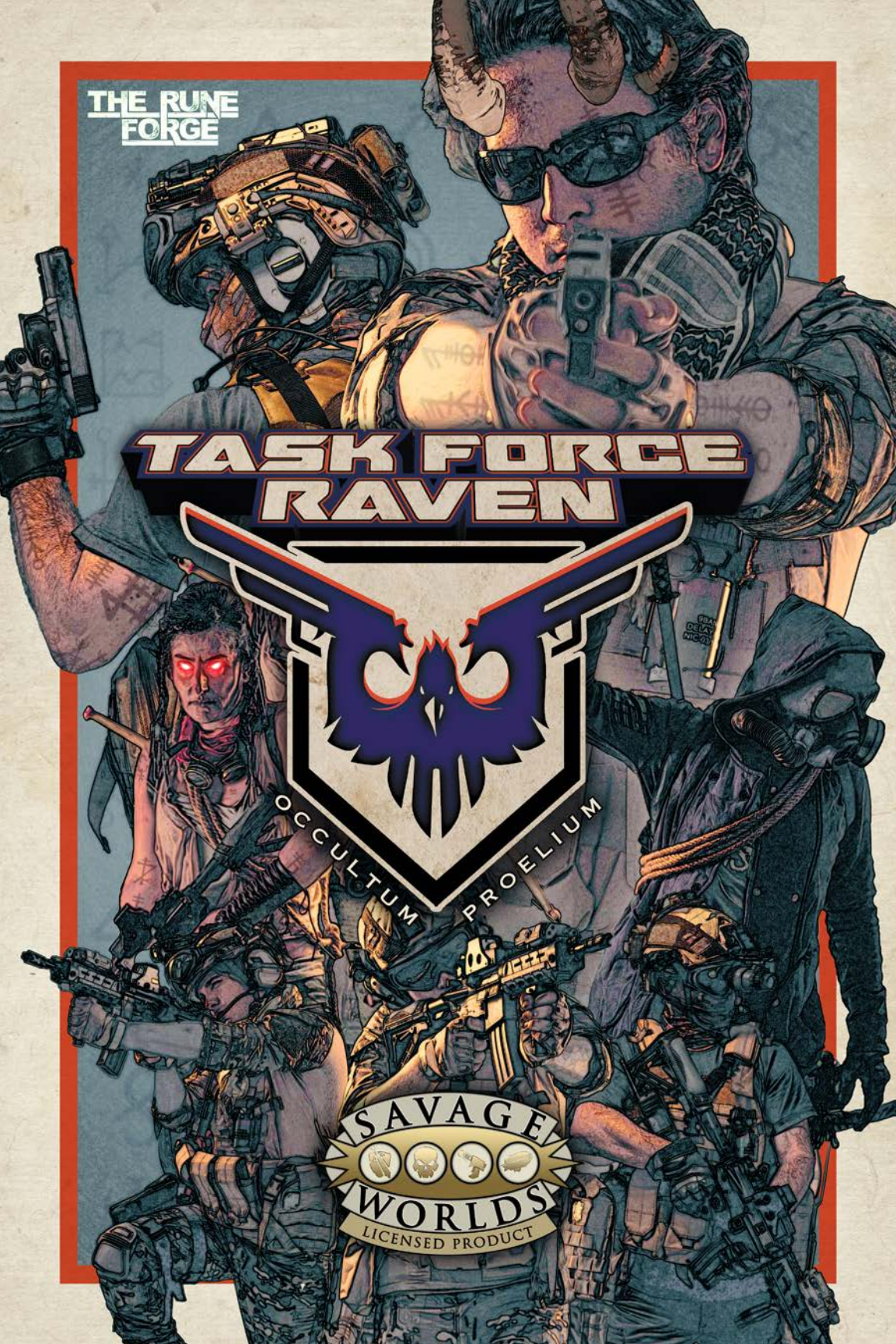
THE RUNE FORGE
TASK FORCE RAVEN
OCCULTUM PROELIUM
SAVAGE WORLDS
LICENSED PRODUCT

OCCULTUM
PROELIUM

CREDITS

Dedicated to the men and women who serve in the communities at the tip of the spear, and to those who support those efforts whether you were on hand or thousands of miles away; it was an honor. *Send Me.*

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DANGER CLOSE

So what is the expectation of play in Task Force Raven? Task Force Raven (TFR) is designed for players to create and role-play the equivalent of Tier 1 Special Operations warriors who engage in highly dangerous missions in denied areas of operation, but with a plot twist. The missions may begin as a normal deployment, quick reaction response, or even a long-term campaign, but turns into a game of special forces versus the occult, monsters, and magic. The game asks, what happens when the best in the world are asked to truly think outside the box in an environment of descending despair, combat fatigue, and supplies.

Operation MOUNTAIN BREAKER

In 2002 the Joint Intelligence Center in [redacted] received intelligence from a known source on the possible location of WMDs or likely WMD-components; this was vetted with Subject matter Experts (SME) in Measurement/Signature Intelligence (MASINT), though the signatures located could not be specified in any report. A decision was made to deploy a small cadre of Special Operations Forces (SOF) elements, with the primary insertion made by members of the 75th Ranger Regiment, ordered to take the valley and clear the way into the deep ravine indicated as the primary objective. This was followed by elements from Task Force (TF) VIOLET, chiefly [redacted] and several other clandestine collection operators and analysts.

The Rangers arrived on site and rapidly seized the village and vulnerable pathways up the ravine. Shortly after, they proceeded to relay Human Intelligence (HUMINT) to the inbound little birds, piloted by the 160th Special Operations Aviation Regiment (SOAR), indicating heavy resistance in the ravine and mountains. This was translated, loosely, as "religious fire", thought to indicate an Al Qaeda (AQ) presence. This was the first of several mistakes.

TF VIOLET video-relayed a scene of massive and storied destruction. Weapons and military gear from the U.S, Soviet Union, UK, and even more ancient cultures lay scattered throughout the ravine, though no human remains were found. After a short pause, the TF was ordered to continue forward to the target lat/long. And that is when they found the cave.

Commencing with an animalistic scream, the massive form of a human, easily twice the size of a normal man in height, burst forth with a crude spear in hand and dressed in what would come to be known as the skins of animals and humans. A shooter from [redacted] was the first to fall, impaled and left with a hole the size of a telephone pole in his chest. The TF was now in a direct action mission, with orders to bring the "giant" back at all costs. After a prolonged and moving firefight, the beast was killed and the corpse airlifted back to a [redacted] Of the dozen or so combatants, only three remained from TF Violet.

TASK FORCE RAVEN CONOP

Let's get some things out of the way up front. Task Force Raven is not a game about D&D or Pathfinder or Insert Fantasy RPG with guns; it is designed to represent a world as we know and understand it, save the occult is real and cryptids are real. They are rare, but real. And no, no world government holds an answer in how to deal with these threats other than the usual: Find. Fix. Finish. If you can bring an occultist, relic, cryptid or any other occult-adjacent thing back, so much the better. But dead is better than alive in 99% of all cases. You'll come to understand in time.

To this end, the Operators don't carry silver bullets, stakes, garlic, salt, cold iron or anything else you might associate with hunting monsters. We don't do that here…well, we hunt things we don't understand, can't comprehend, and cannot possibly control, but we are not complacent nor ignorant. If you do want to go that route, by all means go for it, just remember this is not the concept of operations for Task Force Raven. Again, this is not modern fantasy with guns and monsters. It is a military simulation pitting Special Operations Forces against really, really weird shit.

So what is known? Well, Raven Operators are trained in Academics and the Occult as part of their intelligence gathering capabilities. With research and study you might pin down some truths about a cryptid, but be warned that nothing is universal when it comes to the occult. Nothing. Ask five people to define a chupacabra, and you'll get eleven answers. Hell, no two people can describe its physical appearance in an identical manner, let alone potential threats it poses other than, "it eats goats!"

Every time our Operators deploy, it is treated as a First Contact Event. We don't care if this is the eighth mission taking on the Iron Hand, never assume their standard operating procedures. If this is the third Wendigo, never assume this one can be sated with blood or meat. That's how you end up a handle on the pond. We'll explain that one when we need to.. hopefully never.

And with that, welcome to the Team!

WINTER BLOOM

The air pressure from the rotors always bothered JITTERS. It wasn't the thin line "holding" onto the sideboard of the little bird, no it was how the stupid downdraft made it hard for him to keep his breathing steady. He was sitting next to GABBY, the troop sniper and resident sketch artist. On the port side of the bird sat IVY, the troop officer and a trained pathfinder. Next to IVY was Shelby, a trained K9 and a valuable team member.

JITTERS went over the medical kit one more time, always nervous that he might've forgotten something and that means a potential loss of life. GABBY scoped out the river valley as the little bird flew fast and low. IVY played with Shelby, getting ready to strap-up the dog for the coming fast rope. The co-pilot held up one finger indicating they were 1 klick out from insertion. And then the bird juked to the left as the pilot broke radio silence screaming, "RPG! RPG! RPG!"

GABBY tossed the line out and hit the rope hard and fast as the front of the bird became enveloped by a fireball. IVY hurried to get Shelby hooked up as JITTERS slid across the bird's plating to help. Goddamn medics, always putting others before themselves. IVY and Shelby exited the bird as did JITTERS, albeit before he was prepared to execute the fast-rope. As the troop came down with force and rolled with the impact, they each witnessed the bird detonate in mid air, but not before it seemed to just…stop moving forward, almost as if it hit an invisible wall. And then it was gone.

JITTERS inspected GABBY, IVY and Shelby, finding just bumps and bruises and a slightly terrified dog. GABBY searched the area using the thermal optics on the sniper platform, looking for the source of the RPG. IVY wanted to know what the fuck happened, and JITTERS told them right before he evac'd, he saw the fire… pass through the windscreen, and it looked like there was another person in the cockpit. And then the co-pilot erupted into hellfire. GABBY called bullshit, telling JITTERS he is still green, weird shit goes wrong all the time. IVY just stared at the millennial warrior, not sure if this was just part of the pessimistic personality or not.

GM: Okay team, you are on the ground, and you know what you know. What's next?

IVY: I'm pushing the drone up, JITTERS grab the tough book. We'll use the FLIR on the drone to scout the area. That fireball won't go unnoticed.

GABBY: I'll go a bit higher and take up a position, just in case they decide today is a good day to get killed. My ***Notice*** is d8 plus 2 from my edges…the total is 8! That's a success with a raise.

The GM passes a picture of a technical to GABBY's player.

JITTERS: Laptop is running, we are connected to the drone. Got something…about 500 yards due East…it looks li-

GABBY: It's a Technical. Fifty cal mounted.

GM: IVY, roll ***Piloting*** please. Let's see how well you can control this thing in heavy winds.

IVY: My ***Piloting*** is a d6…I should've paid more attention. Total is a 4, success, but no raises.

GM: JITTERS, as IVY keeps the drone on course and the infrared feed streams to you, you also see four people just off from the truck.

IVY: Shelby and I are going to move closer. We need to get that truck disabled and deal with these four. There's no way they missed what happened. But I don't get why they aren't actively looking for us.

JITTERS: They probably think we died up there. Hey, GABBY, one of the dude's looks like he is holding something with a super hot heat signature.

GABBY: Can I make out what the object is at this range?

GM: IVY, roll ***Stealth***. GABBY, with that Raise from earlier, yes, you can see the target but you cannot make out the object; it is clearly small.

IVY: That's a d8 and the Wild Die of d6…which Aces! Total of 10. Success with a Raise. We're ghosts unless they're real, real good.

JITTERS: I've got control of the drone and I am moving it as close as I can to get a look at the target and that object. What is that roll?

GM: ***Piloting***, it'll be able to handle what you want to do here.

JITTERS: Okay, that is a d4…I got a 5 on the Wild Die, so a success.

GM: Okay, you can process one of these two things, the person or the object. Which is it?

JITTERS: Since the object is small, let's find out if the leader-type is in our database.

GM: That is in fact REINDEER, a known HVT.

GABBY: We've got the green light to kill/capture him…I line up a shot. IVY?

IVY: I'll give you the go-word once Shelby and I are in place to open fire as well. JITTERS, come on up.

GM: GABBY, you have Aim, choose between the bonus or the removal of Called Shot penalties. *Rolls OPFOR Notice against IVY's Stealth of 10; the result is a 4, which could be bennied but there's more fun in what's in store for the team.* IVY, you and Shelby are as close as you want to be. JITTERS, roll Stealth if you are closing the distance.

JITTERS: I roll a critical failure. God. Damn.

GM: The OPFOR seem to make out JITTERS, either from noise or just a gut instinct and-

GABBY: I fire. Called Shot to the Head, no penalties. I assume I've got the Drop?

GM: Sure. Enjoy the moment. But first, I'm going to deal Action Cards to you, JITTERS and IVY. King to GABBY, 2 to JITTERS (how appropriate), and a 7 to IVY. The OPFOR are suspicious but remain effectively surprised and do not get cards.

GABBY: Perfect. ***Shooting*** is a d10, Wild Die is d6, and plus four from the Drop. I get a 15, Success with two raises and that adds a d8 to my damage roll, thank you MILSIM. The sniper rifle is 2d10, plus 1d8 for the Raise and plus 4 for the Called

Shot and plus 4 for the Drop. Good luck, shithead. The dice come up 5, 4, and 10! That Aces for another 5. Total damage is 28. Unless otherwise noted, I believe his head turns into mist.

GM: Well, with a toughness of 6, you assume correctly. Still, here's a Benny to make that Vigor check to try and soak those Wounds. *Rolls a d8 and scores a 4; that still leaves four Wounds.* You know what, fuck it. The target drops immediately and the object he was carrying smashes into the rocky ground. And it explodes in a flash of blue-hued flame.

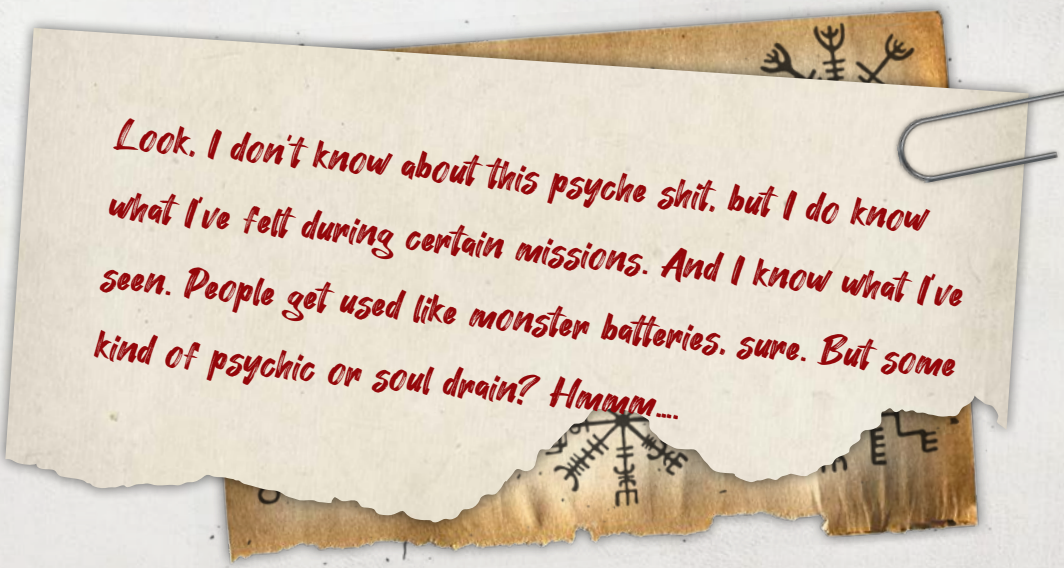
IVY: That doesn't sound good, but we need to wrap this up as quickly as possible. I am using my carbine's ROF to full effect. I am rolling ***Shooting*** three times, once to each of the remaining OPFOR. The recoil penalty is a —2 to each roll. My ***Shooting*** is a d8. My rolls are 7, 6, and 4 on the ***Shooting*** dice, and the Wild Die is a 6 and a 1 for 7. The Recoil reduces the rolls to 5 (success), 4 (success) and with the Wild Die replacing the 4 a 5 (success). The damage is 2d8 each…19, 8, and 14.

GM: These killers are Extras with matching toughnesses of 5. Two of them are instantly Incapacitated, the last one is Shaken. JITTERS?

JITTERS: My ***Shooting*** is d6. I roll two 3's. Yeah nah, let's Benny that. 1 and 4, whatever, I'll take it. Damage is 2d6 for my pistol, 10!.

GM: Nice shooting JITTERS. That drops the last OPFOR, but as the body touches the earth, your night vision goggles see something moving through that bright flash. It is loping towards you, like a gorilla running with arms and legs. The eyes register bright hot. Shelby begins to growl and deep throat bark as the thing stands tall, easily seven feet or more with heat waves rolling off of it, effecting your optics like a mirage. As it moves through Shelby, it appears to disperse like sand on the wind and then reform. Let's make those Spirit rolls for some Fear checks.

And just like that, our troop of Task Force Raven Operators met an occult terror and their minds begin to attempt to make sense of what they witnessed.



CHAPTER 1

PRE-BRIEF

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM

SETTING EXPECTATIONS

In order to play Task Force Raven, as with any roleplaying game, you'll need a few things. First, if you are unsure what a roleplaying game, or rpg, is, there are a vast number of resources available to help guide you in the ins and outs of this hobby. It is a question too large to cover in a single section. In summary, you take on the role of a character who can do things you likely cannot, like cast spells. You take on the role of a character who can know things you cannot, such as living in the year 2450. You design them to live and adventure in their world, and you use them as an avatar for you to experience their world.

The number of players normally runs 2 to 6, however some attempt to run solo games, wherein they play the game alone, some only have one other player, and some groups go bigger than 6 players. Manageability of group size is important, too many cooks spoil the meal as it were. One player is normally chosen or chooses to act as the Game Master (GM) and they are the rules arbiters as well as the one who creates the adventures and plays the characters not controlled by the other players, called Extras and enemy Wild Cards. In Task Force Raven, we call the GM RAVEN ACTUAL (RA) and all non-player controlled characters are loosely termed Oppositional Forces (OPFOR).

THE TABLE GEAR

Besides the core rulebook, *Savage Worlds Adventure Edition (SWADE)*, you'll need a few other things to help make the game complete:

DICE

As stated in the SWADE book, you need dice. A full set of rpg polygons, d4, d6, d8, d10, d12, and a d20. And also a second d6, preferably colored or marked differently than the other to use as your Wild Die.

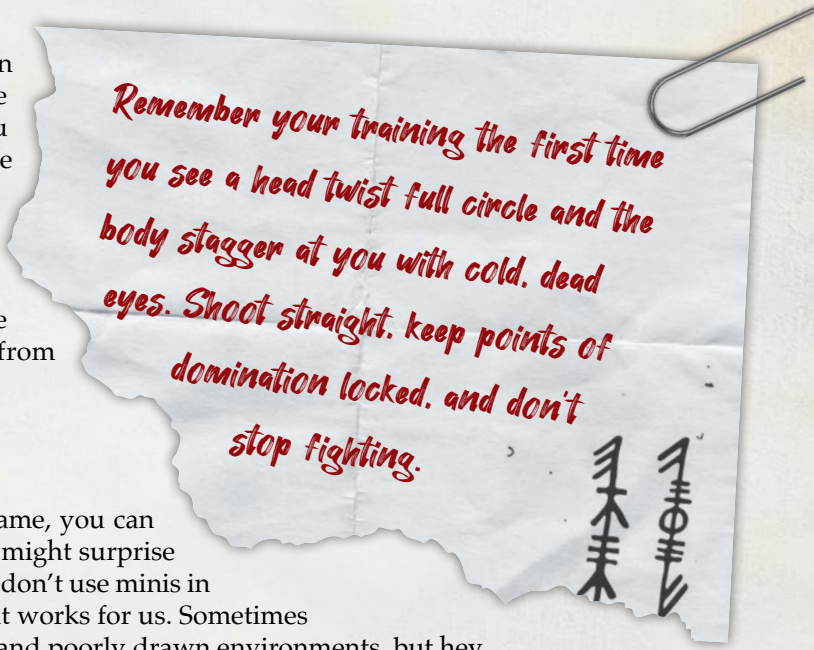
If you want to get really cool, look on Etsy for "bullet dice". Thank you for our service!

THE ACTION DECK

Again, you already know you need poker cards to play SWADE. But what you might not have considered is obtaining themed decks of poker cards. That's right, we use decks themed to the genre or setting. For example, when we play Task Force Raven we use the Sandbag Edition of cards, which illustrate the various special forces elements from the UK. Go crazy, there are tons of ways to get themed cards and you can even design and print your own (gamecraft or dtrpg).

BENNIES

As with the Action Deck, Bennies can be simple affairs, or you can really go outside the lines and use all sorts of fun items, again to reflect the theme or setting. At our table we use spent rounds from the range.



MINIATURES (OPTIONAL)

As with any other game, you can or can't use them. It might surprise you to see us say we don't use minis in a tactical game, but it works for us. Sometimes we need to use dice and poorly drawn environments, but hey.

SCENARIOS

The first question asked once a few sessions are played, is "where are the adventures?". They are coming, and we'll talk about how they break out and give some examples of what is coming soon after the release of the setting book.

RAPID DEPLOYMENTS

These are our Savage Tales. They are designed to be quick to read, prep, and play. In fact, you can save even more time by using our Iconic Operators. Most are a single page (double-sided) or maybe a few pages using three to five connected scenes. Regardless, all sets come with our mission briefing card, amounting to a quick read on what to expect.

RD1: LAVA BLOSSOM is set in Afghanistan, sending the team into harm's way to locate and steal a shipment from a high value target.

RD2: MOUNTAIN SPRING is set in a break away republic who is suspected of holding a warehouse of red mercury in the hands of a renegade military commander.

RD3: WANTON SHADOW is set in the southern hemisphere, and sees our teams taking on a cartel leader who overstepped what most consider "acceptable boundaries".

RAVEN OPERATIONS

Essentially long-form, interlinked adventures taking multiple sessions to play. They tend to include several plot-based adventures with interspersed yet connected side-adventures, building on one another and normally culminating in a grand battle and major revelation(s). Think of these as Plot Point Campaigns found in other settings.

RO1: BELL HAMMER is set against the backdrop of the secluded Carpathian Mountains, as the team is on a rescue mission for a missing agency asset in a dictatorship ruled by a deadly Baroness.

RO2: NIGHT RIVER deploys the team to North Africa, seeking a new terrorist leader who seems to deal death from improbable locations.

RO3: STARRY DAWN is a dangerous romp through isolated jungles of Indonesia, looking for a dangerous signature detected from overhead intelligence gathering sources. A signature that also radiates body heat.

RO4: DREAM LOCUST puts the team fighting a cartel regime, now in control of an entire country as a Narco-State. The problem is the effects of their drugs are too good and too dangerous.

TOOLS

See Chapter 12 for a list of useful resources.

INSPIRATIONAL MATERIAL

This can be a fun and interesting theme, but sometimes it can also take inspiration to really get the creative juices flowing. Here is a variety of media and specific items to check out.

VIDEO

The Objective	Thousand Fangs
War Wolves	Predator
Red Sands	Sand Serpents
Trench 11	Crawlspace
Outpost	The Squad
War of the Dead	Shape Shifters (Love Death+Robots S1E10)
The Devil's Tomb	The Secret War (Love Death+Robots S1E18)
Deathwatch	In Vaulted Halls Entombed (Love Death+Robots S3E8)

GAMES

House of Ashes	Ghost Recon Wildlands and Breakpoint
F.E.A.R.	GTFO
Zombie Army 1-4	Ready or Not
Conscript	Ground Branch
Breach & Clear: Deadline	Zero Hour

MUSIC

Breaking Benjamin	Linkin Park	Flyleaf
Drowning Pool	System of a Down	Distrubed
Five Finger Death Punch	Queens of the Stone Age	Tool
Rage Against the Machine	Killswitch Engage	Nickelback

BOOKS

The Book of Honor	Phenomena
Killer Elite	Black Squadron
The Activity (graphic novel)	
Virulents (comic)	

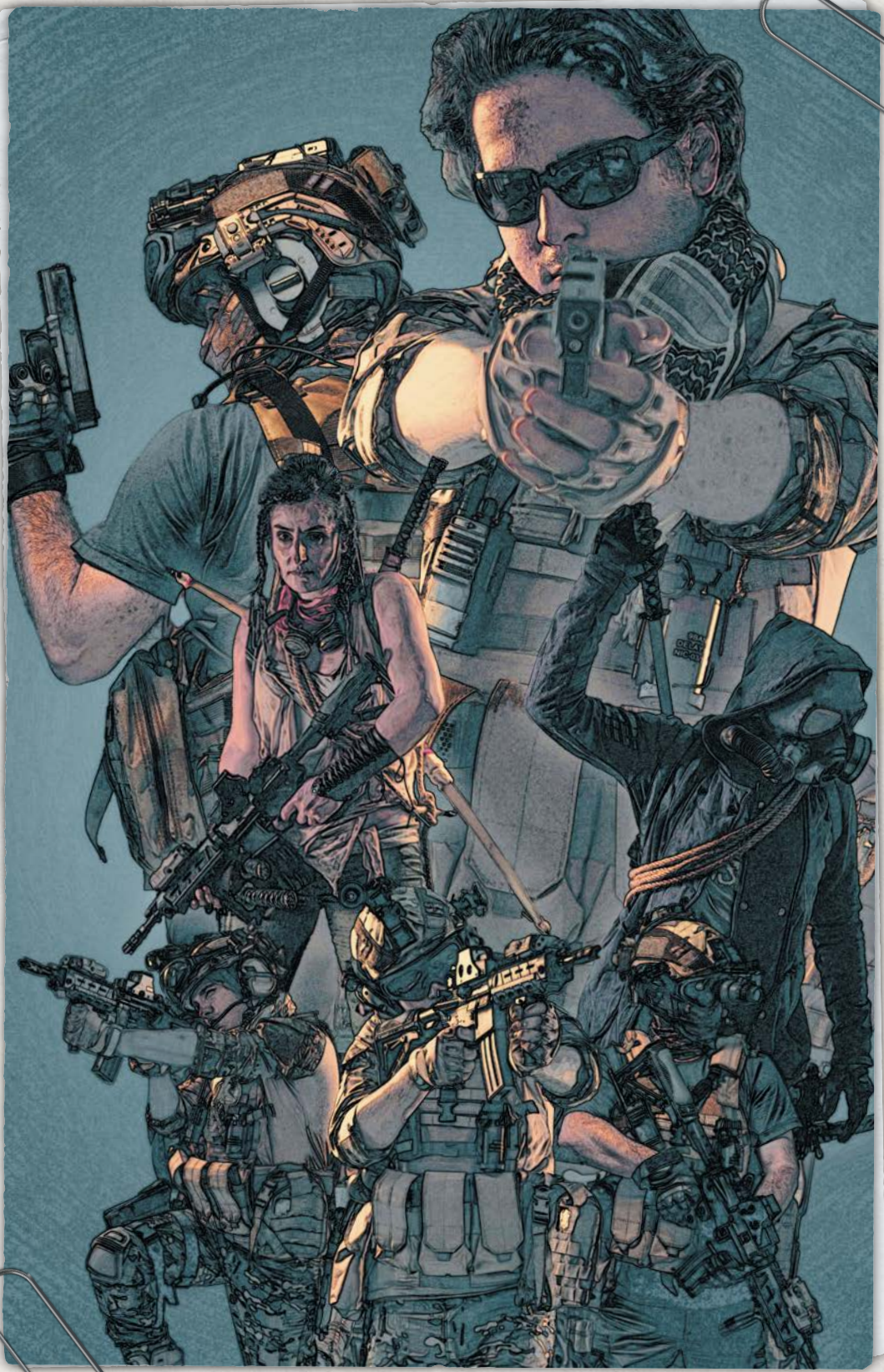
CREEPY MILITARY STORIES

Use the QR Code for Creepy Miliatry Stories:

CHAPTER 2

GETTING SELECTED

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM



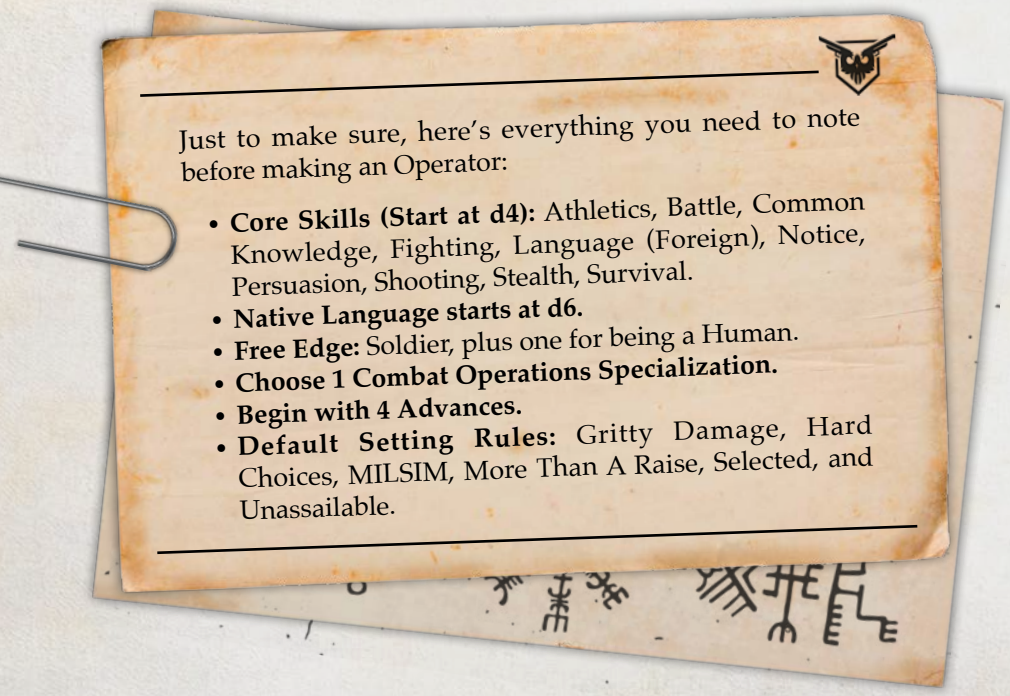
CONCEPT

The primary concept and conceit of Task Force Raven is that you play a professional warrior, a member of the Special Operations community. And you will be deployed into dangerous locations, meet dangerous people, and begin to fight against what can be termed, occult, events. We include several archetypes for you to give an idea of what an Operator looks like, mechanically and with some narrative, and also enabling you to use them for rules learning quick play.

Operators do not need to be any specific gender, nationality, or ethnicity; the ability to push yourself physically and mentally outweighs any of these. And a gun is one hell of an equalizer. Furthermore, **All Operators begin with 4 advances and are considered the Rank of FNG.**

Every Operator is created using a **Combat Specialization Package.** These help guide you in the capabilities and focus areas of the highly specialized roles found in a unit. Everyone is a door kicker, but each member of the unit holds a speciality such as demolitions, recon, and so forth.

Military pay grade/rank is not used in Task Force Raven. All Operators are considered equals regardless of their parent service rank and/or pay grade. Operators tend to follow a natural flow during the planning and execution phases of missions and need no overt authority.



Just to make sure, here's everything you need to note before making an Operator:

- **Core Skills (Start at d4):** Athletics, Battle, Common Knowledge, Fighting, Language (Foreign), Notice, Persuasion, Shooting, Stealth, Survival.
- **Native Language starts at d6.**
- **Free Edge:** Soldier, plus one for being a Human.
- **Choose 1 Combat Operations Specialization.**
- **Begin with 4 Advances.**
- **Default Setting Rules:** Gritty Damage, Hard Choices, MILSIM, More Than A Raise, Selected, and Unassailable.

SETTING RULES

These specialized rules narrow the focus of the game in a major way. TFR makes use of multiple Setting Rules from the SWADE Core Book in addition to custom ones native to TFR. Make sure you consult these rules prior to creating your Operator, as they significantly affect this.

The following Setting Rules are considered 'ON' by default:

- **Core:** Creative Combat, Gritty Damage, Hard Choices
- **New:** MILSIM, More Than A Raise, Selected, and Unassailable

NEW RULES

There are three new rules in Task Force Raven: Psyche, Embrace the Suck and Hypoxia.

PSYCHE

Psyche is the measure of spiritual, magical and/or psychic energy contained within a living creature. It is equal to 2 plus half Spirit. This acts as a 'battery' of sorts for powering rituals…mostly being siphoned directly from a creature through sacrifice (willing or otherwise) or ritual power to facilitate the needs of an occultist or cult.

If Psyche is reduced to zero, the character must make an immediate Spirit roll; Critical Failure indicates the character dies. A failure indicates the character is Seeping and they roll on the Psychic Injury Table; this result is permanent. Success indicates they roll on the Psychic Injury Table (the injury dissipates once all Psyche is replenished, and a Raise indicates they roll on the Psychic Injury Table (the injury dissipates in 24 hours or when all Psyche is replenished). Seeping may be "bought off" with an Advance.

Psyche is regained as per Natural Healing, except the check uses Spirit. A success recovers 2 Psyche and a raise recovers 4. A Critical Failure permanently removes one point. This can kill.

EMBRACE THE SUCK

Embrace the Suck allows Operators, OPFOR, and cryptids to do limited free actions, which can only occur once per complete initiative count (i.e., a turn). When applicable, these are noted.

HYPOXIA

Hypoxia is a new hazard type for operating at high altitudes, such as during a HALO/HAHO jump or at specific altitudes. When operating without an oxygen source above 25,000 feet, make a Vigor roll at -2 each round or suffer Fatigue. This can cause Incapacitation until oxygen is provided. Even if Incapacitated, the Vigor rolls continue, except they cause a Wound each round. Incapacitation lasts for 2d4 rounds and recovery requires one hour per level of Fatigue. Wounds heal per the SWADE core rules, pg. 96.

RACE

Only Humans are playable in Task Force Raven, although you are going to encounter inhuman opponents.

HINDRANCES

The SWADE book lays out what these are and how they work, this section lists those Hindrances prohibited in Task Force Raven, as well as some suggested Hindrances that can be found in other *Savage Worlds* settings or companion books.

- **Prohibited:** Anemic, Blind, Elderly, Mute, Obese, Pacifist, Young.
- **Suggested:** Combat Shock (Horror Companion); Grim, Idealistic, Jingoistic, Selfless (Fantasy Companion).
- **New:** No One Left Behind, Once More, Service Pride, Tough Nights, Primo Target, Environmental Weakness. See New Hindrances.

BUT WHAT ABOUT...

The SWADE core book details several Traits, notably in the Skills section, that cover everything you need to play or run a game of SOF vs Occult. Tradecraft? That's Thievery, plain and simple. Making silver bullets? Repair. MACP to retreat and retrieve a weapon? Athletics. Blade Combatives to survive? Fighting. Figure out where a carrier wave signal resides? Electronics.

Think about what you are trying to accomplish and use the skills presented.

TRAITS

As per the SWADE core rules plus the derived Statistic of Psyche (see New Rules). Some skills, however, are not applicable to playing in TFR. There are also new, additional core skills; these all begin at d4 for free as with the SWADE core skills. You have 8 points to distribute to Skills as you choose.

- Battle is not only used for large scale warfare, it is also used for indirect fire, gunships, and mortar ranging.
- Psyche is equal to 2 plus half Spirit.
- Every Operator speaks their **native language** at d6. This is an average capability, but no guarantee that higher level concepts (science, philosophy, etc) are grasped or understood.
- **Prohibited Skills:** Faith, Focus, Psionics, Spellcasting, Weird Science
- **Additional Core Skills:** Battle, Fighting, Language (choice), Shooting, Survival
- You have 8 points to distribute to Skills as you choose.

EDGES

The SWADE book lays out what these are and how they work, this section lists those Edges prohibited in Task Force Raven, as well as some suggested Edges that can be found in other *Savage Worlds* settings or companion books and that make sense in a Task Force Raven game.

- **Free Edge:** Soldier (all Operators begin with the Soldier Edge)
- **Prohibited:** Arcane Background, Arcane Resistance, Giant Killer, No Power Edges,
- **Suggested:** Fanaticism (Horror Companion); Favored Terrain, Endurance, Sneak Attack, Deceptive (Fantasy Companion).
- **New:** See the New Edges section.

CIVILIAN OCCUPATION

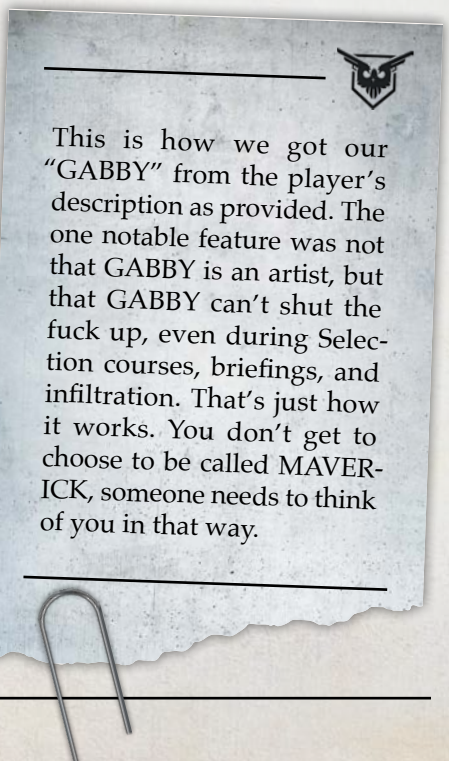
What you did before you came in, and likely what you'll go back to when you take that final knee. This helps round out your Operator, and each one gives a little somethin' extra for your story. A bonus applies to rolls based on the given trait. When more than a single option is indicated, you must choose one.

D20	MENTOR	BOON
1	Athlete	+1 Athletic or Vigor rolls
2	Artist	+1 Performance rolls
3	Criminal	+1 Thievery or Stealth rolls
4	Engineer	+1 Electronics, Repair, or Science rolls
5	Educator	+1 Academics, Research or Science rolls
6	Hustler	+1 Common Knowledge rolls
7	Laborer	+1 Strength or Vigor rolls
8	Medicine	+1 Healing or Science rolls
9	Legal	+1 Smarts or Research rolls
10	Journalist	+1 Common Knowledge, Persuasion or Research
11	Influencer	+1 Intimidation, Persuasion, Spirit, or Taunt
12	Racer	+1 Boating, Driving, Piloting, or Riding

OPERATOR HANDLE

The last thing to be done, and it is not one you do alone, is to tell the table about your Operator's life, what they are good at, what they suck at, how they see the world, the job, etc. You also need to respond to a few queries located on the character sheet. This is the time to bring your Hindrances into the narrative, as well as any Edges and any other factors you think are important for others to know about you.

Once this is done, the rest of the team gives you a handle or nickname based on what they heard and how they feel about that information. Lastly, ask each player for three numbers, 0 through 9. Add an "R" at the beginning (R331), pronounced RAVEN TREE TREE WUN; this is their tactical comms ID.



BASIC KIT LOADOUT

What follows are the most common items used by Operators. No specific weapon is named (AK vs SCAR-17), but rather the intended use by design. Think of manufacturer and model as trappings. These items are free, but each Operator also begins with $500 in supply funding for anything else they need.

See Chapter 4 Logistics for weapon examples in each category as well as some kit item notes.

A NOTE ON RANK/ADVANCEMENT

In Task Force Raven, no Operator is of Novice rank and we refer to the Ranks (Seasoned, Veteran, Heroic, and Legendary) as follows:

- FNG (Seasoned)
- HOT SHOT (Veteran)
- RENOWN (Heroic)
- LEGEND (Legendary)

PRIMARY WEAPON

Every Operator chooses their preferred weapon platform, usually connected to their combat specialty within the Task Force. From the list, choose one weapon:

- Battle Rifle (Range 24/48/96, Damage 2d8+1, AP 3, ROF 3, Shots 20, min STR d6, 10lbs)
- CQB Carbine (Range 20/40/80, Damage 2d8, AP 2, ROF 3, Shots 30, min STR d6, 8lbs)
- SMG (Range 12/24/48, Damage 2d6, AP 1, ROF 3, Shots 30, min STR d6, 10lbs)
- SAW (Range 30/60/120, Damage 2d8, AP 2, ROF 4, Shots 200, min STR d8, 20lbs)
- Marksman (Range 50/100/200, Damage 2d10, AP 2, ROF 1, Shots 10, min STR d6, 15lbs)
- Semi-Auto Shotgun (Range 12/24/48, Damage 1-3d6, AP —, ROF 1, Shots 10, min STR d6)

SIDEARM

Every Operator carries a pistol as a secondary/last resort weapon. Yes, that kind of last resort.

- Pistol (Range 12/24/48, Damage 2d6, AP 1, ROF 1, Shots 15, min STR d4, 3lbs)

AMMO

As part of this load out, each Operator carries 6 full magazines for their Primary weapon (4lbs) (2 box magazines for the SAW (8lbs.), and 3 full magazines for their pistol (3lbs.) or 1 full reload for the shotgun (2lbs.). Unless you start picking up ammo from firearms dropped once, you need to conserve ammo.

SIZE MATTERS (Optional Rule)

Some GMs, in a desire to at least account for the inability to just pick up any random magazines/ammo and use it to resupply, we suggest the use of calibers:

Battle Rifle Caliber (Choose):

- 7.62x51mm
- 12.7mm
- 6.5mm
- 6.8mm

CQB Carbine Caliber (Choose):

- 5.56mm
- .300BLK
- 7.62x39mm

Pistol Caliber (Choose):

- 9mm
- .45
- 5.7x28mm
- 10mm

SMG Caliber (Choose):

- 9mm
- .45
- 5.7x28mm
- 4.6mm
- 10mm

Marksman Rifle Caliber (Choose):

- 7.62x51mm
- 6.8mm
- 12.7mm
- 6.5mm
- .300 WinMag
- .338 Lapua

Choose one of the following as a backup weapon, for those intimate moments in life.

- Fixed Blade (Range 3/6/12, Damage Str+d4, min STR d4, 1lbs)
- Tomahawk (Range 3/6/12, Damage Str+d6, min STR d6, 2lbs)

ARMOR

A plate carrier and ballistic helmet is part of the basic kit. The plates and helmet reduce bullet damage by 4. The plates can be removed to lighten the load, but this reduces the Armor by —2.

- Level III Carrier with plates (torso): Armor +4, min STR d8, 20lbs.
- Ballistic Helmet (head): Armor +4, min STR d4, 5lbs.

GRENADES

As part of getting to yes on a mission status, each Operator carries up to three grenades of their choice, in any combination:

___ M67 (Fragmentation) (5/10/20, 3d6, MBT, 1lbs.)
___ Stun (Flash-bang) (5/10.20, LBT, 1lbs.; Vigor (-2 w/raise) or Stunned)
___ Smoke (IR defeating or colored) (5/10/20, LBT, 1lbs.; Obscures vision -4)

COMMON GEAR

Choose: Full Kit (20lbs., all gear) or Covert Kit (10lbs., Marked with *)

- *MBITR Troop Radio (secure comms)
- *Individual First Aid Kit, one use (see SWADE pg. 96).
- *Suppressors for Primary Weapon (not SAW) and Pistol.
  - —2 Notice gunfire outside of LBT, increase range penalties by one (-1 S/-3 M/-5 L).
- *Bipod/Foregrip, Laser, Red Dot, and/or Rifle Scope (see SWADE pg. 68).
- Enhanced Night Vision Goggles (ENVG)
  - Ignore all Illumination penalties.
- *GPS Tracker (wrist device).
- *Micro Chemlights.
- IR Indicator (worn on shoulder) to ID one another.
- *Zip Ties x6.
- Breaching Tool (choose one)(+2 Battle roll during Breaching Actions):
  - Pry Bar (Improvised Weapon)
  - Breaching Hammer (+5lbs) (Improvised Weapon0
  - *Breaching Pen
  - Breaching Charge x1
- *Hooligan Tools (Thievery)
- Hydration carrier (water for one day)
- Emergency rations for 2 days.

SPECIALIST GEAR

As part of building the team, each Operator chooses one of the following items to help round out the needs and capabilities:

- Medic Trauma Kit (+2 Healing, Uses: 3, 20lbs.)
- Ghillie Suit (+4 to Stealth when not moving, 6lbs.)
- Laser Designator (+2 to Support rolls with IDF, 1lbs.))
- Satellite Comms (1lbs.)
- Magnetic Climbing Gear (+2 Athletics on metallic walls, 20lbs.)
- Wall Sensor (Smarts roll to detect movement through walls/doors, Wt. 5)
- SIGINT Collection Gear (+2 Electronics to intercept signals, 15lbs.)
- Listening devices (x4) and micro-camera (x4) (1lbs.)
- Assault Ladder (20') (10lbs.)
- Under Door Camera (+2 Breaching Actions, 6' pole, NOD included, 5lbs.)
- Team Awareness Kit (plate-carrier mounted map live feed; 1lbs.)
- Ballistic Shield (+3 Armor, -4 Cover, -4 ballistic damage, STR d6, 9lbs.)

MISSION TO MISSION

The choices made in the loadout are not permanent and are chosen mission to mission. Nothing is static in Raven as that is the path of complacency and only fools walk that one.

COMBAT OPERATIONS SPECIALITY (COS)

Every Operator must choose ONE of the following Combat Operations Specialities. These provide the basic foundations of the highly specialized training undertaken after Selection. Each COS provides the choice of one Advanced Training role, and once the game begins, you may spend any new Advancements to gain another Advanced Training.

CASE OFFICER (CO)

Trained to use charm, guile, and grift to manipulate others into spying for them and their government. They work an asset like a fine instrument, always ensuring their cover story remains in place. COs are well versed in the use of disguises, dead drops, manipulation, and evasion. They are the "face" of their troop.

- Add one die type to Spirit.
- Add one die type to Intimidation and Persuasion.
- Begin with the Case Officer Edge (new).
- Choose ***one*** Advanced Training:
  - **Wet Work:** When you reroll damage with a Benny, add an extra die of the highest type rolled and keep the best result.
  - **Native:** You are trained to blend in as much as possible with disguises and language; gain +2 to Social Conflicts.
  - **Ground Op:** All non-Wild Card adjacent allies gain +2 to Soak rolls.

EXPLOSIVE ORDNANCE DISPOSAL (EOD)

Experts trained in the detection, diffusing, disposal and creation of explosive devices. Found throughout the world and in many Law Enforcement Agencies.

- Add one die type to Smarts.
- Add one die type to Electronics and Repair.
- Begin with the Demolitions Edge (new).
- Choose ***one*** Advanced Training:
  - **Underwater Demolitions:** Add +2 to all Repair checks made while swimming.
  - **WMD:** Ignore Complication penalties during Dramatic Tasks dealing with biological, chemical, nuclear, or large scale explosives.
  - **Insurgency:** Make a Repair roll to create a small improvised explosive device; improvised weapon with a SBT. This can be your only action during your turn.

FORWARD CONTROLLER

Trained to move into enemy controlled areas and direct air traffic, artillery, or extend the "eyes and ears" of the team. They can operate alone or in pairs when moving beyond the red line in a combat theater.

- Add one die type to Vigor.
- Add one die type to Notice and Survival.
- Begin with the Spotter Edge (new).
- Choose ***one*** Advanced Training:
  - **Indirect Fire (IDF):** Grant a bonus d6 damage die to gunships, mortars, artillery, and tanks.
  - **UAV:** Begin with a drone (Piloting) that allows the Operator to make Tests via the drone as a limited free action.
  - **Recon:** Spend a Benny to gain one piece of vital intel; you must be able to observe the area

K9 HANDLER

While the team K9 knows the team and is compliant, the K9 Handler can work the dog, either alone or as a duo, in ways that sometimes defy expectations.

- Add one die type Spirit.
- Add one die type to Athletics and Intimidation.
- Begin with the Beast Bond (K9) Edge.
- Choose ***one*** Advanced Training:
  - **Combat Aggression:** If the K9 can move to your position in one turn, it will suffer the damage directed at you.
  - **SAR:** +2 to Survival checks to track, +2 to Notice checks against living creatures.
  - **Occult Sensitive:** +2 to Notice occult creatures and effects.

THE K9

This is a highly trained Malinois normalized to combat operations, fast-roping, parachuting, and water-borne operations.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Stealth d8
Pace: 10; **Parry:** 6; **Toughness:** 6; **Psyche:** 5
Edges: Alertness
Special Abilities:

- **Bite:** Str+d6
- **Speed:** d10 running die.
- Notice may be used for detecting explosives, narcotics and occult effects.

MEDIC

Not just a first aid kit, but a full fledged physician's assistant capable of conducting field surgery with ease.

- Add one die type to Smarts.
- Add one die type to Healing and Science (Anatomy).
- Begin with the SOF Medic Edge (new).
- Choose ***one*** Advanced Training:
  - **Trauma Team:** Spend a Benny to extend the Golden Hour by one hour.
  - **Vitamin M:** Spend a Benny to allow any adjacent allies to ignore one wound penalty.
  - **Advanced Life Saving:** Spend a Benny to grant +2 to an ally when they make a Healing roll using an IFAK.

STALKER

Whether found alone or in pairs, the stalker is trained to infiltrate and wait. They hold patience and discipline unmatched by most operators, placing accuracy and avoidance over body counts.

- Add one die type to Spirit.
- Add one die type to Shooting and Stealth.
- Begin with the Sniper Edge (new).
- Choose ***one*** Advanced Training:
  - **Range Finding:** The greatest range penalty for you is Long Range.
  - **Ready Recon:** You take a +2 to Athletics rolls to interrupt an action when using a Marksman rifle.
  - **Surgical:** When using the Aim Maneuver with a Marksman rifle, it acts as a Heavy Weapon.

TACTICAL INTELLIGENCE (TACINTEL)

Not your typical intel weenie, these are highly trained professionals who are able to sit and nerd out over which spaceship moves faster, but are also able to run, gun, and jump.

- Add one die type to Smarts.
- Add one die type to Academics and Research.
- Begin with the Intel Officer Edge (new).
- Choose ***one*** Advanced Training:
  - **Linguist:** Begin with a d6 in a language of your choice.
  - **Cyberwarfare:** Increase Hacking by one die type.
  - **Electronic Warfare:** Add +2 to Electronics rolls to detect or jam communication systems.

WEAPONS AND TACTICS

The absolute best of the best when it comes to the profession of arms. These are masters of all weapon platforms, and the tactics associated with their use, implementation, as well as fortification and defense.

- Add one die type to Strength
- Add one die type to Battle and Shooting
- Begin with the Armorer Edge (new).
- Choose ***one*** Advanced Training:
  - **Gunner:** Begin with an M26 shotgun, M33, or M203 40mm grenade launcher mounted under the barrel of your Battle Rifle or CQB Carbine.
    - M26 (12/24/48, 1-3d6 damage/2d10 slug, ROF 1, Shots 5, Min. Str d6, wt. 3)
    - M33 (Cone Template, 3d6 damage, ROF 1, Shots 3, Min. Str d8, wt. 6)
  - **Tactician:** As a limited free action, you may use any Leadership Edge. You must still meet the requirements and this does not apply to any improved versions.
  - **Bulwark:** Add +2 to the cover bonus of an obstacle used for cover.

NEW HINDRANCES

NO ONE LEFT BEHIND (MAJOR)

Your Operator will never allow a team mate, living or dead, to be abandoned, even if that means remaining in a dangerous situation until the team mate can be rescued.

ONCE MORE (MINOR, MAJOR)

When possible, you willingly expose yourself to danger, granting the OPFOR a +1 to their attack and damage rolls. As a Major Hindrance, the bonus is +2. This act of bravery grants allies in visual range a +1 to their next Trait or Test rolls against those opponents.

SERVICE PRIDE (MINOR, MAJOR)

You don't like the ones who are not of your branch of service. If you are forced to work directly with one or more of them, you go out of your way to let them know. As a Major hindrance, they are so distracting all Tests are at —1.

TOUGH NIGHTS (MINOR, MAJOR)

The bullets and explosions and screams aren't the issue; the action keeps you going. It is the dark of night, alone with your dreams, that's the problem. After you sleep, make a Vigor Test. If you fail, you suffer —1 to Spirit Tests until next time you sleep. As a Major hindrance, the Spirit roll is at —2 until you sleep again, but you gain +1 to Fighting and Intimidation rolls.

PRIMO TARGET (MAJOR)

Any critical failure with firearms targets you if you are within Short range to the shooter. Furthermore, the critical failure threshold is any combination of 1s and 2s.

ENVIRONMENTAL WEAKNESS (MAJOR)

Choose one type of combat environment, cold or heat, and you are at -2 to all Vigor rolls to resist the effects of this environment.

NEW EDGES

BACKGROUND EDGES

ACCLIMATED
REQUIREMENTS: FNG, Vigor d6+

Choose one combat environment, cold or heat, and you are at +2 to Vigor rolls made to resist the effects of this environment. This cannot be taken in conjunction with the Environmental Weakness hindrance.

CRUCIBLE
REQUIREMENTS: FNG, Vigor d8+

You graduated from a physically and emotionally challenging Operator course. Gain +1 to Toughness.

DEMOLITIONS
REQUIREMENTS: FNG, Smarts d8+, Electronics d6+

Gain +2 during Dramatic Tasks involving explosives.

ESCAPE ARTIST
REQUIREMENTS: FNG, Agility d6+, Athletics d6+

+2 to Athletics roll to escape bonds

NO FUCKS GIVEN
REQUIREMENTS: FNG, Spirit d8+

You've seen some shit and this grants a +2 to Spirit rolls against a grotesque source of fear.

RING KNOCKER
REQUIREMENTS: FNG

You graduated from a prestigious service academy. And it shows. Gain +2 to Intimidate and Persuasion rolls when dealing with officers and a -2 when dealing with enlisted.

VBSS
REQUIREMENTS: FNG, Strength d6+, Vigor d8+, Athletics d8+, Boating d6+

Trained in maritime boarding and interdiction actions, this edge allows you to ignore the unstable platform penalty while onboard a watercraft.

COMBAT EDGES

CLOSE QUARTERS
REQUIREMENTS: Hot Shot, Fighting d6+, Shooting d8+

If using a pistol or SMG in melee, the target number remains 4.

CRIPPLING SHOT
REQUIREMENTS: FNG, Shooting d6+

You deal +2 damage against vehicles

HUMAN SHIELD
REQUIREMENTS: FNG, Spirit d6+, Loyal

You may take the Defend maneuver and apply the bonus to an adjacent ally instead of to yourself.

RAIDER
REQUIREMENTS: FNG, Stealth d8+, Notice d8+

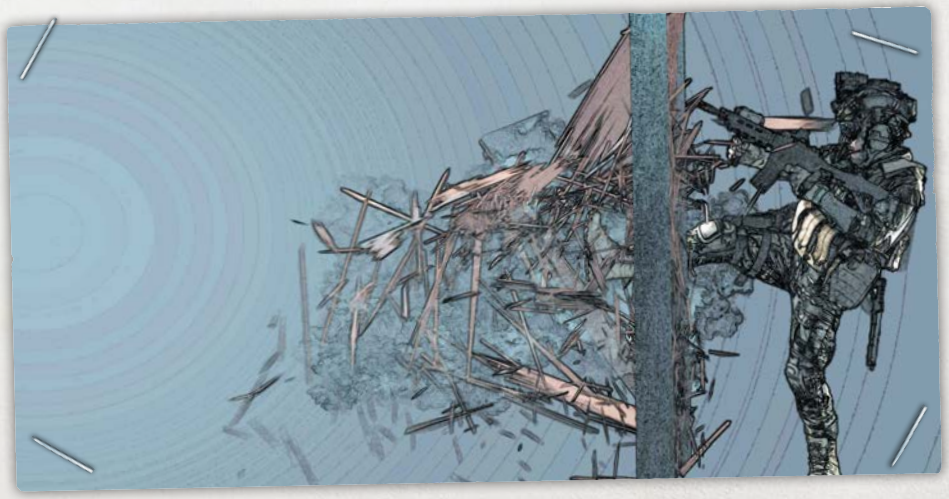
If you create a successful ambush, deal +2 damage until the victims draw Action Cards.

ROUGH RIDER
REQUIREMENTS: FNG, Agility d8+

Ignore Unstable Platform penalties.

RUN UP, GET DONE UP
REQUIREMENTS: FNG, Fighting d6+

If you incapacitate an OPFOR Extra or Wild Card using your hands or a bladed weapon, you gain a +2 to your next Fighting or damage rolls using martial arts or bladed weapons against adjacent enemies.



SPOTTER
REQUIREMENTS: FNG, Notice d8+, Shooting d6+

If you support another and they are using Aim, they may ignore 1 point of penalties from range, cover, called shot, scale or speed. They cannot move nor use an RoF greater than 1.

TACTICAL RELOAD
REQUIREMENTS: FNG, Agility d6+, Athletics d6+, Shooting d6+

Shave time off of a reload action by one; if no number is indicated, reloading is a limited free action.

TACTICAL RETREAT
REQUIREMENTS: FNG, Agility d8+, Fighting d8+, Notice d8+

When moving out of melee and taking no other action, you suffer no free attacks from enemies.

WALK IT OFF
REQUIREMENTS: FNG, Vigor d8+

+2 to Vigor rolls against Stun effects.

LEADERSHIP EDGES

FOCUS, DAMNIT
REQUIREMENTS: Hot Shot

You are an effective tactician when using a team. All Operators involved in a Dramatic Task and in your presence, use a d8 for their Wild Die.

HEAD ON A SWIVEL
REQUIREMENTS: FNG, Smarts d8+, Notice d8+

You may spend a Benny to remove the Distracted status from an adjacent ally.

PINNED
REQUIREMENTS: FNG, Spirit d6+, Command

You wear a coveted, hard to earn warfare pin (badge). As an action, you may make a Spirit roll at -2 and if successful all adjacent allies who are shaken are no longer shaken.

RECALIBRATE
REQUIREMENTS: FNG, Spirit d8+

You may spend a Benny to remove the Vulnerable status from an adjacent ally.

POWER EDGES

ENLIGHTENED

REQUIREMENTS: FNG, Smarts d8+, Spirit d8+, Occult d8+

Learn any one ritual to which you've been exposed during a mission.

PROFESSIONAL EDGES

ARMORER

REQUIREMENTS: Hot Shot, Smarts d6+, Repair d8+, Shooting d8+

Skilled gunsmiths in the Tier 1 level work magic with the firearms. As a limited free action you can adjust the ROF by +1 for any firearm in hand with an ROF of 2 or greater; this remains in effect for the scene or until a Critical Failure is rolled. However, the Critical Failure rate becomes any combination of 1s or 2s and cannot be undone by using a Benny.

BIT/TQ

REQUIREMENTS: FNG, Smarts d6+, Spirit d6+, Intimidation d8+, Persuasion d8+

Battlefield interrogators (BIT), especially those operating under wartime conditions, are vastly more capable than general interrogators. With this edge, you may use Persuasion against any target, to include those who are hostile. Also provides a +2 to Interrogation Scenes, regardless of method used.

CASE OFFICER

REQUIREMENTS: FNG, Smarts d6+, Persuasion d8+, Charismatic

You know how to recruit someone to your cause. You move their reaction two steps on a success, three on a raise. Gain a +2 to Persuasion if you have something the target wants (money, car, safety, etc.) This does not guarantee loyalty, only service.

INTEL OFFICER

REQUIREMENTS: FNG, Smarts d8+, Academics d8+, Research d8+

Any Benny spent to recall information about a target or location does not go to the GM.

SERE INSTRUCTOR

REQUIREMENTS: Hot Shot, Smarts d8+, Vigor d8+, Survival d8+

You've not only completed every survival course offered, you've also taught one or more of them. You gain a +2 to Survival rolls and may use Survival in place of Vigor to resist cold, heat, hunger, sleep and thirst checks.

SNIPER

REQUIREMENTS: FNG, Vigor d6+, Shooting d8+, Survival d6+

All ranges are reduced by one step for you; so Medium becomes Short and Long becomes Medium, and you now may fire at Extreme range at a -4 (as if it were Long range). This requires optics and a Marksman rifle.

SOF MEDIC

REQUIREMENTS: FNG, Healing d8+

You may spend your Bennies to allow a patient to make a Vigor Test to Recover. Only 1 Wound may be recovered in this way.

UDT

REQUIREMENTS: FNG, Vigor d8+, Athletics d6+

You've undergone extensive drown proof training. You can hold your breath twice the normal duration and gain a +2 to Athletics while swimming.

SOCIAL EDGES

COMBAT BONDED

REQUIREMENTS: Wild Card, Hot Shot, Common Bond

You and your teammates are closer than blood. For every Operator within your Pace to your position subtract -1 point of damage dealt to you, to a maximum of -4.

HUMANITARIAN

REQUIREMENTS: FNG, Language (Local) d6+

You are a subject matter expert and admirer of a local people and as such you are considered to possess the Charismatic Edge when dealing with any local. If you already possess this edge, you add +2 to the roll.. You cannot have the Bloodthirsty Hindrance.

PSYOPS

REQUIREMENTS: Smarts d8+, Spirit d6+, Academics d6+, Persuasion d8+

You Shook Me All Night Long. On 24/7 repeat for a month. Social media bots. Food for guns. No matter the goal, the psyops teams are pros when it comes to psychologically breaking and/or influencing the enemy. Use Persuasion or Intimidation as a means of psychological operations; with a success you cause Distraction on an SBT of OPFOR who can see/read/hear; on a raise, this is an MBT.

SURVEILLANCE DETECTION

REQUIREMENTS: FNG, Notice d8+, Smarts d6+

Gain a +2 to Notice rolls made to detect someone tracking or trailing you.

WEIRD EDGES

LIFE AFTER DEATH

REQUIREMENTS: Wild Card, Occult Experience

This is an edge taken after you defeat an occult-based foe, are damaged or directly affected by occult powers. You realize there is more to this reality than we understand, and that something is a vile desecration of normalcy; this allows you to become part of the problem in order to destroy it. When you take this edge, you are willing to surrender your psyche to the occult upon death. You may return, for a very limited time, as a creature we understand to be a Revenant. You make this decision here and now, without knowing the consequences or odds.

THE REVENANT

For the GMs, see The Hidden World section for how this edge plays out at the table.

LEGEND EDGES

NONE

OPERATOR SELECTION PROCEDURES

CONCEPTUALIZATION

1. This is the general idea or concept of what kind of Operator you want to play. Navy SEAL sniper? JTF-2 EOD? GRUMEC TACINTEL officer?

SETTING RULES

1. Make sure you read and are aware of the various default Setting Rules and how they affect your Operator, from concept to campaign.
2. Creative Combat, Gritty Damage, Hard Choices, MILSIM, More Than A Raise, Selected, and Unassailable are all the default Setting Rules.

COMBAT OPERATION SPECIALTY

1. Choose one Combat Specialization. Each one increases one Attribute, two Skills, grants a free Edge, and provides an Advanced Field choice.

HINDRANCES

1. Select up to 4 points worth of Hindrances; you don't have to select any at all.
    a. Each Major Hindrance is valued at 2 points
    b. Each Minor Hindrance is valued at 1 point.
2. The benefits for selecting Hindrances are notable:
    a. Using 1 point you may gain another a skill point or begin with double your starting funds, ie. $1000.
    b. Using 2 points you may raise an Attribute by one die type (d4 to d6 for example) or choose an Edge.

IT PAYS TO BE A WINNER

There might be a question as to the perceived hyper-capability of TFR Operators. TFR is designed to facilitate the verisimilitude of a selected Special Operations Forces door kicker as they are compared to vanilla soldiers, Seasoned characters in other settings, or Novice characters. The average training time for an actual Operator is more than 2 years with a drop rate of around 80% or more. You put 100 candidates into the Pararescueman pipeline, and you'll get about 20 (rough estimates). Even the greenest vanilla SOF is miles beyond the capabilities of your average military member. And to get accepted into "Tier 1", that puts you miles beyond them. Serve with pride, return with honor, and have fun. It's just a game.

ATTRIBUTES

1. Each Attribute starts at d4. You have 5 points to distribute across them as you desire, with each increase of die type being equal to 1 point.
2. No Attribute may be increased beyond d12.

SKILLS

1. Athletics, Battle, Common Knowledge, Fighting, Language (Foriegn), Notice, Persuasion, Shooting, Stealth, Survival are all core skills and begin at d4 for free.
2. You begin with Language (Native -) at d6.
3. All skills have a governing Attribute, which sets the normal upper limit for that skill.
4. You have 8 points to use for purchasing or increasing skills
    a. Using 1 point you may learn a new skill or increase a skill upto the governingAttributevalue(forexample,Athletics(Agility)startsatd4andif Agility is d8, it takes 2 points to increase Athletics to d8).
    b. Using 2 points you can increase a skill's value beyond the governing Attribute; this is per die step increase.

DERIVED STATISTICS

1. **Pace** begins at 6 with a running die of d6. Your Pace may increase or decrease through Hindrances or Edges.
2. **Parry** is equal to 2 plus one-half of your Fighting skill (Fighting d6 is a Parry of 5).
3. **Toughness** is equal to 2 plus one-half of your Vigor Attribute (Vigor d8 is a Toughness of 6).
    a. Any Armor is added to Toughness and the armor value is annotated in parentheses: Toughness 10(4). AP attacks can ignore some or all of this; see the SWADE core rules.
4. **Psyche** is equal to 2+ one-half of your Spirit Attribute (Spirit d4 is a Psyche of 4).

EDGES

1. Every Operator begins play with the Soldier Edge plus one free Edge of their choice.
2. Each Edge beyond these two costs 2 points, derived from Hindrances.

KIT LOADOUT

1. Go through the check list, selecting 1 primary weapon, 1 secondary weapon, and 1 melee weapon
2. All Operators begin with ballistic armor and helmet.
3. All Operators begin with all pieces of Common Gear.
4. Choose 1 item from the Specialist Gear.
5. Spend your starting funds on requisitioning any additional equipment, if desired.

ADVANCEMENT

1. Every Operator begins with 4 Advances (pg. 54, SWADE).
2. 1 Advance allows you to choose 1 of the following:
    a. Gain a New Edge
    b. Increase a Skill that is equal or greater than its governing Attribute.
    c. Increase two skills that are less than their governing Attribute(s).
    d. Increase an Unskilled Skill (d4-2) to d4.
    e. Increase 1 Attribute by a single die type; d12 remains the max. You may only increase 1 Attribute using these Advancements.
    f. Remove a Minor Hindrance, or reduce a Major Hindrance to Minor.

ENCUMBRANCE AND AMMO

1. Calculate your encumbrance; this is important in Task Force Raven.
    a. Common Gear total is 20lbs.
2. You begin with 6 magazines for a Battle Rifle, CQB Carbine, or Marksman rifle, 3 magazines for a pistol, 2 box magazines for a SAW, and 2 full loads for a shotgun (specify buck or slugs).
    a. Calculate total ammunition weight.
3. Compare your encumbrance to your maximum encumbrance (pg. 67 SWADE).

OPERATOR HANDLE

1. Describe your Operator to the team. Go over their civilian life, hindrances, edges, COS, and anything else you think might be pertinent so they can give you your Handle. It's a game, so let's not be dicks.
2. Pick three numbers, 0 through 9. This combo cannot match anyone else's; this is your tactical comms (TACOMM) call-sign. For example, 3, 4, and 2 gives us Raven 342. GET SOME!

NEW HINDRANCE SUMMARIES

No One Left Behind (Major): Leave no one behind.

Tough Nights (Minor, Major): After you sleep, make a Vigor Test. If you fail, you suffer —1 to Spirit Tests until next time you sleep. As a Major Hindrance, the Spirit Test is at —2 until you sleep again.

Service Pride (Minor, Major): Berate those not in your service. As a Major Hindrance they drive you to a —1 to all Tests if they are with you.

Once More (Minor, Major): When you expose yourself to danger, OPFOR gain +1 to their Tests and damage rolls. As a Major Hindrance, the bonus is +2. This act of bravery grants allies in visual range a +1 to their next check.

Primo Target (Major): Anyone within Short range to you hits you with a Critical Failure of 1s and 2s on the Shooting or Wild dice.

Environmental Weakness (Major): Choose one type of environment and you are -2 to Vigor checks to resist hazards in it.

NEW EDGE SUMMARIES

BACKGROUND EDGES

EDGE	REQUIREMENTS	SUMMARY
Acclimated	FNG, Vi d6	+2 resist one environment
Crucible	FNG	+1 Toughness
Demolitions	FNG, Sm d8, Electronics d8	+2 Dramatic Tasks with explosives
Escape Artist	FNG, Ag d6, Athletics d6	+2 to escape bonds
No Fucks Given	FNG, Sp d8	+2 Spirit checks vs fear
Ring Knocker	FNG	+2 social checks vs officers, -2 vs enlisted
VBSS	FNG, St d6, Vi d8, Athletics d8, Boating d6	Ignore unstable platform penalty on water.

COMBAT EDGES		
EDGE	REQUIREMENTS	SUMMARY
Close Quarters	HS, Fighting d6, Shooting d8	+2 Shooting with a pistol/SMG in melee
Crippling Shot	FNG, Shooting d8	+2 damage to vehicles
Designated Shooter	HS, Marksman, Shooting d10	Ignore up to 2 points of penalties from range, cover, called shot, scale or speed. May not move or fire at an RoF greater than 1.
Human Shield	FNG, Sp d6, Loyal	Use Defend on an ally in melee range to you.
Raider	HS, Notice d8, Stealth d8	+2 damage for the 1st round of an ambush
Rough Rider	FNG, Ag d8	Ignore unstable platform penalties
Run Up, Get Done Up	FNG, Fighting d6	If you Incapacitate an enemy using only your hands/feet or a bladed weapon, gain +2 to your next Fighting Test.
Spotter	FNG, Notice d8, Shooting d8	If you support another and they are using Aim, they may ignore 1 point of penalties from range, cover, called shot, scale or speed. They cannot move nor use an RoF greater than 1.
Tactical Reload	FNG, Ag d6, Athletics d6, Shooting d6	Ignore 1 reload; limited free action if 0
Tactical Retreat	FNG, Fighting d8, Notice d8	If your only action is to move out of combat, suffer no free attacks.
Walk It Off	FNG, Vi d8	+2 Vigor vs Stun effects

Violent Occult Extremists? You mean assholes who try to murder people en masse just so they can look 10 years younger. Problem is, they have real influence and will come at you six different ways.

LEADERSHIP EDGES		
EDGE	REQUIREMENTS	SUMMARY
Focus, Damit	HS	d8 Wild Die for anyone in a Dramatic Task.
Head On A Swivel	FNG, Sm d8, Notice d8	Use a Benny to remove ally Distracted status.
Pinned	FNG, Sp d6, Command	Spirit roll at -2 to unshake adjacent allies (Action).
Recalibrate	FNG, Sp d8	Use a Benny to remove ally Vulnerable status.

POWER EDGES		
EDGE	REQUIREMENTS	SUMMARY
Enlightened	FNG, Sm d8, Sp d8, Occult d8	Learn one ritual you've been exposed to.

PROFESSIONAL EDGES		
EDGE	REQUIREMENTS	SUMMARY
Armorer	HS, Sm d6, Repair d8, Shooting d8	Increase ROF by 1; Crit Fail 1 and 2
BIT/TQ	FNG, Sm d6, Sp d6, Intimidation d8, Persuasion d8	+2 to interrogations and use interrogation on hostile targets
Case Officer	FNG, Sm d6, Persuasion d8, Charismatic	+2 to social skills to recruit an asset.
Intel Officer	FNG, Sm d8, Academics d8, Research d8	Use Benny to gain intel on person, place, thing. Does not go to GM.
SERE Instructor	HS, Sm d8, Vi d8, Survival d8	+2 Survival, use Survival instead of Vigor
Sniper	FNG, Vi d6, Shooting d8, Survival d6	Reduce range by one step
SOF Medic	FNG, Healing d8	You may spend your Bennies to allow a patient to make a Vigor Test to Recover. Only 1 Wound may be recovered in this way.
UDT	FNG, Vi d8, Athletics d8	+2 Athletics checks while Swimming

SOCIAL EDGES		
EDGE	REQUIREMENTS	SUMMARY
PSYOPS	Sm d8, Sp d6, Academics d6, Persuasion d8	Use Persuasion to cause Distraction on a SBT of OPFOR (MBT on a raise).
Tail Detection	FNG, Sm d6, Notice d8	+2 to Notice Tests to spot a tail
Turn Asset	FNG, Sm d8, Persuasion d8	You gain a +2 to Persuasion. This cannot be used on an unfriendly or hostile person.

WEIRD EDGES		
EDGE	REQUIREMENTS	SUMMARY
Revenant	Die, WC	Deal with Death to (un) live again.

LEGEND EDGES		
EDGE	REQUIREMENTS	SUMMARY
NONE		

CHAPTER 3

SETTING RULES

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM

What follows are the SWADE Setting Rules used while playing Task Force Raven as well as new Setting Rules designed to bring the verisimilitude of being a Tier 1 Operator and reflecting how the better you do, the better the outcome.

SWADE CORE IN USE

Creative Combat, Gritty Damage, Hard Choices

NEW SETTING RULES

MILSIM

With this setting rule, the first raise on the attack roll adds +d6 to the damage roll. For every raise beyond the first, the bonus die increases one step: d6 to d8 (2 raises), d8 to d10 (3 raises), d10 to d12 (4 raises). For every raise beyond the 4th raise add +1. This reflects the sometimes deadly precision even a .22LR holds.

> ***For example:*** *GABBY takes the shot after a round of observation, rolling a 30 on the Shooting roll! The TN, after all is said and done, is a 4 meaning GABBY scored a success and 6 raises. The damage rolled with the sniper rifle is 2d10 + d12+2.*

MORE THAN A RAISE

When an Operator rolls one or more raises, they consult the More Than A Raise table; these displays of maximum effort and luck are given meaning in Task Force Raven. More Than A Raise bolsters the elite warrior-style gaming concepts found in a Tier 1 unit.

MORE THAN A RAISE

RAISE	RESULT
One	Gain an extra piece of information, add some flair to what you do, or gain a +1 to the next time you make this check.
Two	As with one and gain a Benny or gain +2 to the next time you make this check.
Three	As with one and two, also grant one ally a Benny or remove a GM Benny.
Four+	1-3 and gain a +d6 the next time you make this check.

SELECTED

As part of the journey through basic training and working one's way into the ranks of a Tier 1 unit, there are just some skills so vital that cannot be overlooked or underestimated. To this end, all Operators begin play with **4 advances** and with the following core skills (in addition to the standard SWADE core skills):

- Battle, Fighting, Language (choose 1), Shooting, and Survival

UNASSAILABLE

Great villains possess great abilities, and this is where Unstoppable comes to bear. The primary villain, or those enemy Wild Cards of great import or power, are Unassailable, meaning they may only suffer a single Wound regardless of the number of Raises from damage rolls. You won't one shot kill the Great Veiled Horror of Baku, it'll take some effort, planning, and luck.

PSYCHIC INJURY TABLE

Psyche is the measure of spiritual, magical and/or psychic energy contained within a living creature. It is equal to 2 plus half Spirit. This acts as a 'battery' of sorts for powering rituals…mostly being siphoned directly from a creature through sacrifice (willing or otherwise) or ritual power to facilitate the needs of an occultist or cult.

If Psyche is reduced to zero, the character must make an immediate Spirit roll; Critical Failure indicates the character dies. A failure indicates the character is Seeping and they roll on the Psychic Injury Table; this result is permanent. Success indicates they roll on the Psychic Injury Table (the injury dissipates once all Psyche is replenished, and a Raise indicates they roll on the Psychic Injury Table (the injury dissipates in 24 hours or when all Psyche is replenished). Seeping may be "bought off" with an Advance.

Psyche is regained as per Natural Healing, except the check uses Spirit. A success recovers 2 Psyche and a raise recovers 4. A Critical Failure permanently removes one point. This can kill.

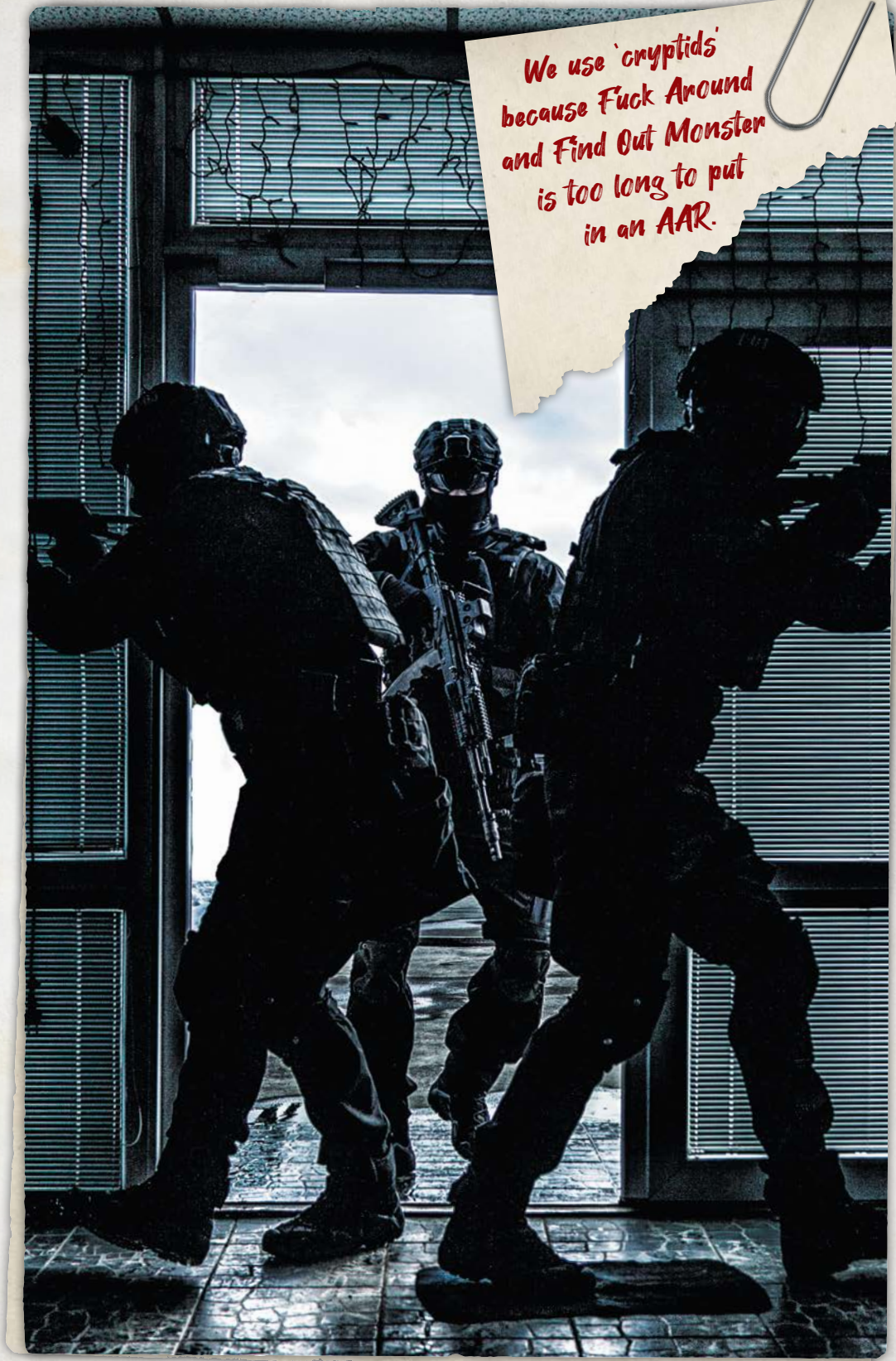
PSYCHIC INJURY TABLE

2d6	INJURY
2	Psyche is permanently reduced by 1.
3 - 4	Gain a Major Hindrance.
5 - 9	Gain a Minor Hindrance.
10 - 11	-2 Spirit rolls
12	-2 Vigor rolls

CHAPTER 4

LOGISTICS

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM


We use 'cryptids' because Fuck Around and Find Out Monster is too long to put in an AAR.

ARMOR (PLATES)

Known to civilians as body armor, they come in a variety of protection levels, each rated for a specific maximum caliber. TFR does not go into that depth of realism, so use the modern armor found in the SWADE core rules.

WEAPONS

While the SWADE Core Rules covers the overall basics of weapons, to include examples of them, this section includes a few more specific weapons usable by Operators, allies, and OPFOR alike.

PERSONAL WEAPONS

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR	WEIGHT	COST
China Lake Grenade Launcher	25/50/100	3d6	–	1	4	d6	7	500
Notes: Fires a grenade with an MBT. Requires 1 Action to reload.								
M33 Flamethrower	Cone template	3d6	-	1	3	d8	6	500
Notes: Must be mounted underbarrel on a battle rifle or cqb rifle; -2 to Shooting if not, Critical Fail sets user on fire. Heavy Weapon. May be Evaded. Flammable materials may catch fire (see Fire, pg 127 SWADE).								

CREW SERVED WEAPONS (ALL HEAVY)

TYPE	RANGE	DAMAGE	ROF	CREW	COST
TOW	75/150/300	5d10, AP 34, MBT	1	3	100K
Carl Gustav Recoilless Rifle	100/200/400	3d6, AP 15 4d8+2, SBT	1	2	20K
Mortar	IDF (see below)	3d6, MBT, AP 20	1	2+	5K
Artillery	IDF	4d8, LBT, AP 30	1	4+	20K
Mk19/Mk47 Automatic Grenade Launcher	30/60/120	4d8, MBT	2	2+	20K

AK CQB
AK
AUG
FAMAS
G36
M4 SOPMOD CQB
M16 SOPMOD
M16A
MICRO-UZI
MK 16
MP5
MK 17
MK 18
P90
SMG
PP19
UMP
G17 TAC
G17
VSS VINTOREZ
CHINA LAKE
M4 SG
SPAS 12
SVD
RPG SYSTEM
CARL GUSTAV

EXAMPLE FIREARMS BY TYPE

- ***Battle Rifles*** are heavy caliber, designed to take down a foe with minimal rounds expended. Some examples are the SCAR-H, AK-308, IMBEL IA2, MCX Spear, FAL, IWI ACE 52, HK 417, Mk 14*, G3.
- ***Carbines*** use lighter caliber rounds in shorter barreled assault rifles. Some examples are the Mk 18, CAR 816, Honey Badger (.300BLK), Amogh, AK-102, AK-104, AK-105, G36C, HK416C.
- ***SMGs*** are small, high rate of fire weapons chambered in pistol calibers. Some examples are ASMI, PMX, MPX, Vector, Evo 3, Vityaz-SN, PP-2000, MP 5, MP 7, Mac 10.
- ***Marksman Rifles*** are heavier caliber, long barreled weapons designed to strike targets at long ranges. Some examples are Mk 14 EBR, SR-25, C20, G3DMR, VSS Vintorez, SVD, M24, OTs-03, Mk 12, M110.

THE TACTICOOL FACTOR

If you are wanting to go all Barbie Doll with the guns and gear, there's plenty of research and resources for that on the web. This section is to provide the basics of the greatest long gun tea party fun ever: the SOPMOD (Special Operations Peculiar MODification). What the cool kids use, to one degree or another, as desired by the Operator. This is a U.S. system readily copied by other nations (using some of the same kit, sometimes national ones). Task Force Raven uses the term SOPMOD, regardless of nation of origin.

The SOPMODs come in three kits, called Block Mods. Well, technically two, but Block 1 had some phased replacements such as furniture, optics, and illuminators. Anyway, these are based on the M4A1 carbine originally, but were adapted to the SCAR Mk16/17, CQBR (M4A1 modded upper receiver), and the HK416. You didn't put everything in a Block on the rifle, each Operator is expected to know their needs based on role, mission, and overall preferences. The list below represents the non-specific, non-Block mods that an Operator uses. See the Common and Special Tools table below.

A rail interface system to hold optics, lights, grips, etc.

Vertical foregrip

Back up iron sights (BUIS) can be canted(45 degree angle) or co-witnessed (sights line up with optics)

Optics/Sights

- Scopes (per SWADE, pg. 68)
    - 4x32 combat optic (ACOG)
    - Side-flip 3x optic sight magnification (combined with reflex, red dot, or HOLO)
    - Digital sight 1-4x zoom
    - Night Vision/IR, Thermal
- Rapid Acquisition Optics (per SWADE, pg. 68)

- Red Dot
- Reflex sight (can be canted or mounted on sight)
- HOLOgraphic sight

Tactical sling (1 or 2 point)

Pointers/Lasers/Lights (per SWADE, pg. 68)

- Infrared Target Pointer/Illuminator/Aiming Laser (ITPIAL)
- Visible light illuminator (a flashlight)
- Visible laser sight

Quick detach suppressor

M203 grenade launcher with quick sight

Round Counter (yes, they're real)

TOOLS

Let's talk about some of the tools you'll be issued or may be issued as part of a mission. We'll go ahead and provide an easy reference chart, like any good military does.

COMMON AND SPECIAL TOOLS

TOOL	APPLICATION
Assault Ladder	Extends to 20' for Bravo Level Insertions. That means the second story. You're welcome.
Bipod	Swing out or drop down, creates a stable platform for fire. See SWADE, pg. 68.
Breaching Hammer	Used to remove doors from their frames. Ignore 2 points of Hardness and can be used as an improvised weapon.
Breaching Pen	A handheld acetylene torch the size of a road flare. Capable of cutting through chain links, hinges, and similar barriers. Single use.
Chemlights (micro and full)	Snap, shake, drop. Used to mark important items or landmarks.
Enhanced Night Vision Goggles	Not the old school goon green, these create an almost digital painting in amber. Ignore all Illumination penalties.
Foregrip	T-handle, micro, angled, canted, they all work the same and help reduce muzzle rise. See SWADE, pg 68.
Ghillie Suit	Look like a plant or tree and kill. +4 Stealth rolls while immobile.
GPS Wrist Fob	Pushes each Operator's location to a variety of elements. Can be tied to the Team Awareness Kit.
Hooligan Tools	Open things, trap things, hide things, hot wire things. +2 Thievery rolls.

COMMON AND SPECIAL TOOLS (CONT)

TOOL	APPLICATION
Individual First Aid Kit (IFAK)	Carried by each Operator. Single use item in terms of the game. See SWADE, pg. 96.
IR Indicator	Mounts on helmet or shoulder, ostensibly prevents aerial untis from losing you visually or murdering you.
Laser Designator	Look like large binoculars, normally on a tripod. Used to designate (paint) a target for laser guided munitions. +2 to support IDF and allied Extras Shooting rolls.
Laser Sight (ITIPAL)	Can be visible or IR and is turned on when engaging an enemy (not running around). Provides accurate point of aim. See SWADE, pg. 68.
Magnetic Climbing Gear	Grow up with that wall crawling superhero? Now you can be that. +2 Athletics when climbing iron-based material.
Marksman Scope	4x32, 3-12, Fixed 10, 5-25. Allows you to really reach out and deliver a message. See SWADE, pg. 68.
MBITR Radio	Secure and Non-Secure communications between troop, command, assets, or other. Requires an Electronics roll at -4 to hack.
Medic Full Trauma Kit	Portable ER with 3 uses. +2 to Healing rolls.
Pry Bar	Used to open doors, from the bottom up. Make a STR roll penalized by the Hardness of the door or window.
Red Dot, Holo Sight, Digital Scope	Designed to bring the muzzle to target faster than using posts/traditional sights. See SWADE, pg. 68.
RF Collection Box	Any of a variety of tools used to gather signals intelligence. +2 to Electronics rolls to hack a signal.
Satellite Phone	Communicate anywhere on the globe. Can be secured with speciality gear.
Suppressor (Yes, Silencer is a real term too)	Lowers the decibels of a gunshot. Any OPFOR outside of a LBT make Notice rolls at -2 to locate the shooter.
Team Awareness Kit	Mounted at your thorax-level, a cell phone that displays all team locations, camera feeds, and ISR.
Under the Door Camera	Slide the optical panel and find out what's waiting for you. +2 Breaching Actions.
Wall Sensor	Can "see" through walls and doors. Make a Smarts roll to determine what's inside that room.
Zip Ties	Yeah, what you think.

VEHICLES

What follows is a list of the more commonly found among Operators, Safe Houses, and OPFOR elements. After this is a discussion on armoring vehicles.

Common Vehicles: Jeep, Coup, Sedan, Sports Car, Mini-Truck, Diesel Pickup, SUV, MilTech SUV, APC, Little Bird helicopter, Blackhawk helicopter, Motorcycle, UAV, Technical, Rail Buggy, ATV, Riverine Boat. A Technical is a pickup truck with a vehicle mounted weapon in the bed and manned by one individual.

Up Armored: Vehicles can be armored with non-Heavy Armor, adding to Toughness. Cost is $5k/level. Each level of Armor acts as a corresponding penalty to Handling:

Up Armored Level: +1/-1, +2/-2, +3/-3, +4/-4, +5/-5

COMMON AND SPECIAL VEHICLES

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Jeep	4 (Large)	+1	100	10 (2)	2+3	50K
Coup Car	4 (Large)	+1	120	10 (2)	1+3	15K
Sedan Car	4 (Large)	0	120	11 (2)	1+4	30K
Sports Car	4 (Large)	+2	160	10 (2)	1+3	25-500K
Mini-Truck	4 (Large)	0	130	12 (2)	1+4	45K
Pickup	5 (Large)	0	120	13 (2)	1+4	50K
SUV	5 (Large)	0	120	14 (2)	1+5	70K
MILSUV	6 (Large)	-1	100	15 (4)	1+6	80K
APC	7 (Large)	-1	50	20 (6)	2+6	2M
	Notes: Heavy Armor, Night Vision, Four-wheel drive, Amphibious. ***Weapons:*** 30mm Autocanon (Improved Stabilizer), Medium MG (turret), TOW Launcher, six gun ports. ***Examples:*** Bradley, BTR.					
Special Insertion Helo	6 (Large)	+2	175	14 (2)	2+6	30M
	Notes: Helicopter. ***Weapons:*** 2xLinked Mini-guns, Heavy MG, Hellfire Pods (4), Stinger Pods (4), or Rocket Pods (7). ***Examples:*** Little Bird, Mi-8 AMTSh-VN. Single rotor plus tail helicopter designed to fly low and fast for inserting Operators.					
Medium Lift Helo	7 (Large)	0	150	16 (2)	4+11	30M
	Notes: Helicopter. ***Weapons:*** 2xUnlinked Mini-guns. ***Examples:*** Blackhawk, Mi-8MTV-5.					
Dirt Bike	0	+1	80	7	1	2K
UAV, Portable	-1 (Small)	+2	50	5	0	5K
	Notes: Rotorcraft, Night Vision, IR Vision, Tactical Marking Package. Dwell Time: is 1 round.					
Technical	5 (Large)	0	120	13 (2)	1+4	50K
	Notes: Has a minigun, SAW, Mk19, TOW, MMG, HMG, 20mm or 25mm weapon mounted in rear bed on a pintel.					
Rail Buggy	4 (Large)	+1	65	10 (2)	1+3	10K
ATV	0	+1	50	10 (2)	1+1	5K
Swift Boat	7 (Large)	+1	50+	15 (4)	4+9	65K
	Notes: Heavy Armor. Weapons: 2x mini-Guns, 2x .50 Cal, 2x SAW, 2x Grenade Launchers. Examples: Mk V, Raptor Class.					
Ground Attack Gunship	10 (Huge)	-2	300	20 (2)	7	130M
	Notes: Fixed-wing plane. Four engine, propeller driven converted cargo plane designed to provide close air support. ***Weapons:*** 30mm Cannon, 105mm Howitzer, Guided Missile x10, Cluster Bombs x4. ***Examples:*** AC-130, AN-12VA					

You know what caliber I want to be shot with? Not a fucking one. That one.

SPECIAL COMBAT OPTIONS

ARTILLERY/MORTAR/GUNSHIP/DRONE SUPPORT

Requires use of a Battle check, modified by IDF range to target, Short/Medium/Long (100/200/400). If you are closer than Short Range, you can call in for Danger Close at a +2 to the roll, but you suffer half the damage rolled from the concussive reach and heat of the blasts. A critical failure always strikes allies, friendlies, neutrals, or your own position, unless you spend a Benny to bingo out the asset; this means the attack fails because the asset was forced to return to base. But you don't end up on the 6 o'clock news.

BREACHING ACTIONS

There are times when you need to make an entry with speed and violence of action. There are a variety of tools, such as breaching charges, shotgunning the hinges, or door kicking. No matter the method, this is best handled similar to a Quick Encounter. Roll Battle, modified by the GM based on the difficulty/danger of the entry. On a success, the breach works as intended and Action Cards can be dealt normally. On a raise, the OPFOR are effectively surprised and cannot be dealt into the initiative. If the roll is failed, all adjacent operators must roll Vigor or suffer a level of Fatigue. A Critical Failure deals a Wound instead.

RAVEN CELL

It is recommended that any COS not selected by a player is used at the table as an allied Extra, representing a full troop during any operation. This is not mandatory, but highly advised. This is accomplished by using the Raven Support Staff template below, with a few choices made by the team. We recommend either rounding out a team of Operators with missing COSs or allowing Raven Support Staff in a number equal to or less than half the number of Operators.

- Brenna's team consists of four Operators, so she gives the team four Support Staff, representing the missing COSs, to round out the troop.
- Thane's team consists of 4 Operators, but they are fine tuned so he gives the team two Support Staff and the players can use the choices below to their fullest extent.

RAVEN SUPPORT STAFF

This represents the general personnel component found in Raven, providing support and expertise in multiple disciplines but not filling the role as actual, selected Operators. This is a general template and the team is free to flesh out their desired allied Extra(s) from there. They do not get their own Bennies, but a player may spend a Benny for them. They can deploy alongside the team as well.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
- Prodigy: Choose 1 Attribute to increase to d8

Skills: Athletics: d6, Common Knowledge d6, Notice d6, Persuasion d6, Stealth d6
- Expert: Choose any 1 skill at d8. This can be a core skill or any other.

Pace: 6; **Parry:** 4*; **Toughness:** 5*; **Psyche:** 5
Hindrances: Choose 1
Edges: Soldier
- Speciality (Choose 1): Case Officer, Demolitions, Spotter, Best Bond, SOF Medic, Sniper, Intel, Armorer. See the new Edges section for the descriptions of these edges.

Advanced Training (Choose 1): Wet Work, Insurgency, UAV, K9, Trauma Team, Surgical, Cyberwarfare, Gunner. See the individual COS for the descriptions of these.
Gear: Basic Kit selection

CHAPTER 5

THE HIDDEN WORLD

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM

occult *(ə-kŭlt', ŏk'ŭlt')*

1. Of, relating to, or dealing with supernatural or magical influences, agencies, or occurrences.
2. Available only to the initiate; secret or mysterious.
3. Beyond the realm of human comprehension; inscrutable.
4. Hidden from view; concealed.

Humanity was, is and forever shall be subtly aware of the occult; that doesn't mean they accept it, nor practice it. To what degree this rings true is all over the spectrum of belief and acceptance, though it remains difficult for most to differentiate the occult from faith-based "realities". In Raven, we do not accept, we embrace with a knife to the throat of the occult understanding it fully.Is it always a fight? Not always, but the kind of occult we go after isn't exactly content to clean up cottages and resole shoes.

Bear in mind, we aren't talking about Wicca, Heathenism, or Abrahamic faiths here, we are talking about the creatures of ancient lore, many of which seek to hunt humanity to control, infect, or feed upon. We go after vampires, jinn, banshees and the like that seek to harm the world. And yes, bullets, missiles, and 130mm howitzer rounds most definitely affect a vampire. And sometimes, you might need to go that extra mile.

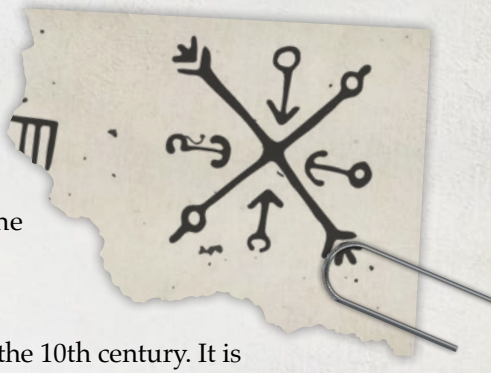
VIOLENT OCCULT EXTREMISTS

Violent Occult Extremists (VOEs) represent those individuals and organizations that go beyond mere conspiracy in full star spawn, fallen gods, become an immortal deranged sorcerer. The various groups may or may not have varying degrees of truth to their conspiracies, with memberships ranging from curious dilettante to occult academic to inner circle. Oh, and they most certainly have access to power, wealth, and mercenaries…and that willingness to kill to maintain their station. Be wary, be warned.

THE VEHMIC COURT

With its origins in the 13th century, the Vehmic Court was a secret assembly of free men of Germany who aligned to maintain their native judiciary powers in spite of the decrees of the Holy Roman Empire. They met in semi-secret, tried suspects, and meted out justice according to the old laws. But those are the outward facing truths.

The actual truth is they are an order of warlocks willing to use human sacrifice as a means to commune with Die Anderen Männer (The Other Men) who walk between the shadows of the linden woods. A sacrifice is brought into the secret council deep in the woods and ritually purified. Once complete, they are referred to as the Wissende (One Who is Aware) and their rope bonds are cut free with a ritual blade. They are then bled from two points in the neck and forced to walk the woods. The Court uses the fresh human blood trail and their rites to call upon the Other Men, hoping to gain knowledge and power as part of the sacrifice.



ECUMENICAL TEXTS

The Euenmenmeum Esoterica (German)

The Visions of Rufo (Eastern Gothic)

RITUALS KNOWN

Divination, Protection, Summon Ally (take the form of a Lindurm/Drake FC)

RELICS

The Sword of Confession is a long blade forged in the 10th century. It is the size of a longsword, but deals damage as a great sword with a +2 damage bonus. It also casts Mind Reading (13PP).

Rope of the Fool is a hangman's length of hemp rope with a +3 to Athletics checks. It also casts Entangle and Speak Languages (the dead)(13PP).

ASSOCIATED CRYPTIDS

Balaur, Black Dogs, Dragur, Werewolf

ASSETS

Occultists, Trained Militia, Infiltrators, Commanders, Commandos

THE IRON HAND (SABAZIOS)

An ancient cult, devoted to the Anatolian version of the Sky Father, with their Godhead depicted as a ram-headed horseman and the messenger of the Cosmic Dragon. The cult is a deep mystery cult, using psychotropics to enter an elevated state of consciousness and understanding. They normally use night clubs, weddings, and other large scale celebrations as fronts for their activities. They believe with enough linked psyche they can usher in the rebirth of the universe.

ECUMENICAL TEXTS

The Fragments of Kathos (Hellenic)

RITUALS KNOWN

Confusion, Empathy, Sound/Silence

RELICS

The Phrygian Staff is an ornamented quarterstaff (Str+d8) that grants the Charismatic Edge and casts Beast Friend (13PP).

The Hand of Sabazios appears to be the mummified left hand (ostensibly of Sabazios) mounted to the haft of a mace (Str+d8) that also poisons a target wounded by the mace (lethal). It can cast Banish (13PP).

ASSOCIATED CRYPTIDS

Chimera, Dev, Harpy, Medusa

ASSETS

Occultists, Trained Militia, Infiltrators, Assets

THE THULE SOCIETY

Originally a german occultist group who believed the Havamal was a secret key to immortality, they were rapidly and secretly subsumed by the Nazis prior to WW2, turning their work to vile experiements on those targeted by the Nazis. Their experiments were not only 'medical' in nature, they were also bound to the darker paths of the occult. As with all rats on a sinking ship, the members who survived WW2 fled around the world, with a not insignificant number represented in Operation PAPERCLIP and OSOAVIAKHIM.

Today, they continue their tainted and twisted work to locate the original homeland of their ideal supermen, willing to sacrifice everything to build Hyperborea and rule the cosmos. They infiltrate large organizations, often as executives, with the money and influence to operate in remote areas of the globe.

ECUMENICAL TEXTS

Der Mythus des Kaukasus (German)

Die Macht der Form (German, Chechen, Russian)

RITUALS KNOWN
Boost/Lower Trait, Detect/Conceal Arcana, Divination, Object Reading, Resurrection, Speak Language

RELICS
The Arm Ring of Arminius is an arm ring made of the purest gold, covered in runes and ancient symbols. It grants a +3 to Persuasion checks and the wearer may use any Leadership Edge, without any requirements.

ASSOCIATED CRYPTIDS
Almaz, Balaur, Dev, Draugr, Dybbuk (forced to serve)

ASSETS
Occultists, Trained Militia, Infiltrators, Commanders, Commandos, Snipers, Assets, Heavy Gunners

SARMOUNG

Among the oldest of secret orders, the Sarmoung began in 2500 BCE, devoted to securing the keys of the cosmos and secrets hidden therein. They originated in Babylon as an esoteric order with tendrils into all major, modern religions representing the mystical paths of those faiths (such as an off-shoot Sufi order). They meet in secret places around the world, during the gatherings of the world's elite. Every Studious King of the order is called Jurjizada.

They view it as their duty to locate, obtain, and secure all occult objects and lore, and to eradicate those who possess these.

ECUMENICAL TEXTS
The Cant of Merkhavat (Babylonian, Sumerian, Aramaic, Sanskrit, Hebrew)

RITUALS KNOWN
Arcane Protection, Banish, Dispel, Divination, Drain Power Points, Summon Ally (any outsider)

RELICS
The Amulet of No'kunja is created from three mystical metals: copper, iron, and gold. The amulet casts Damage Field and Protection (13PP).

ASSOCIATED CRYPTIDS
Bu Darya, Jinn, Lich, Naga

ASSETS
Occultists, Infiltrators, Assets, Medics, Commandos

GLYCON

A cult of serpent worshipers originated in the 2nd century BCE among the Romans. Its outward face was that of a fertility cult, but the ongoing rituals and plots were and are far more sinister. They now work their will through fertility clinics, OBGYN clinics, midwives, adulas and so forth. They seek out select women, normally those with a high psyche, to carry the serpentine eggs of the Great Race of Serpent Folk in their wombs. What comes after gestation is unpleasant to say the least. The being they worship, Glycon, is a literal, living serpent of unknown composition, size and location (deep within the earth, the moon, or mars).

ECUMENICAL TEXTS

The Scaled Libram of Glykon (Latin)

RITUALS KNOWN

Disguise, Empathy, Healing, Mind Reading, Mind Wipe, Puppet, Shape Change, Summon Ally (snake)

RELICS

Eggs of Abonoteichus appear as finely crafted, exquisitely decorated life-size chicken eggs. Each egg contains the psyche of a Naga and when implanted into a womb, a medusa babe crawls forth.

ASSOCIATED CRYPTIDS

Medusa, Naga

ASSETS

Occultists, Medics, Trained Militia, Infiltrators, Assets

THE IBADAN BLADES

Originating in western Africa, this cult rapidly spread from neo-mysticism to a global leader in organized crime. Anything imaginable, they cover it with ease. On the surface, it all looks criminally despicable, but deep under the surface they carry out the most gruesome of rites (assassination, murder, and worse) as a means of gathering psyche energy. Once they possess enough psyche and enough suffering is known to the world, they shall awaken the Bakgtari, the Unseen God.

ECUMENICAL TEXTS

The Rites of Aj'ile (Hausa)

- Anyone not of African descent must make a Vigor check or suffer fatigue from reading just one word of this text.

RITUALS KNOWN

Blast, Divination, Drain Power Points, Fear

RELICS

The Ax of Chusankwua is an enchanted hatchet (Str+d6) that deals +4 damage to all Obstacles and casts Fear (13PP). It is currently held in a vault in Ibada, Nigeria, controlled by the cult.

Chains of Obwolo are an enchanted item resembling shackles. They provide a +4 Athletics bonus and cast Entangle (13PP). They are issued to an infiltrator or commando wild card sent to capture a VIP.

ASSOCIATED CRYPTIDS

Eloko, Ghūl, Lau

ASSETS

Occultists, Trained Militia, Infiltrators, Commandos, Bomb Makers

RITUALS AND RITES

Human occultists utilize the rites and rituals found in esoteric and ecumenical sources, or as taught by cryptids, in the form of an Arcane Background (Ritual). They do not possess power points, aside from their own Psyche, and so must use living creatures, themselves, or items capable of storing PP and/or Psyche.

ARCANE BACKGROUND (RITUAL)

ARCANE SKILL: Ritual (Smarts)
KNOWN POWERS: Up to 3 based on cult, books, tablets, etc.

Occultists tap into the hidden knowledge of their orders and/or knowledge sources by way of a ritual. An occultist using their AB always acts at the end of the round, and they may not take multiple actions. To cast the power, the occultist must use their own Psyche and/or that of assistant or sacrifices.

- An unwilling sacrifice, if aware of the rite, must make a Spirit check at -1 per each additional occultist involved in the rite. If they succeed, their Psyche is not used for that round.

RITES

Anyone who dares may attempt to carve, paint, or otherwise create a Sigil, which is a single-use power. The would-be occultist must know of the Sigil, having learned it through esoteric knowledge. Next, they attempt to carve the Sigil, making an Occult roll at -1 per required PP of the power bound to the Sigil. If they desire to use power modifiers, each of those imparts a further penalty of -1 per 1 PP. This penalty may of course be offset by sacrificing Psyche…

ESOTERIC VOLUMES

Found throughout the world, there are all manner of tomes, scrolls, tablets, stones, and so on that contain lore, legends, and lies. But there are also those that contain absolute esoteric truths. And these are among the most dangerous items in existence. These may be used to conduct rituals by those trained in magic or the occult, but with a cost of psyche; yours or another's.

For creating an esoteric volume, see the Fantasy Companion table for Miscellaneous Magic Items, save these must be a book, tablet, scroll, or stele capable of being read aloud.

For generating clever titles use the QR Code:

THE OCCULT AND YOU

While Operators are never going to conduct rituals or rites like a true occultist, they can utilize the occult skill to learn strengths and weaknesses of cyptids, lost lore of a rite or esoteric volume, gain insight into a secret order, or even attempt to put things into action, such as making a protective circle of salt. This is not a game of sorcerer special forces, this is a game of mundane elite warriors tackling a universe that plays by different rules.

TALISMANS

These items, once crafted and empowered through rituals, act as small conduits, batteries, or other specific, single use charms. In order to utilize a talisman, one must be trained in the occult and know the incantation, or be a willing sacrifice; this ties their psyche to the talisman and the talisman to the person. A single person may only be bound to a number of talismans equal to half-Spirit. A talisman can be a brooch, pendant, amulet, or anything that is small, wearable, and crafted by hand.

Note: Use of talismans can drain the psyche completely, effectively killing the user.

SAMPLE TALISMANS

Rosario de Santa Muerta are white prayer beads adorned with occult symbols and charms worn by some of the more occult oriented or occult-loyal cartel sicarios. When the wearer dies, their psyche activates the zombie power, raising them as an intelligent version, capable of firing guns.

Brooch of Abjuration is an iron brooch decorated with occult symbols and sigils. Each time the bearer is targeted by an occultist or cryptid, the brooch draws on their psyche to activate arcane protection. This can kill the owner.

Nose Bone of the Hunter is a piece of carved ivory, designed as a septum piercing and must be worn as such. It can be activated by the sheer will (and psyche) of the owner to gain the effects of the beast friend power.

Eye of the Final Retort is a preserved human eye set into a decorated pendant. It allows the owner to become a living blast power; they also suffer the damage.

Æthryl Shard resembles scorched amber, to include the fun things trapped within, but carved with vile sigils and runes. The wearer activates it to drain power points, as per the power, and store them…for another to use.

The Circlet of Awe is a gold and gem encrusted adornment capable of casting fear.

TALISMAN CREATION INSPIRATION

CARD	RESULT
Joker	Vile occult form (human skin, bones, etc), draw again for form and suit.
Ace	Brooch
Face	Pendant
7-10	Jewelry
2-6	Hair Spike

TALISMAN CREATION INSPIRATION

SUIT	RESULT
Spades	Skill bonus: roll d4 for the modifier
Hearts	Power
Diamonds	Attribute bonus: roll d4 for the modifier
Clubs	Damage bonus: roll d4 for the modifier

RELICS

These are items of legendary status, deep esoteric lore, or imbued with the psychic energy of previous owners/victims. They come in all forms, shapes, and sizes, from weapons to shields to drinking horns. They should be deliberately designed by the GM, but if you need a nudge, let's do some random draws.

RELIC CREATION INSPIRATION

CARD	RESULT
Joker	Vile occult form (human skin, bones, etc), draw again for suit.
Ace	Shield
Face	Weapon
7-10	Jewelry
2-6	Article of clothing

RELIC CREATION INSPIRATION

SUIT	RESULT
Spades	Skill bonus: roll d4 for the modifier
Hearts	Power
Diamonds	Attribute bonus: roll d4 for the modifier
Clubs	Damage bonus: roll d4 for the modifier

REVENANTS

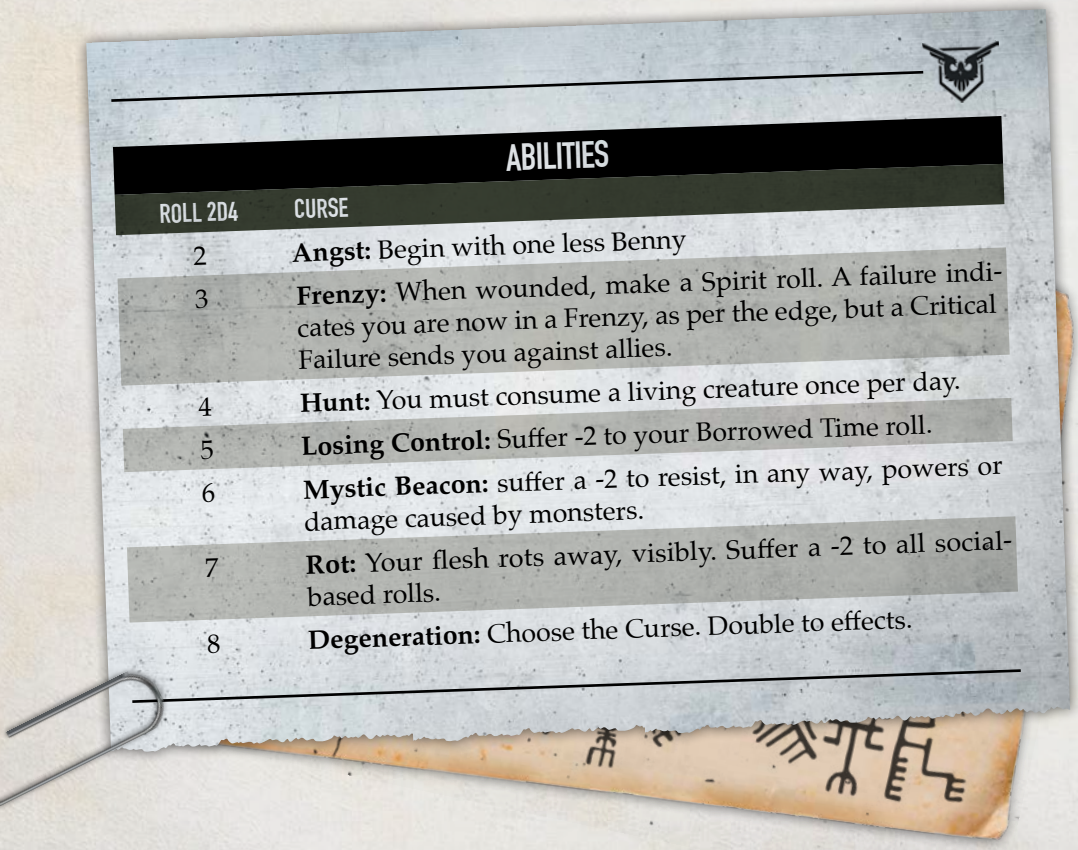
When you die, make a Spirit roll, ignoring current wound and fatigue penalties. On a success, Lady Death is listening. Gain +1 to the next roll on a raise. Make a Smarts roll. On a success, you've got a deal. On a raise, gain a +1 to the next roll. Make a Vigor roll. On a success, congratulations, Lady Death sends you back as an undead Revenant. A failure at any point and your soul is claimed. Good luck in the next life…

ATTRIBUTES

Your attributes are re-determined, this time at the whim of Death. Draw five cards, one per attribute, and apply the result in order (Agility, Smarts, Spirit, Strength, and Vigor). Roll once on the Abilities table. See the Revenant Attribute Draw Table.

SKILLS

You keep your skills, but gain 3 points to add skills or increase them. Add occult to your core skills, at d4 or increase by one step if already trained.



ABILITIES	
ROLL 2D4	CURSE
2	**Angst:** Begin with one less Benny
3	**Frenzy:** When wounded, make a Spirit roll. A failure indicates you are now in a Frenzy, as per the edge, but a Critical Failure sends you against allies.
4	**Hunt:** You must consume a living creature once per day.
5	**Losing Control:** Suffer -2 to your Borrowed Time roll.
6	**Mystic Beacon:** suffer a -2 to resist, in any way, powers or damage caused by monsters.
7	**Rot:** Your flesh rots away, visibly. Suffer a -2 to all social-based rolls.
8	**Degeneration:** Choose the Curse. Double to effects.

- **Borrowed Time:** You now have a derived trait, Borrowed Time, equal to 2 + half Spirit. Each day, make a Spirit roll. On a success, reduce this by one. On a raise, do nothing. On a failure, reduce it by 2 points. At 0, Death claims you, forever. Hopefully it all worked out.
- **Vengeance:** You deal extra damage to the person(s) who killed you, equal to your Spirit die.
- **Painless Suffering:** You ignore wound and fatigue penalty levels equal to 1 per Spirit die step; d4=1, d6=2, d8=3, d10=4, d12=5.
- **Regeneration (Slow):** Make a natural healing check each day.
- **Preternatural Toughness:** Gain +1 armor.
- **Death's Hands:** Your hands are lethal weapons, dealing Str + Spirit damage.

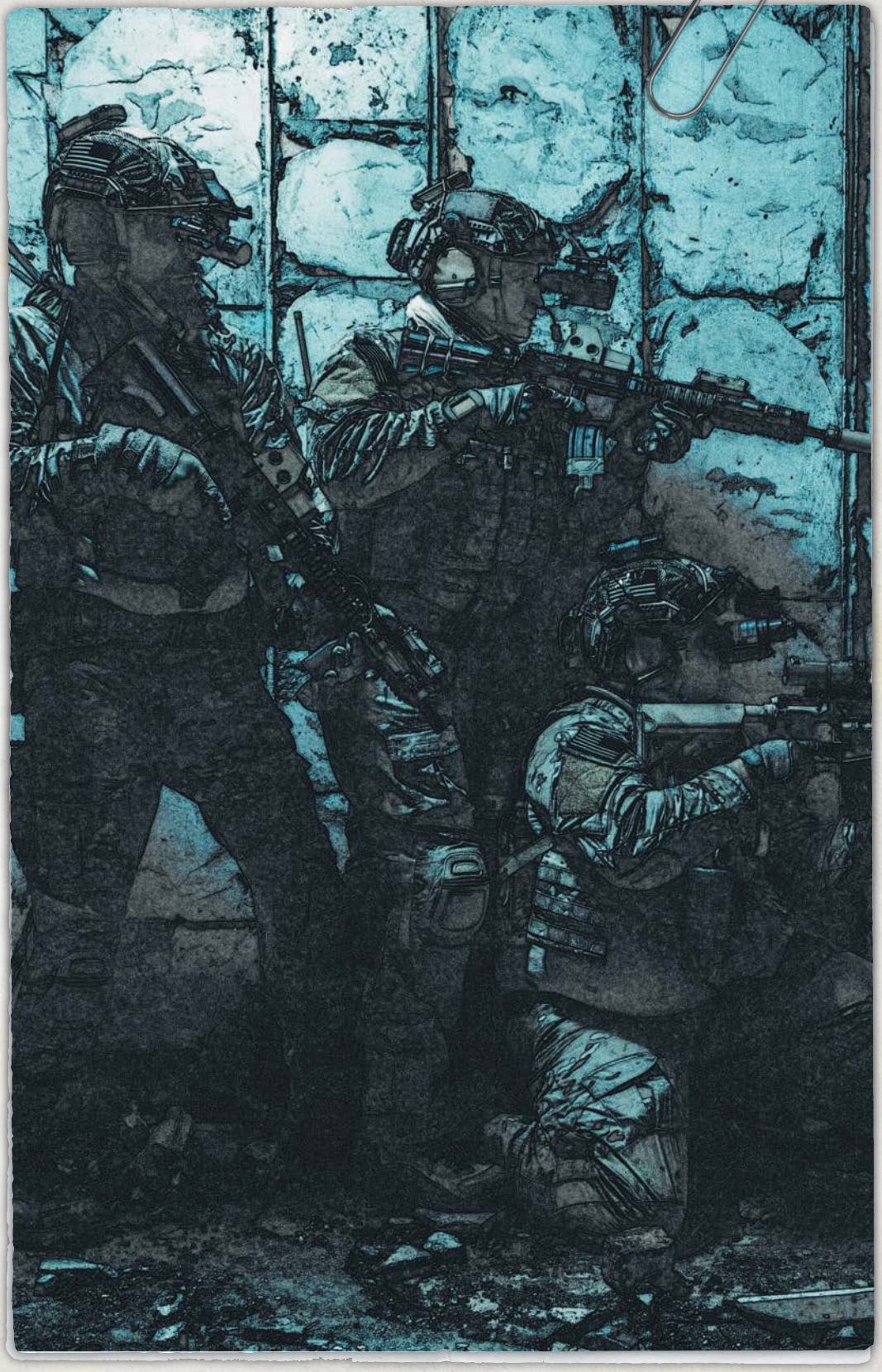
REVENANT ATTRIBUTE DRAW TABLE

ATTRIBUTES	
CARD	RESULT
Joker	d12
Ace	d10
Face	d8
10 - 6	d6
5 - 2	d4

CHAPTER 6

RUNNING THE GAME

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM



Not everyone is a military commander with decades of combat experience or a professional intelligence officer in the field, so this section aims at guiding how to plan and execute a military-oriented TFR campaign. We'll look at some basics and move into the specialized information. This is an approximation only, as TF Raven is designed to allow players to explore any force from around the world.

Let's take a look at some basic terms first. **Shooter** refers to a special operation forces trigger puller, such as SEAL, SPETSNAZ, SAS, etc. **Unit** is the slang for a special forces command. **Operator** is associated with anyone assigned to a Unit who also underwent Selection; they can be a Shooter or other highly technical, highly trained specialist who deploys forward, likely into direct action. **Direct Action** is a nice way of saying combat operations, normally referring to a mission against a specific target. **Selection** is the term for the lengthy process required to complete screening for a special forces unit. **Straphanger** is a slightly derogatory term for a non-Shooter assigned to a SOF unit, or who tries to hang around the cool kids; may or may not be useful.

ORGANIZATION

Fire Team: The smallest team unit operating on the ground. Number of Operators is approximately four.

Platoon: Size and composition varies between the units using the term, but for TFRaven we use the term to mean approximately 20, Operators and support staff. We also reference the "half-platoon", which is approximately 10 Operators and Direct Action support staff, normally found in a F.O.B.

Troop: This is a large ensemble, dedicated to a specific task such as HUMINT gathering, or Denied Area Operations. Number of personnel assigned is approximately 100, with a mix of Shooters, Operators and support staff.

Patrol: A small, two or three person element that roves from checkpoint to checkpoint or around a perimeter. Can be used by friendly forces or OPFOR. May or may not use a vehicle, such as a Technical, SUV, Rail Buggy, or Helicopter.

Quick Reaction Force (QRF): A small team designed to respond to an emergency situation with another element. They arrive by the most expedient manner possible, normally numbering a Half-Platoon.

CheckPoint: Normally a small, single room shack manned by one or two soldiers. They may or may not actively stop traffic and are normally assigned to act as observers on the lookout for suspicious activity.

Observation Outpost: Designed to be tall enough to provide overwatch to an extended area around them. Usually manned with a sharp shooter, spotter, and one or more heavy weapons.

Safe House: As it sounds, a home designed around the ability to hold and hide assets, gear, VIPs, etc. There are always guards present, and can be a Fire Team or Half-Platoon with up to four Patrols. Some Safe Houses are designed to be

inconspicuous, and only use a 24/7 system of a single Patrol used to observe and protect the location if necessary.

Mansion: Again, just as it sounds. Hacienda, Dacha, McMansion. Don't matter the term, what matters is the size and opulence. And the protection, which is usually around a Platoon at all times, plus one or more CheckPoints, Patrols and plenty of vehicular egress options.

Forward Operating Base (F.O.B.): A small-scale base, normally military, designed to house soldiers in contested areas in order to ease the logistics of patrolling these areas, providing security and acting as a firm presence of force. Typically a Platoon with ground, water and air vehicular support.

Combat Outpost: A medium-scale base, normally military, designed to permanently house soldiers and support staff in controlled areas. Typically a Troop can be located here, typically specializing in a spectrum of tasks, such as aviation, force protection, direct action, intelligence, etc. Generally houses a wide variety of vehicles and an infirmary.

Base: A large-scale base, normally military, designed to permanently house soldiers and support staff in controlled areas. Typically multiple Troops can be located here, each typically specializing in a singular task, such as aviation, force protection, direct action, intelligence, etc. Generally houses a wide variety of vehicles and a hospital.

LAWS OF ARMED CONFLICT (LOAC)

These two terms are interchangeable in the discussion of what is legal, moral, and authorized when conducting military operations. These are agreed upon international treaties (save those nations who do not recognize such authorities/codes of conduct). The following discussion clarifies various topics and subtopics as well as the ramifications of failure to obey the LOAC and/or Rules of Engagement (cf. below).

Military Necessity validates the need for direct military intervention in an AOR. It is revocable at any time by the governing Agency, host nation, and/or United Nations.

Proportionality dictates that the response to force or threats of force do not exceed that which is reasonably required. Can you use an anti-material round to remove a bunkered sniper? Yes. Can you utilize an AC-130 to stop a suspect carrying an IED? No.

Unnecessary Suffering shall be avoided, in regards to both combatants and non-combatants, at all times.

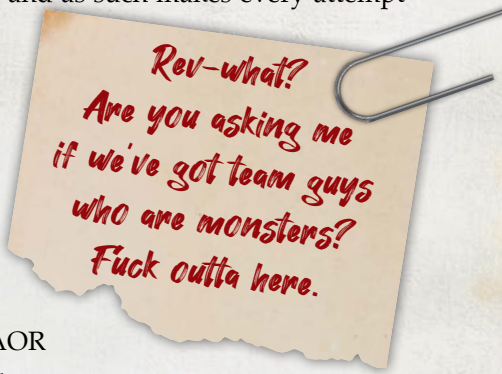
Distinction must be made between threat and non-threat, combatant and non-combatant and all times.

CLASSIFICATION TABLE

TERM	RESTRICTIONS
Combatants	Members of armed forces, regular or volunteer militia, guerilla, levee en masse. Openly carry arms, uniformed, following lawful orders, obeys LOAC. These are protected by LOAC.
Noncombatants	Correspondents, Technicians, Contractors, Medical Personnel, Chaplains, Occult Researchers, Civilians. These are protected by LOAC.
Spies	Act under false pretense in order to gain intelligence and transmit it to others. These are protected by LOAC, however they are subject to host-nation laws.
Terrorists, Insurgents, Saboteurs, Partisans, Occultists, Cryptids	These are NOT protected by the LOAC ***unless*** they act in accordance with the provisions of a combatant. Cryptids ***never*** fall within the LOAC.
Detainees, Enemy Prisoners of War (EPW)	These are protected by LOAC and have natural rights that shall not be violated. Governing procedures: Search (weapons/intel), Silence (separate them from one another), Safeguard (No harm may befall them), Segregate (men from women, officers from enlisted, etc.), Speed (no delays in processing), Tag (proper documentation).
Protected Places	Medical facilities, places of worship, any other structure of no military value. If the OPFOR violates these, request LOAC clarification.
Lasers	Only to be used for the marking of targets; it is prohibited to use a laser to cause blindness.
Incendiaries	Napalm, White Phosphorus, Flame-throwers are authorized so long as they are used for the intended purposes and cause no unnecessary suffering.
Landmines, Traps	Authorized so long as no unnecessary suffering results.
Chemical, Biological, Nuclear Weapons	Unlawful and considered treacherous.
Assassination	Lawful to target military leaders, but civilian heads of state are prohibited.
Rituals	These are large-scale efforts to alter reality, hinder or harm others, damage or destroy. These are NOT protected by LOAC.
Occult Powers	These are personal efforts to alter reality, hinder or harm others, damage or destroy. These are NOT protected by LOAC.
Relics/Talismans	Occult items created, used, administered, and deployed to alter reality, hinder or harm, damage or destroy. These are NOT protected by the LOAC.

(ROE)

What follows is the simple ROE "card" to be used in the field, by Operators and GMs alike, to ensure their conduct, even in the face of overwhelming occult powers, remains above board and within the laws established by the nations of the world. Raven often operates outside of conflict zones, and as such makes every attempt to conceal or limit all activity.



RAVEN ROE CARD

BLUF:

Attack legal OPFOR

Spare civilians and their property

Conduct yourself with dignity and honor

Comply with the LOAC

These ROE remain in effect until exfil from AOR

1. On order, OPFOR combatants are declared hostile and may be attacked subject to the following:
    a. Positive Identification to a reasonable certainty of the legitimacy of the target.
    b. Do not engage those who've surrendered, are unable to fight or utilize occult powers, or are infirmed.
    c. Do not strike the following, save in circumstances of self-defense, defense of allies, defense of VIPs: Noncombatants, Places of Worship, Medical Facilities, Schools, Museums, Monuments, and other historical and cultural sites.
    d. Do not fire into civilian populated areas or structures unless OPFOR is utilizing them for combatant purposes or in self-defense. Always minimize collateral damage.
    e. Do not target infrastructure, lines of communication, and economic objects unless vital for self-defense or ordered by Raven Actual. If you must fire upon any of these, your goal should be in this order: Disable, Disrupt, Destroy.
2. The use of force, to include lethal, is authorized to protect: Yourself, Your Troop, Allies; EPW; Civilians, VIPs, Designated Civilians; Properties.
3. Treat all civilians with dignity and respect and do the same for their property. Do not seize their property without permission (owner or Raven Actual) or in need to prevent immediate loss of life.
4. Detain civilians if they interfere in operations.
5. Looting and taking trophies of war is prohibited.

IMPLICATIONS

Violating the LOAC and or ROE causes loss of public opinion and sullies the psychological dignity and honor with which Raven serves. For every violation that occurs, the GM immediately gains a Benny which can be used by any OPFOR at any time. These violation Bennies also remain until used, even through multiple sessions.

OCCULT SITE EXPLOITATION (OSE)

Raven is primarily tasked with the gathering of occult intelligence and neutralizing occult-based HVTs.

INTERROGATION

This topic is no more or less sensitive in an RPG than in the real-world, and TFR seeks to bring the skill to the table with discretion and respect while marking the difference between interrogation and torture. TFR also provides the major tactics of interrogation, both soft and hard sells, as well as outlines how both Intimidation and Persuasion may be used to accomplish the same goal. While it may be tempting to draw out an interrogation scene like a social conflict or dramatic task, but really, it is best handled with a Quick Encounter and some narration. With that, let's talk interrogation and torture.

Interrogation is simply the act of questioning a subject, but let's be honest here, we all know what is meant when an intelligence agency or trained interrogator "formally and systematically questions" a subject. This is where *soft-sell* and *hard-sell* tactics come into play. Soft-sells rely on subtlety, feigning concern, and non-physically harmful deception. Hard-sells rely on direct threats, acts of harm, and other 'enhanced' methodologies. Under soft-sell, a subject generally is capable of maintaining composure or maintaining their story. Hard-sell, well, it becomes much more difficult to retain your constructed narrative while being electrocuted. Enhanced electrocution. At the end of the day, this is all done to gain answers to questions, confirm intelligence, and to gain an advantage over the adversary.

Torture is the deliberate act of causing harm to a subject, often for malicious pleasure, though at times it is used to extract confessions and information. It can be used as an interrogation method, but is far less reliable and more prone to false information if not outright lies. It is a contestable act and is not condoned.

In TFR and because of the lack of experience and knowledge of 99% of the population, we outline a Hollywood-lite version of creating interrogation scenes. To examine how we cover this, and the intent of the system, let's run through two scenarios illustrating hard and soft-sells, as well as how either Intimidation or Persuasion can be used to conduct both.

> *"Okay, GABBY, JITTERS, and SCREECH are in the holding cell with the HVT. The room is completely secure, no windows, a single door, and a lone camera in the ceiling corner. SCREECH is trained in interrogation and chooses to lead this scene. Given the short fused need of the information, SCREECH is going to go hard-sell against*

someone who is both a true believer in their cause and aware of your tactics, and thus provides a -2 modifier to the roll. As GABBY and JITTERS exit the cell and the solid door closes behind them, SCREECH bends over and picks up a bath towel and gallon jug of water. Take +2 to the roll for this method."

And that's it. The player rolls Intimidation or Persuasion and either succeeds and gets the information they seek (maybe a bit more with a raise), or they fail and they get bad gouge. And that means trouble for the team later. As part of the narration after the roll, Intimidation can mean the method was actually used, while Persuasion can indicate SCREECH made a big show of what was about to happen.

"Okay, GABBY, JITTERS, and SCREECH are in the holding cell with the HVT. The room is completely secure, no windows, a single door, and a lone camera in the ceiling corner. SCREECH is trained in interrogation and chooses to lead this scene. The team has some time on their side to obtain the intelligence, so SCREECH is going to go soft-sell against someone who is both a true believer in their cause and aware of your tactics, and thus provides a -2 modifier to the roll. As GABBY and JITTERS exit the cell and the solid door closes behind them, SCREECH slides a series of pictures over to the subject. They are of the family and loved ones, each giving an unspoken threat. Take +2 to the roll for this method."

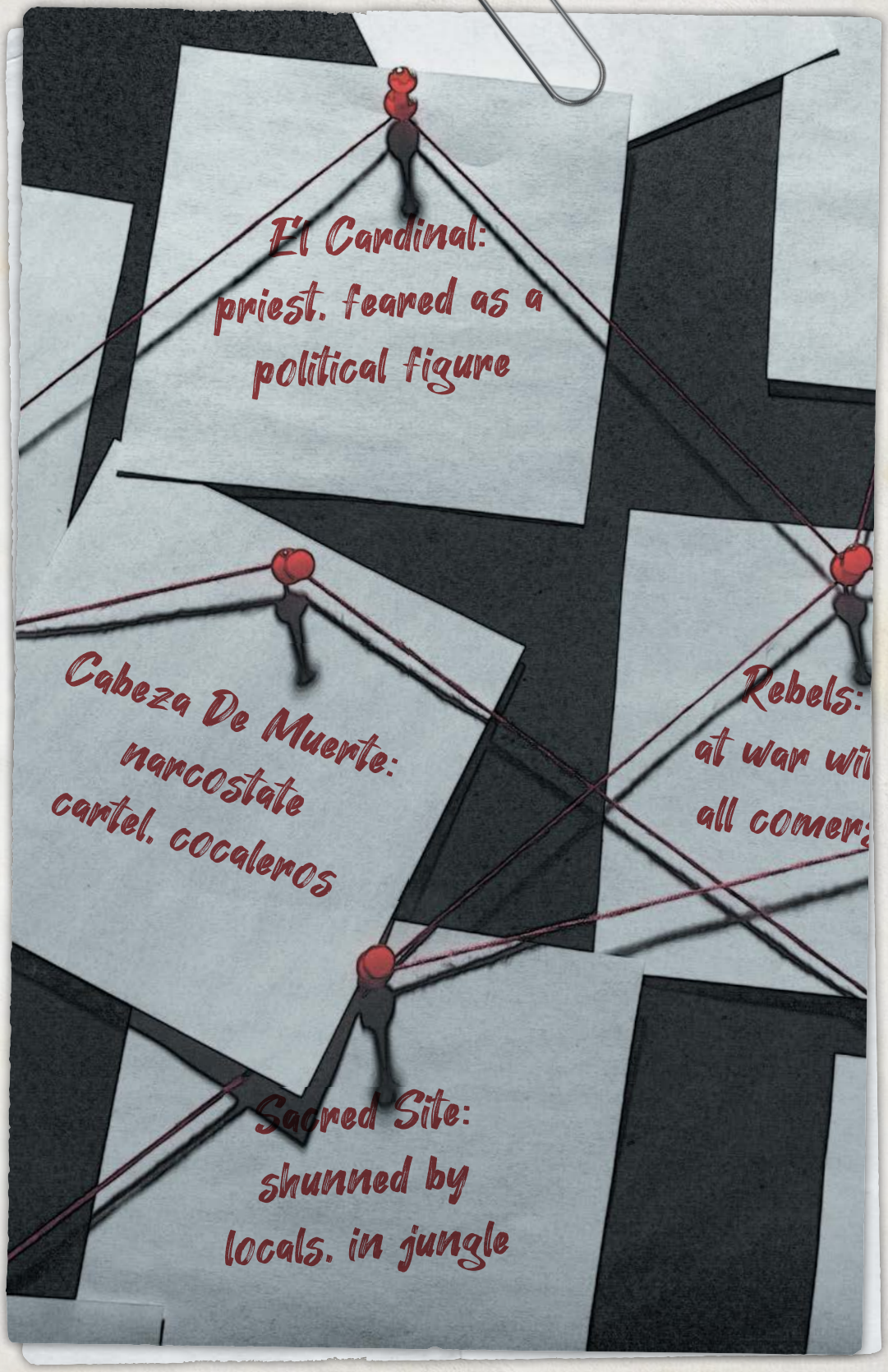
And that's it. The player rolls Intimidation or Persuasion and either succeeds and gets the information they seek (maybe a bit more with a raise), or they fail and they get bad gouge. And that means trouble for the team later. As part of the narration after the roll, Intimidation can mean the subject was hit hard by the fact the team would go after their kin, while Persuasion can indicate SCREECH made a big show of being concerned for their safety since they are obviously easy to find and the subject's allies likely know of the detainment.

That covers the quick and dirty topic of interrogation. It is your table and you and your players can run the setting any way you choose. We advise, with experience behind us, to be smart and not take this to the extreme. It's just a game.

CHAPTER 7

OPERATIONS

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM


El Cardinal:
priest. feared as a
political figure
Cabeza De Muerte:
narcostate
cartel. cocaleros
Rebels:
at war wi
all comer
Sacred Site:
shunned by
locals. in jungle

Every deployment of Raven starts with a problem that only Raven can handle: friendly NGO staff found drained of blood, a cache of strange crystals packed in Pelican cases, a town lockdown at sunset while a cryptid stalks the streets; this is where Raven lives and breathes. Every Raven operation is part of a Deployment Cycle that covers everything from the first indications and warnings of occult activity through the planning and execution, wrapping up with the after action report and work-ups for the next hop. Lather, rinse, repeat.

There are a couple of approaches to take when designing missions (ops) for Raven, with our primary being an amalgam of SMEAC, Occult Doctrine, Tactical Scope, and F3EAD; we refer to this as the Deployment Cycle. What this provides the GM is a nice, fluid means of planning the rhythm of a mission, with the net results being very capable of leading to one or more further missions. The players benefit from a mission card to have at the table with all of the major points of intelligence and tasking. And it all starts with some GM prep and then the Warning Order (WARNO).

The second method is very simple and obviates any verisimilitude: The Pop-off Method. You just come up with a problem and send the Operators to solve it. The amount and style and type of pre you do is all up to you. Vampire terrorizes village, deploy Raven. Boom!

PREP WORK

There's a few things you need to do before you can bring the players in, normally for the Indications and Warning phase. Raven is no different than other settings or genres, save we get to use the real world for our inspirations and then directly translate that over to the table. Let's get started.

Concept is the very first thing you need to figure out; this is what the mission is going to be about. Is there a missing asset that was investigating a cult using cryptids to terrorize the populace? A possible vampire lord in control of an entire valley? A team of special forces vanished in a remote area known to be home to cryptids?

Maps are next, since you'll need to know where the mission is going to take place. Good news is that Raven takes place in the real world, albeit you can invent faux nations and places. To help with the mapping, you can open any mapping app you use, or you can use a true tactical map maker. For cities, if you want something that is not in our world, use This City Does Not Exist.

The Ouija Board is actually called a Target Deck, but most folks in Raven refer to it as the Ouija Board. It consists of 5 people, locations, objects, or occurrences that are to be found in the mission area. Next, give each of them 3 pieces of information that is known, such as favorite places to eat, schedule, interviews, photos, etc. Finally, give each of the 5 Targets 1 piece of special intelligence that can be discovered during the Fix phase. Do this by drawing a card for each from the Action Deck and consulting the Special Intel Table.

Intelligence: Once you've got the Ouija Board together, plus your maps, you need to factor in the potential initial intelligence that plays a factor during the

Indications and Warning phase. Look at the Intelligence section for examples and look over your concept, maps, and Ouija Board for inspiration. This also helps prevent you from making a railroad. You'll also be sprinkling extra intelligence in each Tactical Scene, to give the team plenty of things to do once on the ground.

SPECIAL INTEL	
SUIT	INTEL
Spades	The target holds an exploitable resource.
Hearts	The target is protected in a significant way.
Diamonds	The target holds valuable intel.
Clubs	The target was recently involved in great harm.

The Warning Order is the term for the short and sweet of a situation, largely based on unconfirmed or tenuous intelligence indicating occult activity. Raven doesn't activate for every 8th grader's claims of seeing a werewolf, so the WARNO is based on high probability of activity. See the WARNO for details.

- **For the GM:** This is your elevator pitch of an idea for adventure, but what you come up with is not provided directly to the players; part of the game is figuring things out on the ground.
- **For the PCs:** This is a brief description of the situation as it is currently understood.

The Mission and ***ROE Cards*** are handed to the players at this time. The ROE is prefilled, but they will need to fill out the Mission Card as they move through the F3EAD phases.

START THE PROBLEM, START THE CLOCK

If the gathering and use of intel by the players seems too quick, this represents the fact from the time of a WARNO issuance to boots on the ground is about 24 hours. Raven acts as quickly as possible and so much of the intel is gathered by assets and resources and analyzed by the team. This is one of the reasons Raven recruits TACINTEL experts.

F3EAD

This is the planning and execution cycle of any mission. It stands for Find, Fix, Finish, Exploit, Analyze, and Disseminate. Once something pops off in the world dealing with the occult, all facets of Raven kick the tempo into high gear to determine the responsible Operators' deployment plan. Before the team can direct their efforts, they need to know what their Primary Tasking is for the mission. This is a direction from the GM to the players and is either called out directly or alluded to in the WARNO.

Primary Tasking is the general objective of the mission, any secondary taskers, and any expected pitfalls. There are multiple mission disciplines, a short description of each follows. Keep in mind that a mission's primary tasking can be altered or added to at any moment based upon the situation on the ground during the game. Raven starts on a direct action run to assassinate an HVT occultist, only to discover there is a missing ambassador taken by cryptid minions; now we are conducting a SAR mission.

- ◊ ***Direct Action*** is very simple: get into the op area and find/fix/finish an HVT or HVI. Cryptid or human, sometimes both. Fix means to locate and ensure a positive solution to the identity of the target.
- ◊ ***Recon*** requires a bit more nuance, with the team ordered to infiltrate the op area, gather intelligence, and exfil. Without being detected. Once detected, command must make an appraisal of the situation and provide a Go/No Go for the remainder of the tasking.
- ◊ ***SAR*** is exactly what it says: Search And Rescue. Someone is missing or kidnapped, and your team is going to get them back.
- ◊ ***Protection*** missions see the team used as personal guards and escorts for one or more VIPs, high value cargoes, or cryptids. Expect to travel in a variety of vehicles. And be ambushed. Skills related to vehicles will be valuable.
- ◊ ***Special Reconnaissance*** straddles the line between direct action and recon. Normally this is done to obtain specific intelligence, goods, or people. You are there to get in and out asap; no fucking around with unccessary engagements. Get the goods and bolter.
- ◊ ***Counteroccult*** missions require the team to inscribe runes or sigils, conduct rituals, or destroy occult items.
- ◊ ***Dismantling*** campaigns are long form operations aimed at targeting an entire network, whether it is a hostile nation controlled by a vampire lord, a narcostate smuggling occult-laced weight, or a cryptid-led insurgency.

FIND

The nomination phase, with the ultimate goal is a determination of a starting point for the Troop. Any good mission is going to hold plenty of starting points and the

GM is advised to use the Ouija Board to set up the mission points of high interest. A major part of this phase is the Indications and Warnings action.

Indications and Warnings (I&W) combine any and all existing intelligence known at the time mission planning commences. This is handled as a Quick Encounter (Staged). Each Operator can either act as the primary agent rolling their choice of skill or they can choose to support the primary by rolling a correlating skill. This is not just a fact finding mission, it is also an opportunity for the group to narrate the methods used in gathering the intelligence: HUMINT, SIGINT, COMINT, MASINT, OCCINT and so on. Each primary agent declares a topic of interest and makes the appropriate skill roll. Each Success (and Raise) provides the team with helpful information for their Find/Fix/Finish phases. The players may also burn a Benny, gaining a Raise on any single topic. This Benny remains spent from session to session, meaning that player starts with one less Benny until they complete the mission. See the Intelligence section for examples.

FIX

The locking down, by using all possible intelligence, on any of the Target Deck. The team discusses what they know, what they don't know, possible insertion points, kit load outs and so forth .The primary goal of all of this effort is to establish a Pattern of Life for the target, if applicable. This is also the last pre-deployment step.

FINISH

The actual operations of the mission, the physical deployment of Raven. This phase is where the Primary (and Secondary) Tasking comes into play, with the Operators getting at it, doing that hard work. It is also here that the prepwork and I&W gets put into action with Tactical Scenes.

EXPLOIT

Where the bills get paid. Raven is tasked with Occult Site Exploitation during the Finish phase, meaning the gathering of any and all occult-related intel. This can be ancient tomes, talismans, occultists, corpses, etc. It is to be cataloged, documented, interrogated, and processed for actionable intelligence in future missions. Remember, this is the 21st century and grimoires can be digital, social media can be used to empower rituals, etc.

ANALYZE

The phase conducted by Raven HQ and assets on the ground around the world. This is run as a post-mission Quick Encounter using Academics, Occult or Research. Analyze represents the comprehension of the exploited intel, the locating of valuable intel, and finally the obtaining of the intel. Bear in mind all methods of tradcraft and intel gathering are at play, go wild! A Success provides a +1 to the next misison's I&W rolls of all Operators acting as primary agents, with a +2 on a Raise. A failure impairs the I&W rolls by -1 and a Critical Failure ends the Quick Encounter and compromises Raven's next mission (they start with one less Benny each).

DISSEMINATE

All of the analysis conducted nets not only the modifiers to the next mission's I&W, but it also grants a choice of awards to the team (only one):

- ◊ **Full Spectrum:** A token that can be used by any Operator during the next mission to add a d6 to all of one Operator's Trait and damage rolls for one full turn.
- ◊ **Increased Funding:** The key stakeholders increase funding temporarily for the troop by d10x1000. These funds can help get vehicles, crew served weapons, IDF, and other assets in place during the next mission.
- ◊ **Hidden Influences:** The troop starts the next mission with an extar draw from the Adventure Deck. This card is usable by any of the Operators during the mission.
- ◊ **Promotion Ceremony:** Increase any single trait of a Raven Support Staff allied Extra by one step. The maximum trait is d12.
- ◊ **Field Training:** Add another Advanced Training from the same COS to a Raven Support Staff.

INTELLIGENCE

This section provides the most common types of intelligence gained during the pre-mission I***ndications and Warnings*** phase. This is by no means the limit of what can be discovered, but the most common topic areas covered and most likely skills used. On a Success, the general information is provided to the team, while a Raise nets them some very specific analysis of each data point.

◊ HUMINT (Intimidation or Persuasion), SIGINT/COMINT (Electronics), Overhead Imagery (Research), ISR Drones (Piloting), CyberOps (Hacking), Metaphysical Phenomenon (Occult), Hard Science (Science), Tradecraft (Stealth or Thievery), Social Media (Common Knowledge).

TERRAIN

A short list of various terrain types and possible effects on the mission. Examples:

◊ **Success:** Tropical island with jungles, inland lake, freshwater tributaries, low-grade mountain.

  ◊ **Raise(s):** Mountainous jungle provides -1 Pace, reduce running die to d4, and grant +2 Stealth.

◊ **Success:** Entrenched Cartel smuggling base.

  ◊ **Raise(s):** +2 OPFOR Notice checks and rolls opposing Intimidation or Persuasion.

WEATHER (WX)

The current and/or expected weather during the mission. Examples:

◊ **Success:** Light rain, light winds, thunder and lightning.

  ◊ **Raise(s):** Thunder can cover for gunshots (as suppressor).

  ◊ **Raise(s):** Lightning can hinder NVGs; when a Club is drawn at any time, lighting flashes and imparts -4 to the next Test using vision.

  ◊ **Raise(s):** Wind and rain provide +2 to Stealth checks.

◊ **Success:**Water temps can be a Hazard if unprotected in the water.

  ◊ **Raise(s):** There seems to be an unnatural effect; all Vigor rolls are at -2.

IMAGERY

Provides information on camps, populations, suspicious areas and patterns of life. Examples:

◊ **Success:** Every major camp or base has at least one checkpoint.

  ◊ **Raise(s):** There is a single combatant in each checkpoint, with a patrol of d4.

◊ **Success:** The HVT seems to attack the western border of the town.

  ◊ **Raise(s):** There is a possible beddown location in that vicinity.

COMBATANTS

The known and/or expected opposition likely to be met by the team. This does not need to be firm numbers, locations, or loyalties; feel free to be vague. For starting reactions, see SWADE pg. 33. Example:

- ◊ **Success:** Local civilians, some with desire to alert enemy combatants of the presence of Raven.
  - ◊ **Raise(s):** There is an active network of lookouts; -1 Stealth in populated areas.
- ◊ **Success:** Militia loyal to Cartel; they start as hostile.
  - ◊ **Raise(s):** Some of them are trained soldiers and former SF.
- ◊ **Success:** Local LEO patrols the region
  - ◊ **Raise(s):** They will not engage the Cartel.
- ◊ **Success:** Host nation military controls some regions.
  - ◊ **Raise(s):** These are elite soldiers who will engage Raven or the Cartel if they witness violence.

NONCOMBATANTS

Civilians, NGOs, others as defined in the LOAC. For starting reactions, see SWADE pg. 33. Example:

- ◊ **Success:** Local civilians are uncooperative.
  - ◊ **Raise(s):** There are trained Rebels in the mountains who are unfriendly.

CULTURE

Informs about specific cultural norms and languages of the region. Examples:

- ◊ **Success:** Populace speaks Spanish (Primary) and English (Secondary)
  - ◊ **Raise(s):** Many also understand Quechua (Secondary/Tertiary)
- ◊ **Success:** Khat, a strong narcotic, is in common use by the population.
  - ◊ **Raise(s):** It is known locally as Khafdjat, a spice used in most food/drink.

OCCULT THREAT

This section should list any known or overt occult activity, to include legends/superstitions. Example:

- ◊ **Success:** Locals are superstitious and prone to following folk tales. The area is said to be home to strange occurrences covering an array of West Andes folklore.
  - ◊ **Raise(s):** There are confirmed sightings of (choose 1 per Raise) Cadejo, Camazotz, Cuyancúa, Picudos, Ghuls, Madre de Aguas, Tata Duende

RAVEN ACTUAL (GM INFO)

This section is the full, accurate background for the GM. What is really going on, what encounters the team might come up against, intelligence to be gained to complete/facilitate the mission, and any maps for important locations. Always think in day/night rotations.

EXAMPLE BLUF:

The local population is terrorized by a cult controlled by an occultist. The occultist must be stopped and all cryptids summoned or controlled are also to be eradicated. All cultists wear/use talismans, be wary of any encounter.

ENCOUNTERS

- **Day (Draw an Action Card 1/day)**
  - Militia (Spade, Club), LEOs (Diamond), Civilians (Heart)
- **Night (Draw an Action Card 1/night)**
  - Pichaytay (Club)

SPECIAL INTELLIGENCE

These are the unknown pieces of information about one of the targets on the Ouija Board. These can be discovered on More Than A Raise or by burning a Benny. Examples:

- **Old fishing hut in marsh:** Civilian corpse with bullet wounds, Flayed human skin on wall, clawed footprints and blood on scene.
- **Old hunting lodge in hills:** Two flayed human skins hang on racks, AK magazines x4, clawed footprints.

IMAGERY

Remember to include a day/night cycle of OPFOR. Everyone sleeps, everyone eats, everyone shits.

AREA	DAY	NIGHT
Bunker	1 Basic Militia	1 Basic Militia
Chow Hall	Artist	+1 Performance rolls
	2 Civilians	2 Civilians
	d4 Militia	d8 Militia
HQ	1 Occultist	1 Occultist
	d4 Commandos	1 Commando Wild Card
	d4 Team Leaders	d6 Team Leaders

THE WARNO

Is a short-form message designed to provide all of the immediate tasking parameters in one transmission. This is normally the last thing a GM creates, but normally the first thing the players receive. The portions of the SITREP are the Classification Line, the Situation Report, the Operation Order, expected Occult influences, Rules of Engagement in effect, any special dissemination chains (if any), and a final Classification Line.

EYESONLY//BURN

STIREP: RAVEN ASSET <<SHORTSTOP>> NO LONGER IN COMMS. BIOTRACKER WENT OFFLINE ON OR ABOUT 0335Z.

OPORD: RAVEN IS TASKED AS FOLLOWS:
1. FAST ROPE INFILTRATION ONTO SEABORNE PLATFORM THREE KLICKS FROM PORT.
2. LOCATE <<SHORTSTOP>> AND CONFIRM IDENTITY.
3. EXFILTRATE WITH <<SHORTSTOP>> VIA SEA (PRIMARY) OR AIR (SECONDARY).

OCCULT: HUMAN SACRIFICE CONFIRMED

ROE: CARD PROVIDED

EYESONLY//BURN

<<SHORTSTOP>> is a codeword/cover term. These are singular NOUNS to conceal the true identity of any asset or high value individual.

I was on overwatch when Gabby, Jitters, and Ivy went down. It lasted seconds and it took the docs a month to complete the forensics in order to ID them.

THE AAR

Once the team is back to the safehouse, base, or home, run the After Action Report (AAR) as a group Interlude. Deal every Operator a card from the Action Deck and, starting with the Operator to the left of Raven Actual (the GM), ask, "so, let's talk about some specifics of the mission…"

Leading Question Examples (1 per Operator)

MISSION HIGHLIGHTS
SPADES
What gave you pause to think and reconsider how the mission was being executed? What was a moment of quick, decisive action? What did you personally contribute to the mission? What was something that gave you the most resistance/difficulty?
HEARTS
What was the most valuable skill set for the mission? What was an emotional highlight during the mission? How did you persevere in the face of extreme danger?
DIAMONDS
What gear or piece of kit was most valuable? Any mission tasking you did not consider vital? What did you consider the most valuable gain from the mission? What was the most shocking boon during the mission?
CLUBS
What went most wrong during the mission? What did we lose on this mission? Who's emotions put them out of pocket? What was the most difficult obstacle during the mission?

Once the ARR is complete, the team gains 100xd10 per Operator in assets. This can be used to gain more gear, upgrade kits, ensure gear is in place for the next mission, etc.

WORK-UPS

Operators are not deployed 24/7, and that means down time. Ish. There's training, routine work, and leisure time with friends and family. Prior to the start of a new mission, we suggest running Interludes for the team. Deal every Operator a card from the Action Deck and, starting with the Operator to the right of Raven Actual (the GM), say, "so, let's talk about our routine before we get started again…"

Leading Question Examples (1 per Operator)

WORK HARD, PLAY HARD
SPADES
There was a promotion at work, who was it? You used feedback and INTEL from a prior mission to get Raven better training, what was that? What is the most important non-work related thing you accomplished? What was the most important work-related thing you accomplished?
HEARTS
What skill sets did you practice? What specific skills did your team practice? You had a great experience with your loved ones, what was that? What is the strongest emotion amongst the team right now? You narrowly avoided an accident, what was it and how?
DIAMONDS
You figured out some new gear for Raven to utilize, what is it? What hobby did you practice? There's something you are anxious to get your hands on, what is it? What is the biggest gain for you or the team?
CLUBS
You got into a spiraling argument with your significant other(s), why? There was an incident that resulted in an injury or loss of confidence, what happened? What ramifications of a previous mission are affecting you now?

Once answered, award a Benny or a draw from the Adventure Deck.

Hey, work-life balance is real. But you're gonna fuck it up somehow. You'll be on the tether for a hop and argue with your bette half at 0230 because you couldn't find the milk. The stress gets so bad that we look for ways to make deploying 'easier' on everyone. It doesn't.

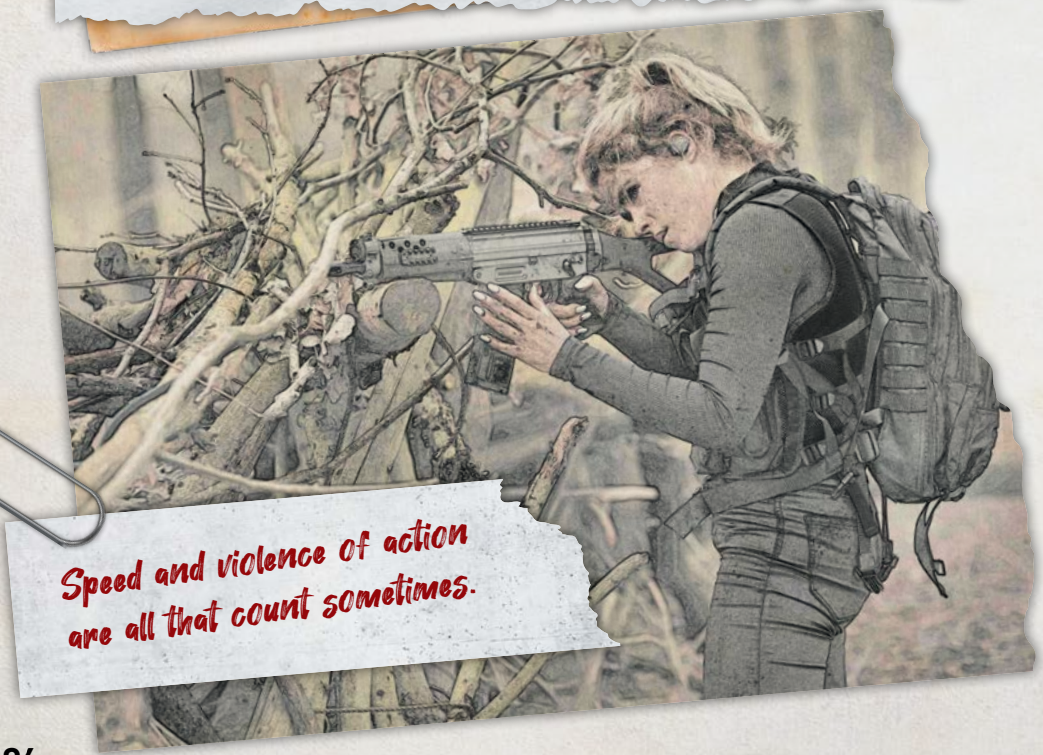
DEPLOYMENT CYCLE CHECKLIST

1. **(CONCEPT)** Come up with a general idea of what occult mystery is occurring, like power-infused cocaine, massive occult signatures picked up by ISR, a missing asset known to a cult, etc. This will also dictate the likely Primary Tasking. You also need one or more maps.
2. **(OUIJA)** Design your mission Ouija Board: 5 HVTs, HVO, POI, etc., 3 Common Knowledge pieces of info about each, and 1 piece of Special Intelligence for each.
3. **(INTEL)** Start building practical intelligence based on the above.
4. **(WARNO)** Provide the team with the Warning Order. Now we start the clock, start the problem.
5. **(FIND)** Based on all intel, the WARNO, and the Primary Tasking, the team determines the point of focus for their planning. Run the I&W Quick Encounter (Staged). The Operators either act as the Primary Agent or provide Support to one of the Primaries. Every Success and Raise provides vital intelligence to be used during the mission.
6. **(FIX)** The team begins to scour all possible intelligence sources to gain an idea of the Pattern of Life for the target, as well as possible Special Intelligence.
7. **(FINISH)** The team inserts into the AOR and commences the mission. This is the loadout moment as well. This is where the Tactical Scenes come in handy. Also remember to sprinkle intel around, such as people, computers, pictures, maps, etc. to be exploited.
8. **(EXPLOIT)** The team completes the Primary Tasking and conducts their OSE. This can lead to Secondary Tasking or aid in existing Secondary Tasking.
9. **(EXFIL)** The team efils from the AOR, returning to base (RTB).
10. **(AAR)** Run the AAR for the team as a debriefing to Raven Actual.
11. **(ANALYZE)** Run the Quick Encounter using fresh intel from the mission. This can and should provide new leads to another mission; this can be in the same or a different AOR.
12. **(DISSEMINATE)** The team receives feedback from their Analyze efforts in the form of boons.
13. **(WORKUP CYCLE)** Run the routine work and leisure Interludes for each Operator.

Welcome to the suck.
It's always groundhog day here.

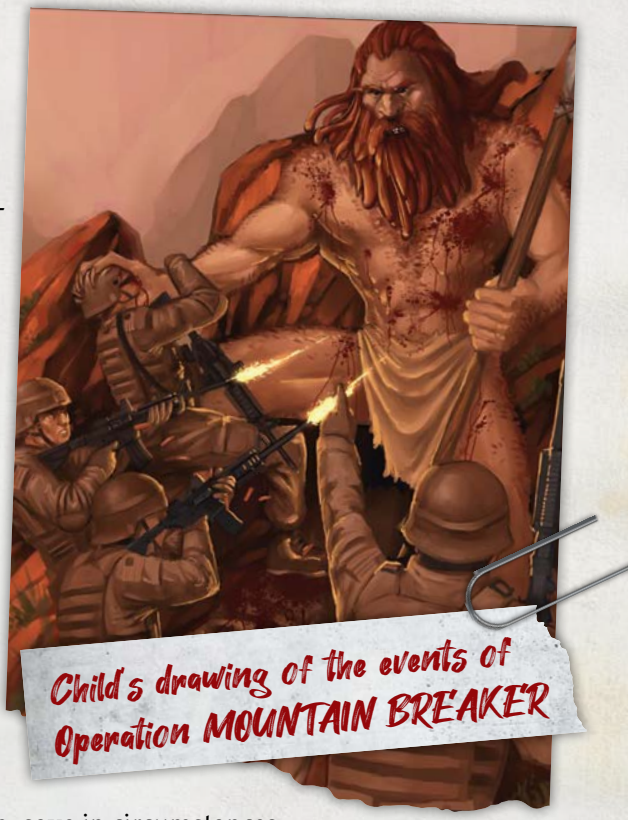
MISSION CARD

MISSION PHASE	KNOWN/SUCCESS	RAISE
WARNO		
Primary Tasking		
Secondary Tasking		
INTELLIGENCE GAINED		
Combatants		
Noncombatants		
Wx		
Terrain		
Imagery		
Cultural		
Occult Threat		



Speed and violence of action are all that count sometimes.

RAVEN ROE CARD



BLUF:

Attack legal OPFOR

Spare civilians and their property

Conduct yourself with dignity and honor

Comply with the LOAC

These ROE remain in effect until exfil from AOR

1. On order, OPFOR combatants are declared hostile and may be attacked subject to the following:
    a. Positive Identification to a reasonable certainty of the legitimacy of the target.
    b. Do not engage those who've surrendered, are unable to fight or utilize occult powers, or are infirmed.
    c. Do not strike the following, save in circumstances of self-defense, defense of allies, defense of VIPs: Noncombatants, Places of Worship, Medical Facilities, Schools, Museums, Monuments, and other historical and cultural sites.
    d. Do not fire into civilian populated areas or structures unless OPFOR is utilizing them for combatant purposes or in self-defense. Always minimize collateral damage.
    e. Do not target infrastructure, lines of communication, and economic objects unless vital for self-defense or ordered by Raven Actual. If you must fire upon any of these, your goal should be in this order: Disable, Disrupt, Destroy.
2. The use of force, to include lethal, is authorized to protect: Yourself, Your Troop, Allies; EPW; Civilians, VIPs, Designated Civilians; Properties.
3. Treat all civilians with dignity and respect and do the same for their property. Do not seize their property without permission (owner or Raven Actual) or in need to prevent immediate loss of life.
4. Detain civilians if they interfere in operations.
5. Looting and taking trophies of war is prohibited.

HOW TO ESTABLISH A TACTICAL SCENE

CLEVER TITLE RELATED USING TWO DISPARATE NOUNS

Some common things to be mindful of when presenting a Scene to the Operators.

DESCRIPTION

Describe the general scene in a prose. Where is this occurring? What time of day? Weather?

SENSORY INPUT (WHAT THEY CAN KNOW WITHOUT SKILL CHECKS)

- See
  - Things you can see readily.
- Hear
  - Things you can hear readily.
- Smell
  - Things you can smell readily.
- Occult
  - Any oddities felt or sensed readily.

INTELLIGENCE TO BE GAINED

A list of potential intel to be found/extracted by the team. Method used follows as (Skill).

LIKELY SKILL CHECKS

What is an action the team is likely to take? Think of the most common Skill checks just to be ready.

- Skill Name: What result is generated on a success.
  - Raise: Extra knowledge or capability gained.

COMBAT NOTES

- Things to be used as Cover
  - Item (note Cover Modifiers and Hardness)
- Is there a retreat moment for the OPFOR? Leader is killed, a cryptid appears, etc.
- How long before a reaction force comes to bear against the Scene?
  - What is the likely make up of this response element?

"Our formula is this. we go out and we hit people in the mouth".
-Mike Singletary

CHAPTER 8

OPFOR

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM

What follows are some of the more common human opposition forces, though a few present occult challenges. These are baselines only and should be adjusted as needed. The cryptid section contains a collection of the more common or esoteric cryptids from around the world. We urge the GM to investigate them as desired or required, as some pieces of information were left deliberately ambiguous for each table to decide the how and why. That's just how cryptids are.

HUMANS

MILITIA

These are the raw recruits in any military/militant unit, common hitters, or any military age citizen.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Athletics d4, Fighting d4, Notice d4, Persuasion d4, Shooting d4, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 5; **Psyche:** 4
Hindrances: Impulsive, Vow (minor)
Edges:
Gear: Rifle (24/48/96, 2d8+1, AP2, ROF3, Shots30), Knife (3/6/12, Str+d6); +3 Mags

SOLDIER

These types of combatants represent those who stuck around for more than a year, getting the training and discipline they need to better handle the tough work of combat. Military, Sicarios, Trained Militia, PMC, etc.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 5; **Psyche:** 5
Hindrances: Cautious, Vow (minor)
Edges: Alertness, Soldier
Gear: Rifle (24/48/96, 2d8+1, AP2, ROF3, Shots30), Knife (3/6/12, Str+d6); +3 Mags

HEAVY GUNNER

Every squad or fire team normally includes someone trained with an LMG or SAW; that's this one. Capable of pinning down the target making it easier for allies to flank, grenade, or extract.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Persuasion d6, Shooting d10, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 4; **Psyche:** 5
Hindrances: Impulsive
Edges: Rock n Roll, Soldier, Steady Hands, Trademark Weapon (LMG)
Gear: LMG (30/60/120, 2d8+1, AP2, ROF4, Shots100), Pistol (12/24/48, 2d6, AP1, ROF1, Shots 15), Knife (3/6/12, Str+d6); 1 reload for LMG, +1 Mag for pistol.

BOMB MAKER

No matter the source of the training, these individuals are quite adept at making dangerous toys. From simple plate or tripwire explosives to full on VB/IEDs, they almost always are missing one or more fingers. And sometimes other parts. The longer they do the job, the more recognizable they tend to be.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d4
Skills: Athletics d4, Electronics d6, Fighting d4, Notice d8, Persuasion d6, Repair d8, Science (Chemistry) d6, Shooting d4, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 4; **Psyche:** 6
Hindrances: Cautious, Hesitant
Edges: McGyver, No Mercy
Gear: Pistol (12/24/48, 2d6, AP1, ROF1, Shots 15), IED (2d6+2, SBT), tool kit

SNIPER

True masters of marksmanship and stealth, none are deadlier than a well trained and well equipped sniper. You'll literally never see them coming.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d4, Notice d8, Persuasion d4, Shooting d12, Stealth d10, Survival d10
Pace: 6; **Parry:** 4; **Toughness:** 5; **Psyche:** 5
Hindrances: Outsider (prefers to work alone)
Edges: Alertness, Dodge, Fleet Footed, Marksman, Scout/Sniper, Trademark Weapon (Sniper Rifle)
Gear: Rifle (30/60/120, 2d10, AP3, ROF1, Shots 7), Pistol (12/24/48, 2d6, AP1, ROF1, Shots 15), Knife (3/6/12, Str+d6); +3 Mags for rifle, +3 Mags for pistol.

RPG GUNNER

Ant-tank, anti-helo, anti-person; don't matter. This is a dangerous foe to face, capable of sending an explosive charge over distance.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 5; **Psyche:** 5
Hindrances:
Edges: Combat Reflexes, Nerves of Steel, No Mercy, Soldier, Trademark Weapon (RPG)
Gear: RPG (24/48/96, 4d8, AP15, ROF1, MBT, Heavy Weapon), SMG (12/24/48, 2d6, AP1, ROF3, Shots30); +4 RPG rounds.

MORTAR GUNNER

A mortar typically requires two or more individuals to transport, setup, and fire, but the payoff is more than worth it. Fire blossoms when they make it rain.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d8, Battle d6, Fighting d6, Notice d6, Persuasion d4, Repair d4, Shooting d6, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 5; **Psyche:** 5
Hindrances: Overconfident
Edges: Brawny, Trademark Weapon (Mortar)
Gear: Mortar (100/200/400, 3d6, AP20, ROF1, MBT), Rifle (24/48/96, 2d8+1, AP2, ROF3, Shots30), Knife (3/6/12, Str+d6); +3 Mags

COMMANDO

The pinnacle professional soldier. More than capable of overcoming fear, hunger, thirst, and even pain.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d10, Vigor d8
Skills: Athletics d6, Battle d6, Fighting d10, Notice d8, Persuasion d4, Shooting d10, Stealth d6, Survival d6
Pace: 6; **Parry:** 7; **Toughness:** 10 (4); **Psyche:** 8
Hindrances: Code of Honor, Vow (minor)
Edges: Alertness, Combat Reflexes, Dodge, Hard to Kill, Killer Instinct, Level Headed, Loyal, Marksman
Gear: Rifle (24/48/96, 2d8+1, AP2, ROF3, Shots30), Pistol (12/24/48, 2d6, AP1, ROF1, Shots 15), Knife (3/6/12, Str+d6), M67 Grenades (5/10/20, 3d6, MBT)x3; +6 Mags rifle, +3 Mags Pistol, Body Armor +4.

MEDIC

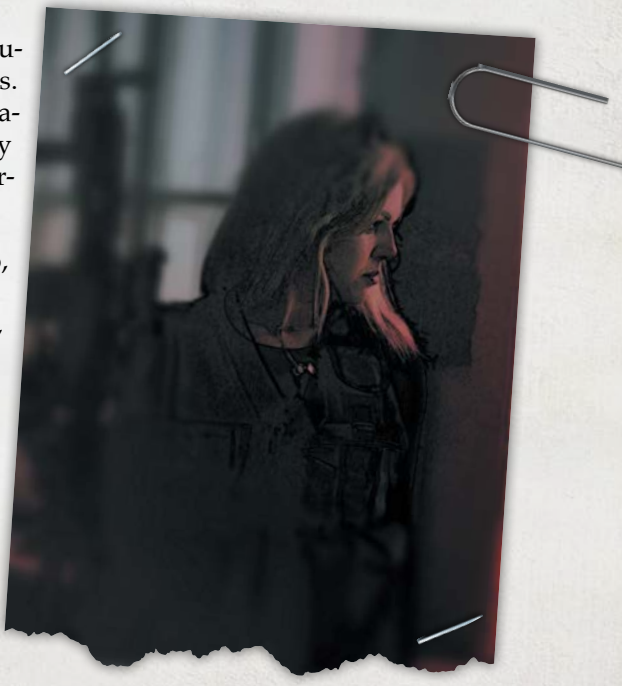
Battlefield surgery, advanced life saving techniques, and general medical knowledge.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d4, Healing d10, Notice d8, Persuasion d6, Shooting d6, Stealth d8
Pace: 6; **Parry:** 4; **Toughness:** 5; **Psyche:** 5
Hindrances: Vow (major)
Edges: Fleet-Footed, Healer, Level Headed
Gear: SMG (12/24/48, 2d6, AP1, ROF3, Shots30), First Aid kit.

TEAM LEADER

The NCO, right hand, or even a "lieutenant" to an actual officer or boss. They are trained or intrinsically capable of leading a team of warriors. They can fight to be sure, but more importantly, they can coordinate.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d8, Persuasion d8, Shooting d8, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 5; **Psyche:** 5
Hindrances: Loyal, Vow (major)
Edges: Command, Hold the Line, Inspire, Natural Leader, Soldier
Gear: Rifle (24/48/96, 2d8+1, AP2, ROF3, Shots30), Knife (3/6/12, Str+d6); +3 Mags



COMMANDER

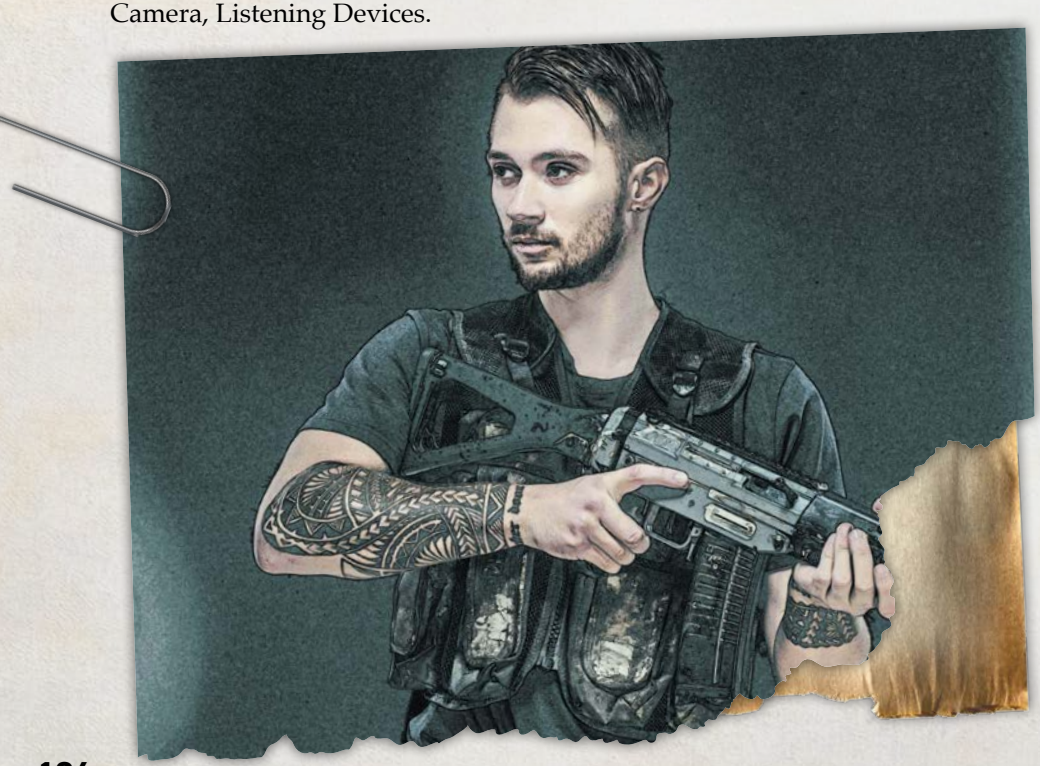
The true leader of warriors, but maybe not the boss. Holds a proven capacity to coordinate multiple units of shooters, armor, artillery, etc.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Battle d8, Fighting d6, Notice d10, Persuasion d8, Shooting d8, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 6; **Psyche:** 6
Hindrances: Code of Honor, Loyal, Vow (major)
Edges: Command, Command Presence, Hold the line, Inspire, Natural Leader, Soldier, Tactician/Master Tactician.
Gear: Rifle (24/48/96, 2d8+1, AP2, ROF3, Shots30), Pistol (12/24/48, 2d6, AP1, ROF1, Shots 15), Knife (3/6/12, Str+d6); +3 Mags

INFILTRATOR

Spy, scout, or saboteur, this individual is trained to get in, blend in, and gather intelligence.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Hacking d6, Intimidation d6, Notice d8, Persuasion d10, Shooting d8, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 5; **Psyche:** 6
Hindrances: Outsider (personality conflicts), Quirk (darting eyes)
Edges: Alertness, Charismatic, Combat Reflexes, Elan, Linguist
Gear: Pistol (12/24/48, 2d6, AP1, ROF1, Shots 15), Knife (3/6/12, Str+d6), Micro Camera, Listening Devices.



ASSET

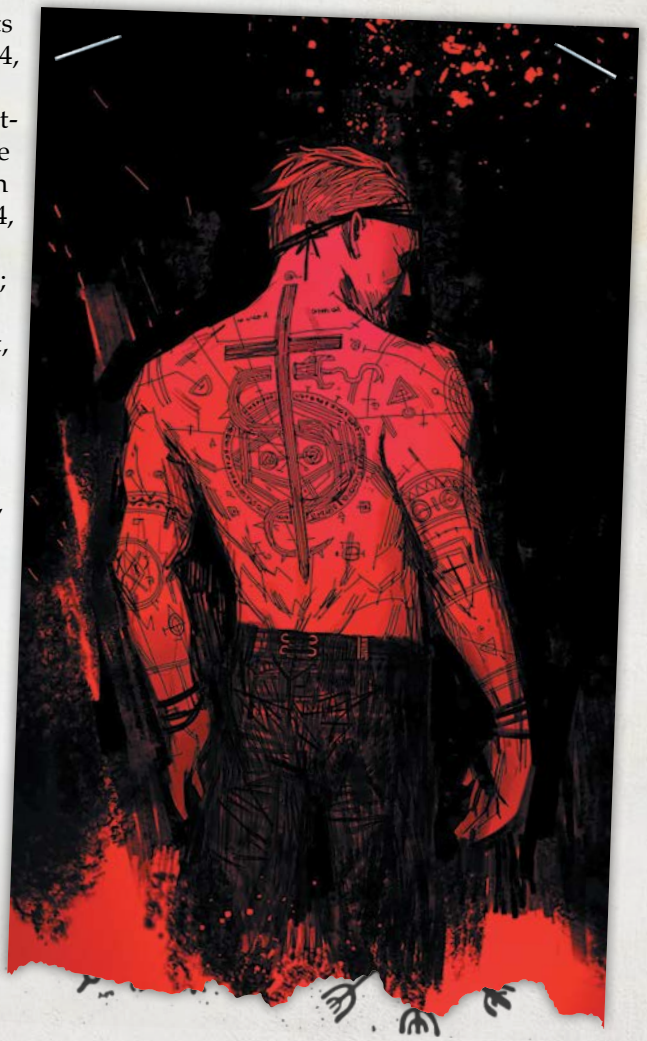
Where the Infiltrator is the spy, the Asset is the target of a spy; they hold access to information or equipment and are willing to report back to their handler.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Fighting d4, Notice d4, Persuasion d4, Shooting d4, Stealth d4; Choose one skill to reflect specialized knowledge/access.
Pace: 6; **Parry:** 5; **Toughness:** 5; **Psyche:** 5
Hindrances: Secret (major)
Edges: Choose one to reflect specialization.
Gear: Micro camera

OCCULTIST

This is where things get weird…literally. The occultist holds secret knowledge and is capable of conducting rituals to make things bend to their will.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d4
Skills: Academics d8, Athletics d4, Fighting d4, Notice d4, Occult d10, Persuasion d4, Ritual d10, Shooting d4, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 4; **Psyche:** 6
Hindrances: Overconfident, Stubborn
Edges: Arcane Background (Ritual); Powers require psyche as PP.
Powers (Choose 3): *Banish, Barrier, Beast Friend, Boost/Lower Trait, Divination, Mind link, Protection, Puppet, Shape Change, Summon Ally, Zombie.*
Gear: Ritual Knife (Spr+d6), Forbidden Tomes



HOW TO BUILD AN EXTRA/WILD CARD

If the preceding human opponents are not quite what you need, take them as examples and archetypes. Need a Wild Card Soldier? Cool, just say, 'this one is a Wild Card' and give them Bennies and Wounds. Congrats! Seriously though, SWADE makes the process of creating NPCs incredibly simple. Let's start.

A d6 is average human capability. A d4 represents working knowledge. A d8 is professional-ametuer level of capability. A d10 is professional and a d12 is elite. Take any Trait and ask yourself how well does this NPC do that. We start with a d6 in all Traits for NPCs and adjust using this question. Watching too much American Wrestling? D4 Athletics. Does tactical reload drills on the weekend and burns through ammo? D8 Shooting. Crossfits? D8 Strength and or Vigor. Apply any and all Hindrances and Edges that make sense…re-read that. Make sense, not give the best combat advantages. Sometimes, yes, to make that stockbroker into an ametuer MMA fighter, but not always. Sometimes, there is a spoon.

Let's see how it works:

OCCULT RESEARCHER

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d4
Skills: Academics d10, Athletics d4, Notice d4, Occult d10, Persuasion d4, Research d12, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 4; **Psyche:** 6
Hindrances: Bad Eyes, Ruthless
Edges: Linguist, Scholar
Languages: Arabic, Sumerian, Egyptian, Aramaic, Latin
Gear: Eye Glasses, Forbidden Tomes

Need a bumbling Soldier? Take that Agility and Athleticism down to d4, give All Thumbs and Clumsy.

CRYPTIDS

Appropriate SWADE Bestiary: Any normal animal, Dire Wolf, Dragon, Elemental, Ghost, Giant Worm, Lich, Minotaur, Ogre, Skeleton, Spider, Troll, Vampire, Werewolf, Zombie.

Appropriate SWADE Fantasy Companion Bestiary: Basilisk, Barghest, Chimera, Crocotta, Demon/Devil, Drake, Dryad, Gargoyle, Ghoul, Giant, Grave Guardian, Hag, Harpy, Hellhound, Khazok, Knowledge Eater, Medusa, Methuselah Tree, Moss Men, Mummy, Naga, Naiad, Nightmare, Red Cap, Siren Bush, Tree Folk, Will-o-Wisp

Cryptids use innate magic, and as such are able to tap into a personal reserve of power points. They may also drain the psyche of another or themselves to also cast their powers.

Infrared (IR): IR defeating smoke also affects cryptid darkvision. To counter this, cryptid darkvision also may see IR (lasers, beacons, nightvision, etc) very clearly… adjust modifiers accordingly. Ex: running an IR ITPIAL is invisible to humans, but anything with darkvision or night vision sees a trail back to a gun.

Indicates a Wild Card

ABAIA (uh-BYE-uh)

A monstrous eel-like creature of Melanesian origins. They dwell in the bottoms of freshwater lakes, surrounded by aquatic life of all kinds.

Occult: On a Success, it is known they use fish to lure victims to the water's edge. On a Raise, they possess magical capabilities.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10
Skills: Athletics d12, Fighting d12, Magic d10, Notice d10, Stealth d12, Survival d10
Pace: 4; **Parry:** 8; **Toughness:** 11 (3); **Psyche:** 7
Edges: Alertness, Arcan Background (Magic), Strong Willed
Powers (13PP): *Beast Friend*,*Light/Darkness* (Fog)
Special Abilities:

- **Aquatic:** Pace 12.
- **Armor +3:** Natural Scales.
- **Bite:** Str + d8
- **Darkvision:** Ignores all vision penalties.
- **Large:** -2 to attack medium-sized creatures; medium-sized foes gain +2 to attack the giant.
- **Size +7:** 30 feet long.

ADARO (uh-DAR-oh)

An aquatic species found in the Pacific Ocean, specifically the South Pacific. They appear as humans with lower bodies as fish, a shark's dorsal fin, and a sword-fish-like spike growing for their foreheads.

Occult: On a Success, it is known they can be found in large schools of fish. On a Raise, it is known they can be fooled by rubbing fish oil and eggs on the body.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d6, Shooting d6, Stealth d6, Survival d10
Pace: 6; **Parry:** 6; **Toughness:** 9 (2); **Psyche:** 5
Edges: Berserk
Special Abilities:

- **Aquatic:** Breathes underwater.
- **Armor +2:** Natural Scales and precious metals.
- **Bite:** Str + d6
- **Darkvision:** Ignores all vision penalties.
- **Hardy:** A second Shaken result does not become a Wound.
- **Swim (12"):** While swimming, Athletics becomes d12.

ALMAZ (ALL-mahz)

A roughly human-sized creature with a hirsute of black, coarse hair/fur. Their faces are flat and the arms end in vicious claws capable of rending armor. Often they are found with a weapon buried in the chest. Commonly found in mountain forests, highland prairies, and arid steppes.

Occult: On a Success, they can be Persuaded to dance…so long as music plays. On a Raise, it is known that they are rendered helpless by scalping them.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d12
Skills: Athletics d4, Fighting d10, Intimidation d8, Notice d8, Persuasion d4, Stealth d8, Survival d12
Pace: 6; **Parry:** 7; **Toughness:** 10 (2), Psyche: 5
Edges: Counterattack, First Strike
Special Abilities:

- **Armor (2):** Thick hide acts as armor.
- **Claws:** Str + d6, considered heavy weapons.
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Unassailable:** Cannot suffer more than a single wound in a single action dealing damage.
- **Weakness:** Remove hair and they are Stunned.

BALAUR (bah-LOWER)

A three-headed dragon-like beast, with wings found in remote mountains, lakes and woodlands. They are Romanian in origin and terrorize settlements, seeking youths just shy of "naming" age, usually 13. They are food, plain and simple. A balaur is commonly summoned and controlled by an occultist.

Occult: On a Success, it is known they can be tamed by a magical rope made of spun gold. On a Raise, it is known that a charismatic hero causes great harm to them.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d12
Skills: Athletics d10, Fighting d6, Notice d12, Stealth d4, Survival d10
Pace: 5; **Parry:** 5; **Toughness:** 15 (2); **Psyche:** 5
Edges: Combat Reflexes, Improved Frenzy, Quick, Strong Willed.
Special Abilities:

- **Armor (2):** Scaled body
- **Bite:** Str + d8
- **Boon:** The person dealing the death blow may choose to remove a Hindrance.
- **Dark Vision:** Ignore all vision penalties.
- **Large:** -2 to attack medium-sized creatures; medium-sized foes gain +2 to attack the giant.
- **Loot Drop:** Any Wound caused by a bite turns the saliva of the balaur into d4 precious gems, each valued at 10+d10 in dollars.
- **Size +5:** Runs approximately 15 feet from head(s) to tail.

BANSHEE

While the term banshee derives from Gaelic (with linguistic etymology in all Indo-European languages), these can be found in one form or another, as appropriate to the local culture, as a baleful spirit of a woman. They seek to kill living creatures. The anguish of an unjust death, usually murder, can create a banshee.

Occult: On a Success, it is known they can kill with their keening wail. On a Raie, it is known they fear sunlight.

Attributes: Agility d12, Smarts d4, Spirit d12, Strength d6, Vigor d6
Skills: Athletics d12, Fighting d12, Notice d12
Pace: 8; **Parry:** 8; **Toughness:** 5; **Psyche:** 8
Edges: Alertness, Charismatic, Combat Reflexes, Dodge/Improved Dodge, Level Headed, Quick, Strong Willed
Special Abilities:

- **Darkvision:** Ignores all vision penalties.
- **Ethereal:** Cannot be harmed by non-magical attacks.
- **Immunity:** Sleep, Paralysis, Mental effects.
- **Pass Through:** Spr + d6 plus 2 necromantic damage.
- **Undead:** Ignore 1 point of Wound penalties, ignore extra damage from called shots, does not breath, does not eat, unaffected by poison, and does not bleed out.
- **Wail:** Opposed Spirt roll or suffer Spr + d12 damage.
- **Weakness:** Sunlight

BARMANOU (bur-MAHN-ow)

Essentially a Bigfoot-esque cryptid dwelling in northern Pakistan. Normally maintain distance, but are known to harass travelers and climbers, often in search of food.

Occult: Nothing in particular, they are simply a hominid offshoot of gigantopithecus.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10
Skills: Athletics d8, Fighting d6, Notice d10, Stealth d6, Survival d10
Pace: 8; **Parry:** 5; **Toughness:** 8; **Psyche:** 5
Edges: -
Special Abilities:

- **Darkvision:** Ignores all vision penalties.
- **Fist:** Str + d6
- **Size +1:** Eight feet tall.

BLACK DOG

An ethnographic term for any manner of cursed hound or canid that, when seen or encountered, is the doom of those involved. They can be singularly encountered, or arrive in a pack.

Occult: On a Success, it is known they are possessed by the spirit of a person wrongfully executed. On a Raise, it is known they can be Banished by ritual.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d8, Stealth d8, Survival d8
Pace: 8; **Parry:** 6; **Toughness:** 6; **Psyche:** 6
Edges: Frenzy, Level Headed, Quick
Special Abilities:

- **Bite:** Str + d6 plus disease.
- **Darkvision:** Ignores all vision penalties.
- **Ill Omen:** As an Action, can spend a GM Benny to remove a player Benny.
- **Physical Resistance:** All damage dealt is at -3; cold iron, silver, or enchanted weapons deal normal damage.
- **Saliva:** Anyone taking a Wound from the bite is also affected by a debilitating disease.

BU DARYA (BOO DAHR-yuh)

Known by sailors in the Persian Gulf as "sea devils", these creatures resemble demonic fish-like humanoids. They attack ships, submarines, and shorelines for food (people). They can and do use modern arms and armor, the statistics below reflect a natural state.

Occult: On a Success, it is known that they use wails and cries to lure ships into danger. On a Raise, it is known that if sacred verses are uttered, this penalizes their attacks by -2.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d6, Shooting d6, Stealth d6, Survival d10
Pace: 6; **Parry:** 6; **Toughness:** 9 (2); **Psyche:** 5
Edges: Berserk
Special Abilities:

- **Aquatic:** Breathes underwater.
- **Armor +2:** Natural Scales and precious metals.
- **Bites:** Str + d6
- **Darkvision:** Ignores all vision penalties.
- **Hardy:** A second Shaken result does not become a Wound.
- **Swim (12"):** While swimming, Athletics becomes d12.

CADEJO (kuh-DAY-ho)

Magical canines sent either to protect a soul (white cadejo) or kill a soul (black cadejo). Those of benign intent smell of honey and consume flowers for sustenance. Those who are vile tend to smell of urine and sulfur and seek to devour infants. They also possess violet eyes and are capable of standing on two legs, delivering swift blows to a foe.

Occult: On a Success, it is known they sour goat's milk. On a Raise, it is known they attack the abdomen.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Fighting d4, Notice d8, Stealth d8, Survival d8
Pace: 8; **Parry:** 4; **Toughness:** 6; **Psyche:** 5
Edges: Combat Reflexes, Frenzy, Strong Willed
Special Abilities:

- **Claws:** Str + d6
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.

CAMAZOTZ (KA-may-sots)

Known to the Mayan people as a death bat, these creatures hunt humans and animals alike, seeking to consume their blood. Tend to range in flights. Named for the ancient bat god of the same name.

Occult: On a Success, it is known they are attracted to exposed heads. On a Raise, they fear fire.

Attributes: Agility d12, Smarts d4(A), Spirit d4, Strength d4, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d4, Stealth d12

Pace: 2; **Parry:** 5; **Toughness:** 3; **Psyche:** 4
Edges: -
Special Abilities:

- **Drain:** If attached to a paralyzed foe, automatically deal Str + d6 per round.
- **Flight:** Fly at a Pace of 8"
- **Infravision:** Half penalties from Pitch Darkness if foes radiate body heat.
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Poison (Paralyzing):** Anyone gored by the tusks and made Shaken, must make a Vigor roll or be Incapacitated for 2d6 rounds (x2 on a Critical Failure).
- **Proboscis:** Str
- **Size -2:** Roughly the size of a bobcat.
- **Small:** +2 to attack medium-sized foes (these foes gain -2 to attack rolls)
- **Swarm:** By spending a Benny, they may attack as a swarm, with a +2 to recover from being Shaken, and +2 to Parry. This is a MBT; for another Benny, this becomes an LBT. Weapons deal normal damage to them.
- **Weakness:** Fire.

CIGUAPA (see-GWAH-pah)

Creatures resembling human women with dark blue skin, long glossy hair that blends into their body hair, and rear-facing feet. Beautiful to behold, but extremely deadly to encounter. They are difficult to track, and the only vocalizations they make are whines. Originated in the mountains of the Dominican Republic.

Occult: On a Success, it is known that a ciguapa can be tracked at +2 if done on at night during the full moon. On a raise, the tracking is at +4 if also using a black and white dog with six or more toes.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d10
Skills: Athletics d4, Fighting d8, Magic d10, Notice d10, Persuasion d10, Shooting d6, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 8 (1); **Psyche:** 7
Edges: Arcane Background (Magic), Charismatic
Powers (13PP): *Confusion*, *Mind Reading*, *Mind Wipe*
Special Abilities:

- **Armor (1):** Hardened hirsute.
- **Bite:** Str + d6
- **Gaze:** Anyone meeting their gaze must make a Spirit roll or become Icapacitated for 2d6 rounds. Actively attempting to avoid the gaze make Fighting, Shooting and Throwing checks at -4.
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Trackless:** All rolls to track a Ciguapa are at -4 due to their feet.

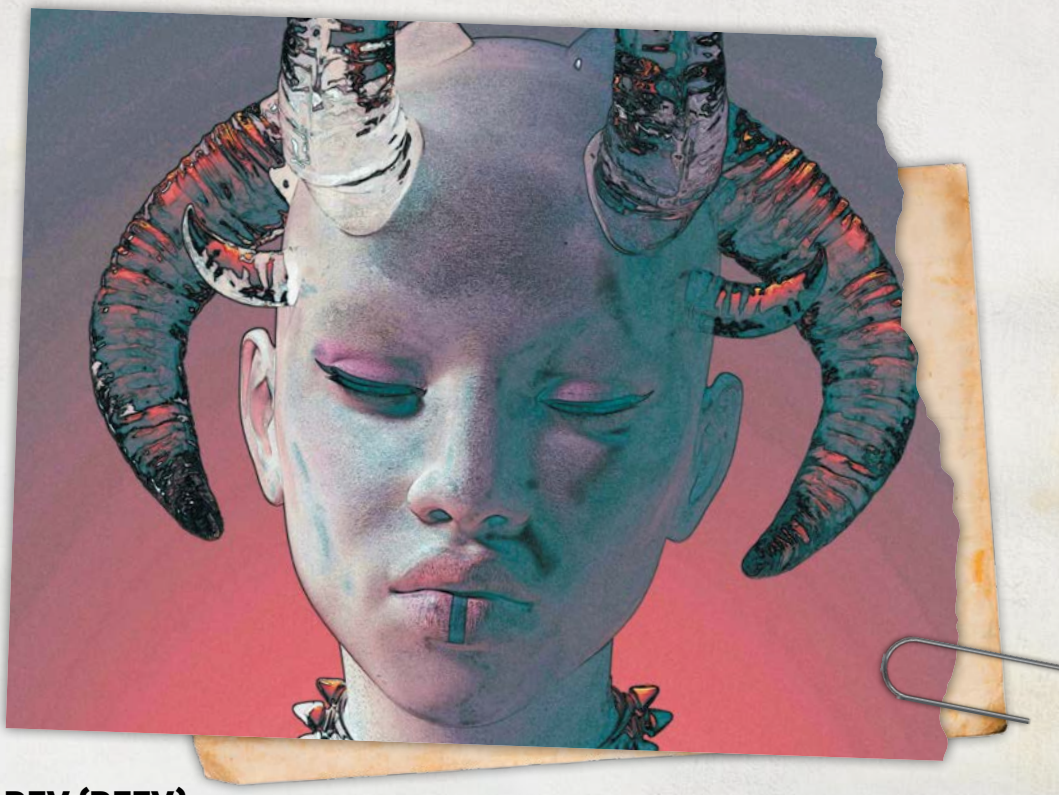
CUYANCÚA (coo-YAN-kwa)

Boar torso with a snake lower body. Found near streams, rivers, and springs. Shrieks before the attack, attempting to paralyze victims.

Occult: On a Success, it is known they shun anyone who does not look at them. On a Raise, it is known that electrifying their water source deals hazard damage to them.

Attributes: Agility d10, Smarts d6(A), Spirit d4, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d8, Stealth d12
Pace: 6; **Parry:** 5; **Toughness:** 6 (2); **Psyche:** 4
Edges: Extraction, Frenzy
Special Abilities:

- **Armor (2):** Thick boar hide and serpent scales act as armor.
- **Burrow (15"):** Capable of clearing any stone, dirt, or clay.
- **Claws:** Str + d4, considered heavy weapons.
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Shriek:** Vocal cry causes Paralysis, make a Vigor check or be Stunned for 2d6 rounds.
- **Size 2:** Approximately 10 feet long.
- **Tusks:** Str + d4
- **Weakness:** Electricity



DEV (DEEV)

Human-like brutes with horns and tusks and a distinct craving for human flesh. They are taller and more powerful than an average human and go about armed to the teeth. They originated in the mountains of Iran and spread throughout the Caspian and Caucasus region. A Dev with magic should be a Wild Card.

Occult: On a Success, it is known they hunt the Peri, a fairy-like creature. On a Raise it is known that a Peri may bless an item capable of hammering the Dev.

Attributes: Agility d4, Smarts d4 (d8), Spirit d6 (d8), Strength d12+1, Vigor d8
Skills: Athletics d10, Fighting d8, Intimidation d10, Magic d10, Notice d6, Shooting d6, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 14 (2); **Psyche:** 5 or 6
Edges: Strong Willed, Optional Arcane Background (Magic)
Powers (13PP): *Intangibility*, *Invisibility* (smoke), *Light/Darkness*, *Slumber*
Special Abilities:

- **Armor (2):** Hardened hide.
- **Bite:** Str + d6
- **Claw:** Str + d6
- **Dark Vision:** Ignore all vision penalties.
- **Horns:** Str + d6
- **Size +2:** Roughly 9 feet in height.
- **Spear:** Str + d8

DEATH WORM

Red-plated worms capable of surviving beneath scorching sands and devouring prey with a shark-tooth ringed maw. Native to Mongolia and the surrounding lands.

Occult: On a Success, it is known they leave a trail of electrified particles behind. On a Raise, adding moisture to the sand attracts them.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d10, Vigor d12
Skills: Athletics d10, Fighting d10, Notice d10, Stealth d12
Pace: 4; **Parry:** 7; **Toughness:** 12 (4); **Psyche:** 5
Edges: Alertness, Extraction/Improved Extraction, Quick, Sweep/Improved Sweep
Special Abilities:

- **Armor +4:** Hardened skin.
- **Bite:** Str + d8, plus acidic venom.
- **Burrow (10"):** Vanish into the ground and reappear.
- **Poison (-4):** Anyone bitten must make a Vigor check or suffer a Paralyzing poison.
- **Sightles:** Ignores all vision penalties, feels the presence of any target in motion.
- **Stun:** While submerged in the sand, may cause a static shock in a SBT must make a Vigor check or be Stunned.

DRAUGR (drr-OW-grr)

A form of revenant found in the lands of germanic-speaking peoples. They are undead and seek to haunt the living and guard their accumulated wealth/possessions. Anyone with excessive greed and/or bloodlust is capable of becoming a draugr.

Occult: On a Success, it is known they can be warded via a ritual conducted about a home. On a Raise, it is known they must be decapitated and burnt in order to annihilate them.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10
Skills: Athletics d10, Fighting d10, Notice d6, Shooting d8, Stealth d12
Pace: 6; **Parry:** 7; **Toughness:** 11 (4); **Psyche:** 6
Edges: Alertness, Arcane Background (Magic), Frenzy/Improved Frenzy
Powers (13PP): *Boost/Lower Trait*, *Burrow*, *Damage Field*, *Darkness*, *Shape Change*, *Teleport* (Foe)
Special Abilities:

- **Armor +4:** From ancient to modern.
- **Darkvision:** Ignores all vision penalties.
- **Immunity:** Sleep, Paralysis, Mental effects.
- **Melee Weapon:** Str + d8
- **Ranged Weapon:** China Lake, Pistol.
- **Undead:** Ignore 1 point of Wound penalties, ignore extra damage from called shots, does not breath, does not eat, unaffected by poison, and does not bleed out.
- **Weakness:** All attacks and damage against the draugr are at +4 while it is seated.

DYBBUK (DIB-ack)

A creature from Yiddish lore, that is a disembodied, vengeful spirit. They seek to possess the living in order to wreak havoc in their lives.

Occult: On a Success, it is known they perform possession similar to demons, save in the manner of ghosts. On a Raise, it is known that a properly ritualized and carved mezuzah (wooden scroll tube) allows any weapon to damage them.

Attributes: Agility d12+4, Smarts d8, Spirit d12, Strength d6, Vigor d6
Skills: Athletics d10, Fighting d10, Intimidation d12+4, Magic d8, Notice d12+4, Persuasion d12+3, Stealth d12+5, Taunt d10.
Pace: 10; **Parry:** 7; **Toughness:** 7; **Psyche:** 8
Edges: Alertness, Arcane background (Magic), Arcane Resistance, Charismatic, Combat Reflexes, Level Headed, Strong Willed.
Powers (13PP): *Mind Link*, *Mind Reading*, *Puppet*, *Speak Languages*
Special Abilities:

- **Darkvision:** Ignores all vision penalties.
- **Ethereal:** Unharmed by non-magical attacks.
- **Flight:** Pace 12.
- **Immunity:** Sleep, Paralysis, Mind-Powers, Bleeding, Poison.
- **Physical Resistance:** All damage dealt is at -3; cold or enchanted weapons deal normal damage.
- **Undead:** Ignore 1 point of Wound penalties, ignore extra damage from called shots, does not breath, does not eat, unaffected by poison, and does not bleed out.

ELOKO (AY-loh-koh)

A forest dwelling creature known to haunt the lands of the Mongo-Nkundu people. They dwell inside of trees and are covered head to toe with grass, flowers, and small branches. They consume human flesh, and are known to enchant those who wander in order to obtain it.

Occult: On a Success, it is known their presence is announced by the sound of a bell. On a Raise, it is known that one can create a fetish to grant +4 to resist their magic.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d10, Fighting d6, Magic d6, Notice d10, Shooting d4, Stealth d12, Survival d8
Pace: 6; **Parry:** 5; **Toughness:** 7 (2); **Psyche:** 6
Edges: Arcan Background (Magic)
Powers (13PP): *Entangle*, *Puppet*, *Slumber*
Special Abilities:

- **Armor +2:** Bark and stone.
- **Hardy:** A second Shaken result does not become a Wound.
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Physical Resistance:** All damage dealt is at -3; cold or enchanted weapons deal normal damage.
- **Size -2:** Two feet tall.

EL PICUDO (pee-KOO-thoh)

A boar-headed canid roughly the size of a horse. While they are easily mistaken as normal swine, the difference here is they drain the blood of their foes.

Occult: On a Success, it is known they can be lured by an antlered scarecrow. On a Raise, anything in the blood of a victim passes onto them.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+2, Vigor d10
Skills: Athletics d6, Fighting d6, Notice d10, Stealth d12, Survival d10
Pace: 8; **Parry:** 5; **Toughness:** 9 (2); **Psyche:** 5
Edges: Hardy, Level Headed
Special Abilities:

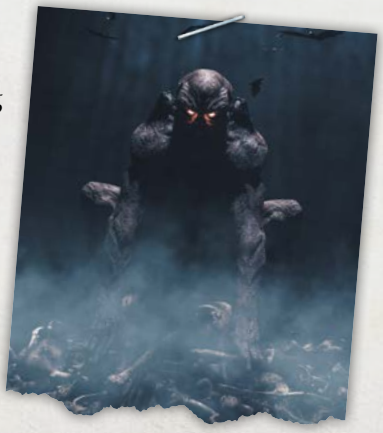
- **Armor (2):** Thickened hide.
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Poison (Paralyzing):** Anyone gored by the tusks and made Shaken, must make a Vigor roll or be Incapacitated for 2d6 rounds (x2 on a Critical Failure).
- **Size 3:** Roughly the size of a draft horse.
- **Tusks:** Str + d6

GHŪL (GOO-l)

A human-sized creature, resembling a human with withered and elongated limbs and fingers ending in slight talons. They dwell in the wilds of the deserts and wildlands of South West Asia, Middle East, and North Africa (SWAMENA). Ghūls feast upon the flesh of the dead, whether in a cemetery or by killing a victim. Some are purported to shapechange into hyenas or are capable of taking the form of the person they devour. A Wild Card Ghūl can control a Clutch of Ghūl Extras equal to ½ Spirit die.

Occult: On a Success, it is known they lair in graveyards or places of great death. On a Raise, it is known they can be harmed by a blade imbued by Smite.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d8, Persuasion d10, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 8; **Psyche:** 6
Edges: Charismatic, Brawler
Special Abilities:



- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, and bleeding.
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Shape Change (Optional):** Possess 13PP and may change to any creature size -4 to 0. If this is used, the Ghūl should be considered a Wild Card.
- **Talons:** Str + d6
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Weakness:** A blade with Smite deals +4 damage.

GIANT

While there are as many legends and varieties of giants and pseudo-giants, we cover the more common base: that hulking brute dwelling in the caves of remote mountains.

Occult: Nothing to go on here, as these creatures fit squarely in the cryptid genus of monsters. No occult-based lore or tricks, just one hell of a fight. Good luck.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d12+3, Vigor d12
Skills: Athletics d6, Fighting d4, Intimidation d8, Notice d6, Shooting d6, Stealth d4
Pace: 8; **Parry:** 6; **Toughness:** 14 (2); **Psyche:** 4
Edges: Frenzy, Sweep
Special Abilities:

- **Armor (2):** Armor made from the skins of humans and animals.
- **Boulder:** Str + d8, Range
- **Fist:** Str + d6
- **Large:** -2 to attack medium-sized creatures; medium-sized foes gain +2 to attack the giant.
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Size +4:** Roughly 13 feet in height.
- **Spear:** Str + d8
- **Unassailable:** Cannot suffer more than a single wound in a single action dealing damage.

GOLEM (GO-lum)

An anthropomorphic creature created from local river or estuary clay and enchanted with magics. They are normally created under the guise of revenge, protection, or forlorn loneliness. Regardless of the initial reasoning, it always ends poorly.

Occult: On a Success, it is known that there is a scroll inserted in the mouth or skull of the golem. On a Raise, it is known that by removing the initial vowel of the created word deactivates the golem. This is often in an ancient or lost language.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d12
Skills: Athletics d4, Fighting d10, Notice d4
Pace: 4; **Parry:** 7; **Toughness:** 15 (4); **Psyche:** 5
Edges: Berserk, Frenzy, Two-Fisted
Special Abilities:

- **Armor (4):** Hardened and enchanted "skin".
- **Construct:** +2 to recover from Shaken, ignore wound penalties, no extra damage from Called Shots.
- **Dark Vision:** Ignore all vision penalties.
- **Fist:** Str + d6
- **Immune:** Disease, Fear, Intimidation, Magic, Poison.
- **Physical Resistance:** All damage dealt is at -3; silver and blunt weapons deal normal damage.
- **Size +3:** Reaching nine feet in height.

GROOTSLANG (HUH-root-slahng)

This South African originating serpent resembles a massive momba with four tusks and a gaping maw. Solitary and normally dwelling in deep caves or waters. They tend to be revered as dark, hungry gods and placated by sacrifice.

Occult: On a Success, it is known drinking from the water they slumber in provides Divination (5PP) as per the Power. On a Raise, their eyes are diamonds valued for their worth and power.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d12+4, Vigor d12+2
Skills: Athletics d12+5, Fighting d12, Intimidation d12+4, Magic d10, Notice d12+3, Persuasion d12+3
Pace: 6; **Parry:** 8; **Toughness:** 26 (6); **Psyche:** 6
Edges: Arcane Background, Arcane Resistance, Frenzy/Improved Frenzy, Level Headed, Strong Willed, Sweep/Improved Sweep
Powers (13PP): *Charismatic*, *Mind Link*, *Mind Reading*, *Puppet*, *Telekinesis*, *Teleport*
Special Abilities:

- **Amphibious:** Pace 8, cannot drown.
- **Armor +6:** Scaled hide
- **Bite:** Str + d8, Swallow.
- **Darkvision:** Ignores all vision penalties.
- **Hardy:** A second Shaken result does not become a Wound.
- **Huge:** -4 to attack medium-sized creatures; medium-sized foes gain +4 to attack the giant.
- **Physical Resistance:** All damage dealt is at -3; cold iron or enchanted weapons deal normal damage.
- **Size +10:** 60 feet or more in length.
- **Swallow:** On a Raise on a Bite attack, the victim must make an opposed Athletics roll. Failure means they are consumed whole and must climb or cut their way out while suffering the effects of Drowning.
- **Tusks:** Str + d10, Reach 2.
- **Unassailable:** Cannot suffer more than a single wound in a single action dealing damage.

JINN (Jeen)

Creatures native to the realm of Barzakh, they are humanoid spirits made of ash and or flames. Legends state they were given free will, as with mankind, but those encountered so far chose wickedness.

Occult: On a Success, it is known that iron may Stun them. On a Raise, if you recite the name of their King (Afarit), they cannot harm you.

Attributes: Agility d12+2, Smarts d8, Spirit d10, Strength d12, Vigor d10
Skills: Athletics d8, Fighting d8, Intimidation d8, Magic d8, Notice d10, Persuasion d10, Stealth d10
Pace: 6; **Parry:** 6; **Toughness:** 7; **Psyche:** 7
Edges: Arcane Background (Spells), Charismatic, Combat Reflexes, Dodge, Level Headed

Powers (13PP): *Barrier* (fire), *Detect Arcana*, *Elemental Manipulation* (fire), *Damage Field* (heat)
Special Abilities:

- **Environmental Resistance:** -4 damage from fire, +4 resist fire and heat.
- **Ethereal:** Unharmed by non-magical attacks, invisible at will.
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Slam:** Str + d6 +2 heat
- **Weakness:** Just the touch of cold iron (including an attack dealing a Wound) compels them to make a Spirit check or be Stunned.

KAMAITACHI (kah-mah-ee-TAH-chee)

Originating in Japan, these creatures are manifestations of dust devils capable of slicing the flesh with great precision. It is believed they are able to feed on the bloody wounds caused by their attacks.

Occult: On a Success, it is known they are called to areas who miss or forgo a traditional holiday. On a Raise, it is known that by rubbing the ash of a burnt holiday decoration onto the flesh imparts a -2 to the creature's attacks and damage rolls.

Attributes: Agility d12, Smarts d4 (A), Spirit d6, Strength d8, Vigor d10
Skills: Athletics d10, Fighting d10, Notice d6, Stealth d12
Pace: 12; **Parry:** 7; **Toughness:** 7; **Psyche:** 5
Edges: Alertness, Combat Reflexes, Frenzy/Improved Frenzy, Sweep/Improved Sweep
Special Abilities:

- **Elemental:** Ignore 1 point of penalties from Wounds, ignore extra damage from Called Shots. Can only be healed by magic (may consume an old calendar to do so).
- **Immunity:** Disease and poison.
- **Sickles:** Str + d8

KIKIYAON (kee-kee-YAHN)

A human-sized creature, resembling a man-owl, that preys on travelers. Call sounds like a person being strangled and its odor is of decay. The feathers are green-gray. The Kikitaon originated in Senegal.

Occult: On a Success, it is known they wait in the branches of trees and swoop down upon victims. On a Raise, it is known that anyone slain and not consumed by a kikiyaon rises as a zombie.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d10, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 7; **Psyche:** 6
Edges: Level Headed
Special Abilities:

- **Bite:** Str + d6
- **Darkvision:** Ignores all vision penalties.
- **Flight:** Pace 12.
- **Physical Resistance:** All damage dealt is at -3; enchanted weapons deal normal damage.
- **Talons:** Str + d8

LA DIABLESSE (lah dee-AHB-less-ay)

A human-appearing creature, born as a human woman with demon ancestry often dressed in finery with a wide-brimmed hat covering the decaying face. The left leg ends in a cow's hoof and smells and perfume and decay. A pack of wolves or wild dogs are constant companions. Commonly found in the Caribbean.

Occult: On a Success, it is known they must keep the hoofed foot on a road or path. On a Raise, it is known wearing clothing backwards imparts a +2 to resist their Powers.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10
Skills: Athletics d6, Fighting d8, Intimidation d10, Magic d10, Notice d12+1, Persuasion d10, Shooting d6, Stealth d10, Survival d12
Pace: 6; **Parry:** 6; **Toughness:** 9 (2); **Psyche:** 7
Edges: Arcane Background (Magic), Arcane Resistance, Beast Bond (wolf), Charismatic, Strong Willed
Powers (13PP): *Blast*, *Burst*, *Detect Arcana*, *Fear*, *Flight*, *Mind Reading*
Special Abilities:

- **Armor (2):** Demonic skin.
- **Claws:** Str + d6
- **Dark Vision:** Ignore all vision penalties.
- **Environmental Resistance:** -4 damage from acid, cold, and fire, +4 resist acid, cold, anf fire.
- **Immune:** Electricity and Poison.
- **Physical Resistance:** All damage dealt is at -3; cold, enchanted, or iron deals normal damage.

LAU (LAH-oo)

Said to dwell in the depths of lakes or the sea, these enormous creatures were first encountered near Lake Victoria. They resemble massive hominids with cephalopod-like heads. They are often the center of cults, placated as gods, but rarely intervening in human lives. The Lau are normally encountered singularly, but with lesser minions and adherents. They are extremely dangerous foes.

Occult: On a Success, it is known they normally lie in a lucid state in underwater lairs. On a Raise, they may only be destroyed or banished from this world via a ritual using a True Bind Sigil.

Attributes: Agility d6, Smarts d12+2, Spirit d12+4, Strength d12+7, Vigor d12+4
Skills: Athletics d12, Fighting d12, Intimidation d12, Magic d12, Notice d12, Persuasion d12, Shooting d12
Pace: 8; **Parry:** 8; **Toughness:** 25 (5); **Psyche:** 12
Edges: Arcane Background, Frenzy, Level Headed, Strong Willed
Powers (13PP): *Arcane Protection*, *Beast Friend*, *Boost/Lower Trait*, *Confusion*, *Damage Field* (Radiation), *Fear*, *Mind Reading*, *Puppet*
Special Abilities:

- **Amphibious:** Pace 8, cannot drown.
- **Armor +5:** Scaled hide
- **Claws:** Str + d8.
- **Darkvision:** Ignores all vision penalties.
- **Fast Regeneration:** Make Vigor roll each round, even if incapacitated, to heal Wounds.
- **Hardy:** A second Shaken result does not become a Wound.
- **Large:** -2 to attack medium-sized creatures; medium-sized foes gain +2 to attack the giant.
- **Physical Resistance:** All damage dealt is at -3; red mercury or enchanted weapons deal normal damage.
- **Size +7:** 30 feet tall.
- **Tentacles:** Str + d8, Reach , Grapple
- **Unassailable:** Cannot suffer more than a single wound in a single action dealing damage.

Why don't we use silver bullets? Well. a mag full would run you about 300 bucks. they have less muzzle velocity. require 1700 plus degrees to melt. and cause issues with rifling and are less accurate. But they do pierce pretty well...

MADRE DE AGUAS (MAH-dray day AH-gwahs)

Massive snakes, resembling boas with inverted scale patterns and forward facing horns. Roughly the size of palm trees, they inhabit rivers and lakes. These waterways never dry out while the creature dwells there.

Occult: On a Success, it is known they grow weak near a dam. On a Raise, it is known there is always a spot of vulnerability to bullets.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d12+5, Vigor d12+3
Skills: Athletics d12, Fighting d10, Notice d10, Persuasion d4, Stealth d4
Pace: 4; **Parry:** 7; **Toughness:** 16 (5); **Psyche:** 4
Edges: Sweep
Special Abilities:

- **Armor (5):** Hardened scales, rumored to be impenetrable to bullets.
- **Ballistic Scales:** Scales decrease bullet damage by -4.
- **Burrow (4″):** Capable of clearing any stone, dirt, or clay.
- **Horns:** Str + d8
- **Infravision:** Ignore Pitch Black illumination.
- **Large:** -2 to attack medium-sized foes (these foes gain +2 to attack rolls)
- **Size +5:** The length of thickness of a palm tree.
- **Swim (6″):** Maneuver easily in water with a +2 to any check.
- **Tremorsense:** Sense any movement within 12″ of its location..

MANANANGGAL (man-an-an-GAHL)

A terrifying undead hailing from the South Pacific, namely the Philippines, Indonesia, and Malaysia. This is a specific type of vampiric creature, capable of severing the upper torso from the lower in order to hunt, and if the terrorizing factor is high, the severed head may also fly around.

Occult: On a Success, it is known they avoid garlic, salt, ritual water, and daggers. On a Raise, it is known that rubbing the lower torso with one or more of these prevents the manananggal from rejoining them; this means death at sunrise.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d10, Vigor d12
Skills: Athletics d10, Fighting d10, Intimidation d8, Magic d8, Notice d10, Persuasion d8, Stealth d8
Pace: 6; **Parry:** 7; **Toughness:** 10 (2); **Psyche:** 7
Edges: Arcane Background (Magic), Charismatic, Dodge, Quick.
Powers (13PP): *Fear*, *Light/Obscure*, *Slumber*
Special Abilities:

- **Armor +2:** Hardened skin.
- **Bite:** Str + d6.
- **Claws:** Str + d6.
- **Darkvision:** Ignores all vision penalties.
- **Fear -2:** Anyone viewing the creature must make a Fear check. This is at -4 if they witness the severing or if it is just the head.
- **Flight:** Pace 20.
- **Immunity:** Sleep, Paralysis, Mind-Powers, Bleeding, Poison.
- **Physical Resistance:** All damage dealt is at -3; cold iron, silver, or enchanted weapons deal normal damage.
- **Undead:** Ignore 1 point of Wound penalties, ignore extra damage from called shots, does not breath, does not eat, unaffected by poison, and does not bleed out.

NAGA (NAH-gah)

A vile species of half-human, half-serpent folk dwelling in dank pools and lakes in hidden grottoes and underground. They are extremely dangerous foes, often worshiped by cults as divine beings. They originated in South Asia. The Naga is more than capable of using any modern gear.

Occult: On a Success, it is known they can be bargained with by offering gems and jewels. On a Raise, it is known they can be weakened (-2 to attack and damage rolls) by the vibrations of a prayer wheel.

Attributes: Agility d12, Smarts d6, Spirit d12, Strength d10, Vigor d10
Skills: Athletics d8, Fighting d8, Magic d10, Notice d10, Persuasion d10, Shooting d8, Stealth d8, Survival d10
Pace: 8; **Parry:** 6; **Toughness:** 11 (2); **Psyche:** 8
Edges: Alertness, Arcan Background (Magic), Charismatic, Quick
Powers (13PP): *Blast*, *Bolt*, *Boost/Lower Trait*, *Deflection*, *Detect/Conceal Arcana*, *Elemental Manipulation* (Water, Fire), *Healing*, *Invisibility*, *Puppet*, *Stun*, *Summon Ally.*
Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +2:** Natural Scales.
- **Bite:** Str + d6 plus poison.
- **Darkvision:** Ignores all vision penalties.
- **Poison (-4):** Lethal
- **Size +2:** 13 feet long.
- **Spit (Venom):** Range 3/6/12, 2d4 damage plus poison.
- **Unassailable:** Cannot suffer more than a single wound in a single action dealing damage.

NALUSA FALAYA (nah-LOOS-uh fuh-lah-YAH)

A spindly, vaguely human shadow creature. The name derives from the Choctaw, but the concept is as old as time and any shadowy foe falls into this category.

Occult: On a Success, it is known they are lured by lone wanderers. On a Raise, they fear snakes.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d12, Fighting d8, Notice d6, Stealth d12
Pace: 8; **Parry:** 6; **Toughness:** 5; **Psyche:** 5
Edges: Dodge/Improved Dodge
Special Abilities:

- **Claws:** Spr + d8 damage.
- **Darkvision:** Ignores all vision penalties.
- **Ethereal:** Cannot be harmed by non-magical attacks.
- **Immunity:** Sleep, Paralysis, Mental effects.
- **Undead:** Ignore 1 point of Wound penalties, ignore extra damage from called shots, does not breath, does not eat, unaffected by poison, and does not bleed out.
- **Weakness:** Snakes, snake venom, serpent's skin.

NIXIE (NEE-ksee)

River and lake dwelling creatures related to fairies and such. Their true form is unknown, as they are prolific shapeshifters and choose to lure victims into isolation for attack, normally by drowning.

Occult: On a Success, it is known that by sacrificing three drops of blood mixed with vodka forces the nixie to leave the target alone. On a Raise, it is known that speaking the true name of the nixie slays it outright.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Magic d6, Notice d6, Persuasion d10, Shooting d4, Stealth d10
Pace: 4; **Parry:** 5; **Toughness:** 5; **Psyche:** 5
Edges: Arcane Background (Magic), Beast Master, Charismatic
Powers (13PP): *Growth/Shrink*, *Puppet*, *Shape Change* (Skin-Form)
Special Abilities:

- **Immune:** Drowning.
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Physical Resistance:** All damage dealt is at -3; cold iron or enchanted weapons deal normal damage.
- **Swim (10"):** Swims effortlessly.

REDCAP

A malevolent creature related to the fey that is hyper proficient in creating mayhem and death. The proper redcap originates in England. They adapt quickly to the age in which they live and use all weapons and gear of that age. Their name derives from the fact that they coat their scalps with the blood of their foes.

Occult: On a Success, it is known they receive +4 damage from blades coated with their blood. On a Raise, it is known they are unaffected by human strength.

Attributes: Agility d12, Smarts d10, Spirit d6, Strength d12, Vigor d12
Skills: Athletics d12, Fighting d10, Intimidation d10, Notice d12, Stealth d10
Pace: 12; **Parry:** 8; **Toughness:** 8; **Psyche:** 5
Edges: Level Headed, Quick, Strong Willed
Special Abilities:

- **Immunity:** Ignores all damage derived from Strength. +4 to opposed Str rolls.
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Physical Resistance:** All damage dealt is at -3; cold iron, silver, or enchanted weapons deal normal damage.

ROLLING CALF

Resembling great bulls made of cinder or darkened iron hide, they also appear draped in chains with a variety of bladed implements impaled into their backs. They began as the physical reincarnations of Afro-Caribbean sorcerers and are commonly used by sorcerers to slay their enemies, but many are also the trapped souls of criminals. The name means to roam.

Occult: On a Success, it is known they fear the moon. On a Raise, it is known they have a secret name.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d12+2, Vigor d12+2
Skills: Athletics d4, Fighting d8, Notice d10, Stealth d8, Survival d12+1
Pace: 6; **Parry:** 6; **Toughness:** 13 (3); **Psyche:** 7
Edges: Level Headed, Strong Willed
Special Abilities:

- **Armor (3):** Iron-like hide.
- **Fear (Chain Rattle):** Anyone within range of hearing the chains rattle must make a Fear check.
- **Hooves:** Str + d4
- **Horns:** Str + d6
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Size +3:** Roughly the size of a bull.
- **Weakness (Moon):** If they see the moon, or a reflection of the moon, they must make a Fear check.

SHETANI (shay-TAHN-ee)

A broad description of a wide variety of mischievous spirits hailing from East Africa. They are small and always appear to be a malformed amalgamation of human and animal, such as a hunchbacked man with a single eye and half-elephantine head. The popo bawa is a bat-winged variant.

Occult: On a Success, it is known they can be warded against by hanging ritual verses from the ceiling. On a Raise, uttering the name of the occultist who summoned them turns the shetani against them.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d10, Fighting d4, Notice d8, Shooting d4, Stealth d10, Taunt d6, Thievery d10
Pace: 4; **Parry:** 4; **Toughness:** 5; **Psyche:** 6
Edges: Arcane Resistance, Humiliate
Special Abilities:

- **Hardy:** A second Shaken result does not become a Wound.
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Natural Weapon:** Str + d4.
- **Physical Resistance:** All damage dealt is at -3; cold or enchanted weapons deal normal damage.
- **Size -2:** Two feet tall.

SOUCOUYANT (soo-koo-YAN)

Existing in the guise of an elderly woman by day, and by night it sheds this skin into a mortar hidden in a hidden lair and transforms into a fireball-like form, its true form. They seek victims, either in the wild or in their homes, and drain them of blood, though not normally to the point of death. If a soucouyant chooses to slay a victim, it may assume that skin-form. The fireball form can enter a dwelling through any crack. Sorcerers value their skin for black magic purposes. Found throughout the Caribbean.

Occult: On a Success, it is known that placing loose rice around a dwelling or at a village crossing causes the soucouyant to gather the grains in skin-form before attacking a victim. On a Raise, it is known that if coarse salt is ground into the mortar held skin, it destroys the soucouyant immediately.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d12
Skills: Athletics d6, Fighting d8, Intimidation d12+1, Magic d6, Notice d10, Persuasion d8, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 8; **Psyche:** 5
Edges: Alertness, Arcane Background (Magic)
Powers (13PP): *Damage Field*, *Growth/Shrink*, *Shape Change* (Skin-Form), *Stun*
Special Abilities:

- **Dark Vision:** Ignore all vision penalties.
- **Formless:** No additional damage caused by Raises on the attack roll.
- **Immolate:** 2d6 fire damage to all in a SBT; 3d6 for 1PP.
- **Immune:** Fire, Gang Up, Paralysis, Poison, Sleep, Shape Change.
- **Physical Resistance:** All damage dealt is at -3; cold or enchanted weapons deal normal damage.
- **Slam:** Str + d6 + fire. In human form, this is a strike with the pestle.

TATA DUENDE (Tah-TAH Doo-ENDAY)

A three-foot tall humanoid with rear-facing feet and no thumbs, found in South America. Wears a red cocolera hat and animal hides, commonly seen smoking a cigar and playing the guitar. Also known for the ability to create a whistle resembling multiple birds chirping at once.

Occult: On a Success, it is known any parley accompanied by an exquisite cigar is at +2 to Persuasion. On a Raise, they cannot resist the chance to braid the mane of a mare.

Attributes: Agility d12, Smarts d10, Spirit d6, Strength d12, Vigor d12
Skills: Athletics d12, Fighting d8, Intimidation d10, Notice d10, Persuasion d8, Science (Biology) d12+1, Shooting d4, Stealth d10, Survival d12+1
Pace: 12; **Parry:** 6; **Toughness:** 8 (1); **Psyche:** 5
Hindrances: Vow/Major (protect animals)
Edges: Level Headed, Sweep
Special Abilities:

- **Kick:** Str + d4
- **Low Light Vision:** Ignore Dim and Dark Illumination penalties.
- **Physical Resistance:** All damage dealt is -3 to Tata; cold or enchanted iron deals normal damage.
- **Size -1:** Toughness -1.
- **Unassailable:** Cannot suffer more than a single wound in a single action dealing damage.

TIKOLOSHE (TIE-koh-lah-shuh)

A malevolent water gremlin originating among the Zulu and Bantu lands. They revel in tormenting others, and they are commonly created by an occultist as a means of revenge. This gives the tikoloshe its distinctive appearance: cauterized eyes that were run through with a hot iron and a shriveled, shrunken body that glistens with a special powder used to shrink them.

Occult: On a Success, it is known you can place a brick under each bed leg to thwart them. On a Raise, it is known that they may drink alcohol and swallow an enchanted stone to turn invisible.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d8, Fighting d4, Magic d6, Notice d6, Stealth d10
Pace: 4; **Parry:** 4; **Toughness:** 6 (1); **Psyche:** 5
Edges: Arcan Background (Magic), Level Headed, Strong Willed
Powers (13PP): *Invisibility*, *Light/Darkness*
Special Abilities:

- **Amphibious:** Pace 8, cannot drown.
- **Armor +1:** Shriveled, tightened skin
- **Bite:** Str + d4.
- **Claws:** Str + d4
- **Darkvision:** Ignores all vision penalties.
- **Size -2:** Two feet tall.
- **Small:** +2 to attack medium-sized creatures; medium-sized foes gain -2 to attack the tikoloshe.

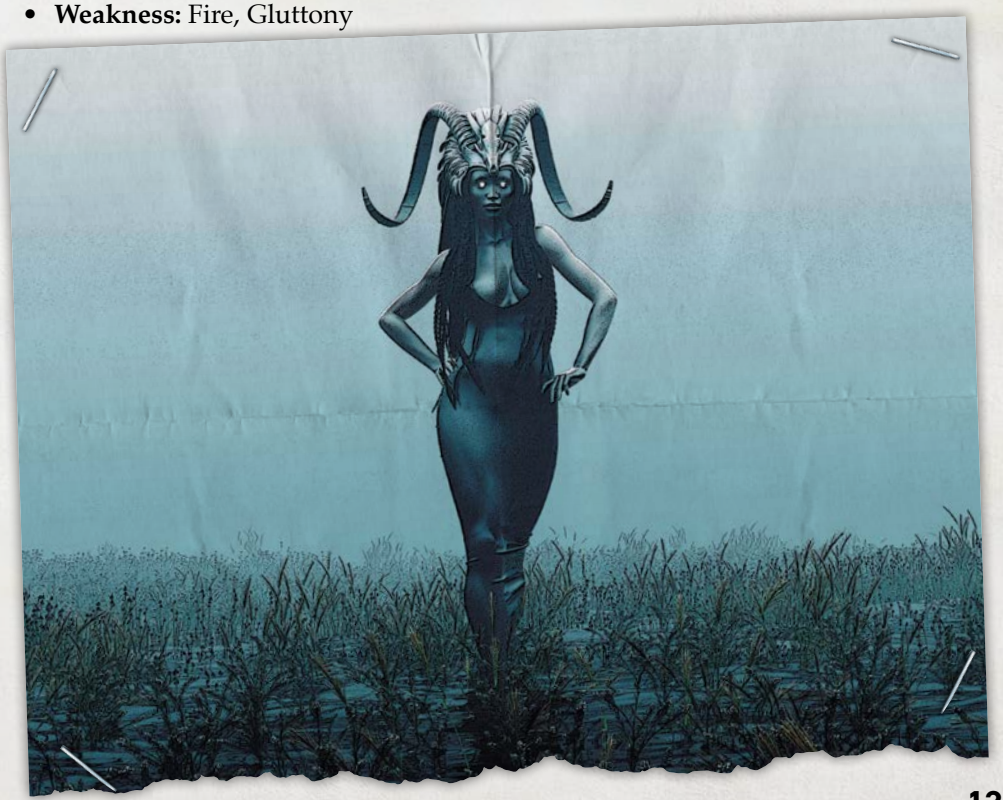
WENDIGO (When-DEE-go)

A foul spirit invested with ancestral insights and enlightenments. They are tall, gaunt humanoids with a cannibalistic nature, often described as a personification of wintry death, starvation, and famine. Commonly found among the First Nations of North America.

Occult: Ona Success, it is known they must lair in the coldest area possible. On a Raise, it is known you can overfeed a Wendigo to weaken it.

Attributes: Agility d12+4, Smarts d12+3, Spirit d12+1, Strength d12+4, Vigor d12+4
Skills: Athletics d8, Fighting d12+1, Intimidation d12+5, Notice d12+3, Persuasion d8, Stealth d12+3
Pace: 6; **Parry:** 8; **Toughness:** 12; **Psyche:** 9
Edges: Combat Reflexes, Dodge, Level Headed, Quick
Special Abilities:

- **Bite:** Str + d8 +2 cold
- **Claws:** Str + d8 +2 cold
- **Fast Regeneration:** Make Vigor roll each round, even if incapacitated, to heal Wounds.
- **Immunity:** Cold
- **Infravision:** Half penalties from Pitch Darkness if foes radiate body heat.
- **Large:** +1 Wound, -2 to attack medium-sized foes (these foes gain +2 to attack rolls) Low Light Vision: Ignore Dim and Dark Illumination penalties.
- **Size 4:** Almost three times the height of a human.
- **Weakness:** Fire, Gluttony



CHAPTER 9

CRYPTID GENERATOR

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM

Use this method to generate whole cloth cryptids or at least get some solid ideas to jump start your campaign of terror. You'll need a full Action Deck, nice and shuffled. This method allows for a quick and dirty generation of a new cryptid. The name, heritage, lair, and such is up to you; we just get you rolling.

For the Abilities, each corresponds to either an ancestry ability or an ability in the bestiary.

FIRST DRAW: BODY TYPE

CARD	RESULT
1-6	Hominid (draw lower body as well)
7-10	Quadruped (draw lower body as well)
Face	Serpent • **Spade:** Arms and Legs (draw lower body as well) • **Heart:** Arms/Forelimbs • **Diamond:** Lower Limbs (draw lower body as well) • **Club:** No limbs
Ace	Insectoid
Joker	Object (it's a weird, weird world)

SECOND DRAW: HEAD TYPE

CARD	RESULT	SUIT	RESULT
1-6	Human	Spade	Horns
7-10	Animal	Heart	Nothing Extra
Face	Serpent	Diamond	Split jaw/mandibles
Ace	Insectoid	Club	Tusks
Joker	Headless/Faceless		

THIRD DRAW: LIMBS

CARD	RESULT
1-10	Human
Face	Animal • **Spade:** Predator • **Heart:** Hoofed • **Diamond:** Human • **Club:** Tentacles
Ace	Wings
Joker	Draw 2

FOURTH DRAW: LOWER BODY

CARD	RESULT
1-10	Human
Face	Animal
Ace	Tail • **Spade:** Spike • **Heart:** Blade • **Diamond:** Normal • **Club:** Club
Joker	Plant

I was there. In Kandahar. when that giant hit VIOLET. The usual suspects got word out. via local interviews. that we engaged and killed a hermit goat herder who was 'disturbed'. Bullshit. It tore a man in half and we mag-dumped the SAW. It was the TOW that got the job done. But that isn't exactly in the ROE.

FIFTH DRAWS: ABILITIES 3 CARDS (EASY), 5 CARDS (NORMAL), 7 CARDS (CHALLENGING) ON A JOKER, THIS IS NOW A WILD CARD	
SPADES	
CARD	RESULT
2	Natural Heavy Armor/Weapons
3	+1 Toughness
4	Aquatic/Semi-Aquatic
5	Armor (+2)
6	Attribute Increase by one step
7	Attribute Decrease by one step (d4-2 minimum)
8	Oversized appendages
9	Bite Str+d4
10	Breath Weapon (any element or hazard type)
Jack	Burrowing (roll d12 for Pace)
Queen	Stun (SWADE pg. 178)
King	Claws Str+d4
Ace	Construct (SWADE pg. 176)
HEARTS	
CARD	RESULT (HEARTS)
2	Dependency (SWADE pg. 20)
3	Doesn't Breathe Oxygen
4	Edge (d6: 1 background, 2 Combat, 3 Leadership, 4 Power, 5 Professional, 6 Social)
5	Elemental (SWADE pg. 176)
6	Enemy (begin encounters as hostile)
7	Environmental Resistance (+4 to one type)
8	Environmental Weakness (-4 to resist one type)
9	Ethereal (SWADE pg. 176)
10	Causes Fear (d4 for penalty)
Jack	Immune to Fear
Queen	Flight (roll d12 for Pace)
King	-1 Toughness
Ace	Undead (SWADE pg. 178)

FIFTH DRAWS: ABILITIES (CONT) 3 CARDS (EASY), 5 CARDS (NORMAL), 7 CARDS (CHALLENGING) ON A JOKER, THIS IS NOW A WILD CARD	
DIAMONDS	
CARD	RESULT
2	Hardy (SWADE pg. 177)
3	Hindrance
4	Weakness (x2 damage from one specific effect)
5	Immune to one effect; fire, cold, etc.
6	Infection (reduce pace, no natural healing, etc.)
7	Illumination penalties halved
8	Walk on walls/ceilings (roll d12 for Pace)
9	Leap x2 Pace, +4 damage
10	Ignore Dim/Dark Illumination penalties
Jack	Unaffected by Called Shots
Queen	+2 Pace
King	Paralysis (SWADE pg. 177)
Ace	Construct (SWADE pg. 176)
CLUBS	
CARD	RESULT (HEARTS)
2	+2 Parry
3	Poison delivery (d4: 1 Knockout, 2 Lethal, 3 Mild, 4 Paralyzing)
4	-1 Parry
5	Innate Power (choose one power, has 13PP)
6	+1 Reach
7	-2 Pace
8	Regeneration (d6 1-4 Slow, 5-6 Fast) (SWADE pg. 177)
9	+1 Wound capacity
10	Size +1
Jack	Size -1
Queen	New Skill at d4
King	Increase one Core Skill by one step
Ace	Decrease one Core Skill by one step

CHAPTER 10

THUNDER OAK

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM

Let's put the last few chapters together and design a Mission, THUNDER OAK.

CONCEPT

An Agency asset was investigating rumors of a death cult sacrificing westerners to a cryptid.

MAPS

Coastal area
Jungle and Mountains
Inland water
Cartel Base
Old hunting lodge
Checkpoints
Marsh with cabin
Sacrificial Site
Rebel Camp
Convoy wreckage
Minisub

THE OUIJA BOARD

El Cardinal

- Common Knowledge: Actual priest, Feared by locals, not local.
- Special Intel: Actually a Ghul.

Sacrificial Site

- Common Knowledge: Deep in the jungle, Shunned by locals, Haunted.
- Special Intel: Lair of a Madre de Agua.

Rebels

- Common Knowledge: Fighting the government, fighting the Cartel, Terrorists.
- Special Intel: Plan on an authoritarian regime.

Valle Sangre

- Common Knowledge: Cartel base, surrounded by coca farms, guarded.
- Special Intel: The Cartel fortified it against the Ghuls hunting them.

Cabeza de Muerte

- Common Knowledge: Cocaine smuggling, Run a narcostate, Brutal.
- Special Intel: Connected to an occult sect of ISIS.

INTELLIGENCE

HUMINT (Intimidation or Persuasion), SIGINT/COMINT (Electronics), Overhead Imagery (Research), ISR Drones (Piloting), CyberOps (Hacking), Metaphysical Phenomenon (Occult), Hard Science (Science), Tradecraft (Stealth or Thievery), Social Media (Common Knowledge).

The Players need to choose the Method and Skill and topic before they roll.

TERRAIN

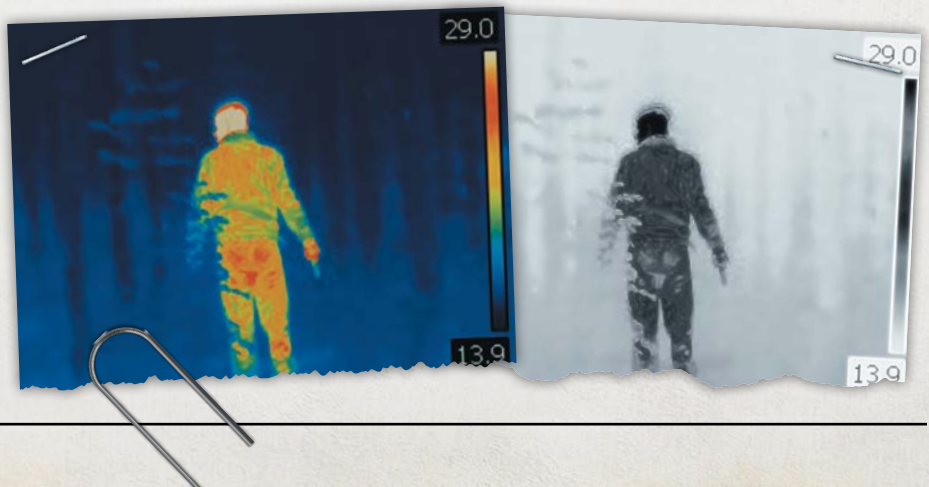
A short list of various terrain types and possible effects on the mission. Examples:

- **Success:** Tropical island with jungles, inland lake, freshwater tributaries, low-grade mountain.
  - **Raise(s):** Mountainous jungle provides -1 Pace, reduce running die to d4, and grant +2 Stealth.
- **Success:** Entrenched Cartel smuggling base.
  - **Raise(s):** +2 OPFOR Notice checks and rolls opposing Intimidation or Persuasion.

WEATHER (WX)

The current and/or expected weather during the mission. Examples:

- **Success:** Light rain, light winds, thunder and lightning.
  - **Raise(s):** Thunder can cover for gunshots (as suppressor).
  - **Raise(s):** Lightning can hinder NVGs; when a Club is drawn at any time, lighting flashes and imparts -4 to the next Test using vision.
  - **Raise(s):** Wind and rain provide +2 to Stealth checks.
- **Success:**Water temps can be a Hazard if unprotected in the water.
  - **Raise(s):** There seems to be an unnatural effect; all Vigor rolls are at -2.



IMAGERY

Provides information on camps, populations, suspicious areas and patterns of life. Examples:

- **Success:** Every major camp or base has at least one checkpoint.
  - **Raise(s):** There is a single combatant in each checkpoint, with a patrol of d4.
- **Success:** The HVT seems to attack the western border of the town.
  - **Raise(s):** There is a possible beddown location in that vicinity.
- **Success:** There is a known smuggling route along the river
  - **Raise(s):** The convoy will be heavily guarded.
- **Success:** There is unknown wreckage and debris in the small bay at the marsh.
  - **Raise(s):** It looks to be more in the water than not.
- **Success:** There are indications of isolated dwellings
  - **Raise(s):** There is a Rebel presence in the South.
- **Success:** Recent construction is occurring in a massive spread near a cocolero farm
  - **Raise(s):** This looks like it is entrenched, it is a former military base.

COMBATANTS

The known and/or expected opposition likely to be met by the team. This does not need to be firm numbers, locations, or loyalties; feel free to be vague. For starting reactions, see SWADE pg. 33. Example:

- **Success:** Local civilians, some with desire to alert enemy combatants of the presence of Raven.
  - **Raise(s):** There is an active network of lookouts; -1 Stealth in populated areas.
- **Success:** Militia loyal to Cartel; they start as hostile.
  - **Raise(s):** Some of them are trained soldiers and former SF.
- **Success:** Local LEO patrols the region
  - **Raise(s):** They will not engage the Cartel.
- **Success:** Host nation military controls some regions.
  - **Raise(s):** These are elite soldiers who will engage Raven or the Cartel if they witness violence.

NONCOMBATANTS

Civilians, NGOs, others as defined in the LOAC. For starting reactions, see SWADE pg. 33. Example:

- ◊ **Success:** Local civilians are uncooperative.
  - ◊ **Raise(s):** There are trained Rebels in the mountains who are unfriendly.

CULTURE

Informs about specific cultural norms and languages of the region. Examples:

- ◊ **Success:** Populace speaks Spanish (Primary) and English (Secondary)
  - ◊ **Raise(s):** Many also understand Quechua (Secondary/Tertiary)
- ◊ **Success:** Khat, a strong narcotic, is in common use by the population.
  - ◊ **Raise(s):** It is known locally as Khafdjat, a spice used in most food/drink.

OCCULT THREAT

This section should list any known or overt occult activity, to include legends/superstitions. Example:

- ◊ **Success:** Locals are superstitious and prone to following folk tales. The area is said to be home to strange occurrences covering an array of West Andes folklore.
  - ◊ **Raise(s):** There are confirmed sightings of (choose 1 per Raise) Cadejo, Camazotz, Cuyancúa, Picudos, Ghuls, Madre de Aguas, Tata Duende

F3EAD

Go ahead and run the Deployment Cycle. This occurs when the team is in the air, flying to FOB MEMORY in Peru.

EYESONLY//BURN

STIREP: RAVEN ASSET <<SHORTSTOP>> NO LONGER IN COMMS. BIOTRACKER WENT OFFLINE ON OR ABOUT 0335Z.

OPORD: RAVEN IS TASKED AS FOLLOWS:

1. FAST ROPE INFILTRATION ONTO SEABORNE PLATFORM THREE KLICKS FROM PORT.
2. LOCATE <<SHORTSTOP>> AND CONFIRM IDENTITY.
3. EXFILTRATE WITH <<SHORTSTOP>> VIA SEA (PRIMARY) OR AIR (SECONDARY).

OCCULT THREAT: HUMAN SACRIFICE CONFIRMED

ROE: CARD PROVIDED

EYESONLY//BURN

MISSION CARD

MISSION PHASE	KNOWN/SUCCESS	RAISE
WARNO		
Primary Tasking		
Secondary Tasking		
INTELLIGENCE GAINED		
Combatants		
Noncombatants		
Wx		
Terrain		
Imagery		
Cultural		
Occult Threat		

RAVEN ROE CARD

BLUF:

Attack legal OPFOR

Spare civilians and their property

Conduct yourself with dignity and honor

Comply with the LOAC

These ROE remain in effect until exfil from AOR

1. On order, OPFOR combatants are declared hostile and may be attacked subject to the following:
    a. Positive Identification to a reasonable certainty of the legitimacy of the target.
    b. Do not engage those who've surrendered, are unable to fight or utilize occult powers, or are infirmed.
    c. Do not strike the following, save in circumstances of self-defense, defense of allies, defense of VIPs: Noncombatants, Places of Worship, Medical Facilities, Schools, Museums, Monuments, and other historical and cultural sites.
    d. Do not fire into civilian populated areas or structures unless OPFOR is utilizing them for combatant purposes or in self-defense. Always minimize collateral damage.
    e. Do not target infrastructure, lines of communication, and economic objects unless vital for self-defense or ordered by Raven Actual. If you must fire upon any of these, your goal should be in this order: Disable, Disrupt, Destroy.
2. The use of force, to include lethal, is authorized to protect: Yourself, Your Troop, Allies; EPW; Civilians, VIPs, Designated Civilians; Properties.
3. Treat all civilians with dignity and respect and do the same for their property. Do not seize their property without permission (owner or Raven Actual) or in need to prevent immediate loss of life.
4. Detain civilians if they interfere in operations.
5. Looting and taking trophies of war is prohibited.

RAVEN ACTUAL (GM EYES ONLY SECTION)

The locals are terrified of the CDM Cartel, but a new player entered the game, going by the name of El Cardinal. El Cardinal (CRIMSON) leads a VOE cult, the Ñakaqi, dedicated to The Umbral Source (La Fuente Umbrala), which they believe is the hidden truths of creation in the shadow of the creator. To this end, CRIMSON and his cult are terrorizing the locals and now own the CDM. SHORSTOP uncovered this and was abducted to be turned by CRIMSON, who is in fact an actual Ñakaq or Ghūl. The cult are all Pichetay (Ghūl Extras). CRIMSON desires cessation of smuggling activities as they attract outside attention.

ENCOUNTERS (RANDOM)

Informs about specific cultural norms and languages of the region. Examples:

- *Day (Draw one Action Card 1/day)*
  - Militia (Spade, Club), LEOs (Diamond), Civilians (Heart)
- *Night (Draw one Action Card 1/night)*
  - Pichaytay (Club)
- Can use Stealth or Survival to avoid contact
  - Failure: Draw two cards

ON-THE-GROUND INTELLIGENCE

Can be gathered during the operation on the island. The skills listed are the most likely, not the only usable by the Operators.

◊ *Old fishing hut in marsh*

◊ **See:** Civilian corpse with bullet wounds

◊ **Hear:** Buzzing of flies

◊ **Smell:** Death

◊ **Notice (Success):** Flayed human skin on wall and blood on scene.

◊ **Raise:** Human-sized clawed foot prints scattered around

◊ *Old hunting lodge in hills*

◊ **See:** Two flayed human skins hang on poles

◊ **Hear:** Buzzing of flies

◊ **Smell:** Death

◊ **Notice (Success):** AK magazines x4

◊ **Raises:** Human-sized clawed foot prints scattered around, the corpses are Rebels, more clawed footprints.

◊ *Sacrificial Site in swamp near lake*

◊ **See:** Dozens of corpses hanging on a tree (33 if counted)

◊ **Hear:** Buzzing of flies

◊ **Smell:** Death

- ◊ **Feel:** Dread, a foreboding
- ◊ **Notice (Success):** Corpses are riddled with bullet holes
  - ◊ **Raises:** 13 of the corpses are tattooed in the style of CDM, there is a biotracker in the bloody pool.

◊ *Uguani locals*

- ◊ **See:** Various locals going about their business.
- ◊ **Hear:** Chatter, vehicles; life
- ◊ **Smell:** Food, piss, trash
- ◊ **Intimidation/Persuasion (Success):** It is not just westerners who are missing.
  - ◊ **Raises:** CDM is also being hunted, SHORTSTOP was last seen with the Rebels.

◊ *Rebel camp*

- ◊ **See:** Less than a dozen very unfriendly Rebels.
- ◊ **Hear:** Low voices, genny
- ◊ **Smell:** Fresh air
- ◊ **Intimidation/Persuasion (Success):** SHORTSTOP was only here for a night and left.
  - ◊ **Raises:** SHORTSTOP wanted the Rebels to ally with CDM, the smell of cocaine processing is in the air, there is a tarp covering a little bird.

◊ *Convoy remains west of lake*

- **See:** A burned out ambulance and SUV
- **Hear:** Buzzing of flies, ravens, buzzards, dogs
- **Smell:** Death, burnt flesh, cocaine
- **Notice/Survival (Success):** Cocaine parcels are everywhere, some corpses remain
  - **Raises:** The corpses are CDM, numerous clawed feet, the claws track to the river

◊ *Submarine at lake*

- ◊ **See:** A Cartel smuggling sub partially surfaced in the bay.
- ◊ **Hear:** The tide
- ◊ **Smell:** Smoke
- ◊ **Notice/Battle (Success):** There is a massive hole blown open on the starboard side.
  - ◊ **Raises:** The explosion seems to be from an RPG, there is cocaine in the water, all signs point to Rebels.

PATTERNS OF LIFE

AREA	DAY	NIGHT
Check Point	d4 Basic Militia	2 Basic Militia
Farm (coca)	d12 Civilians	d6 Civilians relaxing
	d4 Militia	d8 Militia
Manor	1 Commander	1 Commander
	d4 Commandos	1 Commando Wild Card
	d4 Team Leaders	d6 Team Leaders
	1 Wild Card Ghūl	
	2 Snipers (Roof)	2 Snipers (Roof)
Wildlands	Animals	d6 Ghūls

TACTICAL SCENE: THE DEPLOYMENT

WET WILLY

DESCRIPTION

This scene starts with the team geared up and flying onboard a Little Bird, awaiting the order to fast rope onto an awaiting sea-going tug. The bird is at 10m (30') above the tug. As the word is passed (JANICE! JANICE! JANICE!), all hell breaks loose as a fireball lights up the night sky as it screams at the helo.

Reference the map labeled THUNDER OAK overhead (normal, FLIR, and NOD).

CURSORY INTELLIGENCE ACQUIRED

The pilots sit in the cockpit while four of the Operators sit on the wing benches. If more than four Operators are present, four more plus the K9 can fit tightly inside the bird. The tug is crewed by four sailors and is ready to receive the team at the stern.

SENSORY INPUT (WHAT THEY KNOW WITHOUT SKILL CHECKS)

- See
  - Low visibility, but few lights shine from the village.
  - The helo and tug are rigged for night ops.
- Hear
  - Rotors, thunder, wind.
- Smell
  - Sea water, fuel exhaust
- Occult
  - An overall sense of foreboding fills the entire team.

LIKELY SKILL CHECKS

- **Notice (-4 without NODs):** On a success, the sailors seem to be pointing at something in the sky coming from the village.
  - On a raise, the object is identified by a crimson glow. With magnification, it is a distorted image (like a mirage).
- **Electronics:** On a success, there is encrypted radio chatter bleeding over their MBITR.
  - On a raise, it is a rhythmic, repetitive phrase (in Quechua)
- **Quechua (-2 due to static):** On a success, the words are broken, but copy as "mountain", "lard", "sun", "tear", and "cut".
  - On a raise, it is more like a song filled with anger.
- **Occult (if Quechua is understood):** On a success, this is a spoken charm.
  - On a raise, it is an Incan sacrificial chant.

COMBAT NOTES

- Cover
  - Tug/Helo (Medium Cover, +4 Obstacle, Hardness 4 (-2 bullet damage)
- The tug crew will attempt to save the craft at all costs.
- Village reaction occurs following the flaming bird. Locals send d4 fishing boats to investigate.

THE COUNTDOWN

After narrating anything witnessed by the trait tests, the unidentifiable object continues to close on the helo, with exponentially increasing speed. As lightning, thunder, and pounding rain slam the bird; begin counting down from five after asking, "what do you do"? Note what each player mentions, then the object slams into the helo, erupting into a ball of flame, slamming the corpse onto the deck of the tug.

Those who indicated they jump or fast rope leave the bird normally, albeit hurriedly. Those who attempt other actions are thrown from the bird into the water and need to make an Athletics roll to avoid Bumps & Bruises and maintain their ability to tread water. The wreckage of the helo and tug slips beneath the waves of the Pacific Ocean.

Welcome to the fight Raven. Get in, locate SHORTSTOP, and get out, mucho pronto.

CHAPTER 11

TALK THE TALK

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM

So, you know how to play like an Operator, now let's learn to talk like one. You might not like some of this, but it is a subculture within a subculture and no one is forcing you to use it or live it.

LINGO TABLE

TERM	DEFINITION
A&S	Assessment and Selection, a term used for the process in selecting new Operators.
AAR	After Action Report, filed post-mission.
Admin Dating	The format for official message traffic is: DDHHMMZ MMM YY
Agency (The)	Always a reference to the CIA.
AOR	Area of Responsibility, sometimes shortened to Area of Operations on a tactical scale.
BDA	Battle Damage Assessment.
Bird	Slang for an aircraft.
BIT/TQ	Battlefield Interrogator/Tactical Questioning
BLUF	Bottom Line Up Front. The quick and dirty of elventy paragraphs.
Blue Falcon	Buddy Fucker. Someone who, deliberately or otherwise, ruins someone's day/life.
Brrrrrrrt	What a minningun says!
Bulkhead	The Navy term for a wall.
Call Sign	A nickname or tactical reference for comms.
Ceiling	The uppermost altitude of an aircraft.
CIA	You've got a search engine…
Cleared Hot	Fire at will
Cool Guy	Refers to anyone assigned to a special mission unit.
Colors	The raising/lowering of the national flag; time varies by service/nation, but average is sunrise/sunset.
Cryppie	Slang for cryptologic technicians and officers/
Danger Close	Artillery fire, mortar fire, close-in aerial support, etc. that is close enough to feel. And maybe kill ya.
Deck	The Navy term for the floor/ground, also used in aviation to refer to the lowest authorized altitude.
Delta	The general term for the U.S. Army's elite special operations unit.
DG/DEVGRU	The general term for the U.S. Navy's elite technical and warfare development unit.

LINGO TABLE (CONT)

TERM	DEFINITION
Door Kicker	An Operator, a Shooter
Dust Off	When a helicopter takes flight.
Expat	A foreigner living in a country not of their birth.
Fast Rope	Coming out of a helo and down a rope to the ground.
FUBAR	Fucked Up Beyond All Recognition
Full Battle Rattle	Carrying a full kit, ~80 to 100 pounds.
Giggle Switch	Go full auto with a firearm.
Goon	Playful term for those who come out at night in NODs.
HAHO	Parachuting: High Altitude, High Opening. Requires O2.
HALO	Parachuting: High Altitude, Low Opening.
HVT	High Value Target
HOOAH	The Army/Air Force 'battle cry'. Means many things, the most common is 'understood'.
HOOYAH	The Navy 'battle cry'; began with the SEAL Teams.
IED	Improvised Explosive Device. Add a VB to add a vehicle.
IFAK	Individual First Aid Kit
INTEL	Intelligence (INT)
• COMINT	Communications (from any comms gear)
• HUMINT	Human (from human sources)
• IMINT	Imagery (from imagery, satellites, photos)
• MASINT	Measurement and Signature (fissile material, radar, etc.)
• OSINT	Open Source…like when you browse the internet…
• SIGINT	Signals (from any gear or means of communicating)
IR	Infrared
ISR	Intelligence, Surveillance, and Reconnaissance
IVO	In the Vicinity Of, close to, near, etc.
Killin' Weather	Any time the outdoor illumination level is about 70%-80%; allows best use of NVGs.
Kit	The shit you carry, like plates, magazines, ruck, etc.
Klic	1 kilometer
Lead Showers	When there's a storm comin' and it calls for bullets.
Lid	Your ballistic helmet
LOS	Line of Sight
LZ	Landing Zone

LINGO TABLE (CONT)

TERM	DEFINITION
MAC	Military Aged Citizen, anyone who has the immediate capacity to fight, from 14-60.
MBITR	Multiband Inter/Intra Team Radio, encrypted.
Meal Team SIX	A derogatory term for someone who is not a physical specimen yet behaves as if they are.
MGRS	Military Grid Reference System. 12 code system for pinpointing any location. Can be less than 12, but each reference set (2) narrows the scope.
Mk or M	Mark, commonly seen before a weapon platform model, such as the M16, Mk-17 SCAR-H, M249, etc.
MOBS	Mobilization, refers to U.S. military reservists called to deploy.
NGO	Non-Government Organization
Nine Line	A medical evacuation, called on comms by referring to a medical check list consisting of literally nine lines.
NIST	National Intelligence Support Team
NOC	Non-Official Cover. A real deal spy.
NODs	Night Observation Devices
NSA	They watched us design this…
NVG/NVD	Night Vision Goggles/Device
OORAH	The U.S. Marine Corps battle cry.
MAC	Military Aged Citizen, anyone who has the immediate capacity to fight, from 14-60.
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NIST	National Intelligence Support Team

LINGO TABLE (CONT)

TERM	DEFINITION
NOC	Non-Official Cover. A real deal spy.
NODs	Night Observation Devices
NSA	They watched us design this…
NVG/NVD	Night Vision Goggles/Device
OORAH	The U.S. Marine Corps battle cry.
Optics	Slang for scopes.
PACE Plan	Primary, Alternate, Contingent, Emergency
PDB	Presidential Daily Briefing. Goes down before dawn, run by the Agency.
Phonetic Alphabet	How the military spells out words; Alpha, Bravo, etc
Point of Domination	The methodology of clearing a room/building. Essentially where every muzzle is pointed. Make an L.
Port	In terms of a ship, the left-hand side.
PRC (Radio)	Portable Radio Communication.
Q Course	The Special Operations courses.
QRF	Quick Reaction Force. Capable and ready to respond to a threat within 15 minutes.
ROC Drill	Rehearsal of Concept. Go over a mission on rock table or sand table.
ROE	Rules of Engagement. The things that legally bind you, colloquially known as the Laws of Warfare.
SALUTE	Size, Activity, Location, Unit, Time, Equipment
SAR	Search And Rescue
Shooter	Slang term for any actual special operations warrior.
SITREP	Situation Report
Slava	A battle cry of Slavic-sspeaking nations. Means glory/victory.
SNAFU	Situation Normal, All Fucked Up. It's really bad.
Snake Eater	Another slang term for a special operations warrior.
SOPMOD	Special Operations Peculiar MODifications. A designator for specific long guns modified for Operators.
Souls	Term used to denote living beings, as in on an airc
Spook	A slang term for a spy or cryppie.
Starboard	In terms of a ship, the right-hand side.

LINGO TABLE (CONT)

TERM	DEFINITION
STARS	Surface to Air Recovery System. Aircraft flies over and you exfil from the ground.
State/Statey	The Department of the State and the semi-mocking term for a DoS employee.
Strap Hanger	A derogatory term for a non-Operator who hangs around. Constantly.
Sugar Cookies	When you get in the water and roll around in the sand.
TAC EW	Tactical Electronic Warfare. Making life hard for electronic gear everywhere.
Task Force	When not discussing Raven, TF refers to the other SOF units/echelons working on common problems.
Tail Number	The reference number on an aircraft
TDY/TAD	Temporary Duty/Temporary Assigned Duty
Team Guy	Slang for a Navy SEAL.
Terp	Slang for interpreter, as in languages.
TIC	Pronounced TICK, Troops In Contact. Called over the comms net when meeting OPFOR.
TLAM	Tomahawk Land Attack Missile. A cruise missile.
UAV	Unmanned Aerial Vehicle. A Drone.
Ura	The common battle cry of a Slavic-speaking nation. Pronounced OO-rah
VBSS	Visit, Board, Search, Seizure. A tactical operation conducted at sea.
Vitamin Shop	Yeah, this is an IYKYK element. Sorry not sorry.
Weather Guesser	A trained weather watcher in the military.

PHONETIC ALPHABET	
ALPHA	A
BRAVO	B
CHARLIE	C
DELTA	D
ECHO	E
FOXTROT	F
GOLF	G
HOTEL	H
INDIA	I
JULIET	J
KILO	K
LIMA	L
MIKE	M
NOVEMBER	N
OSCAR	O
PAPA	P
QUEBEC	Q
ROMEO	R
SIERRA	S
TANGO	T
UNIFORM	U
VICTOR	V
WHISKEY	W
XRAY	X
YANKEE	Y
ZULU	Z

PHONETIC NUMBERS	
0	ZEE-ROW
1	WON
2	TOO
3	TREE
4	FO-UR
5	FEYEF
6	SIX
7	SEV-EN
8	ATE
9	NEYENER

RADIO CALLS

"(Station Called), (Station Calling), over."

"Go ahead (Station Calling), over."

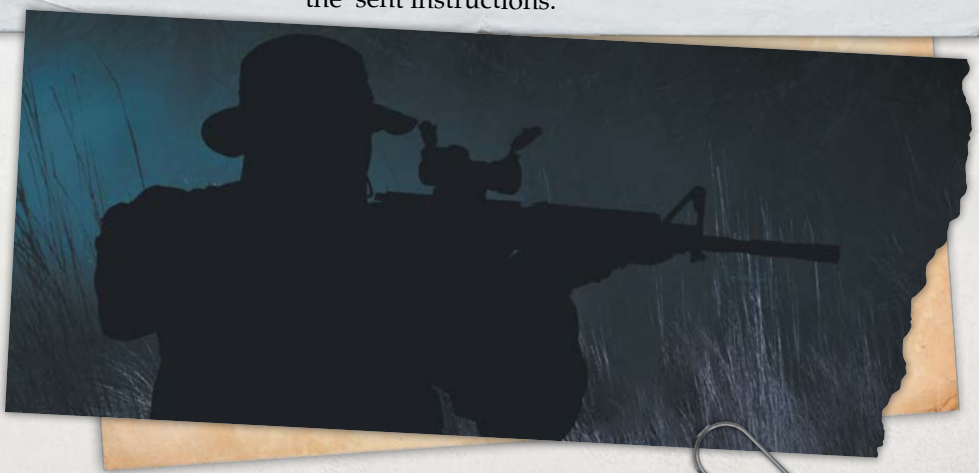
Relay message, "over."

Station calling (or senior officer present) ends comms with "out".

RADIO CALLS

TERM	DEFINITION
ACKNOWLEDGE	Requires the receiver to confirm msg receipt.
AUTHENTICATE	Used by a sender to ask the called station to authenticate the message that follows. Requires a code/codeword aligned to the msg.
AUTHENTICATION IS	The transmission authentication of this message is (code).
BREAK	Used to break a message for a pause before relaying the next part of the message.
CORRECT	Confirms the message broadcasted is correct.
CORRECTION	Corrects a misheard message.
DISREGARD THIS TRANSMISSION-OUT	This means "Forget this message, it was sent in error."
DO NOT ANSWER	Used to indicate that the called station shouldn't reply. The sender also should end with the proword "OUT."
FIGURES	Used to signal that numbers will follow.
FROM	Used to indicate who the message is from (its originator).
GROUPS	Used to signal a message that contains numbers of groups.
I AUTHENTICATE	Used to authenticating a message with what follows.
IMMEDIATE	Used in the most dire of situations that require immediate implementation and top priority.
I READ BACK	Used to repeat the instructions back to a sender to confirm the recipients understood them correctly.
I SAY AGAIN	Used to repeat a sent message because it was either misunderstood or extremely important.
I SPELL	Used to spell out the words that follow phonetically, using the NATO Phonetic Alphabet.
I VERIFY	Used to verify a request and repeated to verify a sent message.

RADIO CALLS (CONT)	
TERM	DEFINITION
MESSAGE	Used to indicate that a message must be recorded.
MORE TO FOLLOW	Used to convey that more will follow from the message initiator.
OUT	Used to end a transmission.
OVER	Used to end a message while asking for a reply.
READ BACK	Used to ask a message recipient to repeat back the message exactly as received.
RELAY (TO)	Transmit this message to [COMMS ID(S)].
ROGER	Used to confirm receipt of a message.
SAY AGAIN	Used to ask a sender to repeat their last transmission.
THIS IS	Used to transmit a message from one call sign to another. Normally 'this is' is omitted entirely.. Example: "Raven Actual, Raven 091, over" vs. "Raven Actual THIS IS Raven 091, over."
TIME	Used to convey the time frame for complying with the message.
TO	Used to address those who must comply with the message.
UNKNOWN STATION	Station identity is unknown that is attempting to be communicated with.
VERIFY	Used to verify a message.
WAIT	Used to indicate that a sender or recipient must pause for a few seconds.
WILCO	Used to indicate receipt of — and compliance with — the sent instructions.



THE NINE LINE CALL

"Raven 005 this is Raven 352, request nine line MEDEVAC"

"Raven 352 this is Raven 005 prepared to copy"

"Line one: one eight sierra whiskey papa one two tree one four five one seven"

"Line two: two seven zero zero Bravo Five"

"Line tree: alpha one, bravo tree"

"Line four: alpha"

"Line five: alpha four"

"Line six: xray"

"Line seven: charlie india romeo (IR)"

"Line eight: alpha two, charlie one, delta tree, foxtrot one"

"How copy over?"

At this point, the MEDEVAC line will repeat all given and initiate a movement for MEDEVAC.

LINE 1: Location (MGRS)

LINE 2: Call Sign and Frequency

LINE 3: Number of Patients (by precedence)
- Alpha (Urgent w/in 2 hours)
- Bravo (Priority w/in 4 hours)
- Charlie (Routine w/in 24 hours)

LINE 4: Special Equipment Required
- Alpha (none)
- Bravo (hoist)
- Charlie (extraction)
- Delta (ventilation)

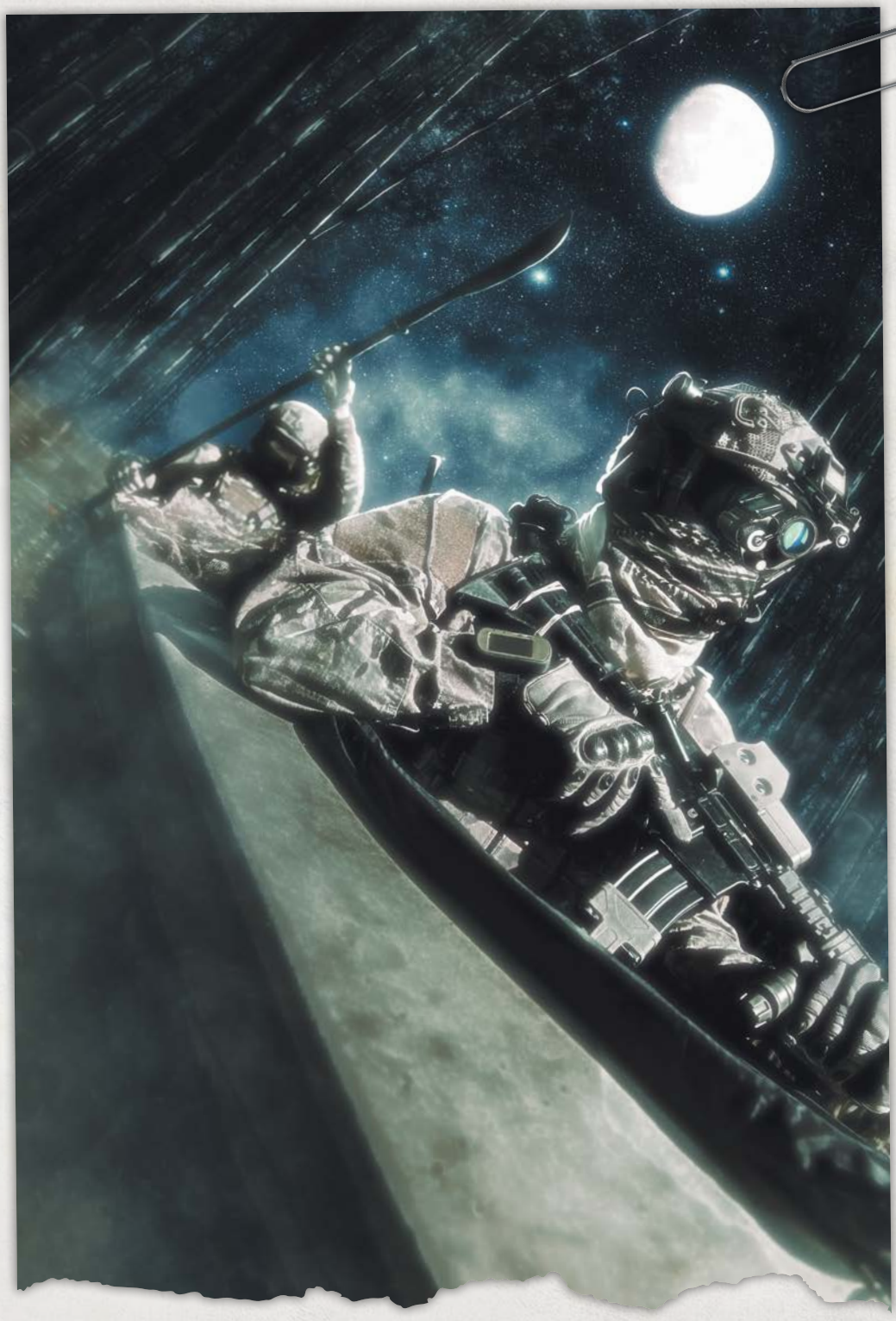
LINE 5: Number of patients and type
- Alpha (litter)
- Bravo (ambulatory)

LINE 6: Security at pick-up site
- November (no enemy)
- Papa (possible opfor, use caution)
- Echo (opfor in area, use caution)
- X-Ray (opfor present, armed escort requested)

LINE 7: Methods of marking PZ (pick-up zone)
- Alpha (panels)
- Bravo (pyrotechnic)
- Charlie (smoke <color>)
- Delta (none)
- Echo (other)

LINE 8: Patient nationality and status
- Alpha (U.S military)
- Bravo (U.S civilian)
- Charlie (Non-U.S. military)
- Delta (Non-U.S. civilian)
- Echo (EPW 'enemy prisoner of war')
- Foxtrot (occult/cryptid)

LINE 9: Amplifying Threats
- November (nuclear)
- Bravo (biological)
- Charlie (chemical)



CHAPTER 12

RESOURCES

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM

Make Characters:	https://savaged.us/
Make People:	https://www.thispersondoesnotexist.com/
Make Cards:	http://www.geeksville.us/swcard.php
Make Code Words:	https://24toolbox.com/random-word-generator/
Make Overhead Imagery:	https://thiscitydoesnotexist.com/
Make VTT-style maps:	https://www.gozzys.com/wilderness-maps
Actual City Streets:	https://anvaka.github.io/city-roads/
Procedural Cities:	https://github.com/phiresky/procedural-cities
Occult Sigils:	https://watabou.itch.io/sigil-generator
Metro Maps Maker:	https://metromapmaker.com/
Terrain Maker:	https://www.redblobgames.com/maps/mapgen4/

We use Kidney Boy for our modern maps:
https://www.patreon.com/kidneyboy/posts

CHAPTER 13

OVERSIGHT AND COMPLIANCE

TASK FORCE RAVEN SPECIAL OPERATIONS
OCCULTUM PROELIUM

THE KICKSTARTER INDUSTRIAL COMPLEX

IN THE REAR WITH THE GEAR
DIRECT ACTION OPERATOR
LET IT RAIN DANGER CLOSE
RAVEN ACTUAL

KICKSTARTER BACKERS

RAVEN ACTUAL

Chuck Soliday
Dean Charette

LET IT RAIN DANGER CLOSE

Robin Tunkel
Jason C Lund
Finderski
NMI
Carson Brooks
Ols Jonas Petter Olsson
Jacob Torgerson
RIto Rodriguez
Patrick Nolen
Ron James
Calidore Caine
Alex Milgrom
Christian O'Donnell
Raymond Piper
Trevor J.J. Sherman
Shaleah Sanders
Andy Hoffman
Kenneth Gurney
Will K
awiseman1701
H Cell
Michael G. Radwan II
Michael G Palmer
Alessandro S.
Don Johnson
Chris Sylvis
Chris "KillrGruve" Olsen
Nicholas Fauls

DIRECT ACTION OPERATORS

Rich Spainhour
Thomas Greeley
Santa
Tomahawk Justice
Philippe Racine
Petty Officer John One One Seven
Nate Streher
Darkshier
Keith Fannin
Scott Walker
Matthew J. Barlow
Lord of Knowledge
Cheryl Karoly
Robert V.
Randy Pytel
Jason Yaxley
Cjcundiff
NA
Kasey W
Adam Jung
Sawyer
Mmod
Broodling
James Boyd
Armando DiCianno
Robert K Stewart
Daniel Dunlap
Jason DeLong
The Kilted Kobold
CPT Mick Gall
Witt Sullivan
Chris Halliday
Lachlan Fergusson
Jon Terry
Brad Parks
Mike Collins
Major Havoc
Holger Schrenk
Ensley F. Guffey
TaroktheSoulless
Reelman

IN THE REAR WITH THE GEAR

David Scott
Vosper
Kenny-G
Glenn Welser
Dan Suptic
Matthew Stark
Valdemar Lykke Andersen
Dan Stufflebeam
Dustin Smith
John Pyrich
Mark Sim
John S.

The SubChief
Sd.
SavageS
Phillip McGregor
Joshua Cameron
Franco Nero
Javier Rosa
Jeffrywith1e
Lenurd the Joke Gnome
Michał
c.ian.avery
AJ
James Douglas
Robert Affection
Aramis
Coale
Shelexie
Ian Barnes
Rob Jameson
Hacklemonster
Frank M
Shawn Stevenson
Kurt McMahon
Jesse Reed
Quinton Smith
Morry Veer
Paris Conte
Jordan Lennard
Anne Cooper
Adam Benedict Canning
G0rb
Ben 'Red Rook' Nettleship
Steve Darrall
Ewald Große-Wilde
No-Sleeves McGee
Ronnie "The Civil Savage" Walton
Kno3dl
T.J. Prest
psyop.FYC
Meowity Meowster
Baimedicine
Mike Elston
Kevin Hall
Matthew L. Martin
kinshotaki
Randall Wright
Joseph Evenson
Paul Hayes
Seth Hartley
KyleDOT
stfudonny
Bonesaw
Kenneth Day
Steven Kaplan
adumbratus
J0SH1N9SKU11
Hudson
Frosted Paws
Sapper Joe Collins
Michael Calabrese
Steven Byrd
Alex C
Jesse Barrett
Kennie N. Nørgaard
Lobos Solos
Jason Alexander
Raphael Bressel
David Dziadula
Man in a Mask
Dave Thaumavore
Dave Dalrymple
Jeremy Farmer
Einar the Bold
Chris Henderson
Kage Oni
Chuck Dee
Barrence
Paolo Spaziosi
LBRLove
Michael Casolary
DormantPhoenixActual
Enda
Dr. Gerd Hauser
Zachary Hinds
Steven D Warble
Brad Clark
Pedro J. Benitez
Mikailos
Andrew Boursier
Michele "Ekidna" Facco
Patrick Sweeney
TwistedEar
SIGKILL
Mario Cordova
JayEmVe
Simon

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RAVEN ACTUAL THIS IS RAVEN 113. WE NEED EVAC NOW!

Under heavy resistance, multiple casualties, sending nine line without repeat:

One eight sierra whiskey papa one two three one four five one seven

Two seven zero zero bravo foxtrot

Alpha five, Bravo two

Charlie…

Operator Timestamp one minute, five seconds: transmission ends with multiple explosions, gunfire, and an unidentified female voice states 'You xxxx foolish xx come xxxxx lands to hunt xx, xxx you shall serve xx forever. End of annotations. Raven 113 lost in theater.

Task Force Raven asks the question, how would a team of Tier 1 Special Forces Operators conduct missions against occult targets. With this field manual, you'll find how to best answer that question. Create your operators, gather intel, and get the mission accomplished. We cover everything you'll need to kick ass against a wide variety of cryptids and human monsters. Good hunting Raven. And stay frosty.

OCCULTUM PROELIUM

THE RUNE FORGE

SAVAGE WORLDS
LICENSED PRODUCT