

Blood and Guts: IN HER MAJESTY'S SERVICE V.2

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BLOOD & GUTS MODERN MILITARY



IN HER MAJESTY'S SERVICE THE PREVIEW

Requires the use of the d20 Modern Roleplaying Game,
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INTRODUCTION

Just what is a special operations force? If I wanted to be snide, I'd answer: it's a force used for special operations. Now, while that's true, that's not much of an answer. Special operations forces are military or paramilitary units that train for and are tasked to operations outside the purview or capability of other military forces. This leaves a lot of space, and the term really doesn't have a hard and fast definition.

There are some light infantry units around the world that have the training and capabilities to undertake the kinds of missions allocated to the Ranger Regiments of the United States Special Operations Command, however these light infantry units are not considered special operations forces. In truth, while the Rangers are certainly an elite unit, I would hesitate to term them a special operations force. While one of the finest light infantry units in the world, they adhere to standard military structure and operational procedures. They are elite, but I don't think I'd call them special.

So where does one draw the line? There are a few lines. When thinking of a special operations force (SOF), consider recruitment, training, and niche.

Recruitment into an SOF is incredibly difficult. Attrition rates are regularly between 70 and 90 percent. In some cases, the recruitment testing is so rigorous, there are no successes. In order to enter an SOF, one needs to be more than just a great soldier. Operators require extreme physical endurance, though not necessarily strength. They need agility of body and mind. They must think outside the box, work well with a team and independently, and while they must be capable of killing at the drop of a hat, they must not enjoy it. That's a tall order, and it's as much mental as it is physical. Given all that, one can imagine why SOFs are so difficult to enter.

Training is a cornerstone of an effective SOF. In many cases, training is an integral part of recruitment. A US Navy SEAL must survive the Basic Underwater Demolitions/SEAL course in order to complete the recruitment process. This is true of most SOFs, including the SAS and SBS. But training does not end once an operator joins a unit. Training is ongoing and it is extensive. No unit trains as hard as SOFs, and that's because the missions they undertake require more than just ability, they require expertise. They almost require perfection, but we can't ask that, even of our most elite units.

Unlike many other units, SOFs are often slotted into a single niche, an area of specialty. One would not send in the Special Air Service or the Special Boat Service to capture a target and hold it. While both units could provide support and perhaps make an initial assault, they are not trained for defensive or holding actions. One could use the Royal Marines Commando until a regular military group arrived, one with armor and artillery. One would not send in the RMC to rescue hostages or make a snatch-and-grab. Though daunting and daring warriors, the RMC are not counter-terrorism and hostage rescue experts. That niche belongs to the SAS and the SBS, and specifically the Special Project Team and M Squadron.

These three criteria help to discern SOFs from other units. But not all elite units are SOFs. The RMC, while certainly elite, is not exactly an SOF. Its recruitment is tough, its training extensive, but it takes on missions similar to those of regular military forces. Within the RMC, though, there are other units one might consider an SOF, like the Brigade Patrol Troop and the Fleet Protection Group Royal Marines.

In the United Kingdom, most of the SOFs are grouped together under the aptly named Special Forces Group.



CHAPTER 1: MILITARY CLASSES



CLOSE QUARTERS ASSAULT TRAINING

Though many units train to operate in a built-up or urban environment, that does not necessarily mean these units are prepared to enter close quarters environments and neutralize the threats found therein. This specialized task requires close quarters assault training. The general public knows of close quarters assault through media stories regarding hostage rescue, but this training is also useful when clearing buildings or vehicles of threats, or when affecting the capture of a high value target. Those individuals who undergo close quarters assault training often have military or law enforcement experience, usually with the army or marines. Characters involved in counter-terrorism, urban operations, force protection or personal protection should have levels in close quarters assault training.

REQUIREMENTS

To qualify for close quarters assault training a character must meet the following criteria (the quickest path into this class is through the Fast Hero basic class).

Base Attack Bonus: +5

Skills: Move Silently 6 ranks, Tumble 6 ranks

Feats: Double Tap and Point Blank Shot

Special: A character must have access to this training, such as through the military, civilian law enforcement, or private security firm. This training is not generally available to members of the public.

CLASS INFORMATION

The following information pertains to the close quarters assault training prestige class.

Hit Die: 1d8

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: Close quarters assault training grants the following class skills (and the ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (structural) (Int), Disable Device (Int), Demolitions (Int), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Read/Write Language (all), Repair (Int), Search (Int), Sense Motive (Wis), Speak Language (all), Spot (Wis), Swim (Str), Tumble (Dex).

Skill points at each level: 6+Int. modifier

CLASS FEATURES

All of the following are features of the close quarters assault training prestige class.

Advanced Training: Each time the character gain this class ability, the character may pick a talent from the advanced training list (see Blood and Guts II: Military Training Manual pages 24-27).

CQB: CQB refers to Close Quarters Battle, the combat techniques used in close quarters assault training. When in an enclosed space, such as a room, the fuselage of an aircraft or the interior of a train, the character does

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

Bonus Feat: At 2nd and 4th level, close quarters assault training provides a bonus feat. This feat must be selected from the following list or from the character's MOS, and the character must meet any prerequisites.

Advanced Combat Martial Arts, Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Attentive, Blind-Fight, Burst Fire, Combat Martial Arts, Dead Aim, Defensive Martial Arts, Double Tap, Endurance, Entry, Exotic Firearms Proficiency, Far Shot, Great Fortitude, Guide, Improved Combat Martial Arts, Improved Damage Threshold, Improved Initiative, Lightning Reflexes, Low Profile, Precise Shot, Quick Reload, Stealthy, Weapon Focus.

Breach: Breach is used when entering into an area in which the character expects opposition. When the character enters such an area through a door or other closed portal, or through an improvised entrance—like a window or hole blown in the wall—the character always acts in the surprise round and is not considered flat-footed no matter when in the surprise round the

Table: Close Quarters Assault Training

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+0	+1	+0	Advanced Training, CQB	+1	+0
2	+2	+0	+2	+0	Bonus Feat, Breach	+1	+1
3	+3	+1	+2	+1	Advanced Training, Read the Room	+2	+1
4	+4	+1	+2	+1	Bonus Feat, Hostage Rescue	+2	+1
5	+5	+1	+3	+1	Advanced Training, Danger Sense	+3	+2



CHAPTER 2: THE SPECIAL FORCES GROUP



The Special Forces Group is the command for a collection of the UK's top special operations and clandestine warfare forces.

Unlike the United States' Special Operations Command, the SFG have no regular military assets like the US Army Rangers, as both the

Royal Marines Commando and 16 Air Assault Brigade operate through the regular military command structure. As such, the SFG operates in cooperation with other arms of the UK's military in jointly planned operations. When tasked to irregular or special warfare missions, the SFG operates independently.

It is important to recognize that the units within the SFG do not operate like regular military units. This encompasses not only missions tasked, but also planning, execution, and command. An SAS planning session does not necessarily mean the head-shed (the commanding officers and senior NCOs) getting together for a chat. Planning sessions can become quite open. While the head-shed may have the final say, and certainly needs to sign off on any plan, the planning session itself might include any number of operators, especially those with experience or expertise in the area of operations or task-specific skills.

During an actual operation, operators with the SFG are expected to improvise as required. One does not radio back to HQ to let them know the communications tower is not where it is supposed to be, one *finds* the tower, or finds a suitable alternative. Command is a matter of the individual best suited to lead at that moment, and can be fluid throughout a mission. Insertion might be on foot through jungle, so the operator with experience in jungle survival, or who just finished joint operations with the Royal Thai Navy SEALs along the Myanmar border takes control of the mission. When the group

reaches the communications tower, the demolitions expert comes forward and takes command.

The units within the SFG are listed below alphabetically by their standard usage. The official designation, if one exists, is included as are any nicknames applied to the unit. Remember, not only must a character meet the requirements to join one of these units, the GM must permit it. If the GM decides that player characters are not allowed to enter the following units, that is final. Also note, the units in the Special Forces Group allow access to the Special Operations Prestige Class as presented in RPO3201 *Blood & Guts, Modern Military: Special Operations Command*.

SAS

22nd REGIMENT SPECIAL AIR SERVICE

AKA the Regiment, the Sass

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

become almost as much a symbol of the SAS as the winged dagger. The motto of the SAS is "Who dares, wins."

The operational tempo of the SAS, and the entire SFG, has increased dramatically since 2001. As such, both the SAS and SBS are increasing their size. Unfortunately, there is a limited number of individuals of the caliber necessary to survive selection. The criteria for selection remains prohibitively tough, but there will always be those willing to try, given the extreme reputations of the SAS and SBS. The two units now jointly run selection courses. As with most special operations forces, the selection course has a 90% failure rate.

Organization : The SAS operates in 4-man patrols, with four patrols to a troop and four troops to a squadron. At this time, there are four squadrons. One squadron is always tasked to CT and HR. this squadron is officially called the Counter-Revolutionary Warfare (CRW) Squadron, but it is nicknamed the Special Project Team. Each troop in a squadron has a specialty based around insertion strategies, being mobility, freefall, maritime, and mountain. The mobility troop specializes in insertion by land with vehicles. The freefall troop specializes in airborne insertion, usually involving sky-diving. As might be guessed, the maritime insertions are the domain of the maritime troop. Operations in extreme environments are the specialty of the mountain troop, generally mountain and arctic terrain, but also desert environs.

Equipment: SAS operators in the field regularly carry Colt Canada C7 assault rifles and C8 Carbines with a SIG Sauer P226 as a sidearm. Assault rifles and carbines are usually kitted out with devices such as reflex sights or tactical sights, laser sights and illuminators. Operators have night vision devices and night-vision capable sights available. At least one operator in a patrol will have an M203 grenade launcher. Also, it is common

CHAPTER 3: ELITE UNITS IN THE UK



While the Special Forces Group encompasses the special operations forces of the United Kingdom's military, there are many units that undertake missions often ascribed to SOFs and though they may not be considered as "special," they are certainly elite. Many of the units described below operate jointly with the SFG and are regularly tasked to special warfare missions.

The units are divided into British Army, Royal Air Force, and Royal Navy. Within these categories, the units are presented in alphabetical order using their commonly attributed names. If an official name exists, it is likewise included. Unless otherwise noted in the unit's descriptions, the units presented below do not offer access to the Special Operations Prestige Class as presented in RPO3201 *Blood & Guts, Modern Military: Special Operations Command*. The units below do, however, offer access to close quarters assault training, combat diver training, and containment training, presented in Chapter 1, in the section titled "Military Classes."

BRITISH ARMY

16 AAB

16 AIR ASSAULT BRIGADE

History: Created as an amalgamation of other air mobile, quick reaction forces on September 1, 1999, 16 Air Assault Brigade—along with 3 Commando Brigade Royal Marines—is a backbone of the United Kingdom's Joint Rapid Reaction Force. Soon after its creation, the Air Assault Brigade (AAB) led Operation BESSEMER, the UK contribution to NATO's Operation ESSENTIAL HARVEST, an attempt to collect arms and ammunition from separatist factions in the Former Yugoslav Republic of Macedonia. The AAB led the UK

contribution to the International Security Assistance Force (ISAF) in Afghanistan, termed Operation FINGAL. When the focus shifted from Afghanistan to Iraq, the 16 Air Assault Brigade also shifted. Their performance in Iraq has proved exemplary. Since 2003, there has been talk of deconstructing 16 AAB to its component parts, but so far this has not happened. It is likely that its service record and capabilities have made it essential to the continued operations in both Iraq and Afghanistan. It is possible 16 AAB may find itself reorganized or otherwise changed, but there has been no timetable or official decision in this regard.

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

Equipment: Soldiers in 16 AAB carry the L85A2, the standard assault rifle of the British Army. Soldiers will also have body armor, the type of which is dependent on what kind of Armor Proficiency the soldier has selected. At the very least, the soldier should have a Concealable Vest, though if the soldier has Armor Proficiency (light), an Undercover Vest would be acceptable. Most soldiers do not carry sidearms, though they will have a combat knife/bayonet. Each soldier will have a tactical radio with a hands-free headset.

Elements of 16 AAB are armed with a squad automatic weapon. This will likely be an L108A1 light machine gun, though it may be the L86A2 light support weapon, which is being phased out of service. For support, platoons in the 16 AAB will include sections with automatic weapon teams armed with the L7A2 general purpose machine gun. Sniper teams, attached to troop headquarters, have both the L96A1 and the L115A1 sniper rifles available for their use. The L96A1 is most common, though specialty teams, supporting a major action or long-range reconnaissance would use the L115A1, which has better range.

Niche: 16 AAB is an elite, airborne light infantry unit, providing a quick reaction, air assault capacity. It is designed to quickly insert and capture a target. It does not have the integral capacity to retain a target, and relies on other, regular military units to move forward to reinforce and fortify captured targets. Due to its light infantry format, 16 AAB is often tasked to military operations in built up areas, also known as urban warfare.

PCs Role: 16 AAB is a good place for PCs to start a military campaign. The requirements are not onerous, and it is feasible that 16 AAB, or elements from it, could be deployed to various hotspots in the world, whether real—like Afghanistan or Kosovo—or imagined—like Albenistan. The PCs could easily be involved in adventures that could lead to assignments in more elite units.

REQUIREMENTS

To qualify for 16 AAB, a character must meet the following criteria.

BAB: +3

Skills: Knowledge (tactics) 4 ranks, Navigate 4 ranks.

Feats: Advanced Firearms Proficiency, Jump School, one MOS feat.

Talents: Death from Above 1



CHAPTER 4: KIT



WEAPONS

The standard weaponry of the ground forces of the United Kingdom includes the L85A2 assault rifle and the L86A2 light support weapon. These are known to the general public as the SA80. The FN Minimi light machine gun, known as the L108A1, is moving to replace the L86A2 which has not proved satisfactory. While the L108A1 has not replaced the L86A2 in all units, the units described in this book have almost completed the replacement.

In a fire support capacity, soldiers also have access to the “Jimpy”—the L7A2 GPMG (General Purpose Machine Gun) which is a version of the FN MAG—and the “50”—the .50 Browning M2HB. For heavier tasks, the military of the UK can call upon the LAW 80, the MILAN and the venerable M72 LAW. Marksmen have access to the L96A1, the .50 Barrett and the L115A1 LRLCR—Long Range Large Caliber Rifle. Special operations forces have a wider latitude than regular units in the choice of small arms, and any additions to the standard kit is noted in the unit description.

Ranged Weapons

The ranged weapons presented in this sourcebook fall into three general groups: handguns, longarms, and heavy weapons. Handguns and longarms are personal firearms, meaning a firearm designed to be carried and used by a single person. Heavy weapons fall under various exotic weapon proficiencies. Most of these are intended as crew-served weapons, meaning a weapon designed to be carried and used by more than one person.

RANGED WEAPONS TABLE

Ranged weapons are described by a number of statistics, as shown on Table: Ranged Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot

per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon’s magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine’s capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can’t be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must



CHAPTER 4: RANKS AND MEDALS



RANK

Below is a table with the ranks and their equivalencies among the three services and the Royal Marines Commando. The ranks are presented in the same format as in *Blood & Guts 2 Modern Military Training Manual* and should be used in the same manner as presented

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

We hope you enjoyed this preview of Blood & Guts 2: In Her Majesty's Service.

TABLE 2-9: RANKS

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

there.

Promotion DC: This is the DC required to achieve Promotion to the listed rank. Please see *Blood & Guts 2 Modern Military Training Manual* for an explanation of Promotion.

Requisition DC: This is the bonus to any checks the character makes to requisition equipment, manpower or information. Please see *Blood & Guts 2 Modern Military Training Manual* for an explanation of Requisition.

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

Rank Title	Promotion DC	Requisition DC	Pay Grade
Brigadier	30	+21	+16
Major General	32	+24	+18
Lieutenant General*	34	+27	+20
General*	36	+30	+22
Non-Commissioned Ranks, Royal Navy			
Ordinary Seaman	---	+0	+1
Able Seaman	16	+1	+3
Leading Seaman	18	+3	+4
Petty Officer	21	+7	+6
Chief Petty Officer	24	+10	+8
Warrant Officer	26	+14	+9
Commissioned Ranks, Royal Navy			
Midshipman	---	+4	+4
Sub-Lieutenant	20	+6	+6
Lieutenant	22	+9	+8
Lieutenant-Commander	24	+12	+10
Commander	26	+15	+12
Captain	28	+18	+14
Commodore	30	+21	+16
Rear Admiral	32	+24	+18
Vice-Admiral	34	+27	+20
Admiral	36	+30	+22
Admiral of the Fleet*	38	+33	+24

* These ranks exist but are not filled at this time.



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