
Special Operations Force	Battle, Fighting, Recon, Shooting
Hunter Troop (Jegertroppen)	Rapelling, Recon, Survival, Shooting
<i>Intelligence Agencies</i>	
Norwegian Intelligence Service	HUMINT, Language, Reseach, SIGINT
<i>Law Enforcement</i>	
Norwegion Police Service (Delta)	Breaching, Driving, Rapelling, Shooting



POLISH FORCES

Force	Advancements
<i>Special Forces</i>	
Operational Mobile Reaction Group	Boating, Driving, Recon, Shooting
<i>Intelligence Agencies</i>	
Foreign Intelligence Agency	Hacking, HUMINT, Language, SIGINT
<i>Law Enforcement</i>	
Central Investigation Bureau	Driving, Investigation, HUMINT, Trade Craft

SPANISH FORCES

Force	Advancements
<i>Special Forces</i>	
Special Operations Group	Battle, Demolitions, Recon, Shooting
<i>Intelligence Agencies</i>	
National Intelligence Centre	Investigation, HUMINT, Research, Shooting
<i>Law Enforcement</i>	
Special Intervention Unit	Breaching, Forensics, Investigation, Shooting

SWEDISH FORCES

Force	Advancements
<i>Special Forces</i>	
Special Operations Task Force	Demolitions, Recon, Survival, Shooting
<i>Intelligence Agencies</i>	
Swedish Security Service	Driving, Language, Shooting, Trade Craft
<i>Law Enforcement</i>	
Reinforced Regional Task Force	Demolitions, Investigation, HUMINT, Shooting





INDIA

Special Forces

The National Guard (NSG) was created with the help of the German GSG9 to become India's primary counter-terrorism force. The NSG employs both police and army personnel, which is unique for a special forces unit—trained in counter-hijack, Reconnaissance and VIP protection. Though sometimes poorly equipped, the NSG has shown its professionalism and ability to respond to many situations quickly.

Law Enforcements

The National Security Guard encompasses many specialist units, ranging from administration to counter-terrorist action groups to electronic and cyber-warfare specialists. The National Security Guard will generally deal with internal threats against Indian states. The personnel of the National Security Guard are often referred to as the Black Cats.

Intelligence Agencies

The Research and Analysis Wing is India's foreign intelligence agency. The agency's primary function is to gather intelligence from countries that have

a direct bearing on India, perform covert operations to protect India's interests, influencing foreign governments and dealing with terror threats. The agency also acts as security for India's nuclear program and diplomats.

WEAPONS

Indian SOF use this sidearm

9mm Glock 17

Small Arms:

5.56 SIG 553

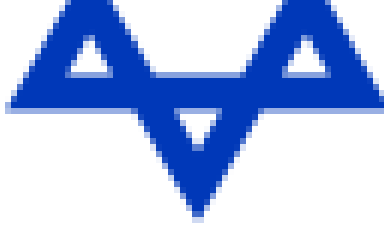
9mm MP5

Sniper Rifle

7.62 PSG1

ADVANCES BY FORCE

Force	Advancements
<i>Special Forces</i>	
National Security Guard	Driving, Demolitions, Shooting, Survival
<i>Intelligence Agencies</i>	
Research and Analysis Wing	Forensics, Investigation, Research, SIGINT
<i>Law Enforcement</i>	
National Security Guard	Breaching, Driving, Investigation, Rapelling



ISRAEL

Special Forces

Sayeret Matkal, or the General Staff Reconnaissance Unit of the Israeli army, is Israel's longest-serving Special Operations Force. It deals in direct action and counterterrorism along with covert surveillance. There is also a marine unit called Shayetet 13, equivalent to the US Navy SEALs, which deals with maritime operations. Has been known to work alongside Mossad units as well as operators of other countries.

Law Enforcement

Yamam, or the Centralised Special Unit, is Israel's counter-terrorism unit. They are trained to deal with hostage rescue and conducting raids in civilian areas as well as police investigations and SWAT-style activity. Yamam mainly operates within Israel's borders but have been known to conduct undercover missions in the Gaza Strip and will adopt Arab dress to blend in.

Intelligence Agencies

Mossad is Israel National Intelligence Agency and is responsible for covert operations, counterterrorism and intelligence collection. The agency only

answers to the Prime Minister of Israel, and because of this, many consider Mossad a deep state. Mossad was well known for its Nazi-hunting activity in the '60s, where they captured several known Nazi members hiding out in Argentina.

Mossad has conducted operations in many different countries and uses counter-terrorism units such as Metsada and civilian supporters to achieve its goals. These operations often involve destroying terrorist cells money networks.

WEAPONS

Israeli SOF use this sidearm

9mm Glock 19

Small Arms:

5.56 Tavor X-95

5.56 CTAR-21

Sniper Rifle

7.62 PSG1

ADVANCES BY FORCE

Force	Advancements
<i>Special Forces</i>	
Sayeret Matkal (Unit 269)	Battle, Demolitions, Recon, Shooting
<i>Intelligence Agencies</i>	
Mossad	Hacking, Language, SIGINT, Trade Craft
<i>Law Enforcement</i>	
Yamam	Breaching, Demolitions, Rapelling, Shooting

JAPAN

Special Forces

Established in 2003, the Special Forces Group has been trained by former Delta Force members to act as protection units for diplomats and counter-terrorist actions. The Special Boarding Unit is the maritime arm and was established by the SBS and US SOF trainers. Operators in the JSFG wear masks similar to SAS members, which they are influenced by.

Law Enforcement

The Special Assault Teams are tactical Police units trained in hostage rescue, counterterrorism and close-quarters combat. The units are assigned to both metropolitan and prefectural police departments. The Special Firearms Squads are assigned to Riot Police Units and sometimes nuclear power plants acting as snipers.

Intelligence Agencies

The Public Security Intelligence Agency is Japan's national security agency tasked with protecting the country against terrorism and internal threats. Most of the agency's operations are conducted within

the country, but it has also been known to conduct operations on foreign soil, namely China and North Korea. The PSIA has a foreign intelligence branch and works with many other intelligence agencies worldwide to keep Japan safe.

WEAPONS

Japanese SOF use this sidearm

.45 HK USP

Small Arms:

5.56 HK 416

9mm MP5SD3

Sniper Rifle

7.62 HK 417

ADVANCES BY FORCE

Force	Advancements
<i>Special Forces</i>	
Japanese Special Forces Group	Battle, Boating, Recon, Survival
<i>Intelligence Agencies</i>	
Public Security Intelligence Agency	Investigation, Forensics, HUMINT, SIGINT
<i>Law Enforcement</i>	
Special Assault Team	Breaching, Driving, Rapelling, Shooting
Anti-Firearms Squad	Breaching, HUMINT, Rapelling, Shooting



MEXICO

Special Forces

The Special Reaction Force is the Mexican counterterrorism and direct action unit. The SRF has trained with Delta, the GIGN and the Israeli Sayeret Matkal. Mexican special forces have a long history of training alongside US special forces units and even its own version of SOCOM called the Special Forces Corp.

Law Enforcement

Mexican Federal Police Tactical unit GOPES, or Special Operations Group, deals with organised crime, Cartels, and domestic terrorist threats. They have trained alongside the Spanish special forces and RAID. The unit was disbanded in 2018 and has since been replaced by the National Guard.

Intelligence Agencies

The National Intelligence Centre or CNI is Mexico's primary intelligence agency and is tasked with investigation and intelligence gathering to preserve the state's integrity and stability. The CNI works mainly within the countries borders but has been

known to work alongside Mexico's military intelligence agencies and agencies of other countries.

WEAPONS

Mexican SOF use this sidearm

9mm SIG-Saur P2022

Small Arms:

5.56 FX-05 Xiuhcoatl

5.56 SIG 716

Sniper Rifle

7.62 Accuracy International Sniper Platform

ADVANCES BY FORCE

Force	Advancements
<i>Special Forces</i>	
Special Reaction Force	Battle, Fighting, Recon, Shooting
<i>Intelligence Agencies</i>	
National Intelligence Centre	Forensics, Hacking, Investigation, Trade Craft
<i>Law Enforcement</i>	
Special Operations Group (GOPES)	Breaching, Driving, Investigation, Shooting
National Guard	Demolitions, HUMINT, Investigation, Shooting



NEW ZEALAND

Special Forces

The 1st New Zealand Special Air Service, also called The Unit, is modelled after the British Special Air Service, and has trained with the SAS. The NZSAS conducts counterterrorism, special reconnaissance, direct action and CBRNE disposal operations worldwide, working alongside other special forces units from across the world. The Unit is broken down into specific squadrons that specialise in ordnance disposal, tactical assault and amphibious, air and mountains operations.

Law Enforcement

The Special Tactics Group (STG) is a full-time Police tactical unit established to deal with high-risk situations such as sieges, counterterrorism, hostage rescue, intelligence gathering and negotiation. They train alongside New Zealand's Special Operations units NZSAS, for VIP protection and Canine Unit operations.

Intelligence Agencies

The Security Intelligence Service (NZSIS) is responsible for counterterrorism, counter-intelli-

gence, foreign intelligence, and national security. The NZSIS has also recently expanded its reach into combating organised crime and working closely with other countries' crime agencies.

WEAPONS

New Zealand SOF use this sidearm

9mm Glock 17

Small Arms:

5.56 LMT MARS-L Carbine

9mm MP5

Sniper Rifle

.50 Barrett M107A1 Anti-material

7.62/.338 Barrett MRAD

ADVANCES BY FORCE

Force	Advancements
<i>Special Forces</i>	
1st New Zealand Special Air Service	Battle, Drone Operation, Shooting, Survival
<i>Intelligence Agencies</i>	
Security Intelligence Service	Investigation, HUMINT, Language, SIGINT
<i>Law Enforcement</i>	
Special Tactics Group	Breaching, Fight, Rapelling, Shooting

RUSSIAN FEDERATION

Special Forces

The Special Operations Force (SOF) are a highly trained group of units trained in sabotage, counterterrorism, sedition, counter-intelligence and reconnaissance. They are adept at guerrilla warfare and ambushes. They have been known to act within Russia and worldwide, with many covert operations in Syria against enemy infrastructure and high valued targets.

Law Enforcement

The Spetsgruppa A or Alpha Group is part of the Federal Security Services (FSB) and bridges both the special forces and police tactical unit definitions. Alpha group has been used to deal with internal hostage rescue and terrorist threats and has also been used on foreign soil in covert operations.

As a police unit, Alpha will engage in law enforcement investigations and actions against organised crime of drug cartels. The Alpha Group is known for a no-nonsense approach and often being heavy-handed when engaged in operations.

Intelligence Agencies

The Foreign Intelligence Service (SVR RF) is the successor to the KGB and deals with intelligence gathering and espionage outside of the Russian Federation. The SVR works closely with the military intelligence agency (GRU) who gathers intelligence through spies and government attaches. The SVR is authorised to conduct electronic surveillance within foreign countries and to protect Russian citizens working overseas.

WEAPONS

Russian SOF use this sidearm

9mm Glock 19

Small Arms:

5.45 AK12

9mm MP5

Sniper Rifle

7.62 HK MR762

ADVANCES BY FORCE

Force	Advancements
<i>Special Forces</i>	
Special Operations Force	Battle, Boating, Shooting, Survival
<i>Intelligence Agencies</i>	
Foreign Intelligence Service	Investigation, Language, Research, SIGINT
<i>Law Enforcement</i>	
Spetsgruppa A (Alpha)	Breaching, Demolitions, Rapelling, Shooting



UNITED KINGDOM

Special Forces

The United Kingdom's special forces are the most renowned and respected units in the world. They have played a part in most conflicts and are responsible for saving countless lives in military and hostage situations.

The most famous of UK special forces are the SAS; the Special Air Service came into the public eye during the Iranian Embassy Siege of 1980; this was the first time many UK residents saw the SAS in action or even knew such a unit existed since then the SAS has become a flagship special forces unit.

The UK's special forces help train other units worldwide and have been innovative and influential in several ways. The SAS were the first special forces unit formed back in 1941 in the deserts of Africa, and the SRR is the first unit to recruit women.

The SAS and SBS are considered the UK equivalent of Tier 1 units, whereas the SRR, SFSG and 18 Signals are Tier 2. All the UK special forces are highly trained and often work together and train with SOF units worldwide.

Law Enforcement

There are many different branches of UK Law Enforcement, but only two fit the current list. Due to firearm laws, the UK does not have the same incidence of gun crime and sieges, mass shootings etc., as in countries like the USA, there is less need for a full Tactical Police force.

Special Branch works closely with MI5 on dealing with and gathering intelligence on terrorism and serious crimes on British soil and protection for VIPs. In recent years a new department called the Counter Terrorism Command has been set up with the Metropolitan Police Special Branch, which now handles threats of terrorism in the UK.

The Specialist Firearms Command (SCO19) is the closest the UK has to a SWAT team, called the blue berets the SCO19 deal with ambushes, hostage situations and armed robberies; they also add support to Armed Response Vehicles (ARVs). A second branch of the SCO19 is the Counter-Terrorist Specialist Firearms Officers. They are trained to deal specifically with terrorist incidents and are trained to storm boats, planes and other vehicles; in fact, both the SCO19 and the CTSFO train with the SAS.

Intelligence Agencies

The UK has three main Intelligence Agencies which are well known worldwide due mostly to James Bond movies.

MI5 (Military Intelligence, Section 5) is a counter-intelligence and security agency. The agency's prime objective is to collect data, utilise surveillance and investigate terrorist organisations. More recently, they have also been directed to work with law enforcement on serious crime issues. MI5 agents are legally allowed to commit a crime in the UK as long as it was to protect national security.

MI6, otherwise known as the Secret Intelligence



WEAPONS

Service (SIS), works exclusively overseas, gathering foreign intelligence regarding counterterrorism and counter-proliferation. MI6 can only carry out operations against persons outside the UK, leading to claims of torture and extraordinary rendition.

GCHQ, Government Communications Headquarters, is responsible for Signal Intelligence (SIGINT) for the armed forces and government of the UK. It was initially established during the first world war as a cypher school, and during the second world war, it is best known for breaking the German Enigma code.

GCHQ has two main components, the CSO, which is responsible for information gathering and the National Cyber Security Centre, where it secures the UK's communications networks. The GCHQ is known to work closely with the NSA and is part of the Five Eyes surveillance program.

The most common weapons used by UK special forces and Tactical Police units

Sidearm

9mm Glock 19

Small Arms

5.56 Colt Canada L119A2

7.62 SIG-Saur MCX .300 Blackout

5.56 LWRC M6A2

Sniper Rifles

7.62 HK417

.338 Accuracy International Sniper Platform

ADVANCES BY FORCE

Force	Advancements
<i>Special Forces</i>	
22nd Special Air Service	Battle, Recon, Shooting, Survival
Special Boat Service	Boating, Recon, Shooting, Survival
Special Reconnaissance Regiment	Drone Operation, Recon, Shooting, Survival
18 Signals Regiment	Combat Engineer, Demolitions, Shooting, Survival
Special Forces Support Group	CBRNE Training, HUMINT, Medical, Shooting
<i>Intelligence Agencies</i>	
Security Service (MI5)	Investigation, Language, Research, SIGINT
Secret Intelligence Service (MI6)	Driving, Hacking, Shooting, Trade Craft
Government Communication (GCHQ)	Hacking, Investigation, SIGINT, Research
<i>Law Enforcement</i>	
Special Branch	Driving, HUMINT, Investigation, Trade Craft
Specialist Crime & Operations 19	Demolitions, Investigation, Shooting, Trade Craft



USA

Special Forces

In Ghost Ops Second Strike only the current five top Tier One units are used for operator background, these five units are all under the command of the Joint Special Operations Command (JSOC). There are a number of Tier 2 units, and these may be offered as an option in later Ghost Ops publications, otherwise please check out the Joint Task Force source book available on DriveThruRPG.

US special forces have played a part in most conflicts worldwide and are some of the best-known special forces units, made more so by important missions such as the hunt for Bin Laden.

Like UK special forces, the US units also train with other countries forces, and many countries have fashioned their own SOF around units like the Navy SEALs and Delta.

Law Enforcement

Most people will know something about American law enforcement from movies, documentaries, and TV shows. The list in Ghost Ops Second Strike includes mostly plain clothes officers or agents with only the Special Weapons and Tactics having a uniform that in any way resembles the Police force.

Many law enforcement agencies will work closely with one another and usually deal with gang crime, cartels, and organised crime threats. None of the listed Law Enforcement units or agencies will work outside the USA.

Intelligence Agencies

There are three prominent and famous intelligence agencies in the USA; these are as follows.

The National Security Agency's primary responsibility is to monitor and process information and data from domestic and foreign intelligence and counter-intelligence. They also protect the USA communications and information systems. Most of what the NSA does is clandestine, and they are part of the Five Eyes global surveillance community.

The NSA does not use human intelligence gathering as they mainly specialise in SIGINT and rarely field agents; of course, this can make the NSA challenging to run in a game, but exceptions can be made for specific missions, and it is suggested that the NSA is used as a background rather than a career.

The Central Intelligence Agency was formed from the OSS after the second world war. Since then, it has been instrumental in the USA's foreign interests and other missions outside the USA. The CIA often uses field agents in an undercover capacity. They also have their own special operations units that engage in black ops or highly secret actions against the USA's enemies or other threats.

The CIA are famous for many things, from causing coups to assassinating high-profile targets; they are often seen as the bad guys for the way they are merciless in their endeavours and because of their involvement in often illegal actions. Ex-CIA agents



make good, bad guys and can be a real challenge for a team hunting them down.

The Department of Homeland Security is a recent creation responsible for protecting the USA's borders and dealing with anti-terrorism, immigration, and disaster management. The DHS field agents across America too deal with domestic terrorism and investigate domestic threats; this includes white supremacist groups and suspected terrorist or violent protest cells.

The DHS works mainly in the civilian sphere and cybersecurity, recently monitoring online hate groups and social media. Their field agents work closely with law enforcement and having DHS agents working alongside FBI or tactical police units is not unheard of.

WEAPONS

The following weapons will show the more common weapons used by American agents and law enforcement.

Pistols

- .45 Kimber Custom II (SWAT)
- 9mm Glock 17 (Agents)
- 9mm Glock 19
- 9mm SIG Saur M17 (Military)
- 9mm M9

Small Arms

- 5.56 MK SCAR L
- 5.56 MK18 CQB-R
- 7.62 MK14
- 9mm MP5S

Sniper Rifles

- 7.62 M110
- .338 TAC
- .338 Accuracy International AXMC (SWAT)

ADVANCES BY FORCE

Force	Advancements
<i>Special Forces</i>	
SEAL Team 6 (DEVGRU)	Boating, Demolition, Recon, Shooting
Delta Force	Driving, HUMINT, Recon, Shooting
Regimental Reconnaissance Company	Battle, Language, Recon, Survival
24th Special Tactics Squadron	Battle, Rapelling, Recon, Shooting
Intelligence Support Activity	HUMINT, Shooting, Survival, Trade Craft
<i>Intelligence Agencies</i>	
National Security Agency (NSA)	Hacking, Language, Research, SIGINT
Central Intelligence Agency (CIA)	HUMINT, Investigation, Language, Trade Craft
Dept. of Homeland Security (DHS)	Investigation, Language, Research, Shooting
<i>Law Enforcement</i>	
Special Weapons and Tactics (SWAT)	Breaching, Demolitions, Rapelling, Shooting
Federal Bureau of Investigation (FBI)	HUMINT, Investigation, Shooting, Trade Craft
US Marshals Service (USMS)	Driving, Forensics, Investigation, Shooting
US Secret Service	HUMINT, Investigation, Recon, Shooting
Bureau of Alcohol, Tobacco, Firearms (ATF)	CBRNE Training, Forensics, Investigation, Medical



ICO, ICI AND PMC

Players that wish to play as Ico, ICI, or PMCs can choose their background from the previous career choices and mark down all the advantages that career gives them. Once that is done, they then gain two extra advantages, which should then make them Seasoned.

SKILL AND SKILL POINTS

Each operator then receives 12 skill points which they can use to improve or buy a new skill, as discussed in the character creation chapter of the Savage Worlds Adventure Edition.

HINDRANCES AND DERIVED STATS

Operators can also follow the guidelines for Hindrances and Derived stats found in the Savage Worlds Adventure Edition.

NEW SKILLS

There are a number of new skills included in the game that replace skills that are not used, and this should give the operators the same number of skills to choose from as a standard character built using the Savage Worlds Adventure Edition rules.

Breaching [Smarts]

Used to force open doors or gain access through walls using a variety of tools.

CBRNE Training [Smarts]

Detection, handling and disposal of radioactive, biological, chemical, and nuclear materials and explosives.

Demolitions [Smarts]

The identification, disarming and setting off explosive devices, EOD training.

Drone Operator [Agility]

The use of drones from small Black Hornets to larger UAVs, UGV and UCAV's.

Forensics [Smarts]

The ability to collect, preserve and analyse scientific data such as DNA, includes fingerprints.

HUMINT [Spirit]

Gathering intelligence from human sources through research, interrogation, psychology, and covert means.

Investigation [Smarts]

Discovering through research, examination and searching hidden or complex clues in order to find a motive or solve a crime.

Recon [Smarts]

Surveillance of an area to determine threats such as ambushes, and plot travel and resources.

SIGINT [Smarts]

Intelligence gathering from enemy comms also includes cryptography and hacking.

EDGES AND HINDRANCES

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

Again, some of these may appear in other settings that we are unaware of, but these edges are specifically designed for the Ghost Ops Second Strike setting and all become available at Novice unless stated otherwise.

HINDRANCES NOT USED

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

Doubting Thomas, Pacifist, Poverty, Young.



NEW HINDRANCES

EDGES NOT USED

By the Book (Minor)

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

Glitch (Minor)

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

Insubordinate (Major)

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

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

Sadist (Major)

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

Itchy Trigger Finger (Major)

You have a tendency to shoot first and ask questions later, which had led to a couple of near misses on innocent bystanders in the past. Whenever you are surprised whilst in a tense situation make a Spirit check if you fail you shoot at whatever appears, whether that be friend or foe.

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

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

NEW EDGES

Combat Medic

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

Forward Air Control

Requirements: Novice, Smarts D6+
You are trained to paint targets and direct air support. The squad needs to agree on an Air Support solution for you to use this edge. This provides +2 to Piloting and Shooting of the NPC providing the support.

Ghost

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

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



K9 Handler

Requirements: Novice, Spirit D6+

The Operator has access to a special forces dog. The K9 companion will be treated as an Operator and will Advance when the Operator does. See the Creating a K9 operator chapter for starting stats and gear.

Mine Sweeper

Requirements: Seasoned, Smarts D6+, Notice D6+

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

SERE Training

Requirements: Seasoned, Vigor D6+, Spirit D6+

The Operator has been trained to resist various interrogation techniques. The Operator gains a +2 to Spirit or Vigor tests during interrogation and torture.

Tactical Driving

Requirements: Seasoned, Agility D6+, Driving D6+

The Operator has learnt offensive and defensive driving techniques. They gain +2 when driving in either an offensive or defensive way.

CQB

Requirements: Novice, Agility D6+, Shooting D6+

The Operator has trained to assault locations such as aircraft, buses and ships, and to fight in cramped and sometimes crowded locations. They gain +2 to Shooting and Fighting when in one of these locations.

Underwater Ops

Requirements: Seasoned, Agility D6+, Swimming D6+

The Operator has been trained to operate underwater, be this priming or defusing explosives, stealth swimming or infiltrating ships and submarines.

The Operator receives +2 when using Demolition, Stealth, or Repair while underwater.

Veterinary First Aid

Requirements: Smarts D6+, Medical D6+ K9 Handler Edge.

You are trained as a Vet to give healing to your K9 companion in the field. You gain +2 to Medical when healing an injured K9

PROFESSIONAL EDGES

Computer Jock

Requirements: Seasoned, Smarts D6+, SIGINT D6+

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

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

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

Narcotics

Requirements: Seasoned, Smarts D6+, Investigation D6+

You have a good knowledge of drugs and the cartels that make and sell them. You receive +2 to Investigation when determining a type of drug and the most likely cartel or gang that would have dealt with them.

Hazmat Training

Requirements: Novice, Smarts D6+

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



Operators that have taken the K9 Handler Edge can choose to have a K9 companion.

A K9 operator is considered a member of the team with all the benefits and respect afforded a human operator. K9s are never left behind and if captured they are rescued by their team mates.

Creating a K9 operator follows the same rules as found in the Savage Worlds Adventure Edition, with a few exceptions.

ATTRIBUTES

K9s have the same five attributes as standard characters and receive 5 points to distribute amongst them.

EDGES AND HINDRANCES

K9s do not have Hindrances but can choose one of their specialised Edges with they advance.

DERIVED STATAS

These are worked out in the same way, and K9s also start with 3 wounds.

SKILLS

K9 operators have only five skills compared to their human counterparts as not all the skills are available to them. They receive 6 points to spend on their skills during Operator Recruitment.

Like human operators a K9 starts with 5 skills at d4, these are:

Athletics
Fighting
Intimidation
Notice
Stealth

Bomb Detection

Requirements: Notice d6+

You gain a +2 to Notice when sniffing out explosives such as mines and booby traps.

Drug Detection

Requirements: Notice d6+

You gain a +2 to Notice when attempting to discover hidden drugs.

Tracker

Requirements: Notice d6+

You gain a +2 to Notice when following a trail of a suspect or seeking something that was lost.

Patrol

Requirements: Notice D6+

You are trained to patrol and guard a location you are commanded to. You gain a +2 to Notice strangers and dangers.

Disarm

Requirements: Strength d6+, Fight D6+

You are trained to take down and disarm an assailant and keep them down until your human operator arrives. You gain +2 when attempting to disarm a threat.

ADVANCING

A K9 operator advances in the same way as human operators and receives experience in the same way.

BENNIES AND STARTING GEAR

K9 Operators receive three Bennies like human operators. They can select there gear from the K9 loadout in the Quartermaster Chapter.



QUARTERMASTER

REQUISITION

Ghost Ops Second Strike gives the operators access to a wide selection of equipment and weapons and though listed here they follow the lists found in the Savage Worlds Adventure Edition.

Restrictions in the core rules do not allow us to explore the operators gear in a lot of detail and so instead we have followed the Savage World weapon damage, ranges, weights and armour ratings. Many of you may recognise that guns, though mostly the same cailbre, will vary a lot in power and other factors. Experienced Handlers should be able to offer more in differences with a few tweaks.

For vehicles it is suggested that you use the rules and examples found in the Savage Worlds Adventure Edition, as these will be rarely used in a standard operation.

For those that are looking for more detail or more weapon types we recommend Gunsmithing 101 by Thomas Clegg available on DriveThruRPG.

Some gear and weapons listed in the gear section within Ghost Ops Second Strike and the Savage Worlds Adventure Edition may be too powerful or really does not suit the current mission the Operators are about to enter. When a operator requests a piece of equipment or weapon which is not considered standard they must requisition it.

To requisition a piece of gear the Handler asks for a Spirit Test, this test can be modified by a -2 for items such as mortars or tanks etc as these are not items often used on missions involving special forces, agents or tactical police officers.

Ultimately the Handler has the deciding vote on whether a piece of equipment or weapon is available to operators,

LOADOUTS

There are two gear lists in Ghost Ops Second Strike one of which is standard gear for all operators and another which is extra gear which can be requested but is not standard.

There is also a gear list for K9s and this is all standard which all K9 operators receive.



STARTING GEAR FOR OPERATORS

Below is the starting gear operators will have available to them, they would not carry everything on this list all the time but take what they need for the mission ahead. Agents would carry most of the starting gear in their car rather than carry it on their person.

Item	Description	ENC
Batteries (6)	Standard batteries	-
Binoculars	Standard Binoculars	2
Blood Chit	Small document offering money for safety	
Chem-sticks	Plastic rods, shake and break	-
Glow stick	Standard glow stick	
Grease Pencil	Will write anywhere	
Survival Radio	Large radio with built in GPS	3
Throat Comms	Standard comms unit	-
CamalBak	Water reservoir with drinking tube	
Compass	Navigation Tool	-
Entrenching Tool	Can be used as a weapon	4
Flashlight	Uses Batteries	3
Gas mask	Used to resist gas	2
IFAK	Standard First Aid Kit	1
Multi-Tool	Standard Multi-Tool	-
Night Vision	Allows user to see in the dark	1
QB Sleeve	Holds maps	-
MREs	Standard ration packs	-
Seabag	Large bag used as sse dump bag	-
Tourniquet	Standard tourniquet	-
Para-chord	To tie things together	
Poncho	Standard all weather poncho	1
Watch	Reliable time piece	
Zip Ties (10)	Pack of 10 zip ties	-

STARTING GEAR FOR K9 OPERATORS

Item	Description
Doggles	Goggles for the dog to protect against flying debris and glass
Radio	Stored on the dogs vest so they stay in contact with human operator
Muzzle	Only used when the dog is Parachuting
Body Armour + Harness	Kevlar body armour and Harness, covers dogs body leaving only the legs and head exposed. Can be equipped with packs and a lead.
Packs	Used to carry the dogs rations and their specific first aid kit
Flotation Device	Used when in water.



NON-STANDARD GEAR

The following gear is available but is not considered standard gear

Item	ENC	Description
Biometric Scanner	2	Used to scan fingerprints and identify or store them
Breaching Kit	5	Used for breaching doors and barricades
Canteen	0/1	Water carrier (belt) ENC 0 when empty 1 when filled
Carabiners	0	Climbing
Designator	4	Forward Air Control
ENVG	2	Enhanced Night Vision Goggles, +2 Notice at night
Ghillie Suit	0/2	Camouflage +2 Stealth, ENC 0 when worn 1 when carried
Grapple	2	+2 Climbing
GPS Nav	0	+2 Navigation
HardTab	2	Military grade hardened tablet computer
Hazmat Suit	0/2	Protection against hazards, ENC 0 when worn, 1 when carried
Laser Pointer	0	Standard laser pointer
Lock picks	0	Trade Craft tool
Lock pick Gun	0	A tool that brute forces locks
Mine Detector	3	Mine detection +2 Notice when searching for mines
Range Finder	1	A monocular that uses a laser to provide accurate distance
Scuba Gear	6	Snorkel, air tank, fins and wet suit
Snake Cam	0	Bendable fibre optic tube with a camera linked to display.
SSE Kit	2	A kit for gathering forensic and computer evidence
Tac-Flag	1	A bright orange tarp can be spotted with IR, designed to indicate friendly position
Tool Kit	3	Selection of tools
UAV/UGV Terminal	2	Terminal used to operate drones and linked to drone cameras

AGENT GEAR

Item	ENC	Description
Hacking Software	-	Added to Laptop for cybersecurity and intrusion purposes
Key Logger	-	Will log keystrokes, comes as a program or thumb-drive
Radio- Wrist	-	Wrist mounted communications
Radio - Ear	-	In ear communications often linked to either wrist or throat radio
Bug	-	Small bug that can be placed unseen in areas of devices
Camera	-	Small concealed camera, with wireless capability
Directional Microphone	1	Microphone that can pick up sound from distance or through windows

Agents also have access to all gear listed in this chapter, if needed.

The Handler can, if they choose, ignore the Requisition cost for items if the item is important in completing the mission.



ARMOUR

Armour	Armour	Min STR	Wgt	Description	
<i>Body Armour</i> (Chest, Back, Stomach)					
Kevlar Vest*	+2*	d6	5	Worn on Torso	
IOTV MK3**	+5*	d8	17	Body armour with ceramic plates	
Plate Carrier X-SAPI	+4*	d8	17	Kevlar Vest with ceramic plates	
<i>Arm Armour</i>					
Elbow Pads**	+1*	d4	2	Over the elbow ballistic pads	
Tactical Gloves**	+1*	d4	2	Kevlar gloves	
<i>Leg Armour</i>					
Knee Pads**	+1*	d4	2	Over the knee ballistic pads	
Tactical Boots**	+1*	d4	2	Kevlar sturdy boots	
<i>Helmets</i>					
Ballistic	+4*	d4	5	Kevlar lined helmet	
MICH**	+4*	d4	6	Advanced Kevlar Helmet	
ECH	+4	d4	6	Lighter advanced kevlar helmet	
<i>Shields</i>					
	Parry	Min STR	Wgt	Cover	Description
Held**	+3	d6	9	-4	Handheld shield
Mobile	+3	d10	13	-6	Large wheeled shield

* Standard gear for Agents

** Standard Gear for Special Forces, Tactical Police and PMCs





FIREARMS: HANDGUNS AND SUB MACHINE GUNS

Weapon	Range	DMG	AP	ROF	Shots	Str	Wgt
<i>Handguns</i>							
Browning HI Power (.40)	12/24/48	2d6+1	1	1	10	d4	4
Glock 17/19 (9mm)	12/24/48	2d6	1	1	17	d4	3
Glock 30 (.45)	12/24/48	2d6+1	1	1	15	d4	4
HK USP (.45)	12/24/48	2d6+1	1	1	15	d4	4
HK USP9 (9mm)	12/24/48	2d6	1	1	17	d4	3
Kimber Custom (.45)	12/24/48	2d6+1	1	1	15	d4	4
M9 (9mm)	12/24/48	2d6	1	1	17	d4	3
Sig Sauer P226 (9mm)	12/24/48	2d6	1	1	17	d4	3
Sig Sauer M17 (9mm)	12/24/48	2d6	1	1	17	d4	3
<i>Sub machine Guns</i>							
MP5 (9mm)	12/24/48	2d6	1	3	30	d6	10
MP7 (4.46)	12/24/48	2d6	1	3	30	d6	10

FIREARMS: CARBINES, ASSAULT RIFLES AND BATTLE RIFLES

Weapon	Range	Dmg	AP	ROF	Shots	Str	Wgt
<i>Carbines</i>							
CQB MK18 (5.56)	24/48/96	2d8	2	3	30	d6	8
FX-05 Xiuhcoatl (5.56)	24/48/96	2d8	2	3	30	d6	8
LMT MARS-L (5.56)	24/48/96	2d8	2	3	30	d6	8
LWRC M6A2 (5.56)	24/48/96	2d8	2	3	30	d6	8
MCX (.300/7.62)	24/48/96	2d8+1	2	3	30	d6	10
M4 (5.56)	24/48/96	2d8	2	3	30	d6	8
Tavor SAR (5.56)	24/48/96	2d8	2	3	30	d6	8
<i>Assault Rifles</i>							
AK12 (5.45)	24/48/96	2d8+1	2	3	30	d6	8
Colt L119A1 (5.56)	24/48/96	2d8	2	3	30	d6	8
C8A3 (5.56)	24/48/96	2d8	2	3	30	d6	8
HK416 (5.56)	24/48/96	2d8	2	3	30	d6	8
G36 (5.56)	24/48/96	2d8	2	3	30	d6	8
M16 (5.56)	24/48/96	2d8	2	3	30	d6	8
SCAR-L (5.56)	24/48/96	2d8	2	3	30	d6	8
SIG 553 (5.56)	24/48/96	2d8	2	3	30	d6	8
MCX Spear* (6.8)	24/48/96	2d8+1	3	3	30	d4	7
<i>Battle Rifles</i>							
HK417 (7.62)	30/60/120	2d8+1	2	3	30	d8	12
MK14 (7.62)	30/60/120	2d8+1	2	3	30	d8	12
MK17 (7.62)	30/60/120	2d8+1	2	3	30	d8	12

*NGSW not currently available until 2022



FIREARMS: SNIPER RIFLES, LMGs AND SHOTGUNS

Weapon	Range	Dmg	AP	ROF	Shots	Str	Wgt
<i>Sniper Rifles</i>							
Accuracy International (.338)	100/200/400	2d8+2	4	1	5	d8	30
Barrett M82A1 (.50)	100/200/300	2d10	4	1	10	d8	35
Barrett M107A1 (.50)	100/200/300	2d10	4	1	10	d8	35
Barrett MRAD (7.62)	100/200/300	2d8+1	2	1	10	d8	35
Blaser R93 Tactical (.338)	100/200/300	2d8+2	4	1	5	d8	30
C14 Timberwolf (.338)	100/200/300	2d8+2	4	1	5	d8	30
PSG1 (7.62)	100/150/200	2d8+1	2	1	10	d6	25
Remington M24 (7.62)	100/200/300	2d8+1	2	1	10	d6	25
SIG 716 (7.62)	50/100/200	2d8+1	2	1	10	d6	25
SR25 (7.62)	75/150/250	2d8+1	2	1	10	d6	25
M110 (7.62)	75/150/250	2d8+1	2	1	10	d6	25
<i>LMGs</i>							
PKM (7.62)	30/60/120	2d8+1	2	4	100	d8	26
M240 (7.62)	30/60/120	2d8+1	2	4	100	d10	33
<i>Shotguns</i>							
Benelli M4 (12g)	12/24/48	1-3d6	1	1	7	d4	8
Beretta 1301 (12g)	12/24/48	1-3d6	1	1	7	d4	8
Remington M870 (12g)	12/24/48	1-3d6	1	1	7	d6	8

FIREARMS: ROCKET AND GRENADE LAUNCHERS

Weapon	Range	Dmg	AP	ROF	Blast	Wgt	Location
<i>Grenade Launchers</i>							
M32 MGL	24/48/96	4d8	-	1	MBT	5	Weapon Mounted
M203/M320	24/48/96	4d8+1	-	1	MBT	5	Weapon Mounted
M79	24/48/96	4d8	-	1	MBT	8	Carried

Weapon	Rng	Dmg	AP	ROF	Blast	Wgt
<i>Rocket Launchers</i>						
M136/AT4	24/48/96	4d8	24	1	MBT	15
MK 153 SMAW	24/48/96	4d8+2	24	1	MBT	15
M3 MAAWS	24/48/96	4d8+2	24	1	MBT	15



HAND WEAPONS AND RANGED

Weapon	Rng	Dmg	Min Str	Wgt	Notes	
<i>Hand Held Weapons</i>						
Blade	-	Str+d4	d4	1	Survival Knife gives +1 to Survival	
Club*	-	Str+d4	d4	1	Baton, Baseball Bat	
Improvised	-	Str+d4	d4	1	Anything that can be wielded in one or two hands	
<i>Ranged</i>						
	Rng	Dmg	AP	ROF	Min Str	Wgt
Bow	12/24/48			1	d6	3
Arrows		2d6	-			
Crossbow	10/20/40			1	d6	5
Bolts		2d6	2			
Thrown Knife	3/6/12	Str+d4	-	1	d6	1





EXPLOSIVES: GRENADES, MINES AND IEDS

Type	Range	Dmg	AP	Blast	Wgt	Notes
<i>Explosives</i>						
C4	-	4d6+1	-	MBT	1	Needs Detonator to work
Det Cord	-	3d6	-	SBT	-	Used on doors and other surfaces
Dynamite	-	4d6	-	MBT	1	Fuse lit, can be unstable
Breaching Charge	-	3d6	3	SBT	2	Fitted to doors and walls to breach
<i>Mines & IEDs</i>						
M18 Claymore	-	3d6	-	12"	4	Front towards Enemy
IED	-	3d6	-	MBT	4	Home made
XM7 Spider	-	4d6	-	SBT	5	Has a 360 degree arc
<i>Grenades</i>						
Fragmentation	5/10/20	3d6	-		1	
Smoke	5/10/20	-	-	LBT	1	Obscures Vision -4
Stun*	5/10/20	-	-	LBT	1	Targets make a Vigor roll -2 or be stunned
Riot Control*	5/10/20	1d6	-	MBT	1	Sends out hundreds of small rubber balls
Multi-purpose	5/10/20	0-3d6	-	MBT	1	Can be switched from stun to Frag





UAVs AND UGVs

Name	Range	Wgt	Description
<i>UAVs</i>			
Novadem	75/150/300	8	Recon, Enhanced Optics, 2 slot payload able to drop smoke, med kits etc.
Anafi	100/200/400	8	Recon, Enhanced Optics. Used mainly for surveillance.
Spike Firefly	75/150/300	6-12*	Recon, Enhanced Optics.. When used as a weapon acts like a Claymore. Often referred to as the kamikaze drone.
Songar	100/200/400	4	Recon, Enhanced Optics. Drone is fitted with a machine-gun firing 5.56 rounds.
Black Hornet	50/100/200	1	Recon, Enhanced Optics. Stealth. Popular amongst Special Forces
<i>UGVs</i>			
Throwbot	10/20/50	5	Recon, Enhanced Optics, Stealth. Can travel over most terrain and can be fitted for mine detection.

Recon indicates cameras linked wirelessly to operators terminal

Enhanced Optics - Infra red, NV, thermal and Target acquisition

Weapons - Drones use operators shooting skill

Stealth - Drone is quiet and hard to detect (-2 Notice)

* Based on payload



SAFE HOUSES AND SUPPLY DROPS

Certain operators will have access to locations or be able to call on supplies depending on their current situation. In this chapter, we will go over what is available to the different types of operators and how they are obtained or earned.

SAFE-HOUSES

Safe-houses are locations where operators can hold up, find medical aid, resupply or contact control directly. Often, a safe-house has a 'caretaker' someone who maintains the location and is there to greet the operators, give them a situation report, and reiterate protocol.

TYPES OF SAFE-HOUSE

Safe-houses can be found worldwide, and they will range from apartments in blocks to actual houses on civilian streets. The country in which the safe-house is located will often dictate the type of safe house found there.

Apartments – Many western and Middle Eastern countries will have apartments, often in rundown areas of a city where people coming and going will not be questioned.

Houses – Most western and first-world countries will have houses in suburban neighbourhoods; these are often used for witness protection. Houses are generally for long term stay-overs.

Fronts – These locations appear to be a normal business but are actually a safe house; the person who runs the business also doubles as the 'caretaker'. These types of property are found in Middle Eastern and Asian countries mainly.

Bunkers – These are locations used as places to heal and regroup, often just a hole in the ground or a disused, abandoned building with hidden caches and camouflage. Bunkers are often found in jungles, rural locations and even war zones.

Agents and some operators will have access to safe houses, especially when acting in foreign countries and on extended missions. If an operator or agent is in trouble or needs to stow an HVT or person of interest, a safe house will be provided for them until such times as an evac plan can be formulated and activated.

Tactical police units that do not operate outside the city they are based or tend not to be involved in extended missions do not generally have access to a safe house, except for witness protection or surveillance purposes.



SAFE HOUSE SUPPLIES

Each safe-house is different; some are better supplied or set up than others. Whereas one safe house may have security cameras and a complete surgery suite, others may just have a first aid kit and a window. If you are at a location and in need of medical care or to lie low, then you will not have the luxury of picking or choosing your safe house, and this is what the following tables are for.

When a call comes into control from the operators who urgently need a safe location, control will send them to the closest place, which is not always the best stocked or most modern. A safe house needs to blend in, not stand out and the more you add to the safe house, the more power, antennas, cables and other basic amenities it will need.

When the operators reach a safe house, roll a d6 and check the chart below.

D6	Level
1-2	1
3-4	2
5-6	3

Each type of safe house will have three supply levels; the Handler should decide the type of safe house, and rolling on the table above should determine the supply level.

SUPPLY LEVELS

Apartments

Level 1: Small apartment in a block in a rundown area of the city. Sparse furnishings, a box of dried food with a camping stove, a first aid kit in a cupboard, selection of ammo mags under the floorboards. There is no caretaker, but there is a small hidden security camera; when the doorbell is pushed, this alerts control, unlocking the door and giving access.

Level 2: Medium-sized apartment in a complex behind a gate. The door is unlocked by control via a security camera. First aid kit, blood transfusion and sterilisation equipment working kitchen with a selection of food, four single beds and a weapons locker holding rifles, pistols, ammo and body armour. Short wave radio and internet connection. A caretaker will visit every three days.

Level 3: Large apartment in a building with a doorman (agency hired caretaker), keypad, and thumb scanner locks with high security. Five rooms, one of which is a complete surgery and recovery area, a full kitchen with enough food for two weeks, security cameras, reinforced doors and bulletproof glass. Comms room with an internet connection, satellite access and hacking suite. Armoury with a selection of weapons and gear.

House

Level 1: A repurposed crack house on an inner-city street, boarded up windows and covered in graffiti, looks abandoned from the outside. One floor with five rooms, first aid kit, food, secure line telephone, lockbox with ammo and a few handguns hidden under floorboards. Army cots stacked in one corner for sleeping on and a change of clothes in a duffel bag.

Level 2: One storey house on a suburban street, five rooms and a garage. A caretaker is a live in and has been there acting out everyday life for several years: comms room, weapons locker and medical area. House looks like any suburban home. Car in the garage available to operators if needed.

Level 3: Semi-detached two storey house. Two caretakers live in the house permanently and maintain it for the agency. The basement is a complete medical suite and has two cells for prisoners. Comms room with surveillance cameras, satellite feeds and internet. Full armoury and interrogation room. Three bedrooms and three bathrooms.



Front

Level 1: A small store crammed into a bustling market street, the safe house is at the back of the store, with a first aid box, a lockbox of ammo and a radio linked to control. Not designed for overnight or long term stays. The back door leads to an alley that may have an old vehicle parked with keys in the ignition.

Level 2: An old bookstore or antique store on a side street. The owner is also a caretaker, and the safe house is at the back. The caretaker is a trained medic with basic medical facility, comms rooms, small weapons locker and cots for overnight stay.

Level 3: Store on a busy street, has several staff (agency funded and trained as security), and the owner is the caretaker. The safe house is above the store and is fitted with a medical area, secure room for prisoners, armoury, sleeping area, comms room with radio, internet, and satellite feeds.

Bunker

Level 1: A hide with a GPS beacon hidden in a forest, enough room for one person to sleep, a first aid kit, food and wood for a fire.

Level 2: A wooden shack, camouflaged from above. Surveillance cameras allow control to give access to the interior. Inside is a paramedic kit for severe medical conditions, comms centre, and weapons locker. Security systems around the area alert those inside to trespassers.

Level 3: Actual bunker, access gained from hatch hidden under rocks. The bunker is fully furnished has a working kitchen, two bedrooms, armoury and medical bay. It is also equipped with two cells for prisoners, a comms room, and a security centre for surveillance cameras. The bunker can withstand a nuclear strike and has provisions enough for six months.

If the operators are nowhere near a safe house, then a supply drop or a dropbox is the next best thing.

SUPPLY DROPS

Operators from Special forces, ICO and some PMCs have access to supply drops. A supply drop can be called upon at most locations as long as a clearing can be marked by chem sticks or Tac Flags. It is impossible to make a supply drop in water or areas where the supplies could be damaged or destroyed.





DROP BOXES

A supply drop should only be called if a squad needs it. If a member has forgotten a piece of gear or has not brought enough ammo, they should not call in a supply drop. Supply drops are often called for long term missions when the operators have been out in the field for an extended period of time and are running short of supplies, and there is no nearby safe house. Supply drops can also take time to reach operators, so calling one just before they run out of food could be a mistake, especially if the nearest airbase is two or three days away.

Operators can also request supply drops for civilians, especially those helping the operators with either information or shelter, having food, tools etc., dropped as payment or incentive to help the operators change a failing mission to a successful one.

SUPPLY DROPS AND REPUTATION

The operator's reputation can determine what kind of supply drops they can call upon, and below, we list the reputation cost of different types of supply drops.

Basic - Small drop of rations, ammo and batteries.

Standard - Ammo, rations, first aid kit, weapon parts, radios.

Advanced - Weapons, Ammo, First Aid, Rations, Money in local currency, weapon parts, explosives, radios.

Vehicle - Small boats, Quad bikes or motorbikes, Humvee

Supplies - Food, tools, money, medical supplies (often used to bargain with locals).

A supply drop can take from a few hours to a couple of days to arrive at the operator's location based on where in the world they are. Also, if a safe house is nearby, then a supply drop will not be an option.

It is common for agents out in the field to have access to drop boxes to collect and drop off items or Intel. A drop box can be a postal box, a hole in a wall, a train station locker or even a table in a café where the item is taped underneath. The items are delivered by locals friendly or in the employ of the agency if they are nearby, or they can be caches of supplies hidden in locations that the agent can utilise only taking what is needed.

A drop box can contain several items to help an agent, some unique to the agent. Blueprints, Money, Contact info, Cell phones, Passports, ID cards, weapons, and trade-craft tools such as lock-picks and bugs.

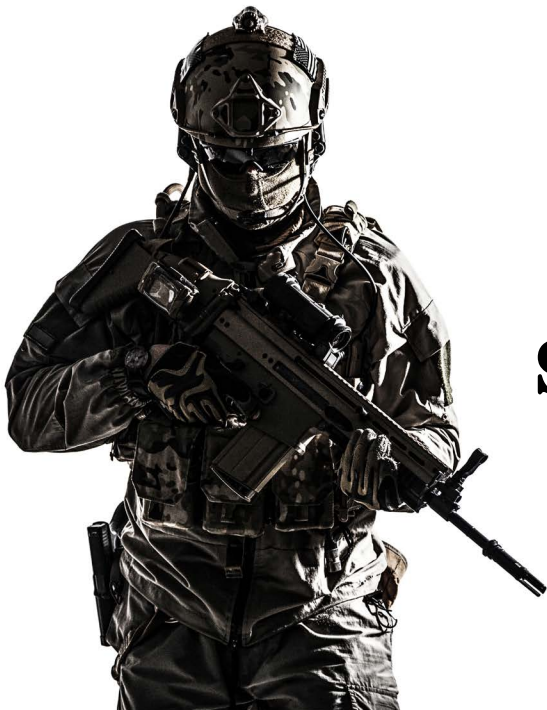
An agent's reputation will grant them access to different types of drop boxes.

Rep	Drop Box
2	Money, cell phone, ID card
5	As above with passports and weapons
8	As above with Blueprints, contact info
10	As above with trade-craft tools

Drop Box Location

D6	Location
1	Postal box
2-3	Locker
4-5	Hole in a wall
6	Cafe Table

For more on reputation see the Setting Rules chapter on pg 49.



SETTING RULES

Ghost Ops Second Strike uses the following Setting Rule from Savage Worlds Adventure Edition

Conviction
Fast Healing
Hard Choices

TEAMWORK AND PLANNING

Working together is essential if you wish to succeed and survive. Special Forces and Tactical Police units must know where each other are, be in constant communication, and risk everything to save a unit member.

In the world of Ghost Ops Second Strike, it is not unheard of for the 'party to split up', allowing them to approach an objective from different positions, get the jump on tangos, or even accomplish different objectives within the same battlefield. All this is done by keeping in constant comms and following a plan.

Operators will have access to maps of locations, satellite and drone images and video, allowing them to plan out their approach on an objective. Each operator would learn and memorise these orders and have their role in the mission. Each operator

must fulfil their role for the mission to succeed. Players can agree to a unit bennie pot, where each operator places one of their own bennies into a pot that can aid with the overall mission rather than the individual operators. This rule should be optional and also follow the Hard Choices Setting Rule.

ENEMY MORALE

The operators will face mainly Tangos (standard enemies) and HVTs (High-Value Targets), who usually are bosses. Unlike many RPGs, Ghost Ops Second Strike tends to lean toward the more realistic, with Tangos either running, surrendering or becoming more fanatical during firefights.

If the enemy begins to suffer losses during a fire-fight or becomes overwhelmed, the Handler must make a Spirit check using the enemy's lowest Spirit. If the spirit check is a fail, the enemy flees, retreats. If the check is a basic success, the enemy surrenders with conditions. If the spirit check succeeds with a raise, the enemy becomes more fanatical, and the Handler receives one benny.

If there is an HVT present, the Spirit check must be done using the HVTs Spirit attribute, whether it is the lowest or not.



This rule can mean that some firefights will end quickly or become running battles. How and when the enemy makes a Spirit check is up to the Handler based on the loyalty and type of Tangos the operators face.

It is advised that operators should be penalised for killing surrendered enemies. Interrogating a surrendered enemy is fine, and the operators should glean some interesting information from questioning these tangos. Any surrendered tangos will be airlifted out of the area by control.

HVTs that surrender could end a mission if the capture of the HVT were the objective. If this is the case, the Handler must decide whether the HVT surrenders or not.

SECONDARY OBJECTIVES

Missions will not often have secondary objectives either applied before the missions start or during the mission. These secondary objectives will be optional and may involve something as simple as

downloading the files from a laptop to assassinate a secondary NPC.

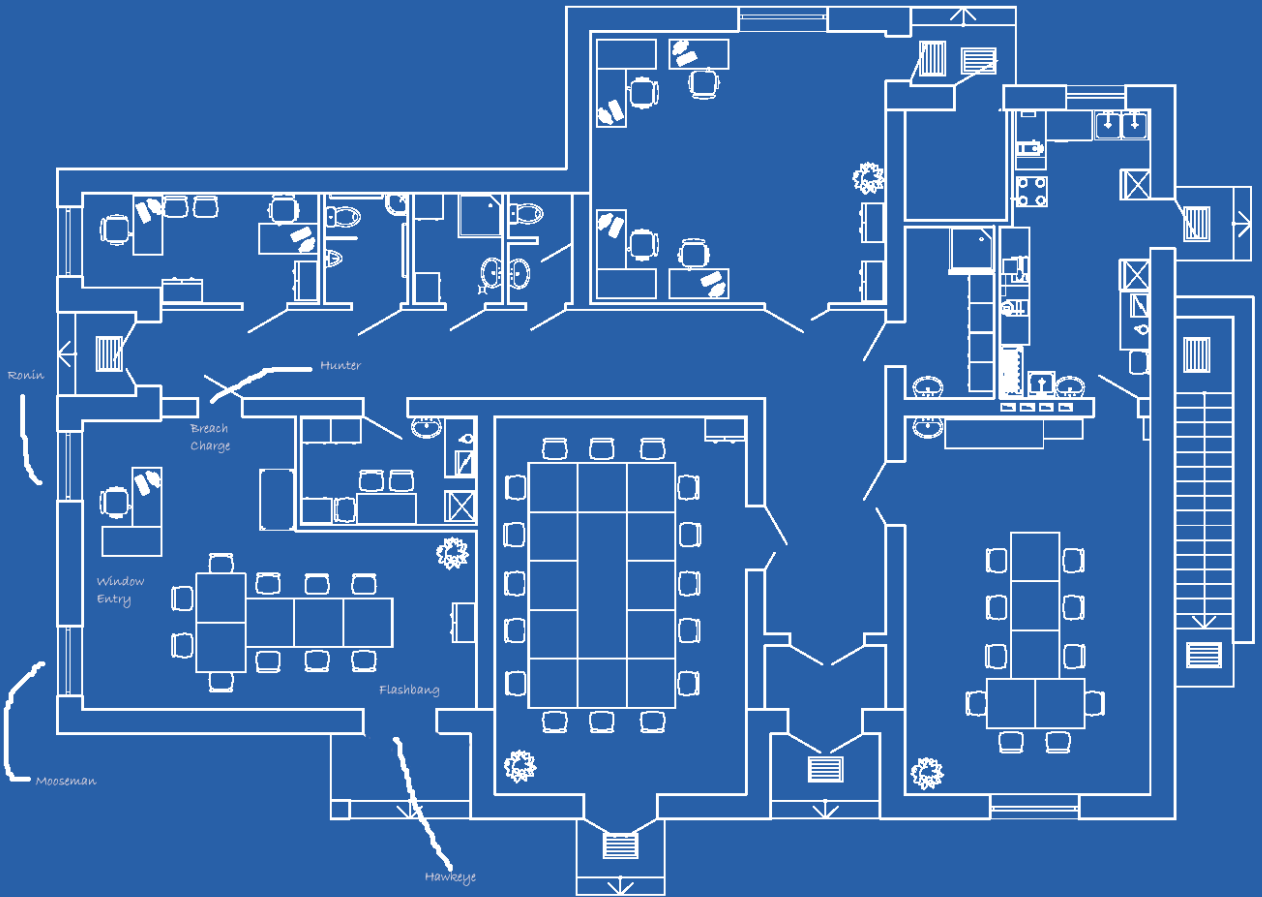
Secondary objectives should also fit with the type of operators; Tactical Police units will not receive kill orders, whereas Special Forces, Agents, ICO, PMCs, and ICI could. Outside agencies, like the CIA or MI6, can add these secondary objectives and should be optional for the operators with benefits such as favours owed, special equipment or contacts offered for completing them.

BLUEPRINT PLAY

Ghost Ops Second Strike encourages Blueprint play; this is a way for players to use a blueprint to determine how the operation or a critical point in the operation will play out by deciding where each operator will be and what they will do.

This rule works alongside Teamwork and Planning and allows the operators to have complete knowledge of a location and even sometimes enemy positions and movements through information from satellites and drones.





Complete combat scenes can be played out by the players using the blueprint to position their operator and then working as one to explode into a situation taking the enemy by surprise, as long as the dice roll in your favour. This can make combat scenes fast and dynamic.

1-ON-1 PLAY

Savage Ghost Ops Second Strike is perfect for 1-on-1 play, with just a Handler and one Operator. Often sending in just the one operator keeps the chance of discovery low. Missions like hacking into a server on-site, assassinating an HVT, collecting video data on a meeting between terrorists and their financiers or rescuing an important prisoner can all be done quietly with a single highly trained operator.

For missions involving just one operator, an ICO Ghost, ICI Agent or PMC is suggested due to their advanced skills.

INFILTRATION AND OVERWATCH

A big part of missions will be entering without being seen; drones can aid this as well as blueprints etc. The strength of many missions will be the ability to catch the enemy unprepared, giving the operators the upper hand.

Having the unit's sniper in overwatch will add with entering an area silently and undetected. A sniper in overwatch succeeding with a successful notice can offer the unit a +1 to stealth attempts and Initiatives of less than five redrawn.



NO MAN LEFT BEHIND

Operators do not leave their injured, dead or captured behind, and that includes the K9 operators. If an operator is captured, the operators are expected to mount a rescue mission. Injured operators are carried out, and this also applies to dead operators.

Civilians and friendlies must also be protected and taken to safety if possible; unless you are running a game using PMCs who have decided to take the more Merc route, then this may not be a huge priority.

Saving team members and protecting civilians will give benefits by increasing the reputation of the operators, making requisitioning gear easier with a +1 to Spirit checks.

REPUTATION AND REQUISITIONING

There are many items and situations where an operator will need to use requisition. Requisition is a Spirit check with a penalty based on the type of gear of service the operator is attempting to acquire. A Penalty can range from a -1 to the check, for items that are small and the GM can see being of some value to the mission, to a -3 with a raise for items that make no sense.

The reputation earned from rescuing civilians, completing missions, saving unit members and discovering or completing secondary objectives can help with reducing penalties when attempting to requisition gear and services. The removal of penalties due to a successful mission or exemplary conduct in the field should only be on the next item the operator attempts to requisition, after which more reputation will need to be earned.

HEARTS AND MINDS

Operators can often gain allies in the least expected places by using Hearts and Minds and Psyop techniques. These techniques can range from offering food and medical supplies to groups of civilians,

arms or supplies to rebels, or using propaganda and lies to sway supporters, gang members or even officials to their side.

Knowledge of cultures, politics, opposition forces, and even the hardships civilians face under control or in the wake of the Tangos can help with winning a battle. Rebels or anti-government groups will often oppose dictatorships; civilian militia groups will sometimes oppose drug cartels. HVTs may have someone close that can be blackmailed. Governments may have members that will steal files or pass on information for money or safety. All of these can be used to help with completing a mission.

Attempts to elicit aid from groups opposed to the tangos or HVTs will gain bonuses if the Persuade attempt is accompanied by money, aid, food or weapons. Handlers should allow operators to offer incentives or give them access to information within reason, and control has the final say on how important they feel the aid offered is to the mission's overall success.

AGAINST IMPOSSIBLE ODDS

Missions should be exciting and dangerous, forcing the operators to plan ahead and work together to succeed. Often the Tangos will be better armed and equipped than the operators. Missions might involve going up against whole armies or just small gangs, even vicious cartels with no hesitation to use civilians as shields or a bargaining chip.

Using cover, smarts, and stealth to bypass enemies will save lives, rather than running in all guns blazing. Opportunities should exist for cover. Guards should not instantly discover operators that fail a stealth roll but instead investigate the noise, giving the operator the chance to move and hide; this will keep the game exciting and full of suspense.

Operators are trained for harsh environments, from deserts to arctic wastes, jungles to warzones. Sometimes units will be dropped behind enemy lines with very little equipment or in cartel controlled jungles or ghettos. A hostage situation on a plane,



bus or even an embassy can be restricted with tight passages, very little movement space or filled with panicking civilians.

Time could be a factor, maybe a bomb is about to detonate, or hostages will be killed on the hour. Time can easily be a physical threat that the players can see on the table, as you turn a dice to show the loss of minutes or hours, slowly creeping towards detonation or another victim.

Operators should never panic but show experience and work together with each member doing their part and sticking to the plan because just one mistake could mean the death of you.

CINEMATIC ACTION

Everyone has seen action movies, and there are a lot of them; often, these movies show the characters doing amazing and impossible things, but they keep us, the viewer, on the edge of our seats, will they

or won't they. Savage Worlds also allows you to do this, and Handlers should embrace the cinematic if that is what the players want. Maybe they have just watched the Expendables, which is a great action movie with Stallone and other action stars and the players want to replay it as operators in Ghost Ops, and that is totally possible.

- Diving through windows shooting bad guys.
- Driving vehicles off cliffs into helicopters
- Shooting barrels of explosive fuel and killing a bunch of bad guys
- Shooting bullets out of the air
- Catching a grenade and throwing it back
- Jumping from rooftop to rooftop
- Jumping from vehicle to vehicle

The Handler should encourage the action and for the players to take risks with their operators, use their bennies, don't make insane actions too impossible, embrace the cinematic, and you could have a great night of action.





COMMAND CENTRE

Welcome to your command centre; as a Handler, you will be running ops, directing the operators and controlling the Tango's and HVTs that will populate the missions. As the Handler, you have the final say on rules, determining the difficulties of challenges, handing out bennies, playing all the NPCs, and deciding on the enemies' actions. It is a lot of responsibility, but the command centre is here to help.

Ghost Ops Second Strike is unlike other roleplaying games in a few ways. Ghost Ops operators have a single goal; there are no ulterior motives or allegiances to a god or group other than the unit. There is no treasure to be found other than info or HVTs. Splitting the group is often encouraged as they will stay in touch via radio. Operators are never left behind, with injured operators being carried out of situations and captured operators being rescued, including any K9 units. There must be a bond amongst the members and total trust in each other's abilities; the unit is family.

Ghost Ops Second Strike lends itself to action-packed one-shot missions and longer drawn out investigations leading to many fire-fights across continents and cities. Players can take on the role of Tactical Police raiding a cartel house in South America where they find shocking Intel; that Intel

is then passed on to agents who investigate leads, infiltrate gangs and engage in car chases with crime bosses. Capture and interrogation lead to international connections. These connections call for specialist units of Navy SEALs or SAS to hunt down and take over a terrorist cell. All of this can be done using multiple operators from different agencies, all controlled by the players.

The first step to taking on the role of a Handler for a specialist unit is to understand the play-styles and how to run a mission using them.

PLAY STYLES

There are several ways to play Ghost Ops Second Strike, and these each revolve around the backgrounds and careers that the mission calls for. Unlike many other RPGs, Ghost Ops Second Strike bases the careers the players can choose on the type of mission being organised by the Handler. This building the operator to meet the mission is an essential aspect of the game.

Different missions will call for different operators, for example:

Authorities are alerted to a Domestic terrorist threat a Tactical Police Unit is called in.



A drug cartel has set up a drug factory in the jungles of South America; the situation could call for a Tactical Police unit or a Special Forces team.

A lone gunman has sent a warning to a newspaper. Federal Agents are called in to investigate and hunt down the assassin. Once found, this could then be turned over to a Tactical Police unit.

A VIP of a corporation is needed to flee a country suddenly plunged into civil war a PMC force is hired to get them out.

An international group of terrorists threatens to bomb a capital city, an ICO or Special Forces unit are sent in to stop them.

We will now detail how to run a mission using each of the units available as either a career or background.

TACTICAL POLICE

Tactical Police units operate in the country of origin, and often each city within that country has their units. Tactical Police are used for raids on drug dens, terrorist cells and locations where firearms and force are

expected. Tactical units are also used to set up defensive parameters and to deal with hostages situations.

Missions involving Tactical Police will always be one-shots; these missions will also follow specific guidelines.

Hostage rescue is a priority, as is the lives of innocents

- Arrest unless impossible to do so
- Shoot to wound rather than kill
- Never shoot first

Tactical units will always have location maps, Intel on suspects and the number of civilians being held or in the area before entering the danger zone. The players must discuss how to enter a situation and have the relative equipment to carry out the planned approach. If a plan involves the team taking different routes to the main area, radio comms should coordinate everything. When acting in a coordinated way to enter an area from different entry points, it is presumed that this happens all at once, and all suspects will be surprised unless they are expecting the attack.





A coordinated attack will often involve breaching charges at entrances and stun grenades. The tactical unit will then demand the suspects stand down. If this happens, they are arrested, but the operators can respond if the suspects fire at the unit.

The main goal is to arrest and rescue, not kill everything, as vital Intel could be lost.

AGENTS

Running missions for agents can fall into several types, from criminal investigations, infiltrations, and even special operations against drug cartels and organised crime. Agents can wear suits one minute and body armour the next.

Missions can begin with surveillance of a suspect or interviewing an informant. Agents are trained to blend in and use trade-craft, hacking and other techniques to get what they need. The difference between running an agent mission and another type of unit is that agents work in smaller groups. Having only one or two agents for a mission is totally fine and makes missions more personal and exciting.

Playing characters that are part of agencies can dictate a mission type; FBI agents will only be active within the USA, whereas CIA or DEA can cross borders and be active in other countries. Playing as members of the ICI will allow players to have agents that operate worldwide on several different cases, from tracking down a serial killer to taking down an organised crime family or cartel.

Agents also have a lot more human interactions and rely upon informants, witness statements and having someone on the inside; they must be trained in negotiation, interrogation and body language. This is also true of hacking computers, tapping communications and deciphering codes. Agent missions will often be a lot of researching and Intel gathering before going in guns blazing.

SPECIAL FORCES

All special forces units will operate in their own countries and others, often to protect their countries' interests or stop attacks. In Ghost Ops Second Strike, it is advised to keep missions for special op units to behind enemy line missions, hostage or prisoner rescues, raids, and the capture or assassination of HVTs. Missions for special operators can range from jungle locations, deserts, Arctic tundras and even in the middle of an ocean.

Special forces operators fall under international law regarding how prisoners are treated and the rules of conflict and have to recognise a sovereign country's rights (though in recent years, operators have been known to act in countries without that country's knowledge).

Operators have a certain amount of autonomy regarding how they best conduct the mission they are sent on, like tactical units. Special forces will have access to maps, Intel and whatever equipment they need to fulfil that mission. Before each mission, players are advised to look over what they have, be they satellite images or information on the tangos they will encounter and plan their actions.

PMCS

Private Military Contractors often have either special forces or tactical police backgrounds, with a few ex-agents. PMCs can come from any country. You will often have different nationalities working together, with the majority coming from the country where the current mission is based; this helps with language and understanding cultural norms.

Often PMCs have had a bad rep, mainly from criminal activity or incidents on the battlefield, but this does not mean they are all bad. Many PMCs are used as security for VIPs or corporations; some have been sent to rescue people from war zones or disaster areas, but PMCs can legally fall into a grey area.



PMCs are often depicted as bad guys or mercs in movies, books, and video games. The mercs are hired by arms dealers, evil corporations, or wealthy dictators to suppress a population, hunt down supposed traitors, or act as a personal army. These PMCs work great as a significant threat against the operators as they are ex-special forces, so just as well trained, there may even be animosity between an operator and a PMC for past indiscretions.

PMCs are great for those players that wish to take the fight against the bad guys but do not want to worry about international laws or the Geneva Convention. Also, PMCs can have more criminal leaning if they wish, which will not break the immersion.

ICO (GHOST OPS)

The International Covert Operations Unit was the main force available in the original Ghost Ops RPG. This was expanded in source materials to include the ICI or International Covert Investigations Unit. The ICO was based around Rainbow Six, created by Tom Clancy; a special forces unit made up of international operators, the best in their field.

The ICO, unlike many special forces units, were not designed to be of a single nationality. This allowed players from different countries to support and play as operators from their own countries military, rather than always from the same one. The other reason the ICO existed was to spotlight special forces units other than the SAS, Navy SEALs and Delta, which are the more common forces seen in movies and TV shows.

Running games with the ICO allows the operators to act as PMCs with the laws governing war followed by special forces, meaning that missions can happen anywhere. However, the unit is still taking orders and must respect the country they are in. Ghost Op units will get kill orders and may be asked to do something that may counter laws or rights, but often this is to stop a more significant crime or atrocity from happening.

In the fiction, ICO members do not officially exist but are funded by many countries worldwide; they engage in deniable ops, and even though they will rescue captured members, no country will come to their rescue with ransoms or political help but instead deny all knowledge of them.



1-ON-1 PLAY

Ghost Ops Second Strike was designed with four-person squads in mind, but it does not need to be played in this way, and some may want to do solo ops with just a single operator and a Handler. It is advised that any one-to-one ops are either stealth-based or agent missions. We offer a few examples of these types of missions below.

The operator infiltrates an enemy base to gather Intel and kill or capture the HVT; the base is swarming with tangeros, too many to take on single-handed. The operator must stealth and silently kill their way through the base. This type of mission would be a mix of avoiding guards, killing silently, and hacking security systems.

The operator is sent to guide a VIP through a city torn apart by civil unrest; the VIP is wanted by the rebel faction who now control the streets. Moving through streets controlled by militia and scared citizens, locations like Asia and South America, known for their winding streets and large populations, work great.

The agent is sent to infiltrate a cartel or organised crime boss; they receive an invite to a party, charity event or something similar hosted at the HVT's mansion. The agent must find the Intel they seek and get out alive. Movies like True Lies, James Bond etc., have great examples of these situations.

Watching movies, TV shows, and even video games like Splinter Cell by Ubisoft will give great examples of single operators engaging with thrilling and dangerous situations. See the Stealth section below for more ideas or rules for running stealth missions.

BLUEPRINT PLAY

Operators will often attempt to make coordinated attacks on a location, which is easier using Blueprint Play, but what is Blueprint Play?

Missions for Ghost Ops Second Strike will come with blueprints of some locations; these can be given to the players to coordinate a planned attack.

Often coordinated attacks will involve operators entering a location at different access points, doors, windows, even through thin walls. The operators will also each have designated targets or actions they must engage with or take for the whole plan to be successful. The operators cannot deviate from the plan, or other operators could get injured or killed.

A Blueprint Play will always give the operators surprise on their targets and advantage, the team will work in initiative order with each other, and the plan must be arranged in that way; an example of a Blueprint plan is given below.

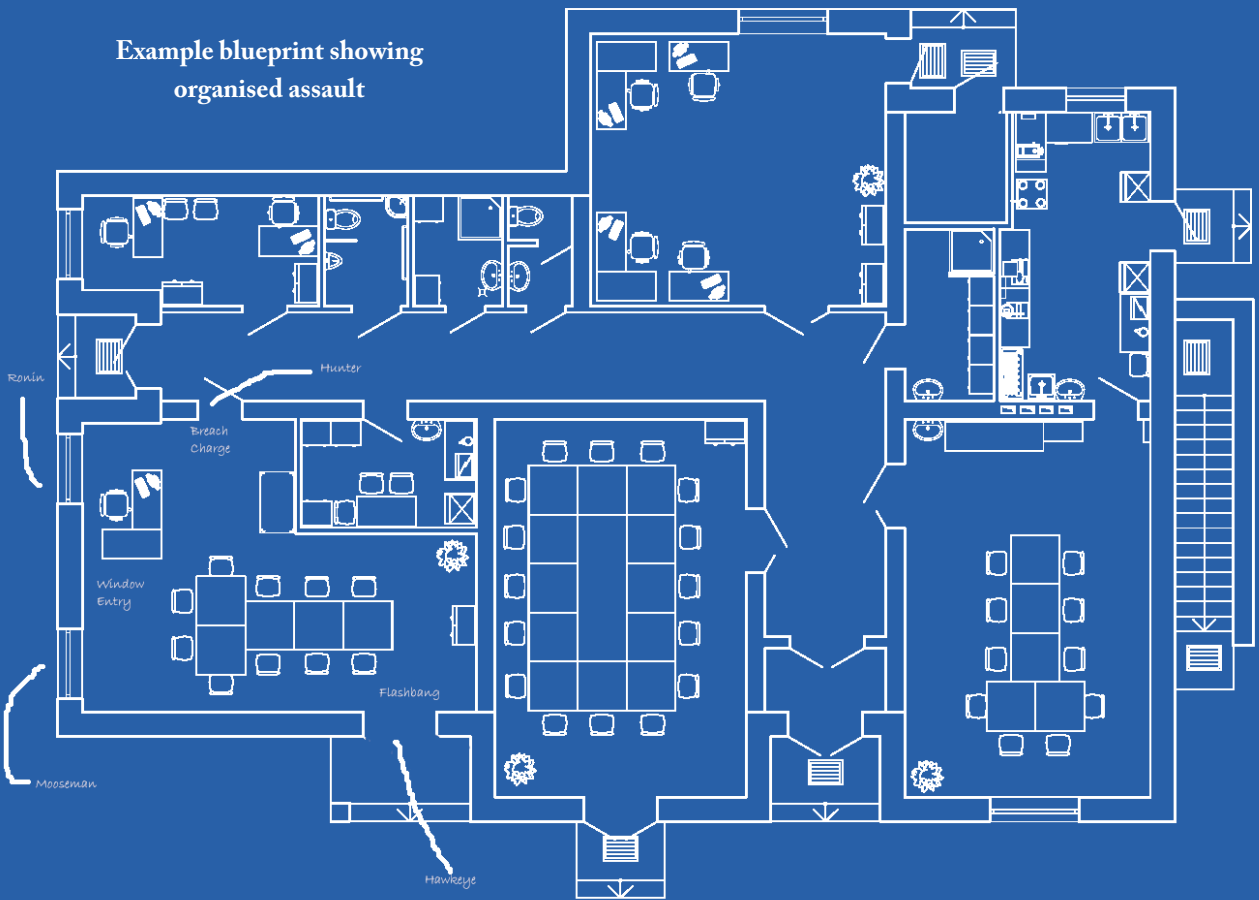
The team had decided on a plan for taking out the office of an organised crime gang. The gang had been working through a legitimate cover business with offices in a high rise. The team have been informed that top members of the gang will be meeting in the office, which seems to be an excellent opportunity to cut the head from the snake.

Checking the blueprints, the team decide that two of them will rappel down the outside of the building and enter through the windows. The other two operators will enter through the side doors to the office.

Mooseman and Ronin make it to the roof and rappel down the outside of the building, positioning themselves just above the windows. Hawkeye sets a breaching charge on the door while Hunter prepares a flash-bang at their door. On the mark, the breaching charge goes off. Hunter opens the door tossing in the flash-bang; the charge and the stun grenade disorientate everyone. Immediately Ronin and Mooseman come through the windows, guns up and firing (-2), getting the drop on those inside; this is quickly followed by Hunter and Hawkeye entering the room.

In the above example, all the operators use surprise and disorientation, and the bad guys lose their initiative and are stunned.

Example blueprint showing organised assault



Having access to blueprints allows the operators to act in this way, but of course, there are no blueprints for every situation, and those will need to be planned on the go.

Setting Rules for Blueprints can be found on Pg 47.

STEALTH PLAY

Ghost Ops Second Strike can be played totally in stealth mode, with operators attempting to infiltrate areas with minimal footprint, avoiding or silently dispatching guards and other threats, hacking obstacles and using the environment to bypass locations.

To avoid guards, the operator must use their Stealth skill. Darkness will give the operator a +2 bonus on a roll as long as they stay in the shadows. Failing stealth does not mean that the operator is automatically caught but instead will mean that the guards will investigate the noise, offering the operator an opportunity to leave the area and hide. To avoid a searching guard alerted to a sound will involve

another Stealth roll with a -2 penalty. Success indicates that the operator evaded discovery with a fail ending in either capture or a shoot out.

Hiding bodies and closing doors will help in not alerting guards. Closing a door is a simple case of remembering, whereas hiding a body will involve another stealth roll to disguise or camouflage the body.

As a Handler, you must offer opportunities to the players; when describing a location, make sure to mention pipes, bushes, areas of shadow, places an operator can climb or hang from. Crates or nooks that an operator can hide. Operators will find it hard to stealth across wide open, flat areas during daylight unless there are places to hide or use as cover.

VARIED ENVIRONMENTS

The operators will travel across vastly different environments, from deserts to the Arctic and jungles



to urban sprawls. Each environment will bring its challenges, from dehydration, hypothermia, to poisons and collapsing structures, all need to be managed by you.

Operators who prepare for the environment in which they are heading will always lessen their chances of extra modifiers from thirst, cold etc., from hindering their progress, but what about those times they are not prepared? Operators that are suffering environmental effects should always act with a penalty until they deal with those effects. Prolonged periods without water or in intense heat or cold should accumulate over time. Each day that the operator is still within the environment, the modifier should increase, so day one should have a penalty of -1, day two -2, and so on; once they have passed day 3, they will not only be at a -3 penalty but should also suffer from being shaken.

Operators have survival training, which will slow down the effects with a successful survival roll, staving off the effects. Each day the operators must roll for as long as they are in that environment. If the

operator fails the roll on any given day, a penalty is added starting at -1; if the next day they are successful, the penalty is removed.

FLASHBACK MECHANIC

Operators can be allowed to use Bennies as a flashback device; for example, if the operators get to a point where they are stuck or trapped, then a benny can be used to determine a way out; see the example below.

The operators come to the end of a corridor with a door, but the door is locked. They attempt to pick the lock but fail. A gang of cartel members are getting closer to the operator's location; the operators are out gunned. One player says they wish to use a benny as a flashback; they state that they want to arrange for an insider of the cartel to make sure this door is unlocked. The Handler agrees, and the door is unlocked and allows the operators to escape the cartel.





REWARDING SUCCESS

The Handler can decide that a flashback should cost more than a single benny, based on what the player wants the flashback to do; there is a big difference between making sure that the vehicle in the garage is fuelled up to pulling an LMG from the air and this should be reflected on the benny cost.

When a benny is used for a flashback, the rules for bennies still apply.

SECONDARY OBJECTIVES

During a mission, a team can get called up to fulfil a secondary objective; this will often, if not always, be connected to the current objective the team is dealing with. Examples of secondary objectives are shown below.

The team are hunting an HVT. The objective is to eliminate the target. As the operators near their target, a secondary objective comes in to grab the HVT's laptop; this then changes the operators plans to snipe the target from range.

The operators are approaching a cartel base to burn it down and take the cartel boss into custody. The unit receives a call stating that satellite imagery shows that a person of interest is currently a guest of the cartel boss and needs also to be captured.

The agent has infiltrated the offices of an organised crime front and is about to hack the computer system when they get a call. Another agent is in the building and needs the operator's assistance; once they have grabbed the Intel, they must find and assist the second agent.

Secondary objectives should always be optional, with the operators receiving more reputation and experience by completing them. Still, if it means re-entering a potentially lethal environment, the operators should have the option of not accepting the new orders.

Once the operators have completed missions and fulfilled an objective, you will want to reward them for a job well done, and this is done by handing out Reputation Points.

Reputation allows the requisition gear, call in supply drops and use contacts.

The following table lists the amount of reputation that should be handed out to the operators at the end of every mission.

Action	RP
Completed a mission successfully	3
Completed a mission partially	2
Completed a secondary objective	1
Work well as a Team	1
No killing of civilians	1
Obtained extra info	1
Thinking outside the box	2
Adapted to changes well	1
Completed mission without being seen	2
Set off no alarms	2
No casualties	2

Completed a mission successfully

All the primary objectives are completed.

Completed a mission partially

Not all primary objectives are met but main target eliminated or captured.

Completed a secondary objective

Fulfilled any extra secondary objectives that came through.

Work well as a team

The operators communicated, took instruction and were fluid.



No killing of civilians

No civilians were killed or harmed by the operators.

Obtained extra info

Operators found vital information that will help track down and dismantle other threats.

Thinking outside the box

Operators used their attributes and specialisations to beat problems in interesting ways.

Adapting to changes well

Things can change quickly on the battlefield and operators need to think on their feet not dither around and crumble under pressure.

Completed mission without being seen

Operators completed mission without being spotted by a guard or camera.

Set off no alarms

No alarms were triggered by the operators.

No casualties

No operators were wounded or injured in any way.

AVP should only be rewarded for those actions relative to the mission, for example, if there were no alarms to trigger than the operators do not receive AVP for not triggering alarms.

USING REPUTATION

Reputation is rewarded to the whole team not to individual operators and with Reputation they can obtain specialist gear, call in air-drops/air-strikes and use a contact on the field.

Action	Cost
Air-drop	5
Air-strike	8
Call Contact	3

Air-strikes will not be sent when directed at civilian locations.

Supply drops are ammo, standard gear and weapons.





RANDOM MISSION GENERATOR

The following tables are an expansion on the very popular Ghost Ops Random Mission Generator published by FeralGamersInc Ltd. Some of the tables are repeated but new ones have been added for the extra background options available in Ghost Ops Second Strike.

Starting a mission has a number of distinct parts:

Pre-Mission Briefing - This is a broad overview of what the mission involves.

Load Out - This is where the Operators decide the equipment needed to complete the mission.

Pre-Deployment Check - The last chance to ask questions and gather Intel.

Deployment - Transportation to the mission location.

Mission Breakdown - Each mission will come in several parts and this is where how to best accomplish those parts is decided.

ExFil - The Operators must know how to return to a safe location once completing the mission.

De-Brief - This includes any medical attention, a look back over any mistakes or particular lucky breaks and the cleaning of weapons.

THE PRE-MISSION BRIEFING

The Handler will give a break down of what the mission will involve, this will be a where, what and how conversation.

WHERE?

The Location of the mission, the Handler rolls a D10 and consults the table below. For Spec Ops, ICO and PMC missions. Roll a D6 for Tactical Police missions and a D6 for Agent missions

D10 Spec Ops/ICO/PMC

- 1 Central American City
- 2 European City
- 3 Cargo Ship
- 4 Island
- 5 American Rural Location
- 6 South American Jungle
- 7 African Jungle
- 8 Passenger Jet
- 9 American City
- 10 Eastern Europe

D6 Tactical Police

- 1 Passenger Jet
- 2 Dangerous Neighbourhood
- 3 Cartel/Gang Hideout
- 4 Terrorist Cell
- 5 Remote Compound
- 6 Jungle Base

D6 Agent

- 1 Office Building
- 2 Private Mansion
- 3 European City
- 4 Casino
- 5 Beach Resort
- 6 Underground Base

WHAT?

The main mission objective is the type of mission the Operators will be going on.



D6 Mission Type

1-2	Recon
3	Retrieval
4	Escort
5	Assault
6	Infiltration

D4 Tactical Police

1	Assault
2	Escort
3	Raid
4	Surveillance

D4 Agent

1	Infiltration
2	Espionage
3	Escort
4	Assassinate

This is a broad definition of the mission and it may be broken down into a number of small objectives.

MISSION OBJECTIVE SEGMENTS

A mission's main objective may be recon but it may include a number of smaller missions (called segments) that need to be accomplished in order to get to the main mission. These segments are determined by the table below.

2d6	Segments
2	1
3 - 4	3
5 - 6	5
7 - 9	3
10 - 11	2
12	Re-roll with +1 segment

Based on the number rolled the Handler can roll again on the What Table to determine the other segments objectives or just choose.

MISSION TYPE BREAKDOWN

The Handler can choose or roll on the following explanations.

Recon Mission Requirements:

- 1-2: Scout out a potential threat zero engagement.
- 3-4: Gather Intel on an individual
- 5-6: Map out a building or location.

Retrieval Mission Requirements:

- 1-2: Gather Intel from hostile forces
- 3-4: Acquire an item and bring it back
- 5-6: Find and prepare an individual for rendition.

Escort Mission Requirements:

- 1-2: Transfer an item to a pick up point
- 3-4: Escort a VIP to their destination
- 5-6: Bring back a POW/Hostage alive

Assault Mission Requirements

- 1-2: Take out an enemy location
- 3-4: Kill an Important enemy figure
- 5-6: Storm a location and release hostages

Infiltration Mission Requirements

- 1-2: Infiltrate a building, kill the target, no witnesses
- 3-4: Assassinate 3 targets in plain sight, no witnesses
- 5-6: Infiltrate agency building, hack systems, plant bugs.

Raid Mission Requirements:

- 1-2: Enter the location and eliminate all tangos
- 3-4: Enter the location arrest all tangos and collect evidence.
- 5-6: Clear out location by floor making sure all civilians are safely removed.



Espionage Mission Requirements:

- 1-2: Enter location, grab Intel and place explosives.
- 3-4: Reach mainframe and download files and then scrub drives.
- 5-6: Reach HVT and extract them destroying all relative data.

Surveillance Mission Requirements

- 1-2: Understand the targets routines and follow them when necessary.
- 3-4: Infiltrate the targets location and place surveillance gear.
- 5-6: Infiltrate targets organisation

Assassination Mission Requirements

- 1-2: Assassinate the target and make it look like an accident.
- 3-4: Assassinate the target from distance
- 5-6: Assassinate the target and make it look like a rival gang/faction/cartel did it.

MISSION SPECIFICS

Each mission will have specific requirements or info that needs to be taken into consideration. The following table can be used.

1d6	Mission Specific
1	No Witnesses
2	High Risk Tango's
3	Known Enemy Vulnerability
4	Precision Deployment
5	Heavy Civilian Area - No collateral Damage
6	HVT Wanted for by another Agency

MISSION DEPLOYMENT

The Operators will be deployed to the location of the mission in various ways, often this is a few miles out side of the objectives zone and Operators are expected to requisition a vehicle or hoof it to the Mission location.

The Handler can roll or choose from the following table.

1d6 Spec Ops/ICO/PMC

- 1 HALO Jump
- 2 Chopper Deployment
- 3 Passenger Airliner
- 4 Navy Vessel
- 5 HAHO Jump
- 6 By Road

D4 Tactical Police

- 1 Chopper Deployment
- 2-3 By Road/Boat
- 4 Rappel

D4 Agent

- 1-2 As a civilian
- 3-4 Undercover

Sometimes deployment may take a few different journeys and this can be decided by the Handler.

With certain forms of deployment there is need for a Exfil from the location once the mission is complete.

This does not affect Tactical Police or Agents just Spec Ops, ICO and PMCs.

1d6 Exfil

- 1 - 2 Chopper pick up
- 3 Boat
- 4 Requisitioned Vehicle
- 5 On Foot
- 6 Operators choice



MISSION COMPLICATIONS

These are complications that the Handler can throw in to make the segments of the mission more interesting or challenging.

1d6 **Complication**

Recon

1-2 Guard patrol in wider area

3-4 Snipers

5-6 Enhanced Electronic Surveillance

Retrieval

1-2 Enemy Forces know you are coming

3-4 VIP held within secure location

5-6 Item booby trapped

Escort

1-2 Road Blocks

3-4 A large number of POWs

5-6 You are being Hunted

Assault

1-2 Enemy numbers doubled

3-4 Target within secure facility

5-6 Location is booby trapped

Infiltration

1-2 Location is occupied by civilians

3-4 Targets in heavy civilian areas

5-6 Location has high security

Raid

1-2 Civilians used as human shields

3-4 Tight corridors

5-6 Location is booby trapped

Espionage

1-3 Hacking detection systems

4-6 Heavily armed guards

Surveillance

1-3 Target expecting a tail

4-6 Target uses doubles

Assassination

1-2 Heavy civilian area

3-4 Target wears body armour

5-6 Bulletproof glass

MISSION THREATS

The operators will come up against a number of threats as they fulfil the mission, this can be in the shape of Tango's, corrupt police forces or military and even electronic security or booby traps, the following tables can help with deciding what the Operators face during the mission and it's complications.

1d6 **Threat**

Tangos

1-2 Minor d6

3-4 Standard d6

5-6 Major d6

Corruption

1-2 Police Force

3-4 Military

5-6 Security Forces

Surveillance

1-2 Camera's

3-4 Snipers

5-6 Laser trips

Booby Traps

1-2 Minefield

3-4 Rigged to explode

5-6 Sound alarm

HVTs

Mission objectives can often involve High Value Targets, these can be known or unknown, and the Mission could be about capture or avoidance. What follows are a selection of HVTs that can be inserted into a mission or be the main objective.

1d6 **HVT**

1 Arms Dealer

2 Gang Leader

3 Warlord

4 Crime Boss

5 Corrupt Politician

6 Cartel Boss



TANGOS AND HVTs

Most missions will involve dealing with tangos and HVTs of some kind; how tough the tangos are and how vital the HVT is will vary along with how well financed, informed and equipped.

Each type of Tango has four attributes along with a number of derived stats. Bad guys are listed under three types, Minor, Standard and Major, as described below

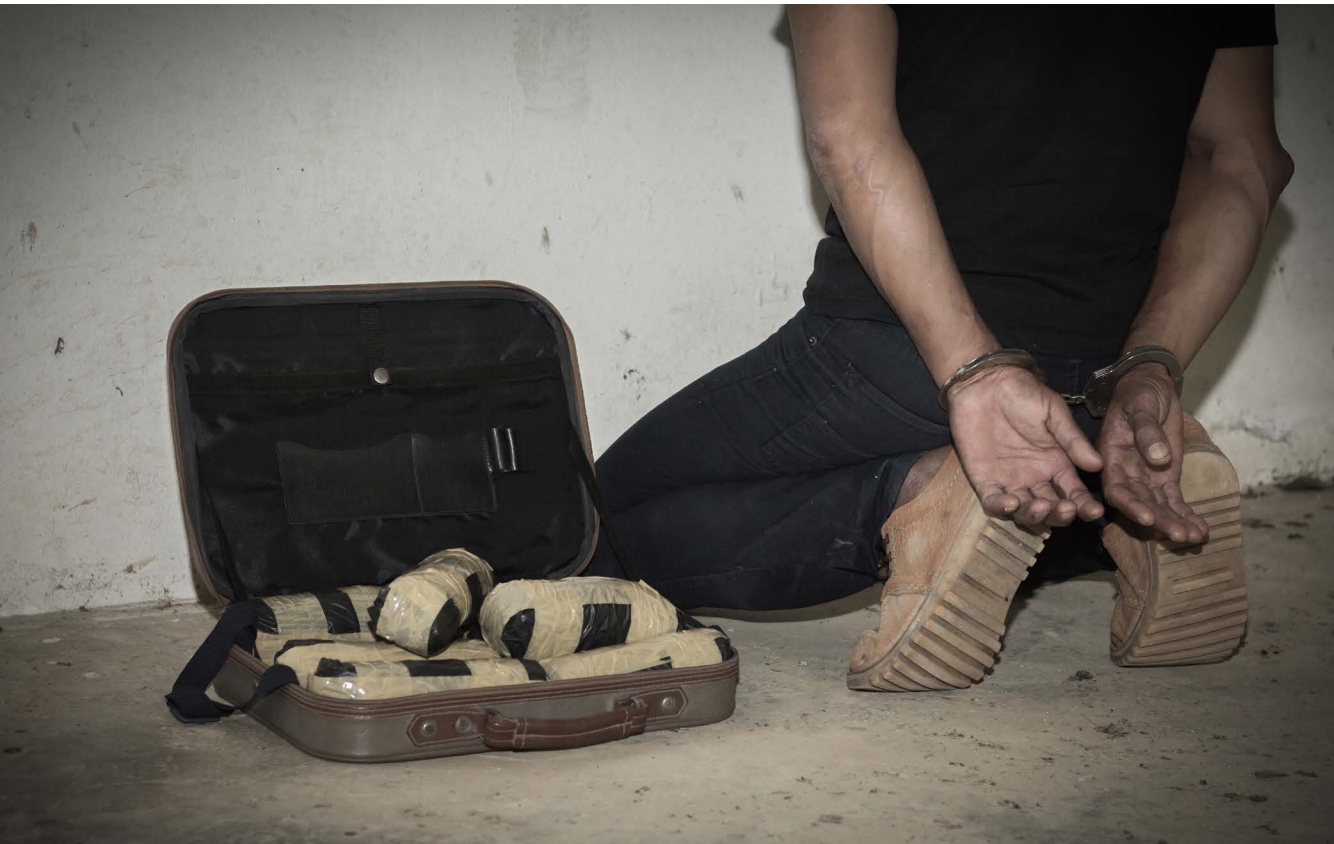
- **Minor** – Minor bad guys are low rate, often used as cannon fodder or as a cheap option.
- **Standard** – These are what most operators will experience, bad guys with some knowledge, willing to do what it takes and dedicated to the cause.
- **Major** – These usually are bosses and commanders, and secondary objectives in some missions.

HVTs fall into two categories Influential and untouchable, as described below.

- **Influential** – The HVT is known in certain circles, could be rich, a prominent business owner, loved by the people (Pablo Escobar) or has friends in high places.
- **Untouchable** – The HVT is a politician, protected by highly trained soldiers, has many people in their pockets, or lives somewhere not friendly to the operator's host country.

The type of Tango or HVT the bad guy is will determine their attributes and derived stats as shown below.

Attribute	Tangos			HVT	
	Mnr	Std	Mjr	Infl	Untbl
Notice	d4	d6	d8	d8	d10
Skill	d4	d6	d8	d8	d8
Shoot	d4	d6	d8	d8	d10
Fight	d4	d6	d8	d6	d8
Wounds	1	2	3	3	3
Defence	5	6	7	7	8
Morale	d4	d6	d8	d8	d10





WOT NO BESTIARY?

Ghost Ops Second Strike is unlike other settings for the Savage World Adventure Edition and that is obvious in two connected ways. The first way in which Ghost Ops is different to other settings is the lack of a setting, yes I know that's a contradiction. Ghost Ops uses the world around us as a setting, it is felt that filling the book with text telling you what you already know and live through day to day is pointless, if this was a game setting in the future or in some fantasy world then background information would be needed.

This lack of setting also leads us onto the lack of a bestiary. Most of the threats you will face are human, most of them are also unimportant and play the roll of mooks. Threats that are there to be shot really do not need a whole stat block for that to happen and it is felt that the stats that are offered on the previous page is enough for most games. Handlers could make major villains, that will spend their time thwarting the operators but this is done simply by creating a human character using some of the stats listed opposite.

Ghost Ops is a bit unique in a few ways and to enjoy the game this should be made clear to the operators, this is the real world with the same real world consequences.

REALISM

It is important that Tangos and HVTs are treated realistically in the game, do not have enemies mindlessly throwing themselves into the operators bullets, or not investigating sounds. Have Tangos fall back, use cover, lob grenades, use civilians as shields, take hostages, or on the flipside drop their guns and give up. Use the Morale system as this will keep the operators guessing on what the Tangos will do next.

HVTs should have ways to escape, loyal henchmen that will cover that escape. HVTs may also have access to information which may make them untouchable.

TANGO GEAR

Many Tangos will not be as well armed and equipped as the operators. Below we list the most common weapons and gear used by some Tangos. The exception to the rule will be Mercs who are often well funded and as well trained as the operators.

Weapon	Calibre
AK47	2d8+1
Uzi 9mm	2d6
Glock (Pistol)	2d6
Spas 12 Shotgun	1-3d6
AR15	2d8
Desert Eagle	2d8
Melee	DMG
Machete	d6
Axe	d6+1
Baton	d6
Armour	AR
Kevlar	+2
Stab Vest	+2
Light Body	+4
Gear	Wgt
Hand Radios	1
Flashlights	1
Zip Ties	-
First Aid Kit	1

Higher level Tangos and HVTs may be better equipped and even have military grade weapons and armour but it is unlikely.

TANGOS WORLDWIDE

Below is a list of tangos that the Handler can use that actually exist and where they are most likely to be found. Tangos come in many shapes and sizes from domestic activists to highly financed armies of fanatics and even to whole countries that follow and ideology or are lied to by a government that suppresses information.



Tango	Region
Rogue State	Asia, Middle East, Africa
Terrorist Cell	Middle East, Africa
Drug Cartel	South America, Asia
Political Activist	USA, Europe
Arms Dealer	USA, Europe, Middle East
Fanatic	Middle East
Organised Crime	South America, Eastern Europe
Pirates	Africa, Asia

ROGUE OPERATORS

Can operators go rogue, and should you let them?

In some missions or with some player groups, the operators may go rogue, but what does that mean? Whether they be tactical police, agents or special forces, and even PMCs, operators have to abide by strict laws of engagement. Basically, the laws state that killing civilians, killing for personal gain or handing over sensitive information and equipment to the enemy is a crime.

Players may, by accident or on purpose, go on rampages, bomb civilians or civilian buildings by accident or on purpose, or may hand over info to the bad guys with the right incentive. This would lead to an investigation and possible court-martial or suspension. This could be more dramatic for game purposes, with other operators hunting down the player-controlled operators, turning the tables; in this instance, the operators hunting the players will be considered Major Tangos.

ENEMIES OF THE STATE

But what if the operators are accused of something they did not do?

The main character being hunted for a crime they did not commit has been used in quite a few films, and it can work with Ghost Ops Second Strike as well.

Example

The operators are sent to deal with a terrorist cell in Africa. This terrorist cell recently crashed a plane of over 150 people, one of which was a whistleblower travelling to speak to a journalist about secret documents he had found. A senior agent who is helping with the operation is aware that the agency they work for financed that terrorist cell and aided them in destroying that plane as the whistleblower had damning information on the agency, which could not be known. The operators carrying out the mission could discover all of this, so they have to be stopped. One way to do that would be to accuse, plant evidence or have something happen that makes the operators look like criminals or traitors and be hunted themselves.

Having the operators become hunted under false accusations could be an exciting twist to a mission and turn a routine mission into one of survival with no help from control and no access to safe houses or supply drops. Often the hunters will be another special forces team or, more likely, a PMC with grey morals.

SPOTTING SNIPERS

Snipers are trained to find ideal shooting locations, spend long periods watching for targets, and how to camouflage themselves. When a sniper takes their shot, should they be easy to spot and target in return?

A sniper can be hundreds of meters away from their target; in forests and urban locations, they could be anywhere, and in jungles, deserts or snowfields, they will be blending in with their environment. This is what makes a sniper so deadly.

Tangos will be at -2 Notice to spot a sniper, as will operators. If a sniper fails a shot, the penalty to spot them is dropped to a -1. A shot rolling snake eyes removes the penalty and the targets will see a reflection of light off a scope or a slight movement exposing the sniper's position.



TPK & CAPTURE

What happens if the whole team dies?

An unfortunate fact of life for many operators is that what they do is dangerous, and often intelligence on a mission is not always correct or has all the facts. Operators enter a situation hoping for the best but planning for the worst, and this can sometimes lead to surprises like tangos better armed or trained than expected or in wait for the operators.

If a squad dies during a mission, another squad is sent to collect the bodies and, if possible, finish the job. Killing a highly trained team of operators will boost the enemy, and any tangos left behind will be upgraded to the next level, so Minor to Standard.

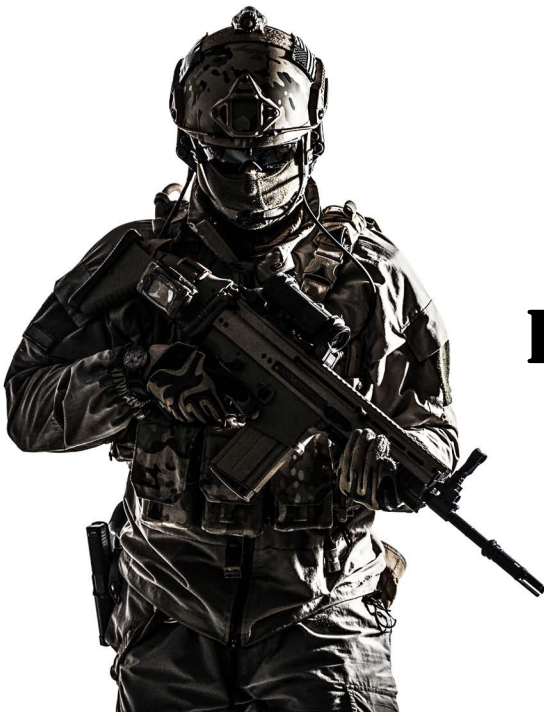
The capture of operators will lead to torture, and for each day that the operator is captured, they must

make a Spirit -2 or lose one wound (SERE Training will help with this). A rescue mission will be set up, and this will take $1d6+3$ days to organise.

No member of a team is left behind, and that includes any K9 units. A rescuing squad will often be from the same force as the dead or captured operators; if any Intel was sent from the original operators, it would be known, meaning the second team may be better prepared than the first.

In the ICO, captured operators are often considered MIA due to the nature of their missions, and total deniability by control takes effect. What this means is that ICO operators are on their own if they decide to rescue a captured member of the team.





INTRODUCTORY MISSION

A MISSION IN THREE PARTS

This is an introductory mission for new players which can be used by returning or existing players. The mission is in three parts and uses three different playstyles. Each mission can take a single session, and players will need to either use the pre-generated operators supplied or create new operators, whether they be careers or backgrounds.

It is suggested that each mission has between 2-4 operators for a balanced non-cluttered game. When it is advised to attempt a challenge, the key skill will be stated, and it is advised for the players to check their operator's Edges for any modifiers.

The Handler is given a lot of control over these missions and they will be expected to set Difficulties based on the operators abilities.

OVERVIEW

Dario Martinez is a prominent property owner and society figure in Florida, often seen at charity functions and galas. Martinez can claim the Florida Mayor and District Attorney as close friends, and many people have encouraged him to get into politics.

The truth is that Martinez, along with his brother Ramos are the heads of a major drug cartel in Colombia. Ramos still controls the cartel funneling money through various shell companies to his brother; Dario then uses that money to buy properties and gain influential friends.

The DEA has Dario and his brother under surveillance, and though they know how Dario has earned his wealth, they need to be able to catch Dario in the act in a way that will allow them to take both the brothers and the cartel down. During their surveillance, the DEA notice that communications have begun between Dario and another unknown person regarding a package. Though it is suspicious, the agency does not think it has anything to do with their investigation, so they pass on the Intel to Homeland Security.

Homeland security starts their investigations and discovers that Dario and Ramos spent the early nineties in Cuba smuggling American goods in and Cuban goods and people out. During their time in Cuba, communism fell with the Berlin wall. After the fall of communism, several briefcase-sized nuclear devices went missing. It is believed that some ended up in Cuba, and soon after that, Dario and Ramos returned to Colombia and started their drugs cartel.



Further investigation indicates that the brothers purchased a briefcase nuke. It is believed that Dario is selling the nuke to a domestic terror group, but when, and who the group are is unknown.

Each part of the mission is a step closer to stopping a possible terrorist attack with a nuclear device, each part must be done in order, and each part should take no longer than one or two sessions. Each part also includes a different group of operators, from agents to tactical police and special forces.

PART 1: THE MANSION PARTY

The players are Agents of either Homeland Security or the ICI. One of them must have the SIGINT skill. This part is best done with three agents but can be played with 2 or 4 agents easily.

The agency has obtained invites for two agents using a fake construction company interested in gaining a contract to build some condos with Dario.

This mission has many working parts and many areas where the agents can go off script, it is advised the Handler improvises reactions based on player decisions.

THE COVER

The construction company is a shell created by the agency and have placed the agents as joint owners; this also includes back profiles and identity for each agent, which will coincide with construction business owners.

AGENT ROLES

Agent #1: Surveillance – This agent is in the van scanning surveillance cameras, nullifying alarms and doing the driving in the case of a getaway.

Agent #2: The agent is tasked with locating and entering the server room of the mansion to hack the internal networks and set up the bugs for the agent in the van. In the case of fewer agents, this agent can play both the role of agent #1 and #2.

Agent #3: Trade-craft – The agent will enter the mansion as a guest and obtain a key-card from Dario, distract the security whilst also obtaining information from Dario and his guests.

Agent #4: Infiltration – The agent will enter along with agent #3 receive the key-card and then locate the office of Dario and download any information they can find regarding the sale of the ‘package’, once done they will exit to the van driven by agent #1 and along with all the other agents leave the mansion. This agent can play the roles of agents #3 and #4.

THE PARTY

Almost 300 people turn up to the event at the Martinez mansion, security guards patrol the grounds and keep the guests safe. Invites are checked, and the agents will be expected to pass through a metal detector before being allowed inside.

Dario will be seen walking around the party, talking and shaking hands, with a security guard following behind. A band is playing, and waiters and waitresses are walking around with trays of drinks and food.

Dario will be carrying the key-card to his office, and the agents need that key-card to gain access to Dario’s computer. Obtaining the key-card is a difficult task and will use trade-craft (Agility). To converse with Dario will use HUMINT (Smarts).

- Telling Dario that they are interested in a contract
- Discussing future plans of Dario’s career
- Claiming they are friends with Ramos

Once an agent has managed to get the key, they should pass it on to another agent whilst they stay to continue talking with Dario or stay in the party as a backup.

Without the Key-card the door to the office cannot be opened, enterprising Handlers may wish to



create other ways into the office, such as vents etc. but this is up to them.

Stealing the Key-card

Stealing the keyboard will not be easy, and a distraction may be needed to do so, but what if the agents fail to get the card? If agent #1 has access to the security via the servers, the Handler can technically allow agent #1 to hack the office doors keypad using SIGINT -2. An attempt to steal the key-card that fails can also place the agent in danger, nothing will happen during the party, but security will take the agent and lock them up until police arrive or Dario has the chance to “speak” to them. Any agent captured will need to be rescued.

THE SERVER ROOM

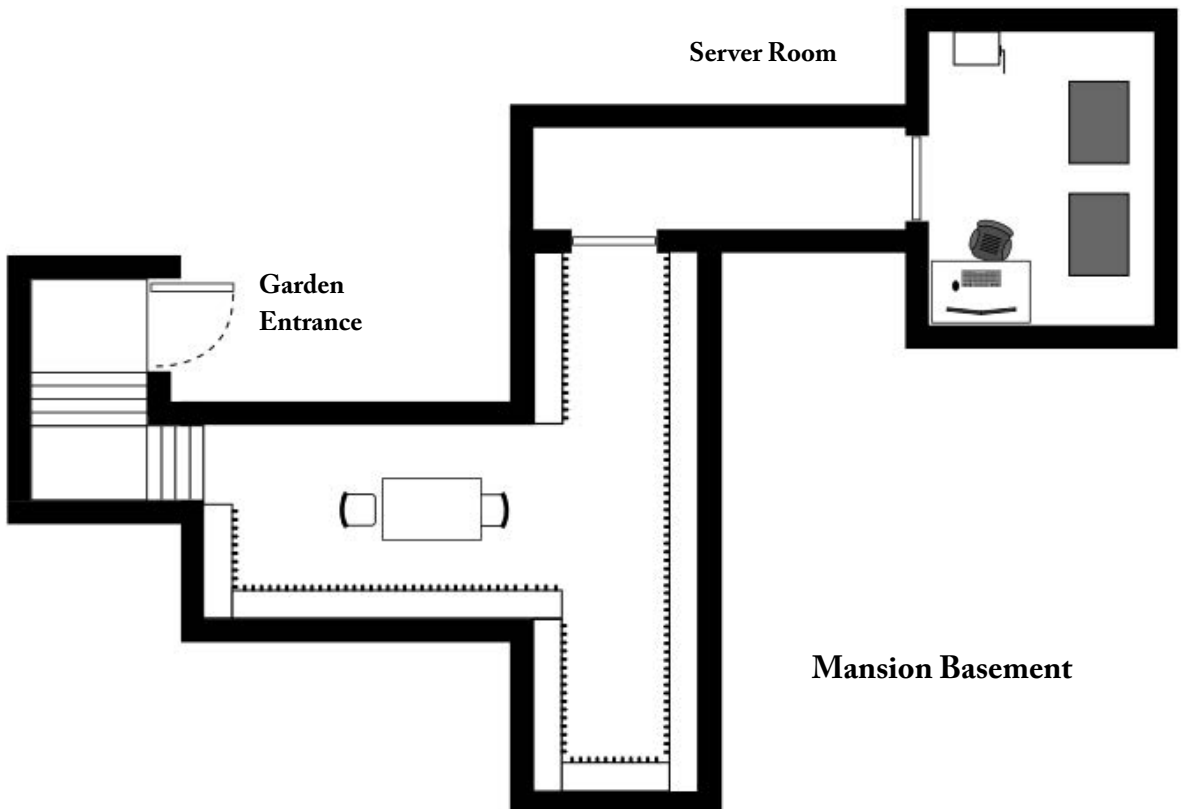
The server room is located in the cellar, which is accessed via the mansion grounds. The door to the cellar is locked (Agility, Trade-craft). Entering the cellar leads first into a storage area holding tools, bags of cement and other items. A passage leads from the storeroom to the server room.

Three security guards (standard tangos) are stationed in the cellar, one stays in the server room, and the other two move around or spend time in the server room drinking and chatting.

Two of the guards can be avoided with stealth, but the server room guard will need to be dealt with. All security are ex-military and will shoot intruders, so stealth is essential. The agents are allowed to defend themselves but killing security guards will be frowned upon.

Once the agent has gained access to the servers and security cameras (SIGINT), they must give access to agent #1 in the van to hack into the servers and control the security camera feeds. This will allow agent #1 to over-watch for agents #3 and #4.

Agent #2 can then either retreat to the van or deal with any side objectives that may be sent from control.





THE VAN

Agent #1 is a vital part of the operation as they will guide the agents in the mansion, alerting them of guards and potentially unlocking security doors.

Also, the agent in the party will transfer files to the van from Dario's office; this will involve hacking Dario's computer (Hacking).

Security guards will check out suspicious noises and do routine patrols around the mansion, making it extremely difficult for anyone to move around the mansion without being spotted unless they have an extra set of eyes. For each round that an agent is moving through the restricted areas of the building, the agent in the van must roll a dice (D6) on a roll of 1-2 the guards are suspicious and searching, on a roll of 3-4 the guards are just patrolling, and on the roll of a 5-6, the guards are relaxing or chatting.

The agent in the van should relay this to the agent inside to keep them from being discovered.

The Bust

If the Handler has Bennies, they can use these to have the van noticed, maybe a guard patrolling the grounds spots the van and investigates, this will cause problems, not only forcing Agent #1 to give a reason for being there (Persuade, HUMINT) but also taken them away from keeping an eye on the security cameras.

The agent in the van is also the driver and must be prepared to leave the area once the agents have left, whether calmly away from the location or quickly, whilst being chased.

THE OFFICE

Dario's office is on the second floor of the mansion and is locked with a key-card. A guard patrols the corridor that the office is on. Without the key-card, the office is impossible to enter. The agent in the van can override the lock as long as they have security access, (Hacking -2).

Inside the office will be a desk, filing cabinets, a computer, and an air break laptop; the laptop is only linked to the internal servers and has no internet connection. This laptop holds a lot of relative files, and the agent needs to decide the following:

1. Print the files; this will take time and create noise
2. Steal the laptop; this will make it hard to leave as it is bulky and will set off the metal detectors
3. Steal the laptop's hard drive, which would set off metal detectors at the main door.

The agent will need to decide what to do whilst coordinating with the other agents; the options are:

Leave the mansion via another exit, maybe the window, bypassing the detectors. If spotted by security, this will look suspicious.

Hand-off the hard drive to another agent and distract security whilst they climb down the outside of the building.

Use a Benny to have a flashback where you decide to take along a flash drive disguised as a phone or something, constructed from plastics etc., and upload the hard drive to it.

Lower the laptop out of the window and instruct agent #1 or #2 to collect it.

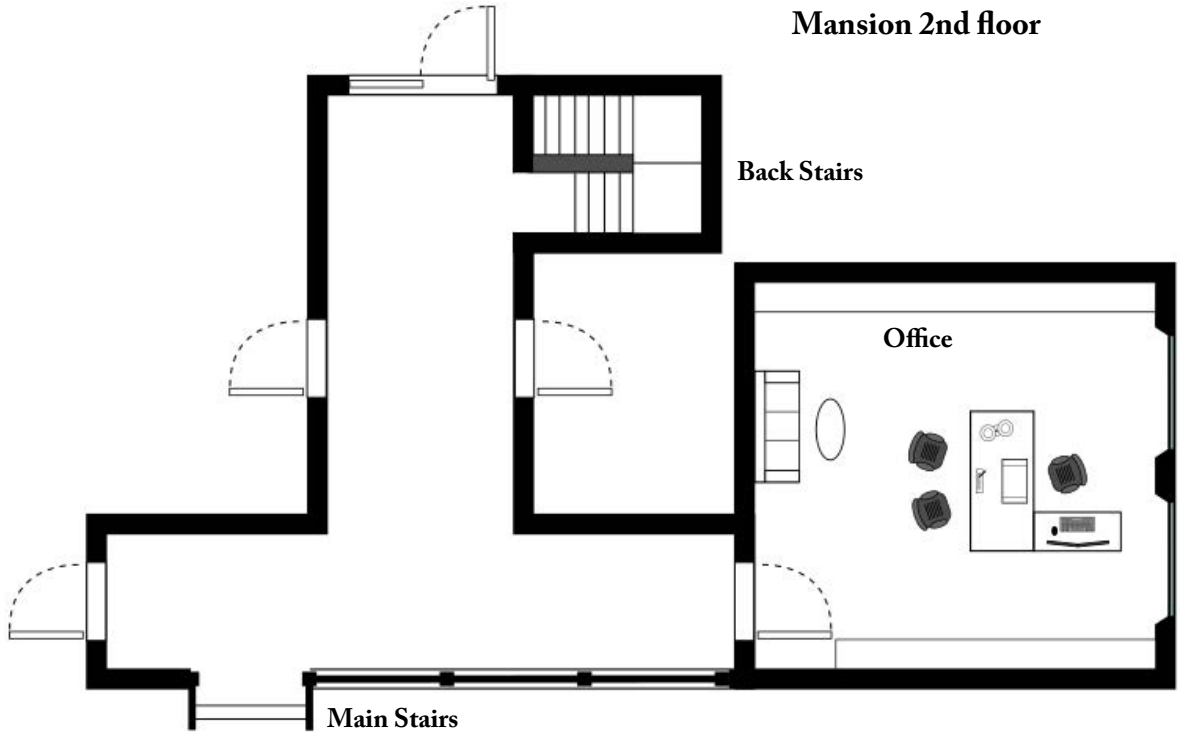
The agent should also place a key-logger onto the desk computer (Hacking) to allow the agency to keep an eye on all of Dario's other dealings. Once done, the agent should leave the office and return to the party and eventually make excuses and exit the mansion.

THE ESCAPE

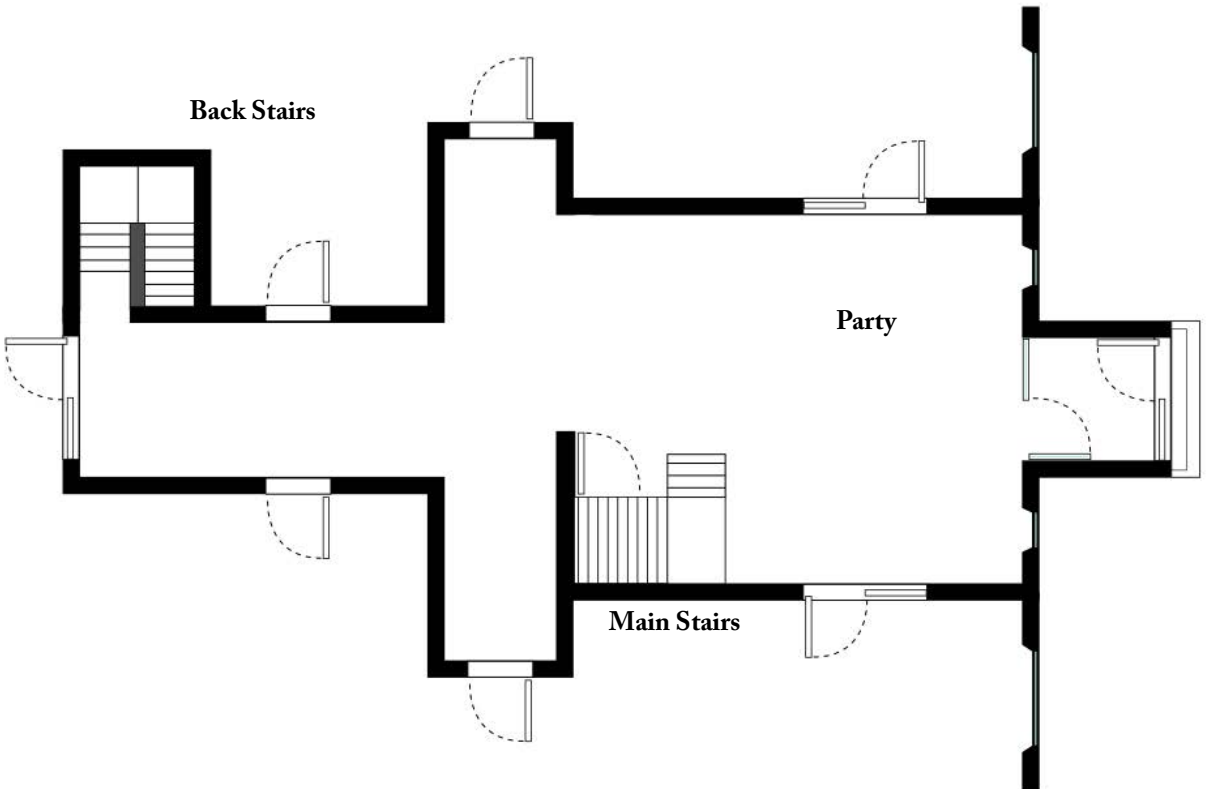
As long as none of the agents were discovered, they can leave the party and return to the van. If the agents are discovered and attempt to escape, they will be chased, first on foot by security, who will shoot to kill, and if the agents reach the van, they will be chased by vehicles with security using Humvees. If it becomes too loud, the police will be called.



Mansion 2nd floor



Mansion Ground Floor





Escaping the area without detection and with the laptop or the information it held is a Mission success; not obtaining the information is a mission failure, and a second operation will need to be tempted.

SIDE OBJECTIVES

Below is a list of suggested side objectives that can be included in this part of the mission.

- The DEA want a bug placed in the office of Dario.
- One of the security guards is a wanted fugitive and must be returned to police custody
- A guest at the party is there to kill Dario, and the DEA need them stopped

PART 2: OPERATION KEYSIDE

The second part of the mission starts when the agents pass the information they have found onto law enforcement. Each player is now a tactical police squad member planning an operation on a dockside warehouse owned by an organised crime game.

OVERVIEW

Files found by undercover agents show that Dario Martinez, a prominent Florida businessman, is attempting to sell a briefcase nuke to the highest bidder. Emails found in Martinez's computer show that contact was made with an unknown group with connections to a Boston organised crime family. According to the emails, the nuke will be delivered to the warehouse on the Boston docks and then transported from there by the crime gang to the buyers.

A police tactical unit has placed surveillance on the warehouse but has seen no activity, so it is decided to send in a tactical squad. The squad must include a breacher and demolitions expert.

THE WAREHOUSE

The warehouse belongs to an organised crime gang, and police have known for a while that they use it for smuggling goods via boat to other parts of America but have never been able to prove it. With the evidence from the communications found on Dario's computer, the police now have a legitimate reason to enter.

The warehouse is large, and gang members have been seen entering, but no sign of the briefcase nuke has been verified. It is believed that there are at least four gang members in the warehouse.

THE PLAN

Players should plan how they will enter the warehouse. The Handler can allow drones or infra-red to determine the location of each gang member so that the operators can use that to decide their entry. Gang members should be marked on the map.

Random Gang Placement

The Handler can place the gang members where they like, or they can make the placement random. This is done quickly by splitting the warehouse map into four parts, rolling a D4 for each gang member, and placing them there.

Warehouse

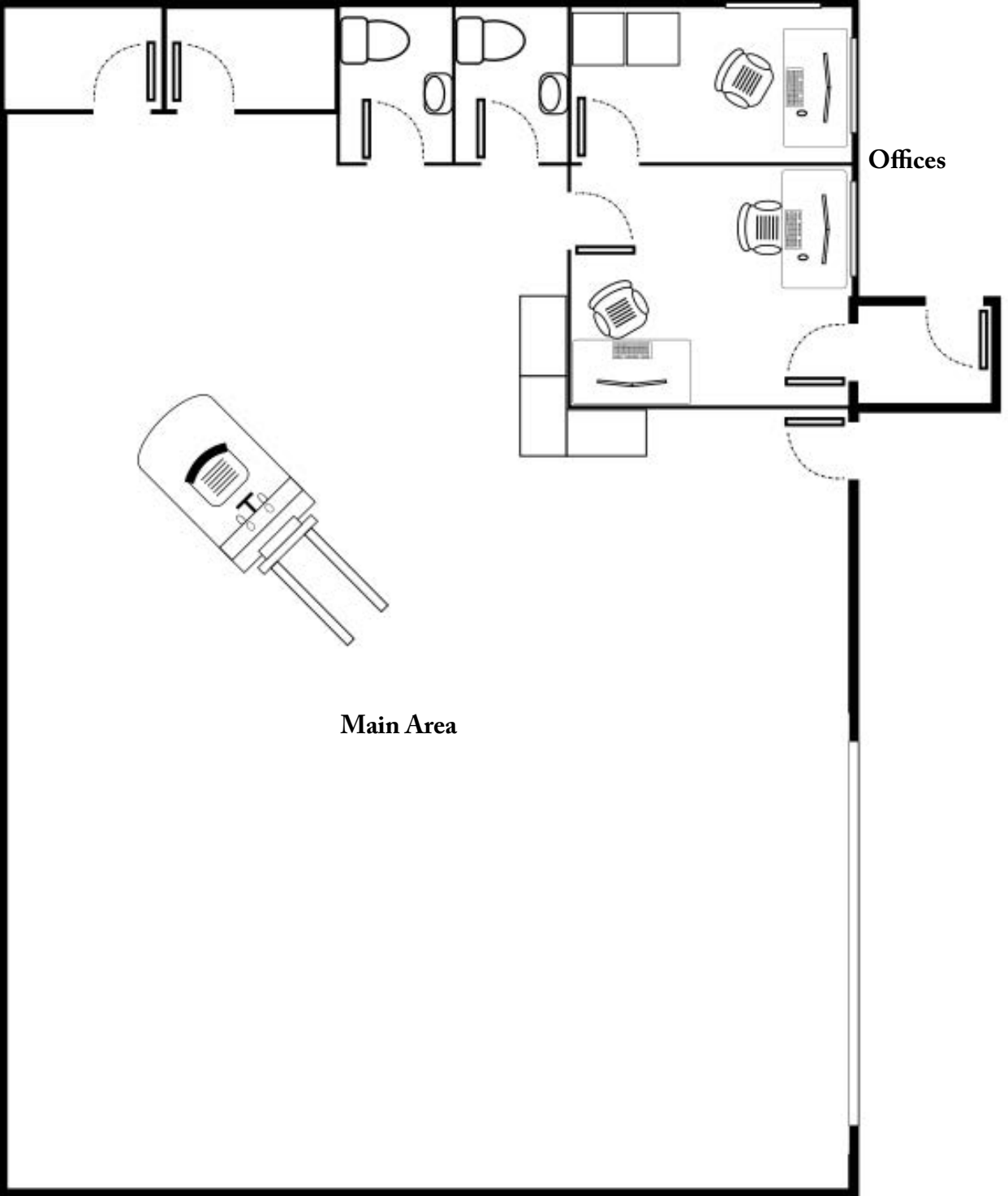
Main Area - This is a large open area; assorted boxes and shelves stand against the walls, and a forklift stands in the centre of the floor. The warehouse is lit by strip lights that hang from the ceiling. By moving the forklift, a hatch is revealed on the floor.

Offices - A selection of offices that look normal and have no apparent clues to illegal activities. An observant operator will notice that many cables seem to go into the floor rather than plug sockets or devices.



Warehouse

Bathrooms



Offices

Main Area



Bunker

Escape Tunnel

Storage Area

Hatch

Bunks

Comms Area

Bathroom

Office



INSIDE THE BUNKER

Bathrooms - The bathrooms look like ordinary bathrooms though maybe a little untidy.

With a routine investigation, the warehouse appears like any other; Handlers should nudge players to take more time searching (Notice, Investigation) to discover either the hatch under the forklift or the cables entering the floor indicating a basement of some kind.

Gang Members

Members of a prominent and influential crime family based in Boston, the people in the warehouse, will not give up easily unless they feel they have no choice. If the plan to enter the warehouse goes well, roll Morale for the gang members. If the plan does not go well, allow the gang members the chance to get themselves into cover. The primary purpose of the people in the warehouse is to protect the bunker below, and none of the gang members in the warehouse will indicate that the bunker exists. Each gang member is a standard Tango and is armed with a selection of handguns, shotguns and assault rifles, along with kevlar armour.

THE BUNKER

Once the operators discover that the Bunker exists under the warehouse, they need to plan how to proceed. The hatch is only 3ft square and leads to a ladder that descends around 10ft to the floor below.

D6+2 tangos populate the bunker, and an Notice check for the tangos will decide whether they are aware of the operators raiding the warehouse above.

Tangos not Aware – Operators can get the jump on the tangos, roll morale.

Tangos Aware – Operators are walking into a possible trap and could be surprised. Recon, drones or sending the dog in will cancel out any surprise attacks.

Operators will only be able to enter the bunker one at a time. The Handler must have deduced whether the gang knows of the raid, (see above), as this will change what the operators face when descending the ladder. Will they face barricades, will the gang run or hide, and so forth.

Gang members need to react to the operators and be placed where it is best to cause the players problems, and the opportunity to plan their attacks and avoid being ambushed or overwhelmed. Gang members will be armed with a selection of shotguns, pistols and assault rifles.

Hatch - The hatch leads to a large open area with a concrete floor and walls. A strip light illuminates the area. Handlers can decide that if the gang is aware of the raid, they have built cover from crates etc.. and will be waiting for the operators to descend the ladder, in which case the players will need to work out how to enter the bunker safely. Unless flash-bangs or other distractions are used, then the gang is at +2 when shooting at anyone using the ladder.

Bunks - A room with bunks and lockers for gang members that work down in the bunker for days at a time. Gang members can use the bunks as cover, and more weapons will be found here.

Comms Area - Computers and radios cover desks and tables; hacking and downloading info from these will discover information regarding the current mission and information on crimes which will aid other investigations. Computers are encrypted (Hacking or SIGINT).

Office - A standard-looking office, on the wall, is a shotgun and in the corner a locked safe. The operators could search the office for a key, or use some other method, question gang members, pick the lock or blow the lock with explosives.

Bathroom - A typical bathroom with stalls and urinals.



Storage Area - A large area filled with crates, gun cases and cabinets filled with tools, illegal items and weapons, this is where most of the gang will run to and set up a last stand with barricades and cover, and if they can use the secret tunnel to escape when they get the chance.

Escape Tunnel - This tunnel leads to a field near the docks and allows the gang to move goods without anyone noticing. The tunnel is large enough to allow a mid-sized truck to move down it. This is where many of the gang will attempt to flee. The tunnel is unknown to the Feds and police.

THE DISCOVERY

The nuke has gone, but a laptop will be found with communications with a group calling themselves the American Patriots. The information, evidence and computers are handed over to the agency.

An interesting piece of information will be also found stating that a number of gang members went to visit the Patriots due to the group requesting help with cracking security and a safe.

SECONDARY OBJECTIVES

Capture - This objective is simple, capture the gang members so they can be questioned on other crimes. Shoot to wound if possible.

Intel - Find information regarding the gang's contacts, jobs and key members.

PART 3: OPERATION WAYWARD DELTA

The raid in Boston was too late, but they gathered enough Intel for the agencies to determine the threat and to start planning an operation.

OVERVIEW

A group calling themselves the American Patriots have planted a bomb in a Las Vegas casino called The Castle Rock. The casino is host to a delega-

tion from Saudi Arabia who has arrived to discuss business dealings from arms to oil with various US companies; the American Patriots feel this is another example of the USA being sold off to the highest bidder and American jobs being farmed off to cheaper foreign countries. To demonstrate their disapproval, the Patriots hold the delegation and several American citizens hostage and threaten to detonate the nuke unless their demands are met.

The mission will not be simple, and operators are advised to make sure they go fully kitted as getting gear and ammo to them would be impossible once they enter the casino.

THE TERRORISTS

The American Patriots formed in the Bible Belt of America as a Christian group that would demonstrate against events and other things they felt were unamerican and unchristian. This changed when a member blew up an abortion clinic in Idaho, killing four doctors and several young men and women.

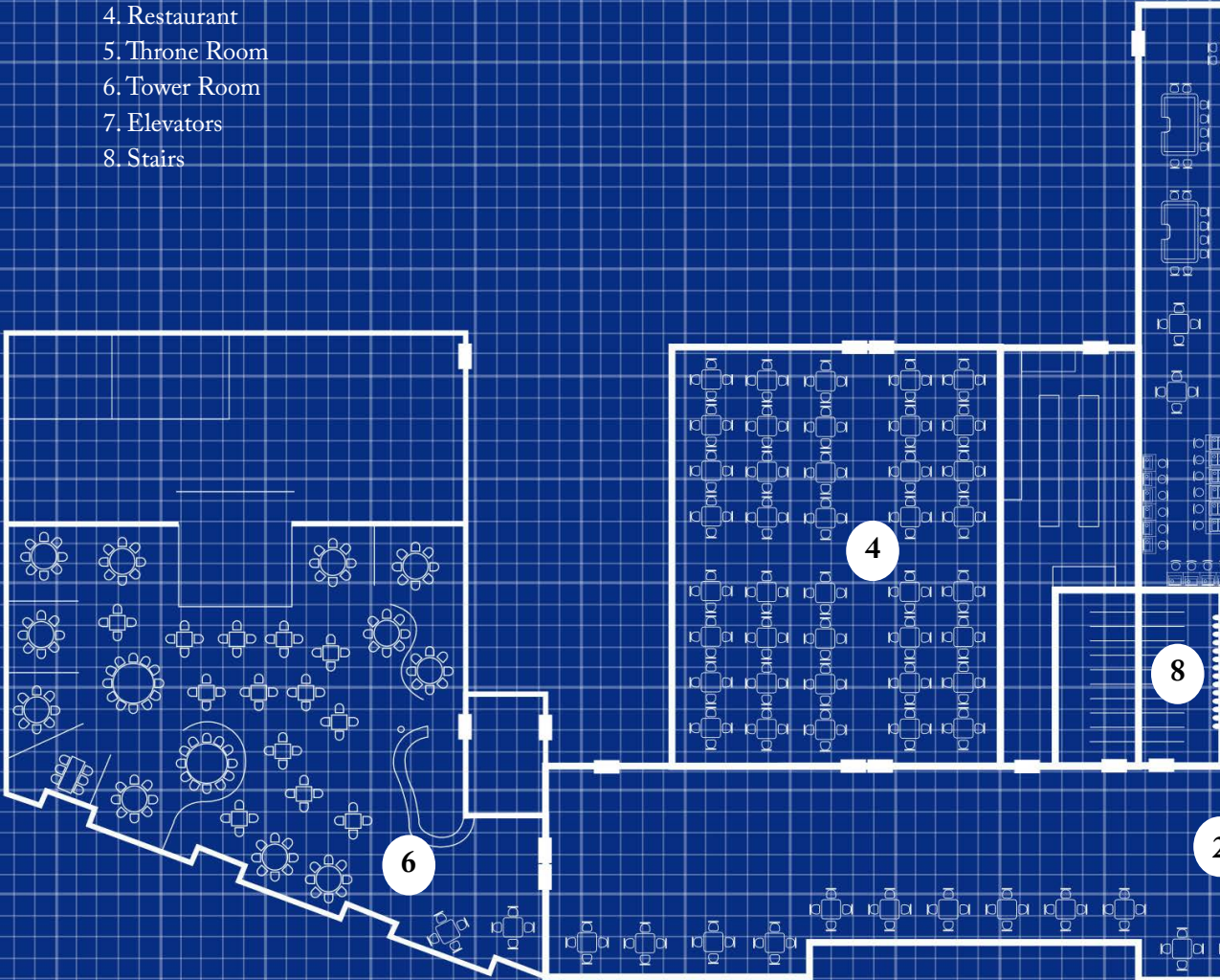
The group quickly became more militant as the federal government began to take more interest in their activities. Soon after the clinic bombing, an unknown benefactor started funnelling money into the group, allowing them to buy land and build a compound and attract new members. As the years passed, it became clear to Federal Agents that the Patriots were planning something, but what that involved was not clear. Then two months ago, communications were intercepted between the Patriots and the crime family in Boston.

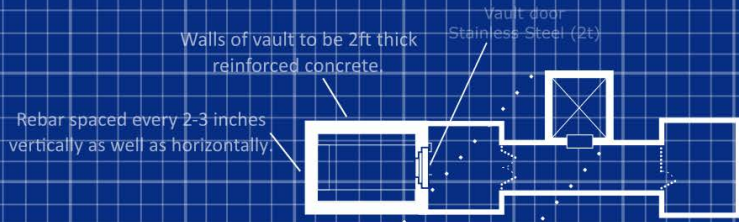
Though the communications were often encrypted or spoken in code, the Feds decided that it had something to do with buying weapons. Still, they never expected a nuclear device and hence kept an eye on the Patriots.

It is believed that there are at least 20 armed Patriots in the casino, maybe more. The group are highly trained and carrying military-grade weapons along with body armour. They are fanatics in their beliefs and are willing to die for the cause. They are

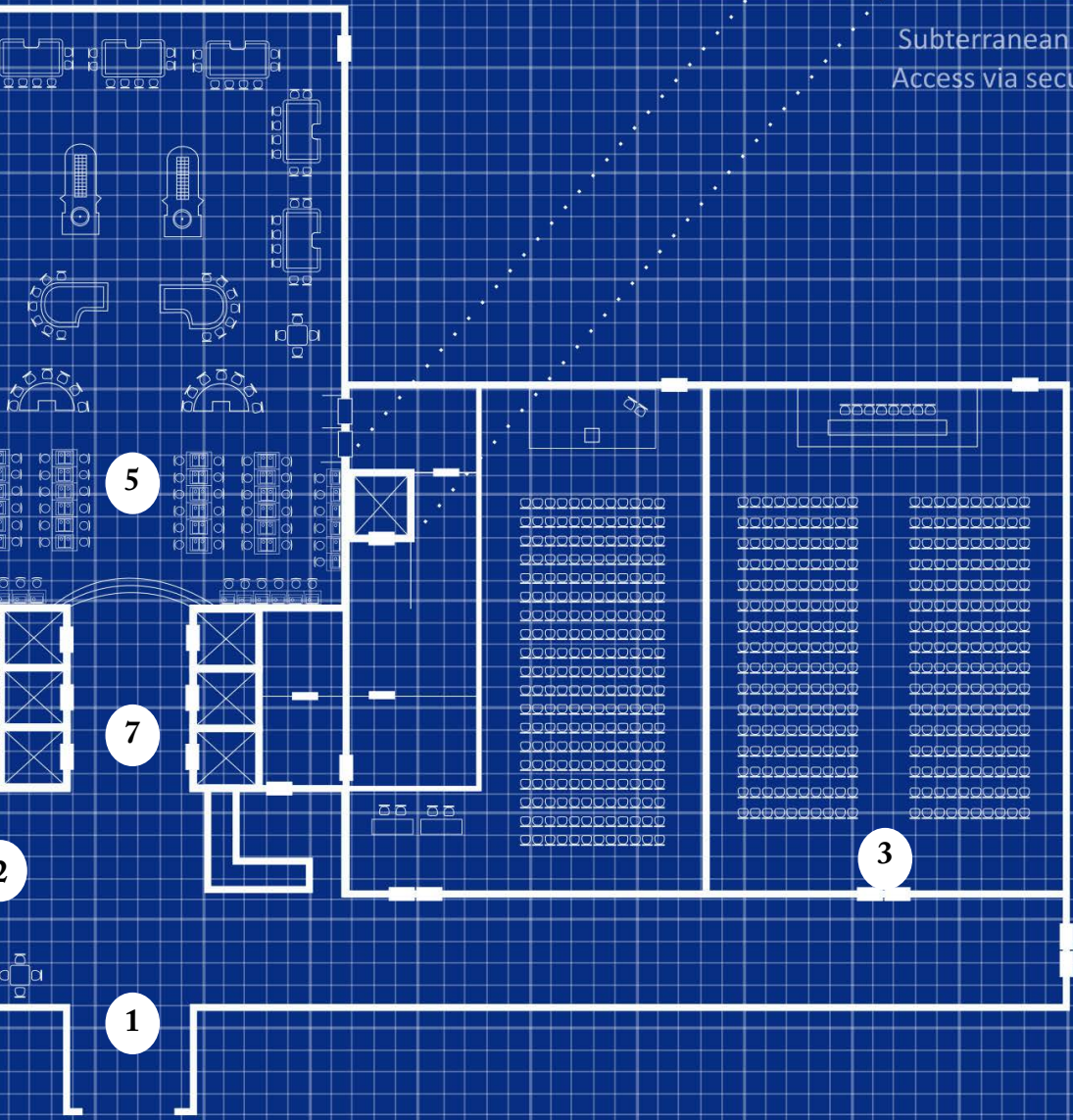
Ground Floor

1. Main Doors
2. Foyer
3. Show Rooms
4. Restaurant
5. Throne Room
6. Tower Room
7. Elevators
8. Stairs



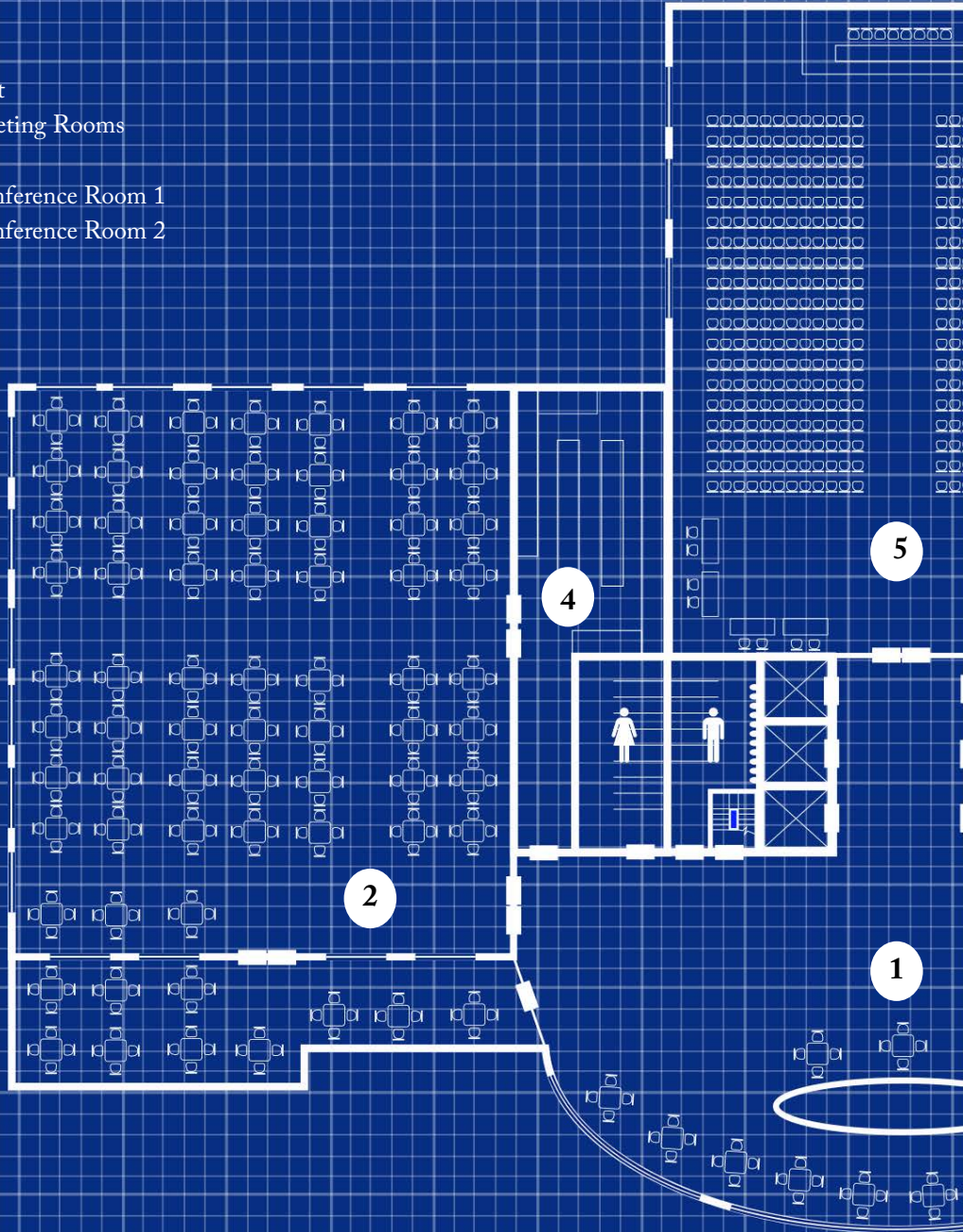


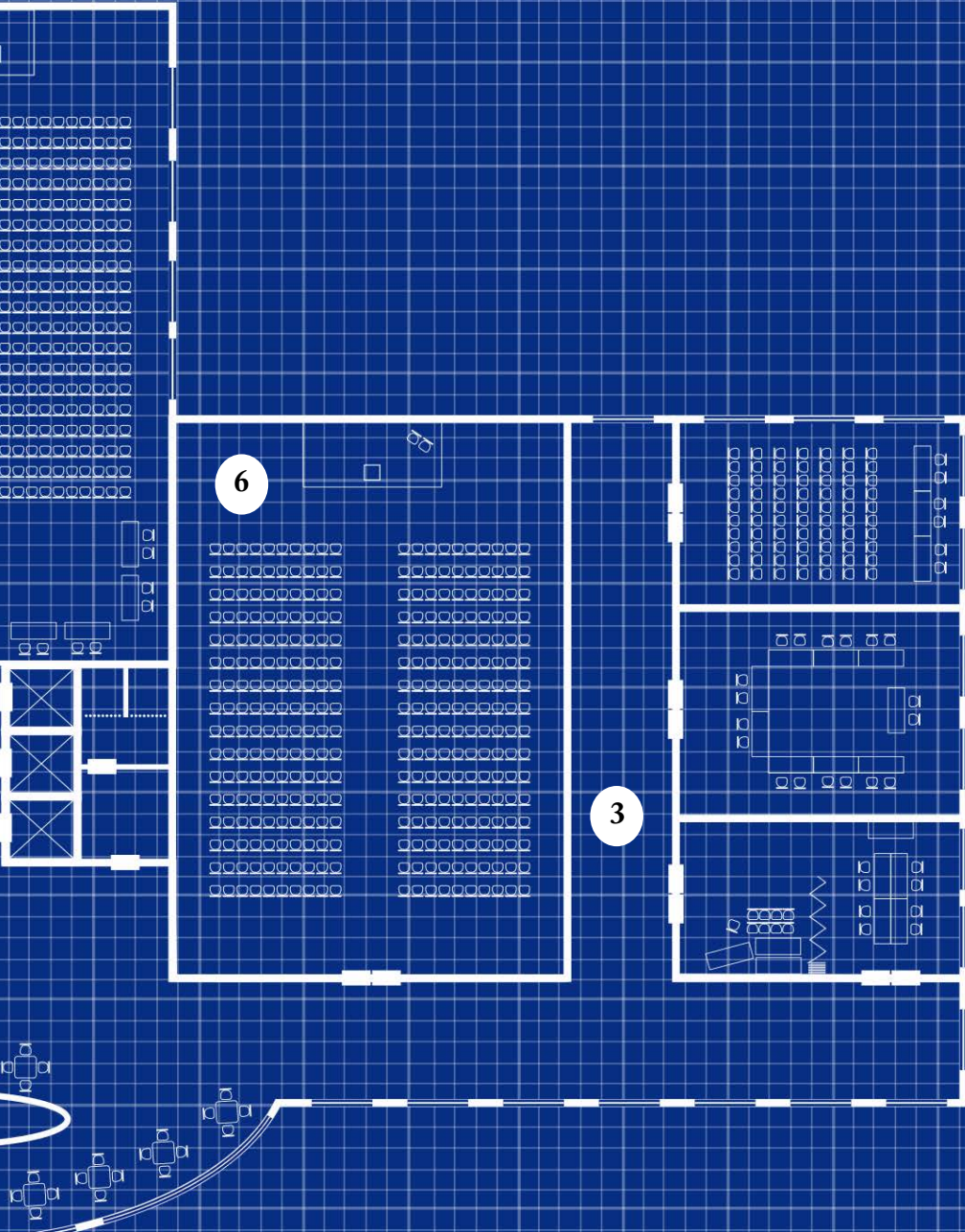
Subterranean vault level.
Access via secure elevator



14th Floor

- 1. Foyer
- 2. Restaurant
- 3. Small Meeting Rooms
- 4. Kitchens
- 5. Large Conference Room 1
- 6. Large Conference Room 2





Graham, Graham & Green Architects

Castle Rock Casino

1187 Hunterwasser Ave.
Las Vegas

Drawn by: PB	Checked by: JL	Approved by: JL
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using the internet to talk to supporters outside the casino, and the Feds are concerned that many of these supporters may decide to offer their support in a more direct way.

THE VIP HOSTAGES

The Patriots have at least 17 VIP hostages; the Feds are not precisely sure of numbers as it is unclear how many secretaries and other support staff were with the delegates and company negotiators. What is known is that seven vital Saudi VIPs and at least four American CEO s are amongst them

None of the Hostages will attempt to escape or overwhelm the terrorists so the operators will not find any help there.

The hostages are located on the conference level, which is on the 14th floor of the casino; the elevators to the floor have been shut down, and communications between terrorists are done via radio.

Other hostages are being kept on the ground floor along with the bomb.

THE BOMB

The briefcase nuke is old compared to today's munitions. Still, if detonated, it will level a two-mile radius of the city and turn the area not just back into a desert but a highly radioactive one, with possible casualties of around one hundred thousand. The age of the bomb is a benefit, and a curse as its age could make it less stable, but on the flip side, if the operators can locate it, then defusing it should be pretty standard. Defusing the bomb will need an operator with the CBRNE Training skill or Demolitions Skill.

It is advised that the operators defuse the nuke before freeing the hostages to remove the terrorist's main threat. The nuke has been placed somewhere on the ground floor with six of the terrorists along with up to 30 hostages consisting of casino staff and customers; the terrorists allowed the majority of the people in the casino to leave after rounding them

up, only retaining 30 as a deterrent against a raid by the authorities.

If the operators decide to head to the 14th floor first or split the team and the hostage rescue fails, the terrorists on the ground floor could detonate the bomb, and they will, without a second thought, this should be made clear. If this happens, it is advised that the bomb has a timer giving the operators a small amount of time to get to the bomb and defuse it.

The Ticking Bomb

If the timer is set, the operators will have 10 minutes to get to the bomb and defuse it; the timer being set will make the process of defusing harder, and the operator tasked with the job will need two successes. To show the passing of time, place a ten-sided dice in front of you, with the ten visible and when each of the operators has acted, the dice is flipped to the following number, counting down to one. The terrorists will attempt to stop the operators and will use hostages as shields.

THE VAULT

The casino has a large vault which is located beneath the ground floor in a secure area. Currently, three Boston gang members are in the basement trying to break in. The gang hopes that the excitement upstairs will cover what they are doing and give them enough time to enter the vault and leave with the contents during all the confusion. The gang members think the Patriots are dangerous lunatics but also an opportunity.

The gang will not know about the Boston raid or the current situation as they do not leave the vault and have no actual contact with the terrorists.

THE CASINO

The operators will have access to the blueprints of the casino and the floor on which the hostages are being held. This will allow them to make a blueprint play or act like a regular play and move through that floor.



The maps here are for the Handler and are repeated in Appendix A, and are available to download on the Internet.

The casino itself is a tall building of glass and steel, and windows surround every floor. The operators can choose how they enter and should be allowed to use the blueprints provided to choose how they will enter the building to fulfil the mission objectives.

Primary Objectives

- Save the Hostages
- Defuse the Bomb

Secondary Objectives

- Capture or eliminate the Patriots
- Stop the raid on the vault

It may quickly become apparent that saving the hostages and defusing the bomb will need to be done simultaneously to stop one group of terrorists from communicating with the other. To do each individually would involve a very tight and coordinated strike which would achieve the objective so fast that the target group would not have time to communicate with the other.

If the operators decide to defuse the bomb and fail on their approach, the terrorists on the 14th floor will start to execute the hostages. If the operators attack the 14th floor and are spotted, then the terrorists on the ground floor will set the nukes countdown. Either of these outcomes would lead to a fail.

The operators may decide that the nuke is more critical as its detonation would kill many more people and be more devastating, and they would be correct. Still, they also need to consider the loss of human lives in each scenario and attempt to do both objectives as quickly and as quietly as possible to succeed.

The Handler should allow the use of flashbacks, have the players spend as much time as possible with the blueprints, give them all the equipment they need and even allow questioning of casino

security and staff if they request it.

SNIPERS

It is possible to place a sniper on the opposite building as either over-watch for the operators that may rappel down from the roof or as an attempt to eliminate the threat. The Handler must decide whether the windows are tinted, blinds or curtains closed and allow the operator to use a boost to counter that. Using a sniper to take out terrorists is possible as long as they are a good shot, as one failed attempt could make the whole plan quickly fall apart.

Ground Floor Main Casino

The ground floor has a lot of furniture made of wood that can be used as cover. The rooms all have double doors that can be locked from the inside without a key and outside with a key. There are security cameras on the walls and the ceilings. These are linked to the security room in the basement but have been deactivated by the terrorists due to fear of them being hacked.

The hostages can be in any area other than the Foyer. There will always be at least five terrorists with the hostages, no matter how much noise is outside, and the terrorists will use the hostages as a bargaining chip before they set the bomb. They will only set the bomb if the terrorists on the 14th floor tell them to.

1. Main Doors

The main doors to the casino usually are automatic, but that has been switched off, and the doors are now chained shut from the inside. These can be breached either with rams or charges, which would alert those inside or using bolt cutters or cutting torch for a more silent approach.

2. Foyer

There is a chance that a terrorist can be found here behind the booking in desk, keeping an eye on the door. This will make entering through the door more difficult.



3. Show Rooms

These are two large theatres for shows like guest singers, Broadway shows and even acrobatic displays. Rows of chairs and areas with tables. A bar and kitchen area for drinks and food.

4. Restaurant

Large restaurant with kitchen and bar.

5. Throne Room

The casino's main gambling area, called the Throne room, decked out like a medieval throne room, with shields and ancient weapons on the wall. Roulette wheels, blackjack and poker tables fill the area with slot machines lining the walls.

6. Tower Room

The smaller of the two gambling halls, similar to the Throne Room in design and layout.

7. Elevators

A bank of elevators has been shut down by the terrorists, who can switch them on when they wish. The operators can reach every floor by climbing the elevator shaft; this would be a Athletics challenge for each floor reached.

8. Stairs

Emergency stairs, the doors have been chained from the inside, but each door has a safety glass panel in the upper half which could allow access to the chain. There is a terrorist posted on the stairs on the 14th floor. Desks and filing cabinets have been used to block the stairwell on that floor and to give the terrorist cover. The narrowness of the stairs and the cover that has been constructed gives the terrorist that is posted here +2 attack and anyone attacking them -2 attack..

14th Floor Conference Level

The VIP hostages and the leaders of the Patriots can be found on this level in one of the areas other than the Foyer. The meeting rooms will be easy to defend and may be the obvious choice. The 14th floor does have windows that could be accessible by someone descending from the roof.

1. Foyer

Barricades and terrorists can be stationed here if they believe that the operators may use the stairs or elevators to access the 14th floor.

2. Restaurant

The restaurant is used by conference delegates and is not used when the conference rooms are not occupied.

3. Small Meeting Rooms

A few smaller, more secure rooms for important meetings. These rooms have soundproof glass, utilities for coffee, tea etc.. Internet access with large wall monitors for remote meetings. The tables are solid oak and very heavy.

4. Kitchens

Large well-equipped kitchen for serving meals to conference attendees.

5. Large Conference Room 1

A large room with rows of seats and a stage at the front for public speaking and lectures. The back of the stage is filled with a large screen.

6. Large Conference Room 2

The same in every way to large conference room 1.

OPTIONAL OBJECTIVES

Capture the Patriot Leader and as many patriot members as possible for interrogation, and information that could lead to the arrest of Dario Martinez.

Stop the robbery of the vault by the Boston gangsters, if this does not happen the gang escape with whatever valuables were in the vault. (This could be a start of another mission against the Boston crime family, especially if important papers were held in the vault).

MISSION SUCCESS

Completing each part of the mission successfully, saving the hostages, and defusing the nuke will be a success. Each part needs the success of the last part



to be activated. The Handler should hand out AVP for each part after completion with extra AVP to the player, which they can use for improving their next operator.

If some hostages are killed, but the VIP hostages are saved and the nuke defused, the mission is still considered a success.

If the hostages are saved, but the nuke is not disarmed, this would be a partial success unless the nuke is on a countdown, in which case, as soon as it detonates, it will be considered a fail.

MISSION FAILURE

Detonation of the Nuke or the killing of the VIP hostages is a mission failure. Defusing the nuke but having the hostages die is still a mission fail.

Handler Note

The mission is very wide open in parts to allow the players to decide their operators actions as a unit, and to allow the Handler to plan ahead for what

ever the players decide to do. Having barricades set up or the hostages held in particular locations would limit the Handlers ability to adapt to the player choices.

PRE-GENERATED OPERATORS

All the Tangos that the operators will face can be created using the table on pages 64 and 65, and this can be updated to match the experience of the operators, which is a very simple process.

Also supplied are pre-generated operators for each mission with four agent operators, four tactical police and four special forces. These pre-generated operators are included for quick or convention play. These operators should be transferred to Savage Worlds Adventure Edition character sheets.





AGENT PRE-GEN

AGENT PRE-GEN

Call-sign:

Nationality: USA

Career: Homeland Security

Call-sign:

Nationality: USA

Career: Homeland Security

ATTRIBUTES

Agility d4, Smarts d8 Spirit d6, Strength d6, Vigor d6

ATTRIBUTES

Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

DERIVED STATS

Pace: 6 Parry: 2 Toughness: 5

DERIVED STATS

Pace: 6 Parry: 2 Toughness: 5

Bennies: 3

SKILLS

Athletics: d4

Common Knowledge: d6

Notice: d8

Persuasion: d8

Stealth: d4

Investigation; d8

Language: d6

Research: d6

Shooting: d4

Hacking: d8

SIGINT: d6

Bennies: 3

SKILLS

Athletics: d4

Common Knowledge: d6

Notice: d6

Persuasion: d4

Stealth: d8

Investigation; d6

Language: d6

Research: d6

Shooting: d8

Tradecraft: d8

Demolitions: d6

CBRNE Training: d4

EDGES AND HINDRANCES

Player chooses Edges and Hindrances

EDGES AND HINDRANCES

Player chooses Edges and Hindrances

GEAR

Primary Handgun (Carbon Build)

Dinner Suit

False ID

Lock pick

Pen Drive

Latex Gloves

GEAR

Primary Handgun

Black Clothing

Hack Tools

Lock Picks



AGENT PRE-GEN

Call-sign:

Nationality: USA

Career: Homeland Security

ATTRIBUTES

Agility d6, Smarts d6, Spirit d4, Strength d8, Vigor d6

DERIVED STATS

Pace: 6 Parry: 6 Toughness: 5

Bennies: 3

SKILLS

Athletics: d8

Common Knowledge: d6

Notice: d6

Persuasion: d4

Stealth: d8

Investigation; d6

Language: d4

Research: d4

Shooting: d8

Fighting: d8

Tradecraft: d8

Driving: d8

EDGES AND HINDRANCES

Player chooses Edges and Hindrances

GEAR

Primary Handgun

Van

Tool kit

Fake ID

AGENT PRE-GEN

Call-sign:

Nationality: USA

Career: Homeland Security

ATTRIBUTES

Agility d8, Smarts d8, Spirit d4, Strength d6, Vigor d4

DERIVED STATS

Pace: 6 Parry: 2 Toughness: 4

Bennies: 3

SKILLS

Athletics: d4

Common Knowledge: d8

Notice: d8

Persuasion: d4

Stealth: d6

Investigation; d6

Language: d4

Research: d8

Shooting: d6

Driving: d8

Hacking: d8

EDGES AND HINDRANCES

Player chooses Edges and Hindrances

GEAR

Primary Handgun (Carbon Build)

Dinner Suit

False ID

Latex Gloves



TACTICAL POLICE PRE-GEN

Call-sign:

Nationality: USA

Career: Boston PD

ATTRIBUTES

Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

DERIVED STATS

Pace: 6 Parry: 5 Toughness: 9

Bennies: 3

SKILLS

Athletics: d6

Common Knowledge: d4

Notice: d8

Persuasion: d6

Stealth: d6

Breaching: d6

Demolitions: d6

Rapelling: d6

Shooting: d6

Fighting: d6

Drone Operation: d8

Investigation: d4

EDGES AND HINDRANCES

Player chooses Edges and Hindrances

GEAR

Primary and secondary weapon of choice

2 x Flash-bangs

Drone

Body Armour

Zip Ties

TACTICAL POLICE PRE-GEN

Call-sign:

Nationality: USA

Career: Boston PD

ATTRIBUTES

Agility d6, Smarts d6, Spirit d4, Strength d8, Vigor d6

DERIVED STATS

Pace: 6 Parry: 6 Toughness: 9

Bennies: 3

SKILLS

Athletics: d8

Common Knowledge: d6

Notice: d6

Persuasion: d6

Stealth: d6

Breaching: d8

Demolitions: d6

Rapelling: d6

Shooting: d6

Fighting: d8

Driving: d6

Medical: d4

EDGES AND HINDRANCES

Player chooses Edges and Hindrances

GEAR

Primary and secondary weapon of choice

2 X Flash-bangs

Breaching Tools

Body Armour

Zip Ties



TACTICAL POLICE PRE-GEN

TACTICAL POLICE PRE-GEN

Call-sign:

Nationality: USA

Career: Boston PD

Call-sign:

Nationality: USA

Career: Boston PD

ATTRIBUTES

Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d4

ATTRIBUTES

Agility d8, Smarts d8, Spirit d4, Strength d6, Vigor d4

DERIVED STATS

Pace: 6 Parry: 6 Toughness: 8

DERIVED STATS

Pace: 6 Parry: 4 Toughness: 8

Bennies: 3

SKILLS

Athletics: d8

Common Knowledge: d4

Notice: d6

Persuasion: d4

Stealth: d8

Breaching: d6

Demolitions: d6

Rapelling: d8

Shooting: d8

Fighting: d8

HUMINT: d6

EDGES AND HINDRANCES

Player chooses Edges and Hindrances

GEAR

Primary and secondary weapon of choice

2 x Flash-bangs

Optional Sniper Rifle

Body Armour

Zip Ties

Bennies: 3

SKILLS

Athletics: d6

Common Knowledge: d8

Notice: d8

Persuasion: d6

Stealth: d8

Breaching: d6

Demolitions: d6

Rapelling: d8

Shooting: d8

Fighting: d4

EDGES AND HINDRANCES

Player chooses Edges and Hindrances

GEAR

Primary and secondary weapon of choice

2 x Flash-bangs

Demolitions Kit

Body Armour

Zip Ties



SPECIAL FORCES PRE-GEN

SPECIAL FORCES PRE-GEN

Call-sign:

Nationality: USA

Career: DEVGRU

Call-sign:

Nationality: USA

Career: DEVGRU

ATTRIBUTES

Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

ATTRIBUTES

Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d8

DERIVED STATS

Pace: 6 Parry: 5 Toughness: 10

DERIVED STATS

Pace: 6 Parry: 6 Toughness: 11

Bennies: 3

SKILLS

Athletics: d6

Common Knowledge: d6

Notice: d6

Persuasion: d4

Stealth: d8

Boating: d6

Demolitions: d6

Recon: d6

Shooting: d8

Breaching: d6

Survival: d6

Fighting: d6

Bennies: 3

SKILLS

Athletics: d8

Common Knowledge: d4

Notice: d6

Persuasion: d4

Stealth: d8

Boating: d6

Demolitions: d6

Recon: d6

Shooting: d8

Fighting: d8

Drone Operation: d6

CBRNE Training: d6

EDGES AND HINDRANCES

Player chooses Edges and Hindrances

EDGES AND HINDRANCES

Player chooses Edges and Hindrances

GEAR

Primary and secondary weapon of choice

IOTV Armour 5

Tactical Boots 1

Knee-pads 1

Breaching Tools

2 x Flash-bangs

Plus ammo

GEAR

Primary and secondary weapon of choice

IOTV Armour 5

Tactical Boots 1

Knee-pads 1

Drone

2 x Flash-bangs

Plus ammo



SPECIAL FORCES PRE-GEN

SPECIAL FORCES PRE-GEN

Call-sign:

Nationality: USA

Career: DEVGRU

Call-sign:

Nationality: USA

Career: DEVGRU

ATTRIBUTES

Agility d8, Smarts d6, Spirit d6 Strength d6, Vigor d4

DERIVED STATS

Pace: 6 Parry:6 Toughness: 9

Bennies: 3

SKILLS

Athletics: d6

Common Knowledge: d4

Notice: d6

Persuasion: d4

Stealth: d8

Boating: d6

Demolitions: d4

Recon: d6

Shooting: d8

Fighting: d8

Rapelling: d6

Survival: d6

EDGES AND HINDRANCES

Player chooses Edges and Hindrances

GEAR

Primary and secondary weapon of choice

Optional Sniper Rifle

IOTV Armour 5

Tactical Boots 1

Knee-pads 1

2 x Flash-bangs

Plus ammo

ATTRIBUTES

Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

DERIVED STATS

Pace: 6 Parry: 2 Toughness: 10

Bennies: 3

SKILLS

Athletics: d6

Common Knowledge: d4

Notice: d8

Persuasion: d4

Stealth: d8

Boating: d6

Demolitions: d8

Recon: d8

Shooting: d6

CBRNE Training: d6

Combat Engineer: d6

EDGES AND HINDRANCES

Player chooses Edges and Hindrances

GEAR

Primary and secondary weapon of choice

IOTV Armour 5

Tactical Boots 1

Knee-pads 1

Demolition Tools

2 x Flash-bangs

Plus ammo



APPENDIX

This section collects all the maps used in the introduction game which can be copied for your use, all of these items will also be available online to download for free.

The maps can be handed out to players or uploaded to a VTT for the players to use and to plan or organise combat as it can help visualise the battlefield.

The Appendix also includes a list of Acronyms, Jargon, Hand signals, Tactical Movement and the Laws of War which can be used by players and the Handler alike to add realism to the game.

OTHER MATERIAL

FeralGamersInc will be releasing source books, missions, expansion books and other materials for Ghost Ops Second Strike on a regular basis. These will be available on the FeralGamersInc website or through DriveThruRPG.

The first version of Ghost Ops will be kept available along with the published missions, source books and expanded books as these are compatible with Ghost Ops Second Strike.

CONTACT INFO

FeralGamersInc are very involved with the community around Ghost Ops and have set up various places where games can be arranged, questions can be asked, and general chat about the game can be had. It would be great to see you.

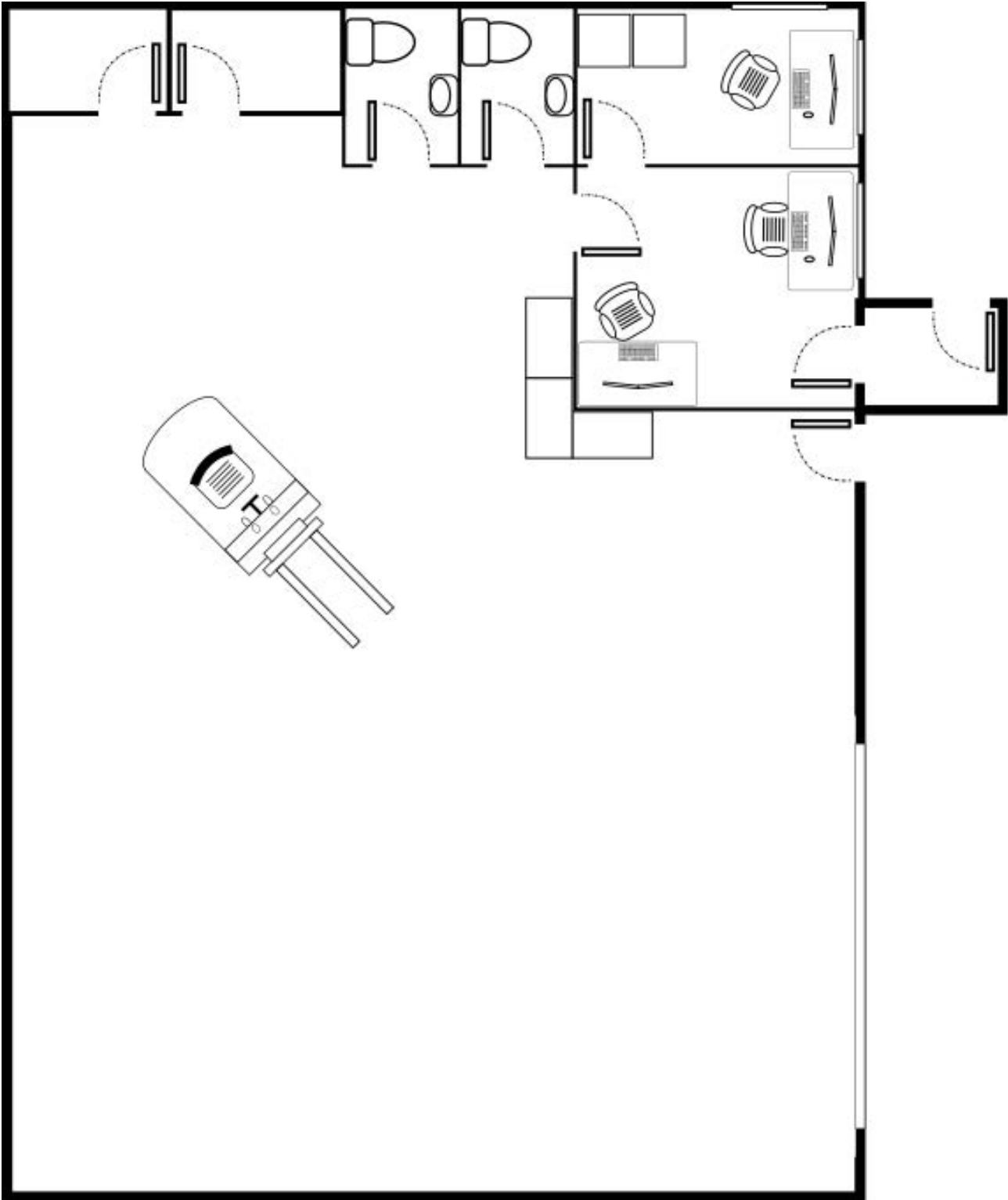
FB - <https://www.facebook.com/groups/GhostOpsRPG>

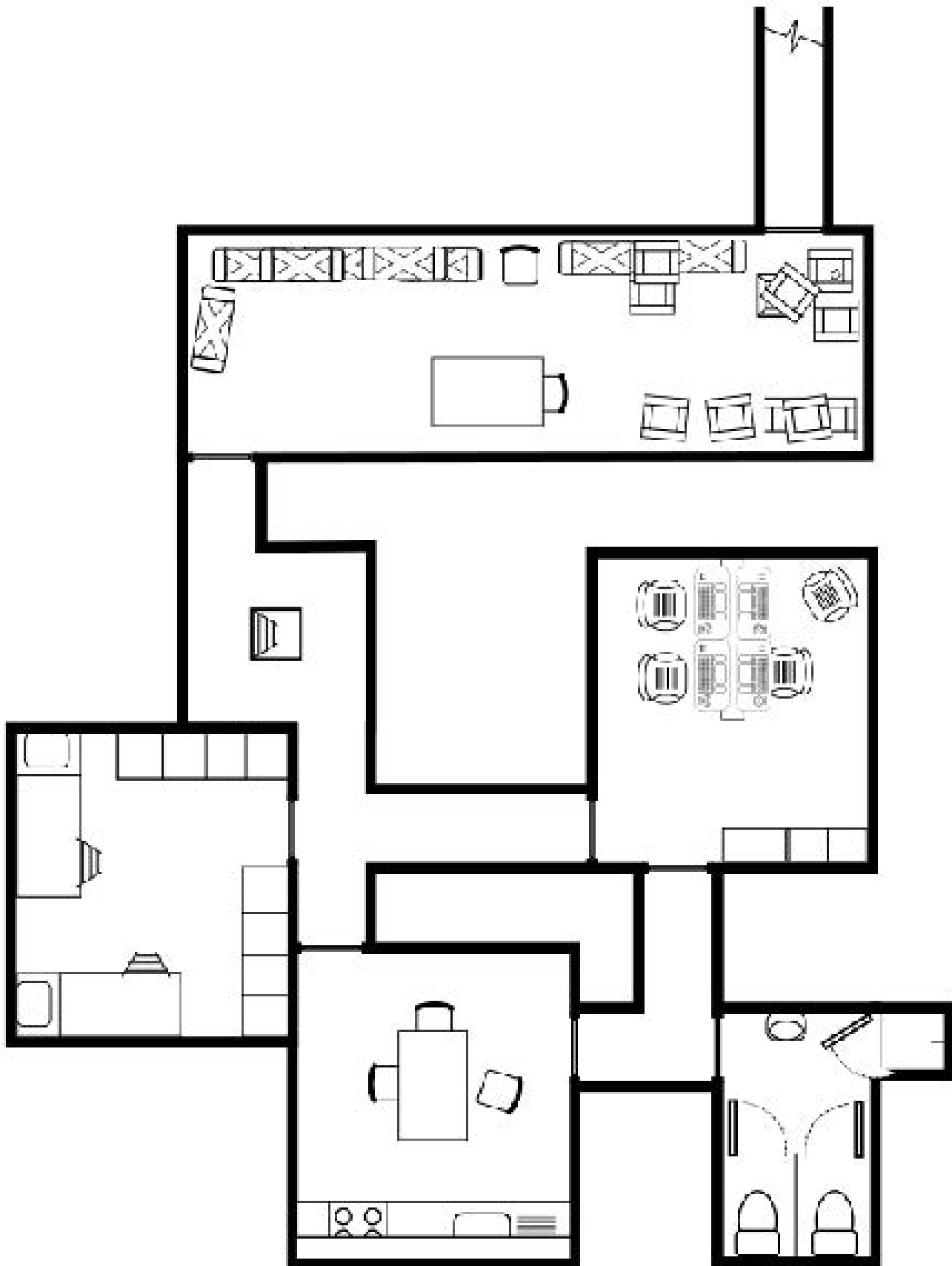
Discord - <https://discord.gg/7tGPTk7v2w>

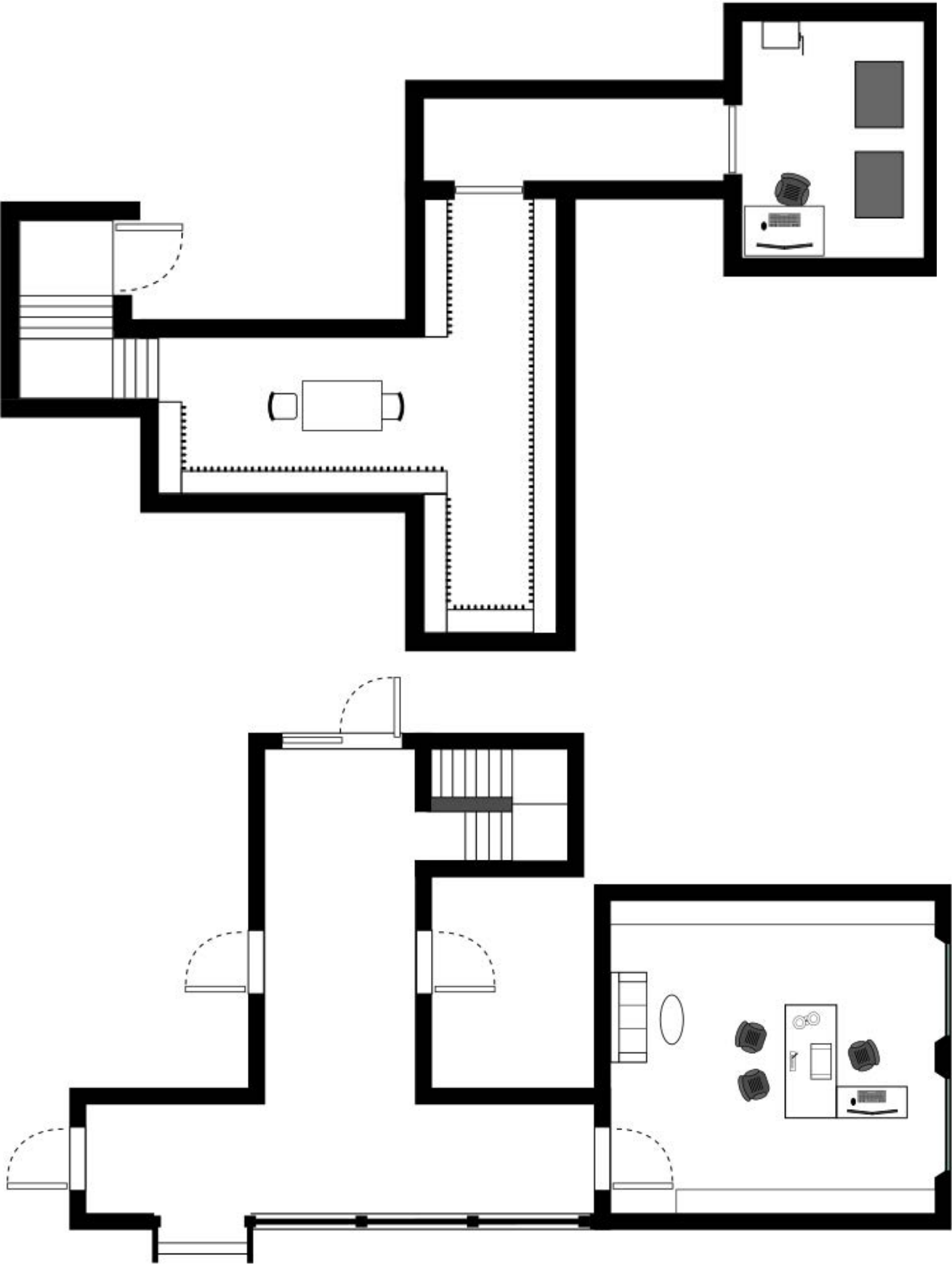
Patreon - <https://www.patreon.com/Ghostops>

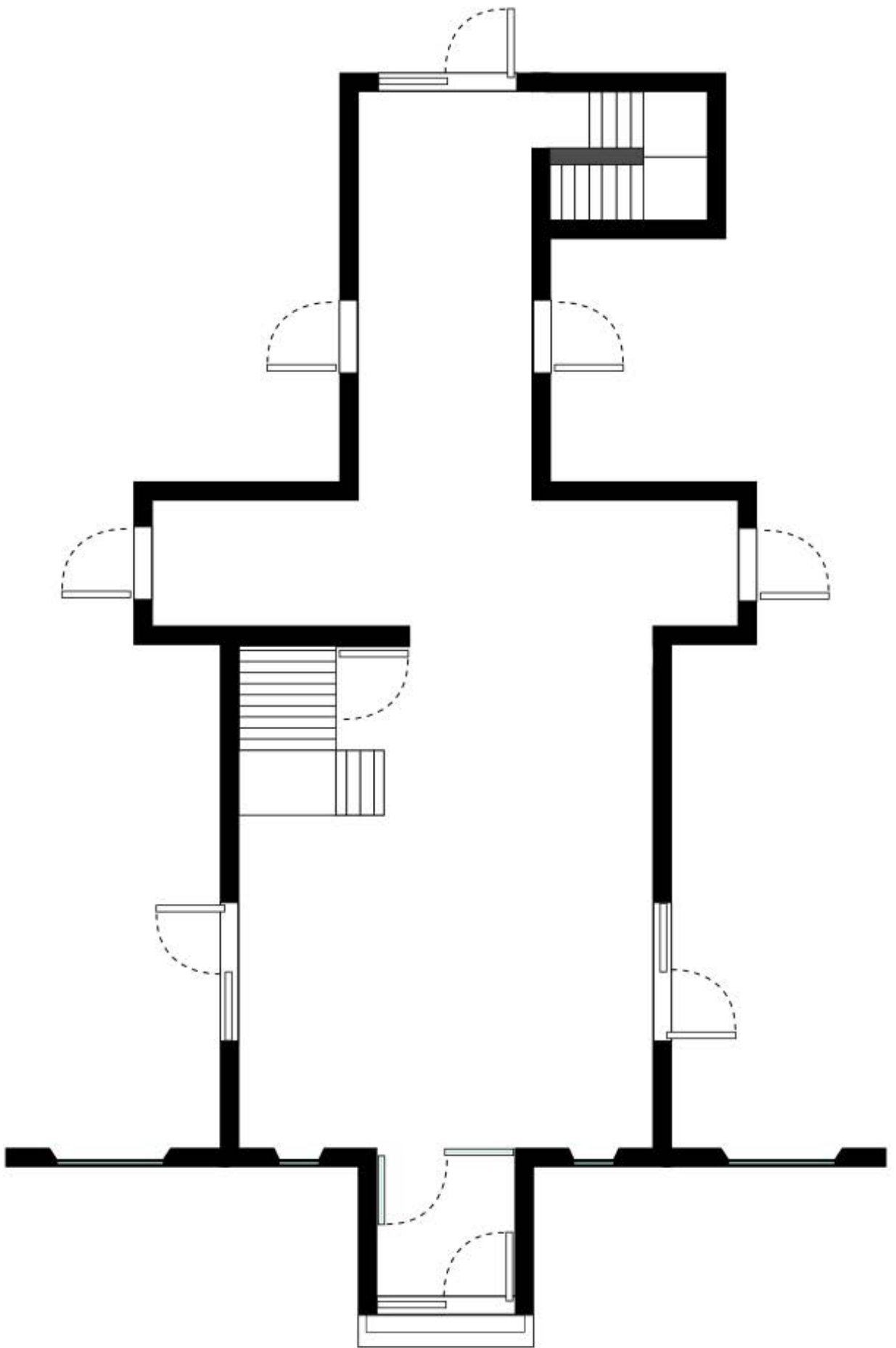
Twitter - @FeralGamersInc

DTRPG Link - https://www.drivethrurpg.com/browse/pub/9012/FeralGamersInc/subcategory/24138_31491/Ghost-Ops







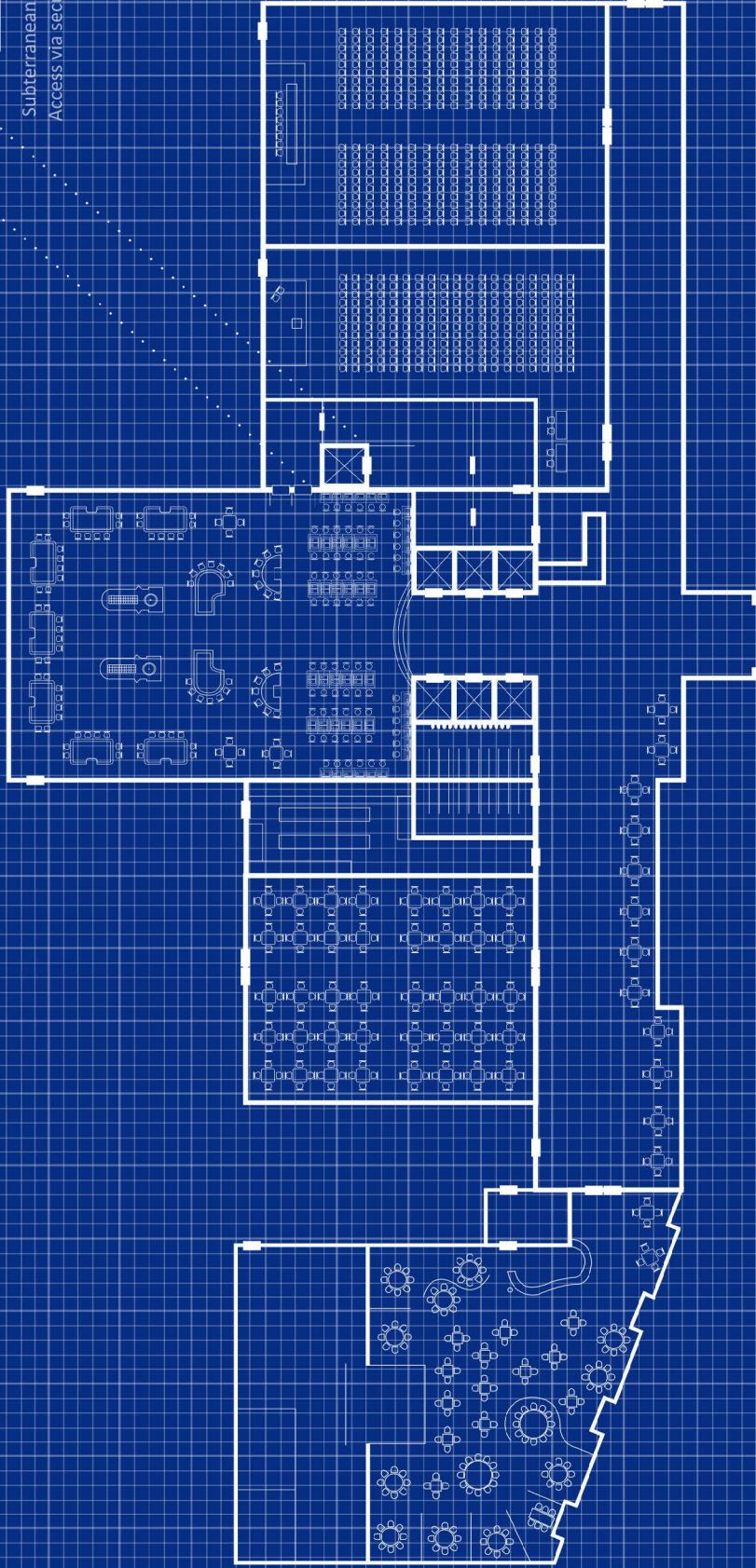


Vault roof
Stainless Steel (2x)

Walls of vault to be 2ft thick
reinforced concrete.

Rebar spaced every 2-3 inches
vertically as well as horizontally

Subterranean vault level.
Access via secure elevator

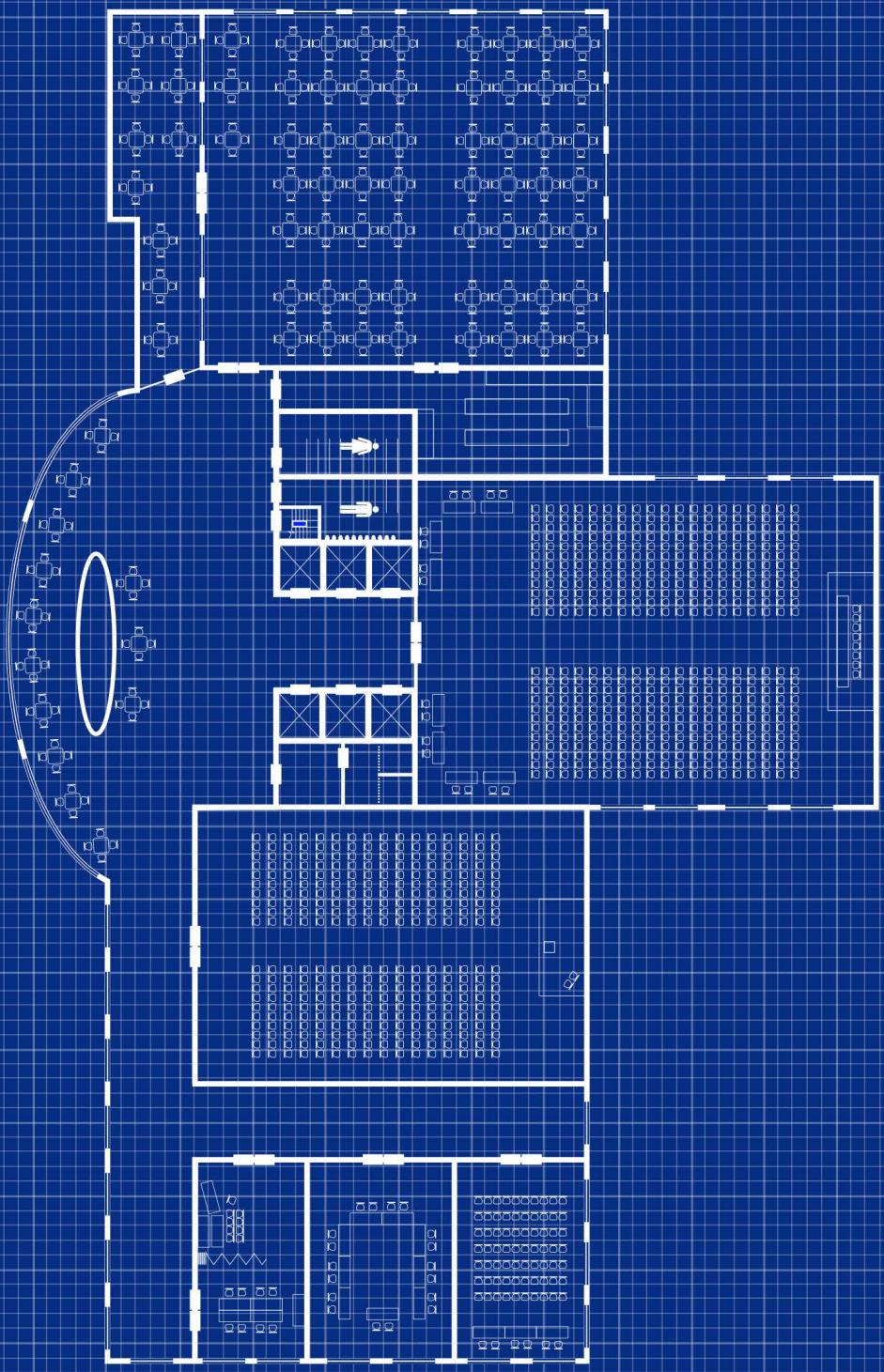


Graham, Graham & Green Architects

Castle Rock Casino

11167 Hunterwasser Ave.
Las Vegas

Architect: PG
Contractor: JL
Interior Designer: JL



Graham, Graham & Green Architects

Castle Rock Casino

11877 Hunterwasser Ave.
Las Vegas

OWNER: PB
DESIGNER: JLG
SCHEMATIC: JLG



ACRONYMS

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

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

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

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

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

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

PII Personally Identifiable Information - Any piece of information that can be used to easily identify an individual or target. Ex: “Each of you needs to go through your PII checklists; this is a black op”

or “I want you to check all our tangos for PII; we have to confirm we eliminated our target.”

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

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

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

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

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

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

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



JARGON

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

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

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

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

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

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

Ghost Soldier - A non-existent soldier (similar in effect to a Flower Soldier), and another holdover from the Vietnam War, used to reference a soldier that exists only on paper, either that never existed at all, or that died and whose death was never reported. Ex: "The commander of the local ANA

garrison had over 30 Ghost Soldiers on his payroll. We're to track those funds and figure out just where they went."

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

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

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

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

Straphanger (or more commonly "Strap") -The term for Non-SOF personnel assigned to an SOF mission, often in a supporting role; can also be used to describe an individual who has not yet finished "training-up" but is still accompanying an operational unit on deployment. Ex: "BRC doesn't mean



crap out here. Until you have both your bubbles and your wings you are a Strap, you hear me?”

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

HAND SIGNALS

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

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

Formation and Posture

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

Enemy Presence, Count, and Location

The specifics of an enemy position can be fairly clearly communicated via hand signals as well. Of course, just the mere presence of an enemy comes first, but with a short series of gestures count, basic armament, positioning, whether they are a static position or patrol, and even leadership can be high-

lighted, all without speaking a word. While specifics are outside the capability to hand signals without prearranged coordination between members, enough information can be passed to allow rough tactical plans to be drawn on the spot.

Target Building Information

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

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

TACTICAL MOVEMENT

To get into the specifics of tactical operations would take a far greater amount of space than is available here, and would cover a great number of subjects that have no bearing on the tabletop gaming environment. Instead we’ll cover the basic rules of tactical operations, and the exception to each rule.

Never Skyline Yourself

It may look good in movies and on book covers but skylining yourself is the absolute best way to give-away your position and get your team killed. Don’t walk on the very top of crests, instead move slightly down from the top of any ridge to allow you the most visibility down from your position and allow your camouflage to do its job. The Exception: when



establishing an Observation Post or a Combat Outpost, especially where its presence is an instrumental part of a deterrence plan, and 360 degree visibility is needed, then the absolute highest point is a must.

Never Bunch Up

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

Always Conserve Your Fire

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

Move With Deliberation

It's not about moving slowly, it's about moving with intention. An operator should know where he is going, and how he's going to get there, before the door is ever opened. A part of this is rehearsal exercises, if there is the intel and time to support that, and the other part is experience as regardless of region, nation, or culture, buildings tend to get laid out the same the world over. The Excep-

tion: walking into the unknown, particularly if it is an intentionally "off-designed" structure; speed becomes paramount, with the intention of catching an enemy presence unprepared and unable to react and coordinate.

LAWS OF WAR

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

Civilians

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

Detainees

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



Wounded

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

Weaponry

Limitations to weaponry seems counter to the effort of warfighting, but is, in all actuality, an effort to allow an area to return to a semblance of normalcy after fighting has ended, or moved on. It is for this reason that

area denial weapons are such a subject of contention as a majority of them remain active, and most become increasingly unstable, as they remain in place for years after the war they were utilized in.

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

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



