

Delta Force

America Strikes Back!

TM

Desert Sun



*William H Keith Jr.
1987*

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Operation Desert Sun

SECTION I INTRODUCTION

This mission, code-named 'Desert Sun,' is a departure from normal Delta Force operations. This time, there are no hostages to rescue, no demands to be met, no negotiations or terrorist crises. Instead, *Desert Sun* is a simulation of a covert, pre-emptive operation aimed at preventing a terrorist-inspired nightmare from being unleashed on the world.

Desert Sun is a game module for *Delta Force*, the counter-terrorist role-playing game from Task Force Games. This module creates the background for a special clandestine operation in North Africa: intelligence recently uncovered through several sources suggests that Libya's Moammar Gadhafi is building a stockpile of atomic weapons at a secret military base in the Sahara Desert. The player characters must put together and execute a plan for destroying these weapons — in such a way that American involvement is not suspected and Libya's nuclear research program is delayed.

The story line of *Desert Sun* may be altered to suit the referee and players. A part of Section XII, entitled 'Plot Twists,' gives several variations on the basic story.

The referee and players may, if they wish, use the rules and information in *Delta Force: Desert Sun* to role-play a counter-terrorist raid against a terrorist training camp in the desert, ignoring rules and discussions that pertain exclusively to nuclear weapons. 'Section XIII: Alternative Scenarios' gives background information on 'Operation Desert Sand,' the rescue of a hijacked airliner at a Libyan airfield.

CONTENTS

Delta Force: Desert Sun contains all of the information and maps necessary to stage a clandestine raid on a secret Libyan military base in the desert. Included are several maps based on satellite reconnaissance photos which players may use to acquaint themselves with the base known as 'Green One,' and to plan their strategy.

MATERIALS

Desert Sun requires a familiarity with the basic *Delta Force* rules. Two six-sided dice and paper and pencils are needed for play. The referee and players may, if they wish, use cardboard counters, tokens or miniature figures to plot the course of combat during play, but these are not required.

A protractor marked in degrees may be useful to plot bearings and wind direction if parachute drops are used.

No other supplements or materials are needed.

TIME

Standard military time is used throughout *Desert Sun*, as in *Delta Force* and all *Delta Force* modules. In standard military time, nine o'clock in the morning is 0900 (pronounced 'oh nine hundred') hours, while nine o'clock at night, twelve hours later, is 2100 (pronounced as 'twenty-one hundred') hours. In military time, the twenty-four hour day ends at midnight (2400 hours).



BACKGROUND

Moammar Gadhafi's interest in acquiring nuclear weapons for his military arsenal has been known for many years. Late in 1975, Gadhafi signed an agreement with Moscow, purchasing a ten-megawatt nuclear power plant, built outside Tripoli by the Soviets the following year. This plant provides nuclear power for Gadhafi's capital, and is also capable of processing uranium for use in atomic weapons.

But unfortunately, there was no uranium in Libya. So Gadhafi's next act was to intercede in a brewing civil war in Chad, to the south. Gadhafi annexed the 27,000 square mile Aozou Strip (although this area is still internationally recognized as belonging to Chad), and covered the act by sending Libyan tanks and troops to aid the GUNT, a French acronym for the rebel forces of *Goukouni Oueddei*.

The resulting war dragged on for years, bringing Gadhafi into confrontation with the French, who were aiding Chad's beleaguered government in the south; but, to Gadhafi, this war was worth its cost in money, arms and blood. The Aozou Strip was a possible source of uranium, and Gadhafi saw this as a quick and easy way to secure what he needed.

Despite setbacks — a 1979 cease-fire favorable to Libya collapsed when it was discovered that Gadhafi and the compromised leader of Chad were planning to merge their two nations — Libya repeatedly intervened in the civil war while Gadhafi's troops and engineers prospected for uranium in the mountainous wastes around Aozou. Gadhafi's plans suffered a setback in June of 1981, when Israeli warplanes staged a surprise bombing strike against a nuclear plant, outside of Baghdad, capable of producing weapons-grade uranium. The mission was a clear warning: Israel would not allow Arab powers to manufacture nuclear weapons.

With much at stake — including Gadhafi's own prestige among his Arab neighbors and the security of his none-too-steady base of popular and military support — Gadhafi has kept a low profile in the nuclear arena...until now.

SECTION II MISSION BRIEFING

Israeli intelligence has uncovered an extremely disturbing fact. Large shipments of weapons-grade uranium are being sent on a regular basis from the Soviet-built nuclear reactor at Tripoli to an undisclosed location in the Sahara Desert. Information from a Libyan dissident who has fled Gadhafi's reign of terror suggests that a facility for nuclear research and weapons assembly has been built in the desert area called 'Sarir Kalanshiyu,' in eastern Libya, about 300 kilometers from the Egyptian border.

Speculation has been rampant for some time that Gadhafi might be working on an atomic bomb. Gadhafi's past actions do not inspire confidence in the man's restraint or rationality. Of all of the figures in the steaming cauldron of Mid-East politics, Gadhafi is the one man most likely to use nuclear weapons as casual instruments of state policy. As a member of the world's nuclear club, Libya would be the one nation most likely to provide nuclear weapons to those irresponsible bands of mass murderers claiming to be legitimate revolutionaries: the PLF, the PLO and Islamic Jihad.

Libya's development of the atomic bomb must be stopped, or at least severely delayed.

The President himself has authorized the use of a highly-trained, covert special operations group to act before Libya can strike. The raiders are to be drawn from the ranks of America's Delta Force.

MISSION OBJECTIVES

1. Penetrate and destroy the Libyan base code-named Green One. This destruction should appear to be a nuclear accident.

2. All records of the nuclear project should be destroyed along with the base.

3. If possible, records of other terrorist plans should be acquired. Also find out what Gadhafi planned to do with the warheads at Green One.

LOCATION

Sarir Kalanshiyu, in the eastern Libyan Sahara desert, 30 kilometers west of the Sarir oil fields.

BACKGROUND

Two weeks ago, Major Abdel al-Kabir managed to defect to the West from his post at the Libyan People's Bureau in Rome. Before he was assigned to the Bureau, al-Kabir was an officer of Gadhafi's People's Militia stationed in the Eastern Desert; and he has provided Western Intelligence with confirmation of Mossad reports that Gadhafi is manufacturing atomic bombs in the desert south of Benghazi. Subsequent satellite photos have provided the U.S. with accurate maps of the facility there.

Although there is no hard evidence to support them, there are rumors picked up by Mossad agents working undercover

throughout the Arab world that Gadhafi is planning a major terrorist coup, and that nuclear weapons figure prominently in his plan. The name 'Akhil Jihad' (the Arabic means "Last" or "Ultimate" Holy War) figures prominently in intelligence gathered from various sources, including satellite ELINT (electronic intelligence). Learning what this plan is constitutes an important part of *Operation Desert Sun*.

MISSION OBJECTIVES

Israel has not identified the source of their intelligence, for the very good reason that Mossad would like to preserve its intelligence network within Libya. Beginning as early as 1982, however, various reports had suggested that a secret weapons assembly and testing complex was being assembled in the eastern desert near the Sarir oilfields. Major al-Kabir's information confirms this, and pinpoints the location of the complex at 27° 17' north, 21° 31' east: just west of the Benghazi-Kufra Road.

A map of Libya is provided for planning purposes.

Enhancements of several satellite reconnaissance photos of the Green One site and enlargements of key areas are also provided. Principal features and building identifications have been labeled by CIA photo-imaging experts and intelligence analysts. The referee will provide information concerning the photos included with this briefing.

The photos show troops barracks, a communications center, a newly-built military airfield, defense and supply bunkers and fortified SAM sites and listening posts. Of particular interest are what appears to be a recently-executed demolition project near the low ridge to the west of the complex, the trenches and other defenses nearby, and the vehicle tracks which appear to run into the rubble. Intelligence analysts believe that the weapons lab was dug into the ground at the base of a cliff, roofed over, and the cliff face demolished by explosives to bury the facility.

Major al-Kabir insists the research and assembly areas for Libya's nuclear weapons program is an underground bunker at this site, although he personally has never been inside.

CIA analysis of these photos concludes that there are, in all, fewer than 600 men at Green One. Approximately 100 of these are stationed at the terrorist training camp, another 400 at the main base, 50 at the weapons complex, and only a handful at the airfield.

The characters are to penetrate Libyan security around this secret nuclear facility in the Sahara Desert. Destroy the stockpile of nuclear weapons believed to be there and, if possible, arrange to make the destruction look like an accident.

They should be certain that all notes and records of Libyan scientists working on the Libyan nuclear warhead project are destroyed with the warheads in order to set Libyan planning and nuclear capabilities back a number of years. Plans, blueprints, tools and materials for manufacturing bombs are almost certainly stored underground in the weapons complex.

If possible, characters should discover Gadhafi's plans for the bombs he is assembling and gather information on terrorist or covert actions planned by Libya. It is believed that these plans are in the headquarters building at the main base. There is a possibility that they are kept instead (or that copies are kept) in the underground bunker of the weapons complex for extra security, but this is considered unlikely.

This base, code-named 'Green One,' is the mission's objective. The Delta team must come up with a three-phase plan. The phases of this plan can be identified as follows:

INSERTION

The Delta Team must place a tactical unit in the Libyan desert and penetrate the defenses of Green One. Ideally, this should be accomplished without alerting Libyan defense forces to the presence of foreign invaders, and without leaving clues to the assault force's presence, purpose or origin.

MISSION

After penetrating Green One's defenses, the mission itself must be carried out. This requires the destruction of nuclear weapons stored at the base, as well as plans, blueprints and records which might help Libya build additional bombs and all evidence of the assault force's presence.

EVASION/ESCAPE

The assault team must exfiltrate from Libya. This may be done by accomplishing a rendezvous with friendly aircraft at a remote location, by crossing the border into a neighboring country or by reaching the Mediterranean coast and accomplishing a rendezvous with a surface ship or submarine.

LOCAL ASSISTANCE

The Delta assault team may find they have several unexpected allies on this mission. The allied forces listed below may be available and can be contacted if the group's plan requires them.

NATIONAL FRONT FOR THE SALVATION OF LIBYA

This is one of eleven Libyan underground groups dedicated to the overthrow of Moammar Gadhafi. While not strong enough or organized enough to mount a major military operation, the National Front can act as guides, provide intelligence, secure vehicles and provide native disguises for the infiltrating team members.

ARMY CONSPIRACY

Gadhafi's power depends on his control over the country's military forces, and the past several years have seen a weakening of that control, innumerable plots and attempted coups and purges of Libya's army commanders. The Delta team may be able to establish contact with mutinous officers within the Libyan army. This approach would give an infiltration group access to military schedules, orders, codes and passwords, as well as uniforms and weapons. However, it runs the risk of discovery if the contact is a double agent or is apprehended by Libyan security forces.

EGYPTIAN COMMANDOS

Egypt and Libya have been at odds since Gadhafi came to power. Gadhafi is believed to have been behind the assassination of Egypt's Anwar Sadat, and has long been

responsible for fomenting Arab nationalist and fundamentalist revolutions in Egypt. Egyptian cooperation on this mission could include anything from granting permission to overfly Egyptian territory or permission to stage an assault from Egypt's western desert, to supplying a full-scale assault force of commandos.

KGB

Although they make unlikely — and certainly untrustworthy — allies, Russia's dreaded *Komitet Gosudarstvennoe Bezopasnosti* might decide to assist the U.S. in a clandestine raid aimed at preventing Gadhafi from gaining nuclear technology.

The Soviets are opportunists; however, they are *not* suicidal. If Libya or the PLF or any of a number of other blood-thirsty terrorist groups gets hold of an atomic bomb, the Soviets would not be able to control subsequent events — and those subsequent events could include an unwanted nuclear war. It is possible that KGB agents operating in Libya could provide the Americans with intelligence or other assistance.

OTHER INTELLIGENCE ORGANIZATIONS

The same can be said for a number of intelligence organizations with agents in Libya. Chief among these are the CIA, which has been working against Gadhafi through the National Front for the Salvation of Libya and the Israeli Mossad.

Mossad was the first organization to uncover Gadhafi's plans. Israel can be certain that if Gadhafi develops nuclear weapons, one of his first targets will be Israel. Israeli intelligence units operating in Libya could supply the Delta team with intelligence, papers, disguises and other assistance. The Sayaret Matkal could be operating its own penetration of Green One, and an offer might be made to combine forces and tactics.

DESERT NOMADS

Gadhafi still enjoys the support and trust of the majority of Libya's desert tribes, nomads who still wander the sandy wastes beyond Libya's cities and towns. There are desert tribesmen, however, who continue a running blood feud with the Ghadaffa tribe and live now as bandits in the deep desert, raiding government outposts, convoys and villages. It will be extremely difficult to establish contact with these forces, and harder still to win their trust and active support; but they are formidable fighters — and their hatred for Gadhafi runs very deep.

Should the players decide that one or more of the above groups is necessary to their plan, contact can probably be established through either the CIA or Mossad.

Note: Players should not read beyond this point. The rest of the information, with the exception of the maps, Warbook Supplement and Rules Supplement in the center of this booklet, is for the referee's eyes only.

SECTION III THE AREA

Libya is a country with one-quarter the land area of the continental United States and a population of less than three million. Most of the people live in the narrow, relatively fertile strip along the Mediterranean coast.

Ninety percent of the land consists of utterly barren, rock-strewn deserts and seemingly endless dune-rippled sand seas — the heart of the vast Sahara Desert. Libya's principal cities are Tripoli (Tarabulus, population about 290,000) on the west Mediterranean coast and Benghazi (Banghazi, population about 132,000) on the east Mediterranean coast.

Oil was discovered in Libya in 1959, and has become that country's most precious asset. The oilfields are still manned and owned primarily by foreign nationals working in the country. Formerly, these were primarily United States citizens; but since the souring of diplomatic relations between the countries, a larger percentage of these workers are now British, Italian, French and others.

The accompanying map of Libya shows the major towns, roads and features. The Sarir Kalanshiyu is located on the east side of the country, approximately 450 to 650 kilometers south of Benghazi and 175 to 375 kilometers from the Egyptian border. The only major road through the region runs from Benghazi and the Coast Road near Ajdabiya through the Awjilah oil fields and the village of Jalu, then south to the Kufra Oasis and on to the Libyan-Sudanese-Egyptian border near 'Ayn Zuwayyah.

The base known as 'Green One' is several kilometers west of this road, thirty kilometers west-southwest of the Sarir oilfields.

Libya's current ruler is Colonel Moammar Gadhafi, a passionate, mercurial and mentally unbalanced leader who imagines himself to be the personification of the world's pan-Arabic fundamentalist revolution. For details on the life and career of Gadhafi, refer to his dossier in 'Section XIV.'

SURVIVAL IN THE DESERT

Most of Libya is desert, and characters planning to approach Green One on foot — or faced with the possibility of being stranded on foot by the crash or unexpected loss of aircraft — must know something of desert survival to stay alive. Area Survival (Desert) Skill may be used in specific tasks aimed at survival. Finding water; avoiding sunburn, heat stroke or heat exhaustion; and knowledge of desert terrain are obvious examples.

This section describes some particular problems of desert survival and suggests ways the referee and players can simulate them in the game. Note that the desert can severely weaken a character even if it does not kill him. Characters who survive a several-hundred-kilometer trek and arrive on foot at Green One exhausted, dehydrated and sick will not be in any shape to participate in a raid against the Libyans. The players' assault plans must take this into account.

CLIMATE AND TEMPERATURE

Perhaps the single most constant feature of the Sahara Desert is its climate: hot, dry and clear. There are seasonal

variations, however, and the referee should prepare for these before the start of the scenario.

The referee should choose the month during which *Operation Desert Sun* takes place. The season of the campaign is left to his discretion. Obviously, a campaign launched in winter, early spring or late fall will have few problems with heat, since Saharan weather is relatively mild during those times. However, *Operation Desert Sun* is being launched because of recently received, urgent intelligence suggesting Gadhafi may be about to employ nuclear weapons; in such circumstances, it would be unwise to wait for better weather.

The referee should base his choice of the month in which the scenario takes place on whether he wants to subject the characters (and players) to the added rigors and dangers of travel and survival in the Sahara Desert during the summer months, or whether he wants to concentrate on the tactical considerations of the raid itself.

Once a month, beginning with the month during which the campaign is chosen to begin, the temperature range for the month is found on the table below.

Temperature Table (Sahara Desert)

Month	Average Temperature			
	Degrees C.		Degrees F.	
	Highest	Lowest	Highest	Lowest
Jan.	23	10	74	50
Feb.	26	10	78	50
Mar.	31	14	87	58
Apr.	36	19	96	66
May	39	23	103	74
Jun.	42	26	107	78
Jul.	42	26	107	78
Aug.	42	26	107	78
Sep.	39	24	103	75
Oct.	37	22	98	71
Nov.	31	17	87	62
Dec.	25	12	77	53

Sunrise Table (27° N Longitude)

This table lists the times for sunrise and sunset at 27° N longitude. Twilight conditions will be in effect for an hour before sunrise and an hour after sunset.

DATE	SUN-RISE	SUN-SET	DATE	SUN-RISE	SUN-SET
Jan. 1	0635	1731	Jul. 1	0524	1843
Jan. 15	0638	1741	Jul. 15	0529	1843
Feb. 1	0636	1750	Aug. 1	0535	1837
Feb. 15	0630	1758	Aug. 15	0540	1829
Mar. 1	0621	1805	Sep. 1	0544	1815
Mar. 15	0608	1810	Sep. 15	0548	1803
Apr. 1	0555	1814	Oct. 1	0551	1748
Apr. 15	0543	1818	Oct. 15	0555	1737
May 1	0532	1824	Nov. 1	0601	1726
May 15	0524	1829	Nov. 15	0609	1720
Jun. 1	0520	1836	Dec. 1	0618	1719
Jun. 15	0520	1840	Dec. 15	0627	1723

The daily maximum temperature will occur in the hours between 1300 and 1500, in the afternoon. The minimum temperature will occur between the hours of 0200 and 0500, at night. At any time during the adventure when the referee finds he needs to know the current temperature — while calculating the possibility of heat stroke, for example — he should check the game time, refer to this chart, and find a temperature between minimum and maximum consistent with the time.

These values may be altered to some extent, since the temperatures listed here represent average ranges for each month. Temperatures as high as 51°C (124°F) have been recorded in the deep desert in June and July, while temperatures as low as 3°C (38°F) have been recorded in January. In most cases, however, the referee should stay within the maximum-minimum ranges presented above.

ENDURANCE LOSS

In *Delta Force*, the effects of extreme exertion and dehydration first make themselves felt as a loss of END. Characters lose END as described below.

TRAVEL

Travel across the desert at night or before the sun is high (before 0900 and after 1500 hours) does not in itself slow travel, and the Travel Modifier is x1. However, travel during the heat of the day or across sand dunes will slow travel (see 'Ground Travel Modifiers' in the *Delta Force* Rulebook).

The END factor for travel in the desert in the evening, at night and in early morning is one. Thus, characters walking (marching) in the desert at these times must each roll 2D plus the number of hours they have been marching, against their END minus one. One roll must be made every 30 minutes. If the roll is greater than their current END, they lose two END points. Travel during the hottest part of the day is much more tiring, and is represented by higher END factors (see 'Ground Travel Modifiers in the *Delta Force* Rulebook).

Area Survival (Desert) Skill may be used to offset negative END factors. This represents specialized knowledge of movement, desert lore and dress which can help desert travel — how to conserve perspiration or move to save energy, for example, and how to dress comfortably and with an eye to protection from the sun. For a character with Desert Survival Skill of at least level one, this can be shown by substituting '1 + END - Factor' for 'END - FACTOR' in the formulae for endurance loss. A character with Desert Survival Skill greater than level one receives no additional benefit. Survival Skill does not add to the character's END; it only counteracts the loss of END caused by various factors of terrain and temperature.

Addition to 'Ground Travel Modifiers (On Foot)'

CONDITION	MODIFIER	END Factors
Other Factors		
No Water	—	3
Water Sharply Limited	—	2
Water Limited	—	1
Abundant Water	—	No roll necessary for 3 hours

Ground Travel Modifiers Explanation: Each character requires a minimum of five liters (one gallon) of drinking water per day in the desert.

Contrary to popular belief, rationing water does little to prevent the effects of dehydration. The best routine to follow during desert travel is to drink as much as possible when water is available. Small amounts of water can be used to moisten the lips and lessen thirst, but this will not offset the loss of END caused by dehydration.

To simulate desert travel, an END Factor of three is applied when the characters have no water at all. If water is sharply limited (each character has had less than three liters in the past 24 hours), the END Factor will be two. If water is limited (each character has had between three and five liters during the past 24 hours) the END Factor will be one.

Each time the characters have access to all the water they can drink (at an oasis, for example) they need apply no END Factors for water for the next three hours.

Water can be found in the desert in several ways. These are discussed below.

CAPTURED WATER

Perhaps the easiest means of finding water is to take it from someone who has it. Truck convoys encountered along the Kufra Road will generally have at least one tank truck carrying up to 5000 liters of water (see: 'Ground Vehicle' in 'Section VII: Warbook Supplement'). Water is also stored at military facilities, wherever they are located, including SAM sites, radar stations and military outposts along the Egyptian border. A large water tank is located on the main base of Green One. All villages have one or more wells or storage reservoirs, as do oilfield facilities and refineries. Almost any established human presence in the desert will be a source of as much water as the characters can use. Of course, getting it without alerting the authorities may be a bit of a problem...

LOCATING WATER IN THE DESERT

Certain spots in the desert — low, hard-surfaced areas of the desert floor or the bottoms of dry wadis or streambeds — may be spots where characters can dig for water. Sometimes vegetation, circling birds or animal tracks can lead characters to places where water can be found. Finding such a spot requires Area Survival (Desert) Skill of level one or higher.

Finding water is a task with a long-term RDF of 20. Each hour the character looks for water, he must roll 2D minus his Desert Survival Skill against his TRA or EXP (player's choice). Instead of applying portions of the RDF to each roll to reduce it, each successful roll (equal to or less than the character's TRA or EXP) will reduce the RDF by 1D6.

The character may search along the line of the team's march, but travel times are then multiplied by one and a half. Several characters may search for water, but their chances of finding it are not improved unless they search in different areas, removed from one another by at least half a kilometer.

Once water is found, the characters must dig for it. This will be a task with a long-term RDF of 2x2D6. On a roll of two, even characters with no Desert Survival Skill will see the muddy patch which marks the water, and the mud can be collected for a solar still.

In digging deeper wells, each character who digs rolls 2D6 against his END minus some portion of the total remaining

RDF. Each time the roll is successful, the remaining RDF is reduced by the amount applied as a negative DM. Each roll which fails does not contribute to the effort. Every roll, whether successful or not, costs that character one END point. END lost while digging can be regained through rest.

When the RDF is reduced to zero, the characters will find water. Use the table below to determine how much.

Sometimes (rarely) the characters may find a 'water sip.' This is an area where water lies close beneath the surface, and can, in fact, be drawn out by inserting a straw into the sand. Natives often know where water sips can be found.

Water Discovery Table

2D6 Results	
2-5	Mud. The characters find little drinkable water, but the mud can be used to charge a solar still (see below).
6-7	The characters find a total of one liter of water, which can be divided among them.
8	The well produces one liter of water per man.
9	The well produces three liters of water per man.
10-11	The well produces five liters of water per man.
12	The characters have uncovered a subterranean stream. The hole will gradually fill with an unending supply of water, creating a miniature and short-lived oasis.

SOLAR STILL

The solar still is a basic piece of survival apparatus easily made and used. A pit, half a meter deep and up to one meter wide, is dug. An open container, to collect water, is positioned at the bottom of the pit. A transparent plastic sheet is spread across the pit and weighted with stones around the edge. A weight is placed in the center of the sheet, creating a cone shape with the point directly above the container.

The heat of the sun, augmented by the 'greenhouse effect' under the sheet, rapidly evaporates water in the sand of the pit. Condensation forms on the underside of the sheet, trickles toward the point, and drips into the container. A long straw inserted under the sheet and into the container can be used to drink the water without disturbing the set-up.

Digging a solar still is a task with a long-term RDF of 15 if the characters have shovels, or of 35 if they do not. This assumes the characters are digging into substantial ground, since dry, loose sand contains little or no water. One roll may be made for each five minutes of digging by each man participating. Each roll will also reduce the man's END by one, but this can be regained by rest.

The characters must also have the needed plastic sheet, water container, and (if desired) straw to make the still work. A canteen's mouth is too narrow to serve as a container for the water, but a hollowed desert gourd will do in a pinch. Characters who use a canteen because they have nothing else will lose no water, but will collect it at half the normal rate. Characters with Area Survival (Desert) 2 or higher may collect water in a canteen at the normal rate because they know that roughening the plastic sheet with sandpaper (or sand) will cause the water to stick to the plastic better.

A solar still working on the dry sand of the Sahara will produce only a mouthful of water per day. A still can be

'charged,' however, with quantities of mud from an unsuccessful well (a roll of two through five on the 'Water Discovery Table,' above) or with chopped bits of vegetable material such as wild desert gourds, date palms or desert grasses.

A charged still will produce up to two liters of water per day, depending on how much water is contained in the material placed inside. The referee should make an estimate of the total amount of water available, based on the amount of material dropped in the pit, ranging from a few mouthfuls (for a few shovelfuls of mud) to four liters (for a large amount of lush vegetation, gourds, and very wet mud). He should then divide that amount in half, and allow the still to produce that amount on the first day. On the second day the still will produce half of the amount of water left, and on the third day half again, until the characters stop getting water or get tired of waiting.

A larger still will not produce more water. However, separate stills can be dug — assuming the characters have enough sheets and containers — to increase the total yield.

Any character with Area Survival (Desert) Skill will know about solar stills, and the referee may describe the apparatus, before the game starts, to players whose characters have desert survival skills. This will give the players a chance to prepare by including plastic sheets, containers and shovels with the equipment being requisitioned for the mission.

NATIVES

Contact with nomads encountered in the desert may lead to water. The natives will have water on hand which they will nearly always share with strangers (whatever the circumstances). They will also know the location of oases, wells and wet spots in the desert where the characters can get all the water they need. Such locations will be 2D6 plus two hours' travel distant, however, in a direction chosen by the referee. Learning the location of wells or oases will, however, require friendly communication with the natives or active negotiation. A bribe of weapons, combat knives or explosives may be payment for directions to the nearest oasis.

OASIS

Several oases are marked on the map of Libya. Oases are relatively fertile areas surrounding a well or lake, and surrounded themselves by desert. They form stepping-stones for travelers across the desert, and most desert travel is planned from oasis to oasis. Unlimited supplies of water can be drawn from them, but there will nearly always be communities or villages nearby. Special encounter tables are provided for oases.

Wind and Weather Tables

Roll 2D6 on each table below whenever there is a need to know windspeed and direction (such as just before a parachute drop). The referee may adjust results to suit the needs of the scenario.

2D6	WIND IS FROM
2-3	SW
4-6	S
7-8	SE
9-10	E
11+	NE

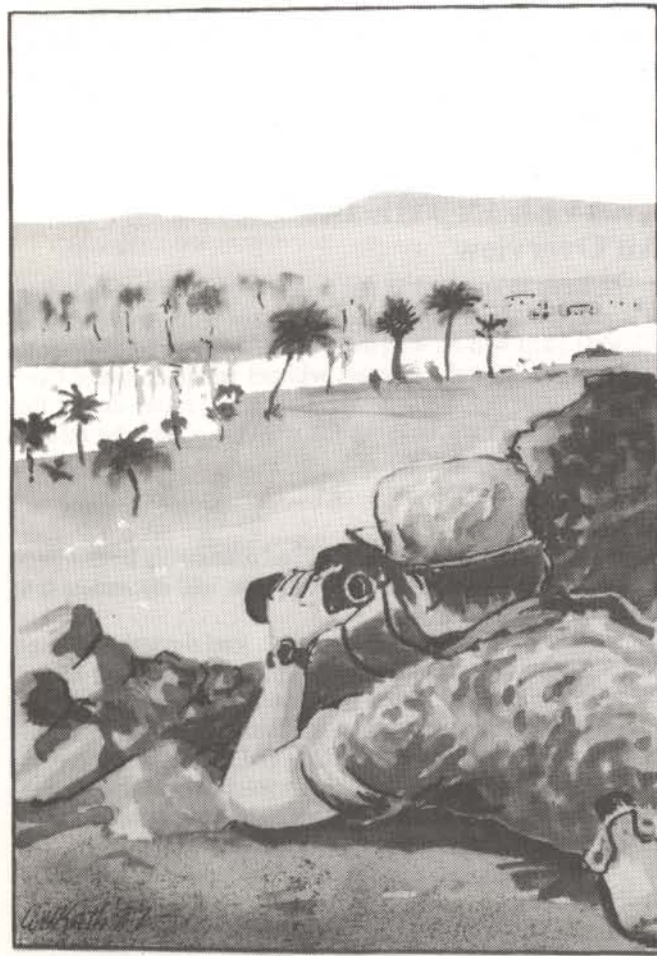
2D6	WINDSPEED NUMBER
2-3	0
4-6	1
7	2
8	3
9	4
10	5
11	4+1D6
12	4+1D6 Roll 2D6 again. On a result of eight or less, there is a sandstorm. On a nine or more there is a duststorm.

Sandstorms and duststorms may also result from rolls on encounter tables. Windspeed is 5 kph multiplied by the windspeed number given in the above table.

MEDICAL PROBLEMS

There are a variety of medical problems faced by characters working or traveling in the desert. These are grouped under the general heading of 'heat stress': problems brought on by heavy exertion in temperatures above 30° Centigrade.

The referee rolls for heat stress. He may do so any time the characters are engaged in heavy work (such as digging a well) or traveling long distances in the hot sun (a full hour without rest, or less if there is no water). The following table is used. A DM of +1 is applied for every five full



degrees above 30° Centigrade in the temperature. A further DM of +1 is added for every one hour of work or marching without rest, for every three hours without water, and for every day they have not had salt or packaged rations.

Heat Stress Table I

2D6	Results
2-10	No Effect
11-12	Heat Stress Symptoms. Roll on Heat Stress Table II, Below.
13+	Heat Stress Symptoms. Roll on Heat Stress Table II, Below, With a DM of +2.

Heat Stress Table II

2D6	Results	2D6	Results
2-8	Heat Cramps	12+	Heat Stroke
9-11	Heat Exhaustion		

The various heat stress conditions are described below.

HEAT CRAMPS

Heat cramps are caused by the loss of body salt, through perspiration, during periods of high temperature and physical exertion. Survival rations contain the salt necessary to prevent cramps, but characters who are not eating regular rations or who are engaged in heavy work during the heat of the day may become incapacitated by severe cramps.

Any character stricken by cramps may also suffer from heat exhaustion. Roll 2D a second time. If this new roll is nine or more, the character will also suffer from heat exhaustion, as described below.

If not treated, heat cramps will reduce the character's END by one point per hour. The character will be physically incapacitated and in great pain as long as he is afflicted. Cramps are easily treated by giving the victim salt tablets or a saline solution. END losses suffered by cramp victims are fully restored by water, rest and salt.

HEAT EXHAUSTION

Heat exhaustion is another common problem which strikes people engaged in heavy exertion in hot weather. The character feels extremely tired and weak, and may complain of headache, nausea and dizziness. He may feel cold, and his pulse will be rapid and weak, his skin moist and clammy.

The character's END will drop by 1D6, and he must make an immediate roll against his new END. If the roll is less than or equal to his END, the character will be weak, sick and unable to move. If the roll is greater than his END, he will become unconscious and his END will drop by one more. He will remain unconscious for 2D6 minutes.

Additional rolls should be made every 30 minutes; the character will continue to lose END points each time he rolls higher than his new END, until his END reaches zero. At that time, he will remain unconscious until he is treated at a hospital.

Treatment of heat exhaustion consists of getting the victim into the shade, treating him for shock (keeping him warm, elevating his feet), letting him rest and allowing him to drink plenty of water — preferably warm water. Recovery from heat exhaustion proceeds at the usual rates for resting,

and END points lost through heat exhaustion may be recovered. As much as a liter of water may be needed for the character to recover. Characters who sink into a coma — their END reduced to zero — will recover only if they are evacuated from the desert and into a hospital.

HEAT STROKE

Heat stroke is the most serious of the medical problems which are discussed here. Characters with heat stroke suffer from high body temperatures — body temperatures as high as 40.5°C (105°F) are not uncommon in heat stroke victims. Their skin becomes hot and dry, their faces become flushed and sweating stops. Such characters may often become delirious.

Heat stroke is deadly, and can kill a character in a short time. Heat stroke victims *immediately* lose half of their STR, AGI, DEX, END, INT and STA stats (fractions rounded up). They will continue to lose one END and one INT point every 30 minutes until their END reaches zero. At that time, they become unconscious and go into convulsions. They will then lose one STA every 30 minutes until they are dead.

Treatment for heat stroke consists of *immediately* cooling the victim by any means possible. Rubbing the character with ice is the recommended treatment, but ice is frequently hard to come by in the desert. Immersing the character in water will work, as will pouring water over his body (not just his head!) from a canteen and fanning him to cool him by evaporation. Saturating the character's clothing with at least one liter of water is necessary to provide adequate cooling.

The character's loss of END or STA can be stopped on a 2D6 roll of five or more if he is immersed in water, or on a roll of eight or more if he is cooled with one liter of water and fanning. An additional attempt may be made once every 30 minutes, each time the character's stats are further reduced by one. Once the loss of END or STA is halted, the character's stats will remain at their new levels until he can be evacuated to a hospital.

Note: A player whose character is stricken by a heat stress problem should be taken aside by the referee so that he may describe the symptoms to the player. The player should be allowed to act out his complaints to allow the other characters to try to figure out what is wrong and apply appropriate treatment. Characters with First Aid or Area Survival (Desert) Skills will recognize the symptoms of each of these conditions, and will know what to do in each case.

SUNBURN

Characters with Area Survival (Desert) Skill will know better than to remove their shirts to get cool or to go out into the desert sun without a broad-brimmed hat. Characters who do not have Desert Survival Skill and who suggest to the referee that they take their shirts off in order to stay cool or who neglect to include a hat with their gear will suffer one Light Wound each to the head and/or torso and each arm (each uncovered body area) if they are exposed to the sun for more than 30 minutes between the hours of 0900 and 1500. Continued exposure will not result in additional wounds, but will cause the characters great discomfort which could, at the referee's discretion, affect their performance.

LOSS OF MENTAL FACULTIES

Characters suffering from the effects of sun and thirst can lose their reasoning abilities as well, and people have been known to go mad under the unrelenting sun of the desert.

Characters who have lost half of their END to the effects of thirst and desert travel (including END lost climbing hills or struggling through sand) have their INT reduced by half as well (fractions rounded up). Characters with their INT reduced by half have trouble concentrating, making decisions or speaking. Actions requiring thought or understanding, which players would make automatically in the course of the game without die rolls, now require 2D rolls against their INT.

From that time on, the character rolls against his INT each time he loses one END. If the roll is greater than the his current INT, he will lose one additional INT level. When his INT reaches zero, he will be completely irrational. He may suffer hallucinations or may begin acting in irrational ways — withdrawing to himself, wandering alone into the desert or even attacking other characters. In extreme cases, the character may be considered to be completely insane.

The only treatment for this is evacuation and hospital care, which will return the character's INT to its former levels in 1D6+1 weeks.

SUN BLINDNESS

Characters who travel in the desert in midday may temporarily lose their sight in the unremitting glare of sun and sand. The referee should roll 2D6 between the hours of 0900 and 1200 and between 1200 and 1500 each day the character travels on the desert without protective glasses or goggles. On a roll of 11 or more, the character will become blind. The blindness is temporary, and will disappear in 2D6x2 hours with rest and protection for the eyes.

TRAVEL IN THE DESERT: An Overview

The keys to survival in the desert are water and traveling at night, factors of which any character with Area Survival (Desert) Skill will be well aware. Characters who attempt to cross a large stretch of desert without adequate water (five liters per man per day), or who attempt to travel during the heat of the day, are begging for trouble — and the referee should insure they get it.

TERRAIN

The Kufra road is hard-surfaced and reasonably level. Characters choosing this route to Green One will encounter few difficulties from terrain.

All other overland routes, however, lead through the heart of the Sahara desert, and various types of terrain may be encountered which will slow a party on foot or in vehicles.

The map distinguishes between three types of desert terrain: *serir*, *erg* and *mountainous/rugged*. Each type of terrain has its own encounter tables. The referee should note which type of terrain the characters are in as he keeps track of their progress on the map, and use the appropriate table.

SERIR

The word is the same as the 'sarir' of 'Sarir Kalanshiyu,' and means 'bed' in Arabic. It is a rocky surface of gravel or

pebbles, laid down by very ancient water action, although there may be a thin layer of sand as well. Green One and the Kufra Road are located in the middle of the Sarir Kalanshiyu.

Encounter Table (Serir)

2D6	Results
2-8	Flat Terrain, No Additional Travel Modifiers
9-10	Slight Hill: Travel Modifier of x1.5
11	Soft Sand: Travel Modifier of x2
12	Special

ERG

An erg is a true sand sea, a vast expanse of deep and shifting sand and sand dunes. The sand may be quite firm or soft and extremely difficult to traverse. Sand seas are located to the east and west of the Kufra Road.

Encounter Table (Erg)

2D6	Results
2-6	Hard-Packed Level Sand, No Additional Travel Modifiers
7-9	Soft Sand: Travel Modifier of x2
10-11	Soft Sand/Sand Dunes: Travel Modifier of $x2 \times 1.7$ (= x3.4)
12	Special

MOUNTAINOUS/RUGGED

This terrain is just what the name says — rugged terrain, possibly associated with mountains. The ground may be broken, hard-packed, boulder-strewn or sandy. Rugged terrain may include a special type of desert terrain called 'hammada,' a rocky, weathered plateau with odd rock formations sculpted by the wind. It is terrain favored by bandits, nomad clans and desert revolutionaries; it is possible to hide armies within the canyons, caves and boulders — though it is not possible to feed those armies there.

Mountainous rugged terrain occurs only in the mountain areas shown on the map of Libya. There is a rugged stretch of mountains, called '*Hadabat el Gilf el Kebir*,' extending across the border with Egypt to the area north of Al Kufrah, with peaks rising as much as 1800 feet above the desert floor. More distant mountains, the '*Al Haruj al Aswad*,' 450 kilometers west of Green One, rise 3000 feet above the Sarir. Rugged terrain can be encountered anywhere on the map, however, as a result on an encounter table. Generally, such localized rugged terrain will consist of a field of broken ground and rocks, a gully or wadi, or a steep escarpment which will require a detour or careful climbing.

Encounter Table (Rugged)

2D6	Results
2-5	Mildly Rugged: Travel Modifier of x1.5
6-8	Very Rugged: Travel Modifier of x1.8
9-10	Hammada: Travel Modifier of x1.2. Special Native Encounter on 2D6 of 10 or More.
11	Impassable: Add 2D6 Hours to Find New Path
12	Special

SPECIAL ENCOUNTER RESULTS

A roll of 12 on each of the terrain tables has the result of 'Special.' The nature of this result is up to the referee, but can be one of the following.

Vegetation: Even in the Sahara, there are places where vegetation can be found growing wild in the desert. Vegetation will almost never be found in erg, but may be found in rugged or serir terrain. What vegetation there is will most often consist of various types of desert grasses, which are inedible, but which can be used to charge a solar still. It will sometimes consist of wild desert gourds, which are a nourishing emergency food and carry a high percentage of water.

Vegetation also means animal life — usually birds — which can extend the travelers' food supplies and indicate where water is located. This water can be found by digging, as described under 'Locating Water in the Desert,' but without the need for a special search.

Oasis: An isolated patch of free water surrounded by vegetation, this is an extreme case of the vegetation patch described above. The characters are able to get all the water they need here. However, natives may be here first — on a 2D6 roll of eight or more. If the roll is nine or more, there is a village here; if the roll is an eight, there is no village, but a party of nomads is camped nearby.

Wadi: This is a special type of desert terrain, sometimes found in rugged terrain, more often encountered in serir and only rarely in ergs. In the United States it is called an 'arroyo' — a dry streambed. Characters with Area Survival (Desert) Skill will know that the floors of wadis are good places to dig for hidden water, and the referee may wish to increase their chances of finding water in such terrain. Wadis are characterized by steep and frequently worn slopes. The referee may force characters to roll against their AGI to avoid a nasty fall while scrambling down or up a wadi's banks.

Sand Dunes: 'Special' could refer to an especially large or difficult series of sand dunes. There are various types of sand dunes. In serir, where relatively little sand lies on hard and rocky ground, Barchan dunes may form. These are crescent-shaped dunes which move rapidly with the wind.

Stellar dunes are stationary and star-shaped, formed in erg regions where the wind blows from different directions at different times. Seif dunes are sword- or crescent-shaped dunes formed parallel to steady, strong winds, while transverse dunes form in long, straight rows where a moderate wind blows across them.

Sand dunes are treated as moderate or steep hills, with travel modifiers of x1.7 or x2. They are soft sand, with an additional travel modifier of x2. Characters climbing a sand dune, then, will multiply their travel times by 3.4 or 4. END factors for both hills (2 or 4) and soft sand (3) are also applied, making climbing a dune an extremely tiring task. And when the characters are faced with an endless procession of dune after dune after dune after...

Sandstorm: Sandstorms are described under 'Desert Dangers,' below.

Duststorm: Duststorms are described under 'Desert Dangers,' below.

Natives: Natives are described under 'Desert Dangers,' below. This may refer to a small bandit party, a revolutionary band, a caravan or a remote village.

Minefields: Minefields are described under 'Desert Dangers,' below. They will be found only in specific areas along

the border between Egypt and Libya, generally near Libyan border outposts and bases.

DESERT DANGERS

The desert holds a number of special dangers which may be introduced by the referee to enliven a long and dull desert passage. These are described below.

SANDSTORMS

Sand is heavy, and sandstorms are rarely more than a meter or two deep, appearing as a dense carpet of dust and sand rolling across the desert. People caught in a sandstorm may appear to be wading chest- or neck-deep in water. Sandstorms are preceded by a low, thick mist mixed with sand and dust, and characters with Area Survival (Desert) Skill 1 or better can predict them an hour or so before they occur.

Sandstorms are dangerous to characters who try to wait them out in tents or vehicles, for they shift large amounts of sand across the desert and the characters can find themselves buried. Characters who cannot, for any reason, get their heads above the level of the sand will have difficulty breathing and will lose one END and one STA for every ten minutes they are trapped. Tying a cloth about the nose and mouth will change this to one point for every 30 minutes. STA and END lost in this manner can be recovered in the same manner as recovery from smoke (see 'Smoke Effects' in the *Delta Force* Rulebook).

Another dangerous aspect of sandstorms is that characters who are not protected against the abrasive effects of the sand (with sturdy, long-sleeved clothing and good boots) will suffer one Light Wound for every hour they are exposed to the wind-blown sand. The only escape other than protective clothing is to climb a hill or large boulder to get above the shallow sand flow.

A final danger is that blowing sand gets into everything, including vehicle engines and weapon mechanisms. Any machinery or equipment exposed to wind-blown sand malfunctions on a 2D6 roll of ten or more, with an additional roll every two hours the gear remains unprotected from the sand.

Sandstorms last 2D6+1 hours, unless the result is 12 or more. In this case, sandstorms last 1D6 days + 2D6 hours.

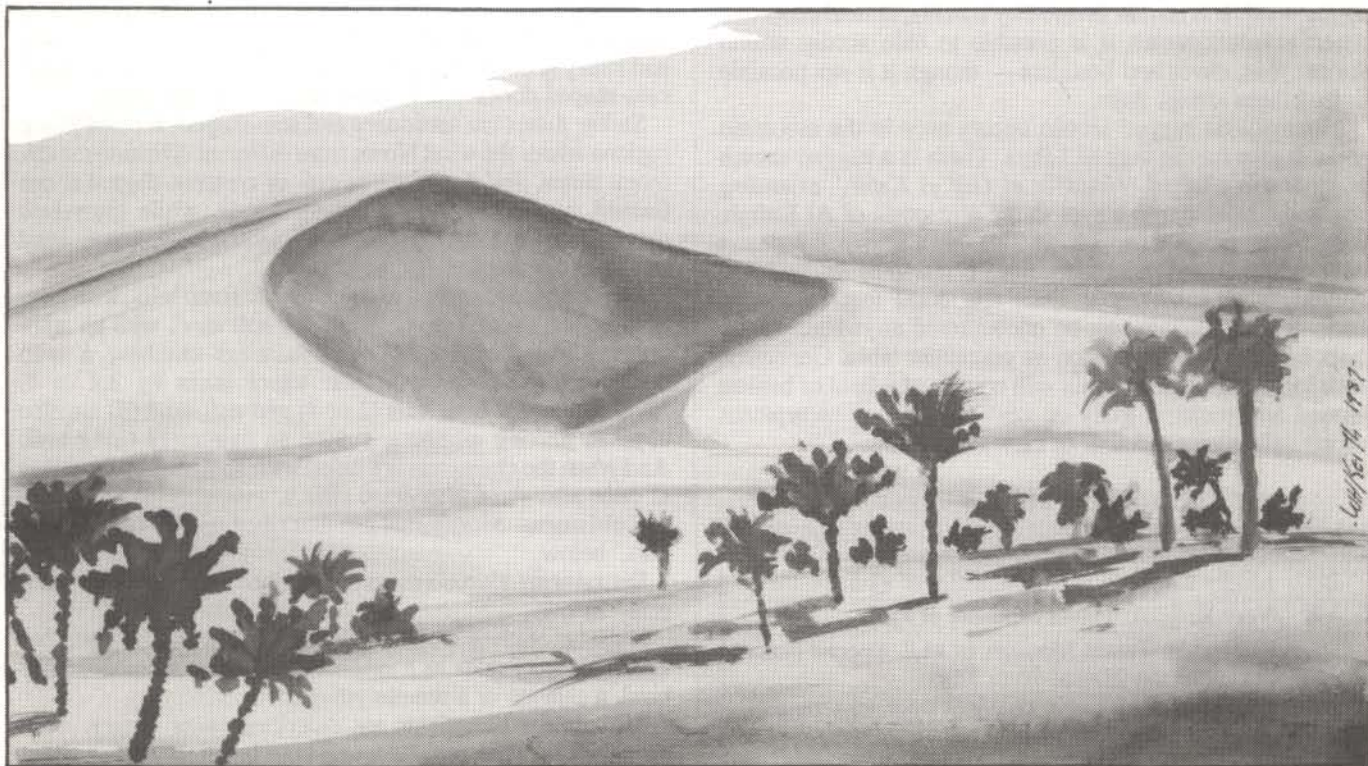
DUSTSTORMS

Duststorms are like sandstorms, but consist of clouds of windblown dust. Unlike the sand in sandstorms, however, windblown dust is carried hundreds of meters into the air and can suffocate characters trapped within the cloud. The duration of a duststorm is determined in the same way as the duration of a sandstorm.

Duststorms give warning of their approach with an intensely blue-black, ominous cloud high in the sky. This cloud rapidly blots out the sun and turns day into night. Within an hour of the cloud's approach, the air will be filled with suffocating dust.

Characters trapped in duststorms lose one END for every 20 minutes they are exposed to the cloud. With a cloth tied over their face, this loss becomes one END every hour. Once END is reduced to zero, the character loses two STA points every 30 minutes until he is dead. STA and END lost in this manner can be recovered the same as recovery from smoke (see 'Smoke Effects' in the *Delta Force* Rulebook).

Duststorms do not have an abrasive effect to injure characters, but they can damage machinery in the same way as sand. It was an unpredicted duststorm which damaged two of the eight Sea Stallion helicopters on the way to Desert One during the 1980 Iranian rescue mission in Iran. The loss of those helicopters was the final blow which led to the abortion of 'Operation Eagle's Claw.'



NATIVES

The human species shows an incredible adaptability, revealed in an ability to live in some of the most inhospitable environments on Earth. The Sahara Desert is home to a number of nomadic peoples. They live in established towns or tent communities close to oases scattered across the desert, in cave or tent communities in the rugged hammada of the desert mountains or in bands or caravans traveling the paths and trails connecting isolated communities with one another and with distant cities on the coast and in the interior.

Contact with natives will be infrequent, possibly as a result of an Encounter Table roll. Details of the encounter are left to the referee, but may be guided by the following rules.

Desert tribesmen will number anywhere from 2D6 (a small hunting party) to 1D6x50 (a village). They will be armed with a collection of rifles and pistols (most of WW II vintage or older). Though some may speak Berber or Saharan tribal languages, nearly all will speak Arabic as their native or as a second language.

An encounter with natives should be guided by a 2D6 roll on the following table.

Desert Tribe Motivations

2D6: Results

2-8: Natives are simple tribesmen and generally unconcerned with the politics of the outside world.

In most cases, if approached politely, they will offer strangers food, water, shelter, and rest — but they will be highly suspicious of large numbers of heavily armed foreigners and will avoid them. If peaceful communication is established (a task of varying complexity which can be attempted using language and negotiation skills), a second 2D roll should be made. On a roll of eight or less, the tribesmen know of Gadhafi and respect him. If they learn that the characters are working against him, they will become hostile. If the roll is three or less, the natives are members of the Ghadaffa tribe, kinsmen of Gadhafi's, and sworn to uphold, protect and avenge him. If the roll is nine through eleven, the natives either have not heard of Gadhafi or don't care about him one way or another. A result of twelve means they have had unfortunate exchanges with Gadhafi's troops or clan and hold him to be their enemy.

9: The natives are bandits. They may approach the characters in friendship, but will attack at the first opportunity to steal their water, food, vehicles and especially their weapons. Bandits will not threaten (or even approach) a force larger than their own. An individual bandit may hire himself out as a guide and then attack one character at night or lead the entire party into an ambush.

10+: The natives are revolutionaries, actively fighting against the Gadhafi regime. They will be indistinguishable from bandits; but if they learn the characters are working against Gadhafi, they will willingly join in an attack in hopes of acquiring loot and revenge. As a fighting force, they have a morale value of nine, but morale losses in combat are twice what they usually are. In Large-Scale Combat, the referee should modify the natives' Combat Factor by a -3 to represent their lack of training and organization.

All natives have the equivalent of Area Survival (Desert) Skill 5, and can act as guides to lead the characters by the

best routes to roads, villages, oases, water holes or Green One itself.

At the referee's discretion, based on the situation, the natives may be encountered in camp or on the march. By day, nomads are generally in camp, at an oasis or waterhole if possible. They travel at night or early morning or late afternoon, venturing into midday sun only in an emergency.

Strangers are always treated with extreme reserve, but with the hospitality ingrained in the traditions and religion of desert peoples. Strangers who are armed and appear hostile will be treated as a hostile clan; strangers — even infidels such as the characters — who are injured, sick or dying of thirst or hunger will be taken in and cared for.

Desert natives are always strict, fundamentalist Moslems.

MINEFIELDS

Mines are explosive charges buried beneath the ground or carefully hidden close to areas where enemy troops might pass. They can be detonated by remote control, but are generally designed to explode when a character steps on them.

An encounter with a minefield may be mandated by an encounter table result. The referee decides where the minefield is, then determines its size by secretly rolling 2D6x10 meters for length and 2D6x20 meters for width. For every ten meters a group travels within the area, the referee rolls 2D6 for each character in the party. A character will trigger a mine on a roll of 11 or more.

Until a mine explodes, characters should not be aware they are in a minefield unless they are checking for mines as they travel. Checking requires a mine detector or a cautious probing of the ground, step by step, with a bayonet or knife.

Using a mine detector slows travel to a slow walk; probing with a bayonet slows travel to a slow crawl. In each case, 2D6 is rolled once every ten meters. A mine is encountered on a roll of nine or more.

If a character probing with a bayonet encounters a mine, it will detonate on a roll of 12 or more, with a DM of +1 for every point *under* 12 of the character's DEX. Mines safely detected should be marked for following characters to avoid.

Any vehicle which contacts an anti-personnel mine will cause it to detonate. Light vehicles (jeeps, cars, motorcycles, etc.) would sustain at least tire damage, and possibly turn over. The exact effect will be determined by the referee.

These minefields are intended to keep Egyptians and wandering nomads away from the base. For this reason, roads are usually not mined; they will be watched in other ways.

An exploding anti-personnel mine requires the following rolls:

BURST EFFECTS (Mine)

	Point Blank	Inner Blast	Outer Blast
Range	2 m.	5 m.	15 m.
Roll DM:	B+5/F+1	B/F	B-2

BLAST ROLL:

	4 or less	5-6	7-8	9-10	11+
Results:	NE	D	S	U	K

FRAGMENTATION ROLL:

	5 or less	6-8	9-11	12+
Results:	NE	WND	WNDx2	WNDx1D6

The referee must continue rolling for each character as long as he is moving inside the minefield.

OTHER DESERT DANGERS

Other dangers may be encountered, either as a specific Encounter Table result, or introduced for a 'Special' result.

DRUMSAND

This is an extremely rare and mysterious phenomenon occurring in erg terrain. For reasons not clearly understood, sand disturbed by passing characters begins shifting to create strange noises. 'Barking sand,' 'singing sand,' 'booming sand' and 'thrumming sand' are all names for this effect which describe the different possible sounds created by it.

While not dangerous in itself, an encounter with drumsand at an inopportune moment — while bandits or Libyan soldiers are nearby, for example — could prove dangerous.

POISONOUS SNAKES

Two families of poisonous snakes may be found in the Libyan desert: cobras and vipers.

Cobras: Cobras are found throughout North Africa and the Middle East, in nearly every environment. In the desert, they may be found in hammada or other rugged terrain, and in serir, especially near oases or other vegetation. Rarely will they be found in barren wastes.

Cobras in this scenario are 1.5 to 2.5 meters long. A cobra strikes on a 2D6 roll of eight or more, and its bite reduces all of the character's stats by half and continues to reduce each stat by one every hour the bite is untreated. Treatment has an RDF of five. If cobra antiserum is available (through preparedness readying for the expedition), the RDF is three.

African Viper: There are several varieties of viper in Libya. Most are one meter or less in length, have broad, flat heads, extremely thick bodies and unusually short, stubby tails. This gives them a slug-like appearance.

One variety lives in sandy erg, is less than a half meter long, and hides under sand. It strikes at characters who step on it (an unlikely occurrence, at the referee's whim). Observant characters may see a coil-shaped marking in the sand.

A viper strikes on a 2D6 roll of nine or more. Its bite is handled the same as the cobra, but treatment has an RDF of six. If viper antiserum is available (through foresight in preparing for the expedition), the treatment RDF is three.

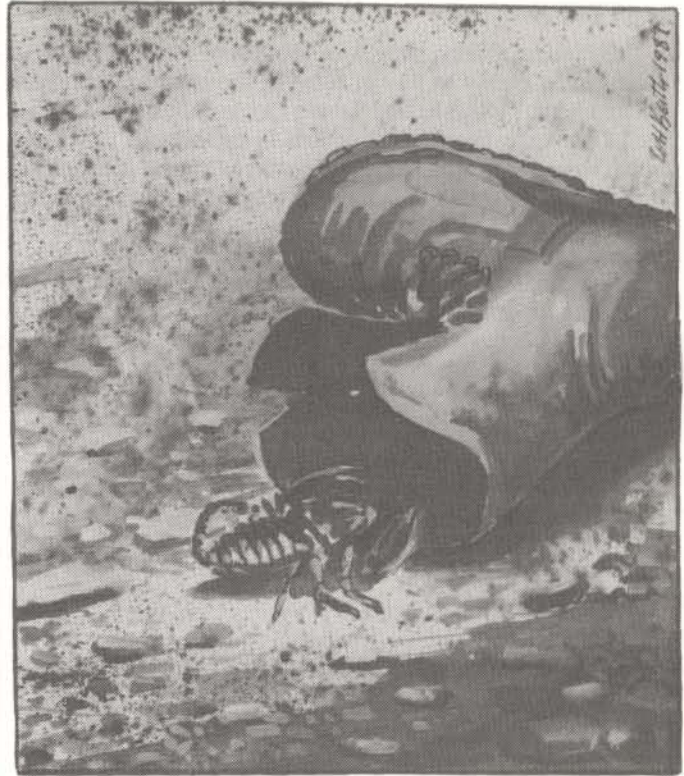
SNAKEBITE TREATMENT

Treatment is a task with an RDF of five or six, and requires a roll (by a character with First Aid Skill) of 2D plus the RDF against the character's EXP or TRA plus his First Aid Skill. One roll can be made every ten minutes, and a successful roll (modified 2D equal to or less than modified EXP or TRA) means the character stops losing END or STA. Stats lost through a snake bite cannot be regained, however, without evacuation to a hospital.

DESERT SCORPION

Scorpions are arachnids (related to spiders), with segmented bodies, eight legs, two clawed pincers, and a sting-bearing tail. They are found in every desert and tropical environment.

Scorpions are retiring, nocturnal creatures which sting only if surprised or cornered. Most scorpion stings will be the result of characters putting on boots or other articles of clothing scorpions have crawled into during the night.



Scorpions may also be encountered if characters have a habit of poking under rocks or in cliffside crevices (which is never a bright idea), or if the characters find themselves in a cool, dark basement or storage room at Green One.

Specific encounters with scorpions are left to the referee. 'Special' encounters may be scorpions, especially when characters have been resting in one spot, with their boots, hats or other articles of clothing off and laying on the ground.

SCORPION STINGS

All scorpion stings are venomous. Most are painful, but no more dangerous than a wasp sting. A few species, however, secrete a neurotoxin which is dangerous to humans.

The likelihood of a scorpion sting is decided by the referee but will be almost certain if, for example, a character pulls on a boot with a scorpion inside it.

If a scorpion sting occurs, the character rolls 2D6. On a roll of nine or less, the sting is painful, but not serious. At the referee's option, the character's DEX or AGI (depending on the location of the sting) may be reduced by half (fractions rounded up) for 2D6x2 hours.

On a roll of 10 or 11, the sting is serious. The character's DEX or AGI (depending on the location of the sting) is immediately halved (fractions rounded up). All other stats are reduced by one. With treatment, each lost stat is fully recovered in 1D6 days.

On a roll of twelve or more, the sting is extremely serious. The character's DEX or AGI (depending on the location of the sting) is immediately reduced to zero. The character loses 1D6 from his END, STR, INT, and AGI or DEX (whichever wasn't reduced to zero) within 2D6 minutes, and 1D6 is subtracted from his STA by the referee. The character continues losing one additional END, STR, INT and STA every 2D6x30 minutes.

The character loses consciousness when his END reaches zero. He begins convulsing when his STR reaches zero, and hallucinates when his INT reaches zero. An STA of zero, of course, means he is dead.

As with poisonous snakes, scorpion antiserum is available and may be carried by well-prepared teams. Administration of scorpion antiserum will stop further deterioration of a character's condition. However, full recovery from a serious scorpion sting requires hospitalization.

BREAKDOWNS

The desert environment is murder on equipment such as vehicles, weapons and personal gear. At the referee's discretion, a 'Special' event could be the breakdown of a vehicle or the fouling of a character's weapon.

Vehicles may be designed for desert use, making breakdowns less likely. This should be specified by the characters as they assemble equipment at the beginning of the adventure. Even desert vehicles, however, are not immune to the effects of heat and wind-blown sand.

Vehicles which are not specifically adapted to desert conditions will break down on a 2D6 roll of 13 or more. The roll is made for each vehicle once each day, and the following modifiers are applied.

Vehicle Breakdown Table (DMs)

SITUATION	DM
For every day the vehicle was not inspected and maintained:	+1
For every 5° C. over 30°:	+1
In rugged terrain:	+1

'Inspected and maintained' means that a character with Mechanical Skill must perform a task with a long-term RDF of 10, with one roll allowed every 10 minutes. His task involves checking fuel and oil lines and filters, clearing the carburetor of sand and checking oil, suspension, tires and battery. The referee should make each roll, however, and not inform the players of the results.

At the referee's discretion, a failed roll during the maintenance process could be allowed to pass unnoticed by the players — and allow the referee to arbitrarily declare that the 'inspected' vehicle breaks down during the next day's travel because of some mistake or overlooked bit of maintenance.

The same procedure should be followed with weapons exposed to desert conditions. Heat and rugged terrain will not affect personal weapons, but sand and dust will. Characters should perform tasks with long-term RDFs of five, with one roll performed every ten minutes, to check the weapons and clear them of dust and sand. The referee makes the rolls, and a failed roll, at his discretion, will not be revealed to the players until the referee declares that the weapon has jammed during firing.

Weapons with *Warbook* failure stats of 11+ or 12+ are much more likely to jam if they are exposed to dust and dirt. Cleaning and maintaining weapons with an 11+ failure stat has an RDF of ten, while cleaning and maintaining weapons with an failure stat of 12+ has an RDF of eight.

Special Referee's Note: The referee may speed play by ignoring rolls for maintenance of equipment and weapons

and requiring characters with the appropriate skills to simply declare that they are taking care of the task, penalizing them with extra rolls for malfunction or breakdown at appropriate times later if they fail to do so.

ISLAMIC PRAYER

Libya is a devoutly, sometimes fanatically fundamentalist Islamic country. Characters who have dealings with Moslem NPCs should not be allowed to forget this fact. References to Allah will be frequent in conversation ('It is the will of Allah,' 'If Allah wills it,' 'Allah is great'), and non-Islamic characters will always be aware that the populace, even when friendly, considers them infidels.

Strict followers of Islam adhere to the 'Five Pillars of Islam,' a code of proper behavior. The second of these pillars is the traditional, five-times-daily prayer. Since most of the NPCs encountered, at Green One and elsewhere in Libya, are Moslems, the following prayer schedule is presented to help the referee reflect the life and background of characters in a Moslem land.

First Prayer: Just before sunrise.

Second Prayer: Just after noon, between 1215 and 1230. On Fridays, this prayer is extended into a worship service which will last about an hour.

Third Prayer: Late afternoon, between 1645 and 1700.

Fourth Prayer: Early evening, between 1915 and 1930.

Fifth Prayer: Late evening, between 2130 and 2145.

Islamic law and tradition enjoins all Moslems to gather together at the mosque for all daily prayers, though prayers may be offered individually if the person cannot go to the mosque.

Group prayer begins with a ritual washing of hands, face and feet. This ritual washing is followed by a chanted call for prayer, made from a raised place by the muezzin ('one who calls for prayer'). The service itself consists of assuming various kneeling and standing postures behind the imam, or 'prayer leader,' facing in the direction of Mecca (in this case, east).

The imam recites passages of the Qur'an (Koran), and a periodic response of 'Allah akbar' ('God is great') is made, in unison, by the congregation. Individual prayer is made silently, and is accompanied by various kneeling and standing postures and genuflections in the direction of Mecca. The Friday service consists of prayers, followed by a sermon by the imam. This sermon begins with a recitation of a passage of the Qur'an, and builds a social, moral, or political message upon it.

Outside of Green One, most activity will come to a complete stop during times of prayer. Convoys will stop by the road, even conversations in the street will end when the chant of the muezzin is heard from the tower of the local mosque.

Observance of the prayers will not be universal. However, even unbelievers will feel compelled to join the prayers or risk the hostility of a strict and fundamentalist crowd. If the characters are in disguise as natives, they should study the form of Islamic prayer and be willing to join in or risk discovery.

SECTION IV GETTING THERE

There are many ways characters might decide to penetrate Libyan borders. The following may be used as guidelines with player groups which invent other methods.

INFILTRATION

Characters who choose to make their way to Sarir unnoticed will probably have to do so in disguise. There are several disguises they can adopt, each with its own advantages and dangers. Several possible approaches are listed below.

LIBYAN SOLDIERS

This approach has a number of advantages. For instance, characters may carry weapons without attracting attention, and may even procure vehicles to carry themselves and special equipment to Green One. The CIA or a Libyan underground group can furnish the group with papers and orders.

The danger lies in a Libyan officer questioning orders or giving new ones, and in the fact that Green One sentries are unlikely to allow in troops they are not expecting.

The team can disguise themselves as Libyan soldiers before beginning the mission, or ambush a patrol and take their uniforms and equipment. Obviously, clothing and gear taken in an ambush may not be enough to outfit every man. An encounter table is provided for the coastal area and the Egyptian border where the team might enter Libya. It is used to find contacts with sources of uniforms and equipment and to represent forces which must be avoided.

OIL WORKERS

CIA contacts can give a small team (no more than 12) IDs, passports and clothing to make them appear to be oil workers. Characters may pretend to be German, Italian, French (if at least one of the characters speaks that language) or British. Their papers will assign them to work a six-week shift at the Sarir oilfields, 30 kilometers from Green One.

Once at Sarir, the team must arrange to disappear and make their way across the desert to their target. Encounter tables are provided for the oilfield and for the deep desert.

ARAB NOMADS

CIA contacts can provide clothing and equipment to disguise the team (no more than 12 men) as Arab nomads, allowing them to cross the Egypt-Libyan border and make their way across the desert to Green One. Encounter tables are provided both for the border area and for the deep desert.

FOREIGN DIPLOMATS/OBSERVERS

CIA contacts can provide a small number of personnel (no more than five) with cover stories and IDs as foreign diplomats or observers friendly to Libya. The exact story can be developed by the referee and players. These covers should be for some country in the Eastern Bloc, and covers might include reporters for TASS from Moscow, military observers from East Germany, Cuba or the Soviet Union, or diplomats and/or KGB agents from almost any Communist country.

Such characters would not be allowed near Green One, but these covers might allow characters to get far enough into Libya to disappear and make their way to the target. The outcome of negotiations with various characters encountered earlier might provide the characters with transportation. Encounter tables for contacts in Libyan cities are provided.

WITHOUT DISGUISES

This is the most dangerous approach. Characters may elect to come ashore from a ship or submarine in the Gulf of Sidra and make their way south across almost 550 kilometers of desert, or may slip across the border from Egypt and cross nearly 300 kilometers of desert to reach Green One.

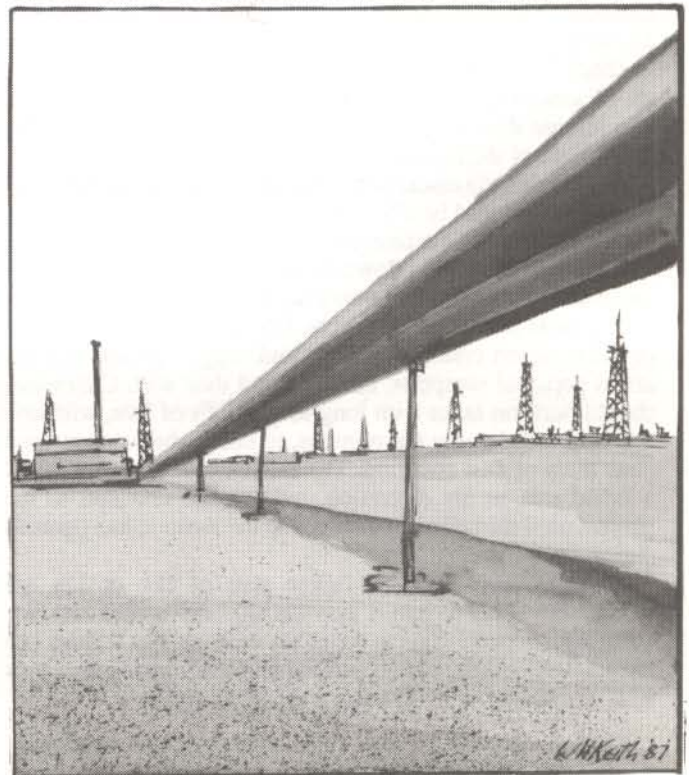
This approach has the advantage of allowing the team to carry personal arms and gear, and there is no danger of an unintentional slip giving them away; the team must, at all costs, avoid all sentries or casual observers. Encounter tables are provided for various routes the team might follow.

APPROACH BY AIR

Assault plans may call for penetrating Libyan borders in aircraft. Libya's borders are guarded by a variety of Soviet-designed radar systems.

Penetrating Libya's airspace is not difficult. While each town along the coast and the Egyptian border has a military base with radar nearby and there are numerous outposts and listening stations in the desert, special EW (Electronic Warfare) aircraft flying over Egypt or the Mediterranean can jam radar signals long enough for aircraft to slip through.

In role-playing this part of the adventure, the referee should feel free to create suspense for the players by dramatically rolling dice (simulating radar jamming and evasive maneuvering) — but allow them to make it through undetected. After all, if the mission is blown out of the sky by SA-6



missiles before they even get near Green One, it will be a very short, very dull adventure, and one in which the players had little chance to participate!

Green One has radar to warn it of aircraft approaching from any direction. The airfield radar detects aircraft at ranges up to 20 kilometers, but is operated infrequently. The main radar installation at Green One is on the hill above the weapons complex and has a range of 150 kilometers. Ground clutter blocks signals from targets below 30 meters at ranges less than six kilometers, and below 100 meters at ranges greater than six kilometers. A third radar station, similar to the main radar, is inside the main base. This radar is, however, blocked by the hills to the north and east, and is only used to monitor areas to the south and west of Green One.

Green One's radar can be defeated several ways, although — once again — this should not be an overly important obstacle. Jamming devices on one of the assault aircraft will blind the radar, as will chaff (a cloud of bits of aluminum foil), and operators will tend to believe the fault is with the Soviet electronics before they believe an attack is beginning.

Various tricks or deceptions may be suggested by players during planning. Such tricks might include rigging false IFF (Identification: Friend or Foe) transmitters on aircraft, using disguised or stolen aircraft to appear to be a Soviet or Libyan flight, flying at extremely low altitudes all the way in, or pretending to be a Third-World aircraft in trouble.

Another possibility would be to overfly Libya at an extremely high altitude (over 40,000 feet), perhaps pretending to be a commercial flight, and using a HALO assault to reach the base. A final alternative is to slip a special assault team in to cripple communications and radar at the base, then have them hold on until the assault force can arrive.

Any or all of these approaches could work. Their success should be judged by the referee based on how well the characters implement their planning session ideas.

APPROACH ENCOUNTER TABLES

These tables are used by the players and referee during the approach. The circumstances for each table is given.

The referee should feel free to change these results at his discretion to best adapt encounters to the flow of the story. These tables may also be used as guidelines for creating other encounter tables for these and other game situations.

Encounter results may bring characters into contact with enemy NPCs. How near the NPCs come to the party is up to the referee, and depends largely on what the characters are doing. If characters elect to hide and avoid contact or if they plan to ambush the NPCs, the referee should handle the encounter using the *Delta Force* rules for sighting and surprise to determine whether the characters are sighted or not.

If the characters are in disguise and seek to ignore or approach the NPCs, the encounter should be handled through dialogue between the characters and the referee (the latter acting the part of the hostile NPCs). Clues to the NPCs' reactions to the characters' approach are given in the Encounter Table results.

Another possibility is that the players' plans call for meeting someone in Libya — revolutionaries opposed to Gadhafi, for example, or a CIA agent who will help them get uniforms and weapons. The details of any such contact must be worked out by the referee. In general, such contacts

will be able to give the characters minimal help — for instance, a map, directions and a few uniforms. Some NPCs might serve as guides for an overland trek to Green One.

The referee should keep in mind that a contact met in Libya could easily prove to be a Libyan security officer in disguise or a traitor to the anti-Gadhafi cause. Double agents can provide an extra bit of excitement during an otherwise dull hike through the desert.

ON THE BEACH

This table is used if characters make an amphibious assault by helicopter, rubber raft or small boat, or using SCUBA gear, along the Mediterranean coast. The referee rolls on this table as the team approaches the beach, to determine if anyone is in the area. He rolls again on this table once each hour the team remains within sight of the ocean.

Once the team reaches the coastal road, the referee shifts to the 'Along the Mediterranean Coast' Encounter Table.

Subtract three from the roll on the following Encounter Table during hours of darkness.

2D6	Results	2D6	Results
6 or Less	No Encounter	10	Aircraft
7-8	Civilians	11+	No Encounter
9	Patrol		

Encounter Results

No Encounter: The beach is deserted. If the characters' plan calls for meeting a contact on the beach, this result will instead be that encounter on an additional 2D6 roll of six or more. Additional Encounter Table rolls can be made, once every hour, until contact is made; but failure will result in another roll on the encounter table.

Civilians: The characters encounter 1D6-2 civilians (less than one = one) on the beach. At the referee's discretion, these may be fishermen preparing a small boat or working on their nets, beachcombers looking for useful junk washed up by the tide or people on the beach for recreation.

The course of this encounter depends on whether or not the assault team is seen. This can be resolved using the *Delta Force* rules for sighting and surprise. Civilians who spot the assault force alert government authorities. Civilians questioned by the team have no useful information.

Patrol: The characters encounter a patrol of 2D6 Libyan troops. At the referee's discretion, these troops may be a beach patrol on foot or in a truck or jeep, or the crew of a mobile radar installation or SAM site.

The referee may arbitrarily decide that a Libyan military base is nearby. This base will contain 2D6x15 men, and will include both mobile radar and SAM emplacements as well as numerous trucks and jeeps.

Aircraft: A Libyan military aircraft passes overhead. At the referee's discretion, this is an An-26 transport or an Mi-8 'Hip' helicopter. At night, the aircraft will not sight the team (unless they're in a helicopter or are foolish enough to open fire). In daylight, usual sighting rules are in effect.

The aircraft will first be seen at a range of 10,000 meters, and (unless the characters are sighted) will be 2D6x500 meters away at the closest point of its pass. The aircraft crew will have Alertness Factors of four. An An-26 will be traveling at 400 kph; an Mi-8 will be traveling at 200 kph.

The entire encounter will last 2D6x30 seconds, with rolls for sighting by the aircraft made once each 30 seconds. Sighting modifiers will depend, of course, on such factors as whether the characters are moving, whether they are under cover and whether they are off the beach. The aircraft observers are (obviously) observing from high elevation (DM+10) and will use binoculars (DM+8) if they notice anything.

An An-26 will report a sighting of the assault force, bringing military forces to the area in 2D6x5 minutes. A Hip will report the sighting, then land on the beach. It carries 24 troops and is patrolling the beach in search of smugglers or (at the referee's discretion) signs of a possible enemy landing detected by Libyan radar coastal defenses.

ALONG THE MEDITERRANEAN COAST

This table is used when characters are anywhere along the Mediterranean coast inland of the beach, or on the Coast Road. It does not apply if characters are in a city or town, or on the beach itself. After dark, subtract three from the roll on this Encounter Table.

The referee should roll on this table once every hour the characters are moving in the area, and once every four hours if they are resting or remaining in place.

2D6	Result	2D6	Result
4 or Less	No Encounter	9	Patrol
5	Patrol	10-11	Trucks
6-8	Civilians	12	Aircraft

Encounter Results

Patrol: The characters encounter 2D6 Libyan soldiers, armed, with a group Alertness Factor of four. At the referee's discretion, these soldiers may be on foot or in vehicles (truck or jeep). On a second 2D6 roll of nine or more, the soldiers are unarmed, with an Alertness Factor of two, and on their way to the nearest town for rest and recreation.

Obviously, if the characters are not in disguise and are sighted, the soldiers will raise an alarm and, if armed, attack. If characters are in disguise and question the soldiers, they will know little of importance and will resent being questioned by anyone other than a high-ranking officer.

Civilians: The characters encounter 1D6 civilians. These may be men on their way to work, boys herding sheep or cattle, women on their way to draw water or anything else at the referee's discretion. They will have Alertness Factors of three. If they sight characters who are not disguised, the civilians will flee and summon military forces.

If interrogated by disguised characters, they will have little information. On a 2D6 roll of ten or more, a civilian will know that a large military convoy, consisting of 'many, many soldiers, many trucks' passed along the road heading in the general direction of the Kufra Road a few hours ago.

If the characters are seeking to rendezvous with a contact (a CIA agent or others), this encounter will be that contact on an additional 2D6 roll of six or more. Additional rolls to make contact may be made once every hour, but failure results in additional encounters with civilians.

Trucks: The characters see 1D6 military trucks passing along the road, heading towards the Kufra Road. Many soldiers are seen. The trucks will not stop if the characters attempt to flag them down.

Aircraft: The characters spot an An-26 or Mi-8 as described under 'Aircraft' in the 'On the Beach' Table.

IN THE CITY

This table is used if characters are in Tripoli or Benghazi. It is assumed the characters are disguised (at least as civilians), since they would otherwise be immediately apprehended. Subtract three from the roll on this table at night.

The referee should roll on this table once every half hour the characters are moving about the city, and once every four hours they remain out of sight in one place.

2D6	Results	2D6	Results
4 or Less	No Encounter	9-10	Police
5-8	Civilians	11+	Troops

Encounter Results

Civilians: The characters encounter civilians going about their daily tasks. This encounter specifically refers to a close encounter with a civilian who might penetrate the characters' disguise: a curious shopkeeper, a businessman who asks them for a cigarette, a news vendor who has not seen them on his street before, etc. In most cases, the NPCs encountered will ignore the characters, but the referee can use this as an opportunity for one of the characters to slip, by speaking English, by allowing a weapon to show or by acting suspicious. This slip will, obviously, be a referee's call, and may result in nothing more than a slight and momentary suspicion on the part of the observer.

If characters are attempting to rendezvous with a specific character (a CIA agent, diplomat or other contact) this encounter will be that contact on a separate 2D6 roll of 6+. Additional rolls for contact may be made as often as desired, but failures result in additional encounters with civilians.

Police: As civilians, above, but the encounter is with a Libyan police officer. Again, this will be only an opportunity for the characters to make a slip. In this case, a policeman will be more willing to act on his suspicions by addressing the characters than would a civilian.

Troops: The characters see a military truck with 12 Libyan soldiers in the back, in addition to a driver. At the referee's discretion, the vehicle may be parked at the side of the street (waiting for an officer who has entered a building nearby), or it may be traveling in the general direction of Ajdabiya and the Kufra Road. The troops have an Alertness Factor of two to three.

IN A VILLAGE

This table is used any time the characters are within any population center other than Tripoli, Benghazi or one of the oil fields. Make one roll every hour the team is in the village (either moving or stationary but out-of-doors), and once every four hours if they are inside a building or otherwise under cover and not moving. Subtract three from the roll on this table during the hours of darkness.

2D6	Result	2D6	Result
5 or Less	No Encounter	7-8	Civilians
6	Barking Dog/ Animal	9-10	Troops
		11+	Civilians



Encounter Results

Barking Dog/Animal: The characters encounter a barking dog which will alert civilians they are there. At the referee's discretion, depending on the situation, this encounter could be with goats, chickens or other domestic animal which makes enough noise to alert local civilians.

Civilians: This encounter is with ordinary townspeople in the village. Each encounter will be with one person who may have reason to suspect the team: a suspicious shopkeeper, a gossipy woman drawing water from a well or a village policeman, none of whom will have seen the team members before. Resolution of the encounter will be determined by dialogue between players and referee, in the usual manner. Civilians interrogated by the team have no useful information. Civilians who become extremely suspicious of the group will alert the military patrol under 'Troops,' below.

If the plan calls for a rendezvous in this village with a CIA agent, diplomat, or other secret contact, this result is that contact on an additional 2D6 roll of five or more. Additional rolls to make contact may be made every half hour, but failures result in additional encounters with civilians.

Troops: The characters encounter 2D6 troops in the village. Depending on the situation, and at the referee's discretion, the troops may be unarmed, visiting the village for recreation, or an armed unit, on foot or in vehicles, on routine patrol or following up reports of strangers in the area.

IN AN OILFIELD

This table is used if the characters are at a drill site in one of Libya's oilfields, such as Sarir, 30 kilometers from Green One. It is assumed the characters are in disguise. If they are not, encounters can be adapted to fit the situation. One roll should be made every hour the assault force is in the open at an oilfield, or once every four hours if they are under cover.

2D6	Result	2D6	Results
5 or Less	No Encounter	11+	Troops/Security Forces
6-9	Workers		
10	Civilians		

Encounter Results

Workers: The characters encounter 2D6 oil workers. Most of these will be foreigners. The referee may choose which of several nationalities the oil workers are: British, German, Italian or French. (There are still American oil field workers in Libya, despite a Presidential order for them to leave; however, they are working primarily at rigs in the western part of the country.)

The encounter listed here means a close encounter with a worker who might penetrate the characters' disguise if he becomes suspicious. The details of the encounter must be worked out in dialogue between the referee and the players. NPC workers who become suspicious may inform security forces or may be co-opted into the plot. There is also the small but real chance that a curious worker is actually a Libyan security policeman under cover.

If the plan calls for making contact with a CIA agent or other informant secretly, that rendezvous will be made with this result on an additional 2D6 roll of six or more. Additional rolls may be made once every 30 minutes, but failures result in additional encounters with workers.

Civilians: There are numerous civilians who might be encountered at an oilfield complex. This encounter is one where the civilian could see through the characters' disguise if he becomes suspicious or too curious. Civilians include staff and personnel of various oil companies; diplomats, observers and diplomatic spies (often KGB) from various countries, especially those of the Eastern Bloc; and Libyan nation-

als working at the fields, either as oil workers (there are few of these) or in support roles as secretaries, cooks, janitorial staff, supply personnel, merchants, pilots, drivers, guides or undercover Libyan security police. Details of this encounter are left to the discretion of the referee.

Troops/Security Forces: Characters encounter 2D6 soldiers or security forces (referee's choice) on routine patrol. They may (at the referee's discretion) question workers and ask to see their papers. The checks are routine, but they may hold characters for questioning if they are suspicious.

ON THE KUFRA ROAD

This table is used if characters are on the Kufra Road between Ajdabiya and 'Ayn Zuwayyah, on the south-eastern border of Libya. The reactions of the various NPCs encountered here will depend on whether characters are disguised and whether the regular sighting rules allow them to be spotted.

Subtract three from the roll on this table at night. The referee should roll once every hour the characters are traveling, once every two hours when they are remaining in one place.

2D6	Results	2D6	Results
7 or Less	No Encounter	9-10	Military Vehicles
8	Civilian Vehicle	11+	Aircraft

Encounter Results

Civilian Vehicle: The characters encounter an aging car or pickup truck with 1D6 civilians aboard. They are Libyan nationals going about business, which might be almost anything, such as taking goats to market in the nearest village, going to the nearest village to work or buy food, smuggling alcohol or drugs (a capital offense in Fundamentalist Moslem Libya), or running stolen army guns to anti-Gadhafi rebels in the desert (ditto). Their direction and whether or not they see the characters is up to the referee.

If they sight the characters, the encounter should develop at the referee's discretion. If they are scared or suspicious, honest civilians will warn the military authorities, while smugglers or revolutionaries (probably) will not.

If characters are attempting a rendezvous with specific characters (CIA or others) at this point, this encounter will be with the contact on a 2D6 roll of 3+, and with Libyan security forces which have discovered the plan on a roll of two.

Military Vehicles: The characters encounter 1D6 army trucks, each carrying 20 armed troops and a driver. The direction of the vehicles and the circumstances of the encounter are up to the referee. The trucks may be a convoy traveling to Green One, a military patrol searching for suspected foreign intruders or anti-Gadhafi rebels, reinforcements traveling toward a border post farther south, or whatever.

Aircraft: As described under 'On the Beach,' this will be either an Mi-8 helicopter or an An-26 transport. At the referee's discretion, it may be ferrying supplies to Green One or a border base (in which case it will not notice the characters no matter what they are doing), flying a routine patrol or out looking for reported intruders or rebels. The rules for sighting from an aircraft are given under 'On the Beach.'

ON THE EGYPTIAN-LIBYAN BORDER

This table is used when the characters attempt to cross from Egypt's Western Desert into Libya, sneaking past Lib-

yan border outposts and military patrols. The referee rolls 2D6 on this table once each hour characters are traveling, and once every four hours they remain in place. This table can be used from the time the team crosses the border until they travel 2D6x10 kilometers into Libyan territory. The referee should not tell the characters exactly how far they must travel to get out of the Libyan border security zone.

Subtract three from the roll on this table at night.

2D6	Result	2D6	Result
5 or Less	No Encounter	9	Civilians
6	Special	10+	Aircraft
7-8	Patrol		

Encounter Results

No Encounter: No encounter. If the plan calls for a rendezvous with someone (CIA, anti-Gadhafi rebels, etc.), this encounter will be that on an additional 2D6 roll of 6+. Further rolls to make contact may be made every 30 minutes, but failures require an additional roll on the Encounter Table.

Special: This result may become a 'no encounter' result, or represent a special danger or problem at the referee's discretion. Possibilities include a minefield, sandstorm, exceptionally soft sand or rugged terrain (see: 'Section III: The Area'), a SAM site, radar base or a military border outpost. This result could also be a special encounter with desert nomads, anti-Gadhafi revolutionaries or a Libyan security patrol.

Patrol: The characters encounter 2D6+3 Libyan soldiers. These soldiers are on patrol and may be on foot or in vehicles at the referee's discretion. They are watching for intruders from across the Egyptian border, and will have Alertness Factors of three or four.

Civilians: The characters encounter 1D6 civilians. These may be civilian workers at a nearby military base or border post, or they could be nomadic Bedouin (see: 'Natives' in 'Section III: The Area'). They may also be smugglers or revolutionaries who will have their own reasons not to be observed by passersby. Any contact with these civilians should be resolved by dialogue between the players and the referee. Civilians will know about nearby bases, but will have no knowledge of Green One.

Aircraft: As in 'On the Beach,' this is an An-26 transport or Mi-8 helicopter. Details are identical to those described in 'On the Beach.' The aircraft, at the referee's discretion, is flying supplies to a border outpost or flying patrol along the border watching for intruders and smugglers.

IN THE DEEP DESERT

This table is used if characters are in the desert away from border areas and out of sight of villages, cities, oilfields or roads. The referee rolls on this table every two hours characters are traveling, and once every six hours they are resting.

Subtract three from the roll on this table at night.

2D6	Results	2D6	Results
5 or Less	Rugged Terrain	9-10	Special
6-8	No Encounter	11+	Aircraft

Encounter Results

Rugged Terrain: The characters enter rugged terrain (see: 'Section III: The Area'). There is a better chance the

characters will blunder into rugged terrain in the dark, when visibility is limited. The type and difficulty of the terrain is left to the referee, but may be anything from a rocky plain to a sand sea to a 30-meter-deep, steep-walled canyon.

If the characters are resting when this encounter is rolled, the referee may substitute another encounter. Possibilities include a sandstorm, poisonous snake or desert scorpion. (See 'Section III: The Area.')

No Encounter: No encounter. If the plan calls for a rendezvous at a particular place in the desert, this result will be that contact on an additional 2D6 roll of six or more. On a roll of two, Libyan security forces who have discovered the plan will be waiting there instead. Further rolls may be made every half hour, with failures resulting in no encounter.

Special: This allows a special encounter at the referee's discretion. Possibilities include a poisonous snake, rugged terrain or a sandstorm, desert nomads traveling or in camp, or a camp of rebels or smugglers hiding in the desert. This encounter could also allow the characters to discover a water sip or oasis (see: 'Section III: The Area' for more information about these encounters).

Aircraft: This encounter is described under 'Aircraft' in 'On the Beach.' The aircraft will be either an Mi-8 helicopter or an An-26 transport. At the referee's discretion, the aircraft may be flying supplies to a desert outpost or base (including Green One), or it may be patrolling in search of rebels, smugglers or reported intruders.

IN THE VICINITY OF GREEN ONE

This table is used once the characters are within approximately five kilometers of the secret desert base. Subtract three from the roll on this table during the hours of darkness.

2D6	Results	2D6	Results
2-5	No Encounter	9-11	Patrol
6	Special	12	Aircraft
7-8	Vehicle		

Encounter Results

Special: This result may become a 'no encounter' result, or it may represent a special danger or problem at the referee's discretion. Possibilities include a minefield, a poisonous snake, a sandstorm, exceptionally soft sand or rugged terrain (see: 'Section III: The Area'). This result could also be a special encounter with desert nomads, anti-Gadhafi revolutionaries or a Libyan security patrol.

Vehicle: This will probably be a Libyan military vehicle (a truck or jeep) carrying 2D6 soldiers. At the referee's discretion, these soldiers may be a security patrol on the base perimeter, or may be traveling to or from the base on the track to the Kufra road.

Also at the referee's discretion, this encounter could be with a convoy of 2D6 vehicles. Most of the vehicles in such a convoy will be military, but one or more civilian vehicles in the group could be carrying high-ranking members of various Palestinian terrorist groups, or even Gadhafi himself and his entourage.

Patrol: The characters encounter 2D6 Libyan troops on patrol outside the base perimeter. These troops will have a

radio and be armed with AKM rifles. They have Alertness Factors two or three.

Aircraft: As in 'On the Beach,' this is an An-26 transport or Mi-8 helicopter. Details are identical to those described in 'On the Beach.' The aircraft, at the referee's discretion, is flying supplies and personnel to or from the secret base.

GREEN ONE PERIMETER SECURITY

In the immediate vicinity of Green One (within about 100 meters of the fence around the main base) are hidden IR and sound sensors linked to monitors in bunkers on the base. Whenever the characters come within 100 meters of the fence, the referee should begin rolling 2D6 every time they move. On a roll of nine or more, the characters will be within range of a security scanner of some type. The referee then makes a separate roll of 1D6. This determines the number of rolls which will be necessary to get the character past the scanner and out of its range.

Getting past security scanners requires the same combination of skill and experience as sneaking past a living sentry in *Delta Force*; it is the same situation, after all, except that the sentry in this case is sitting in a nice, warm bunker someplace watching TV instead of shivering in the dark.

Every five meters, for as many times as was indicated by the referee's 1D6 roll, the player must roll 2D6 plus the enemy's Alertness Factor against his own EXP plus Stealth Skill. If his EXP is nine or less, he must use his TRA skill instead. If the roll is less than his stealth-modified EXP or TRA, he has successfully avoided detection. If the roll is equal to or greater than his stat, he has been detected.

UNCERTAINTY

Obviously, the players will only rarely, if ever, know that they are within range of a scanner of some sort. Unless they have prior intelligence on the matter (from an interrogated prisoner, for example), they will not know for certain that Green One even has such defenses, or how far they may be located from the fence.

To simulate this uncertainty, the referee may have each player make the roll against his EXP or TRA every 30 seconds for as long as there is even a possibility that there are scanners near. The referee then secretly makes the roll which, on a nine or more, indicates that they are within range of a scanner. If their roll indicates detection when no scanners are near, they will not be detected.

TRICKS AND ECM

The players, in their initial planning, may come up with a plan to foil possible sonic or IR perimeter alarms. For example, a portable radio jammer could imitate an electronic failure of some sort in the security system, or a carefully-staged 'accident' on the road, complete with a burning truck, could mask both IR and sound within a limited area.

Still another possibility would be to mimic a Libyan patrol known to be in the area, or to follow a patrol closely enough that electronic observers might not realize that intruders are present.

Since every possible item of player ingenuity or gadgetry cannot be anticipated here, acceptance of a particular trick or piece of hardware, and how well it works, is entirely up to the referee.

SECTION V GREEN ONE LAYOUT

Altogether, there are about 560 men at Green One. About 100 of these are at the training camp, 10 are at the airfield, 50 at the weapons complex, and 400 at the main base. These fluctuate, of course, as personnel travel between areas or return to Tripoli or arrive to visit or for a tour of duty.

Of this number, about 400 are soldiers or officers, over 80 are terrorist recruits, 50 are technicians or scientists working on the bombs, about 15 are Libyan technicians working at the control tower or elsewhere and the rest are foreign nationals, most working as instructors at the terrorist camp.

Following are detailed descriptions of the various areas of Green One keyed to the maps in the center of this booklet.

MAP 1: Green One

This map shows the entire Green One complex. The following sites are identified:

MAIN BASE

A military base consisting of several quonset-hut-type structures, including barracks and headquarters areas.

AIRFIELD

A new, 1450-meter runway, completed with Soviet help in 1984. Aircraft include a Soviet-designed transport, helicopter and fighters of the Libyan Air Force.

TERRORIST CAMP

This area, outside the fence, is probably a training camp for PLF or PFLP terrorists. Exact identification is uncertain.

WEAPONS COMPLEX

Believed to include an underground research lab, assembly plant and storage bunkers for nuclear weapons.

The following sites on Map 1 are identified by number:

1. BUNKER

Location of a partially buried concrete bunker, probably hiding two to five men, search lights, surveillance gear and a machine gun.

2. SAM SITE

Location of ground-to-air missile defenses.

3. RADAR STATION AND RADIO TOWER

This radar station allows an unobstructed view to the north and east of Green One. The radio tower provides contact between the Main Base and Tripoli.

MAP 2: Main Base

This map shows the Main Base, which consists of the fenced-in facility separated from the weapons complex, the training camp and the airfield. The heart of the base is the HQ/office building complex and the nearby communications building.

Each outlying area (terrorist camp, weapons complex and airfield) is connected, by an underground telephone cable, to the HQ building. A direct line exists between the HQ building and the communications building.

Any alert in an outlying area (the area's Alertness Factor is raised to five) will be communicated to the HQ building on a 2D6 roll of nine or more (except the Weapons Complex, which will contact the HQ on a 2D6 roll of seven or more), with one roll made every 30 seconds. Once the Alertness Factor at the HQ is raised to five, an alert will be passed to the base communications building on a 2D6 roll of six or more, with one roll made every 30 seconds.

Once an alerted HQ (Alertness Factor of five) has sent official word to the comm shack, a roll of 2D6 should be made once every 30 seconds. On a roll of five or more, a radio message describing the current situation will be sent to Tripoli from the communications center.

If the communications center is attacked, word must be passed to the base HQ, and official word must return as described above for a radio message to be sent to Tripoli.

A siren mounted on a mast above the HQ building is sounded during any emergency. This siren can be heard everywhere in Green One, including the air strip and the weapons complex, and sounding it will serve to increase the Alertness Factor of everyone on the base to five. The siren is sounded from the HQ building.

The following are identified by number on Map 2:

1. BARRACKS

These are standard barracks constructed of corrugated steel. Each provides living accommodations for up to 150 men.

Between 0530 and 1600, these barracks will be empty, though a lone, unarmed soldier with an Alertness Factor of two may pass through any of the barracks at any time determined by the referee with a 2D6 roll of ten or more.

Between the hours of 1600 and 1900, there will always be 2D6 soldiers with Alertness Factors of two in each barracks.

Between 1900 and 2200, and from 0500 to 0530, there will be 50 soldiers with Alertness Factors of two in each barracks. From 2200 to 0500, 48 of the 50 troops in each barracks will have Alertness Factors of zero. The remaining two soldiers are inside sentries. One sentry is located at each end of each building, and these sentries usually have Alertness Factors of two or three, but sometimes have factors of zero or one (referee's choice).

At times specified as Prayer Times (see below), the barracks will be empty or nearly empty.

There are no sentries posted outside the barracks.

2. COOK HOUSE/MESS AREA

Each day, there will be from 200 to 300 men in this general area from 0600 to 0700, from 1100 to 1200, and from 1730 to 1900 hours. This area will be deserted from 2100 to 0500 hours, and at all other times there will be 2D6+4 men (cooks and their assistants) going about their duties.

3. FOOD STORAGE

This warehouse building will be empty most of the time, though the referee may roll at any time for one NPC to pass through it on a 2D6 roll of eight or more.

The Alertness Factors of all personnel in the mess/food warehouse area will be one or two.

4. SCHOOL BARRACKS/AUDITORIUM

From 50 to 200 soldiers may gather here at various times, but at other times this building is empty.

— Section V continued on page 37.

SECTION VI RULES SUPPLEMENT

Delta Force: Operation Desert Sun presents a new player skill, called 'Nuclear Weapons Skill,' described below.

NUCLEAR WEAPONS SKILL

The character is familiar with electronics and detonation devices used in various nuclear devices or warheads, allowing DMs in attempts to bypass and safely disarm booby traps or arming mechanisms in warhead detonators. This skill also allows characters to assess whether warheads are armed, damaged, safe or dangerous. The character can arm bombs and set booby traps, timers or other detonators for nuclear devices.

Prereq: INT 8+, Electronics 2; Bomb Disposal 1 is required for Level 2

Specialist Cost: 3

LARGE-SCALE ASSAULTS

Unfortunately, it is a bit cumbersome for the referee to simultaneously handle several hundred NPCs on two sides in a large-scale battle. The following rules can be used to simulate large-scale actions in which player characters take part.

PREPARATIONS

The referee uses the players' final plan to lay out the battle. The number of defenders in each general area is determined, and then the number of attackers facing those defenders is determined. The rules for large-scale assaults should be applied only to battles with more than ten men on a side.

The force approaching or trying to take an established position is the Attacker. The force attempting to hold a position is considered the Defender. For this scenario, the personnel of Green One will usually be the Defenders and the counter-terrorist commandos will usually be the Attackers.

The referee must determine how much detail he wants to present in the simulation. It's possible to resolve a large battle by taking all the men on one side and setting them against all the men on the other, with few factors such as machine guns or fortifications to complicate the calculations. It is also possible to resolve the battle in fine detail, with separate combats for various strongpoints and allowances for reinforcements, the skills of leaders and the morale effects of nearby battles. A highly-detailed simulation will take time to set up and resolve, but can add convincing and realistic background to the unfolding narrative of the assault.

MAPPING AND RANGE

The referee should keep track of the progress of the battle on a tactical map. Individual characters or units need not be located. All that is necessary is to note a general area within which Attacking and Defending troops are located, marking them lightly on the map with a pencil, as an oval or circle 20 to 50 meters across, for every 50 men in the group. Movement is determined in tactical segments called 'exchanges,' each of which lasts one minute. The movements of each side during each exchange are marked on the tactical map.

The referee should also note range. Casualties increase when combatants are less than 50 meters apart, and decrease

at over 300 meters. Large-scale tactical combat will not take place at over about 500 to 800 meters.

Range is determined by measuring the distance between the approximate center of one force and the approximate center of another and using the tactical map's scale key.

COMBAT FACTORS

Several factors, such as morale, whether the defenders are caught by surprise and whether the attackers are facing alerted troops in prepared positions, will affect combat.

Combat factors for both the attacker and the defender are found on the following tables and added, creating separate Combat Factors for each force.

Combat Factors: Attacker

Tactical Skill Level of Leader is 2+	+1
Attackers Win Surprise	+4 (First Exchange Only)
Attackers Have Machine Guns	+1 for Each
Attackers Have Support Aircraft	+3 for Each
Attackers Have Support Artillery	+1 for Each
Attackers' Morale	+1 for Each Level Over 5
Defenders Surrounded	+2
Desperation	+2
Reinforcements	+2

Combat Factors: Defenders

Tactics	-1 or -2
Defenders in Good Defensive Position	-2
Defenders Win Surprise	-4 (First Exchange Only)
Defenders Have Machine Guns	-2 for Each
Defenders Have Support Aircraft	-3 for Each
Defenders Have Support Artillery	-2 for Each
Defenders' Morale	-1 for Each Level Over 5
Attackers Surrounded	-2
Desperation	-2
Reinforcements	-2

COMBAT FACTORS EXPLANATION

Tactical Skill/Tactics: The tactical skill of the attackers' leader is particularly valuable in an assault. For the defenders, the skill of a leader is not as important as the overall skill of the position's is setup. No advantage is conferred if defenders are caught by surprise; a modifier of -1 or -2 is allowed depend-ng on how well prepared their defenses are.

Machine Guns/Aircraft/Artillery: Such weapons as machine guns, ground-support aircraft or helicopters and support artillery such as mortars or portable rocket launchers can convey a considerable advantage to one side or the other and increase the opponent's casualties.

Machine guns are considered to be mounted, belt-fed machine gun nests or similar set-ups, although the referee may, in some cases, allow characters to use them 'Rambo-style.' It takes one exchange to set up or break down a nest. Defen-

ders receive a -2 combat factor for each nest established before combat begins. This reflects the amount of readily available ammunition and repair parts needed for continuous firing and the optimal placement of the nest. This category does not include other auto-fire weapons, because few of them can provide continuous fire over long periods of time.

An aircraft is considered to be conducting strafing runs against a specific group. If an aircraft is also using bombs, missiles, napalm, etc., include a factor of support artillery for that aircraft (giving it a total combat factor of +5 or -5).

Defenders receive a -2 combat factor for support artillery since they need fewer ranging shots to acquire targets (they already know distances between various parts of the base).

These combat factors are added to the calculations only when they can reasonably be applied. An advantage for aircraft is not received until those aircraft are airborne over the battlefield, for example, and the defender will receive an advantage *only* from machine guns brought to bear on an attacker, not for every machine gun in his arsenal.

Morale: Morale is explained in the basic rules, where it is applied to terrorist NPCs. Morale can be applied to friendly forces as well. Elite troops (such as Delta Force or the SAS) will have morale values of eight to ten. Veterans and regular forces will have morale values ranging from four to eight. Morale may be lowered by specific combat results.

When a side's morale reaches zero, the side may (at the referee's or players' option) surrender or flee. If they keep fighting, an additional factor of one-half is multiplied against all casualties incurred by the enemy. If, however, the referee declares that troops with a morale of zero have become desperate (see below), the effects of all morale loss is ignored.

Good Defensive Position: The defender wins an advantage for having prepared defenses. These include anything from barbed wire and trenches to half-buried concrete bunkers or fortifications to guard towers or other positions with a commanding view of the battle. The factor represents the hesitation with which attacking troops face any such defenses.

This factor is applied only as long as the defender is inside the defenses and the attacker is outside. Once the attacker reaches, say, a bunker, attacking it directly or entering it, the defender loses all psychological advantage for having it.

Surprise: Surprise may be won by either side, but not both at the same time. An attacker achieves surprise if his troops launch an attack without being sighted according to normal sighting rules. A defender wins surprise if he stages a successful (not sighted) ambush on approaching attackers.

Surprise only affects the first exchange. If one side or the other can introduce a *new* element of surprise (reinforcements brought against the enemy's rear, for example, or the unexpected appearance of aircraft) the referee may allow surprise again for one exchange during the middle of a battle.

Surrounded: One side or the other may be surrounded. That side may actually be surrounded, with enemy troops on all sides, or may only think it is surrounded, with the unexpected appearance of enemy troops in his rear. This factor is applied as long as the surrounded force, attacker or defender, believes there are enemy troops to its rear or flanks.

Desperation: One side or the other (usually the defender, especially if he is surrounded and cut off) fights with a ferocity born of desperation, ignoring all previous morale loss. This factor is allowed only by the referee, and only in very special situations, totally at the referee's discretion.

Reinforcements: One side or the other receives reinforcements. These may be troops arriving from another part of the battle or fresh troops newly arrived on the field. Their arrival infuses tired or hard-pressed troops with new will.

SPECIFIC TARGETS

Machine guns, aircraft and artillery can be specifically targeted. In any exchange in which casualties are taken by one side, the other side (referee for the defender, a player for the attacker) can attempt to destroy any one support factor in range. Aircraft can only be shot down by anti-air weapons; e.g., SA-6 missiles or Stingers. Machine guns and support artillery can be destroyed by personal infantry weapons or by support aircraft or artillery, by deciding which enemy weapon is targeted, then rolling 8+ on 2D6. On a successful roll, the enemy may no longer use that Combat Factor. This can be used with watch towers, buildings, vehicles, etc.

COMBINED COMBAT FACTOR

The defender's and attacker's combat factors are added to give a single 'Combined Combat Factor' (CCF), which may be positive (attacker's favor) or negative (defender's favor).

COMBAT RATIO

The total number of attacking troops is divided by the total number of defending troops. Technicians and other non-combatants do not count towards combat totals. Terrorists and terrorist instructors do count, however, regardless of their backgrounds. If the entire group is made up of non-combat personnel, they will immediately surrender.

The final result, the 'Combat Ratio,' is rounded to the nearest tenth: for example, .13 becomes .1, and .15 becomes .2. Results falling between numbers listed on the table are rounded to the nearest table listing. Results less than .1 are treated as .1. Results greater than 10 are treated as 10.

COMBAT CALCULATIONS

The 'Combat Ratio' is found on the 'Combat Calculations Table,' to give a die roll and modifier (e.g., 2D6+4). The CCF is added to this modifier. Thus, 2D6+4 with a CCF of -5 becomes 2D6-1.

The referee rolls 2D6 and applies the final modifier. He then looks up the result on the list of 'Combat Results.'

CASUALTIES

BASIC COMBAT RESULTS

The combat results list casualties as percentages of the original force. Generally, about one quarter to one third of the casualties are killed, and two thirds to three quarters are wounded. The exact number is set by the referee and adjusted to include prisoners (there will be fewer killed and wounded and more prisoners if troops have low morale) or to reflect the possibility that the other side is not taking prisoners.

Example: The casualty result is 2D6+4. The result is 8+4=12, so casualties are 12%. Twelve percent casualties with a force of 145 = 17 hits (145x.12=17.4). The referee decides five (between one third and one fourth) are killed and twelve wounded. If the force was already demoralized, results might be set at two killed, seven wounded, eight captured.

— Section VI continued on page 35.

SECTION VII WARBOOK SUPPLEMENT

RIFLES

SPRINGFIELD M1903

Nationality: U.S.

Weapon Type: Rifle

Caliber: 7.62 x 33 mm (.30)

Muzzle Velocity: 2700fps

Length: 100 cm.

Weight: 4.1 kg

Type of Fire: Bolt-action repeater

Rate of Fire: 15 rpm

Feed device: 5-round clip

Clip Weight: .13 kg

Load Time: One Combat Round

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	75 m.	250 m.	500 m.	1000 m.

Damage DM:

+1 +1 — — -1

Penetration: 16

Recoil: —

Failure: 12+

Users: The M1903 Springfield is long obsolete, though it is still found as a training rifle in military recruit training centers. Thousands of this weapon found their way into various pro-West armories in the years after World War II.

Notes: The Springfield rifle has the reputation of being one of the most accurate mass-produced military weapons in history. Various models were manufactured between 1903 and World War II: the M1903 Mark I (the original 1903 model), the M1903A1 (adopted in 1929), the M1903A3 (adopted in 1942), the M1903A4 (a sniper rifle adopted in 1942), and the Model 1942 (a Marine Corps version of the A1, fitted with a sniper scope).

Special Referee's Note: The Springfield is described here as a general class of weapons which may be found in the possession of various desert nomads in *Operation Desert Sun*. Native tribesmen will be armed with a bewildering variety of small arms, including Springfields, Enfields and German rifles acquired during or after World War II. A few may have more modern weapons, but the majority will have bolt-action rifles such as the M1903. The stats for the Springfield can be applied to any similar weapon.

SPECIAL WEAPONS

ROCKET GRENADE LAUNCHER

RPG-7

Nationality: USSR

Weapon Type: Anti-tank rocket launcher

Caliber of Tube: 40 mm

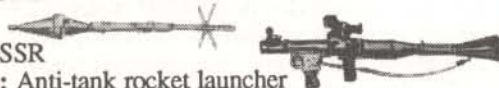
Caliber of Projectile Warhead: 85 mm

Muzzle Velocity: 984 fps

Length: 99 cm without projectile

142 cm with projectile

Overall Projectile Length: 100 cm



Weight: 7 kg (without projectile)

Weight of Projectile: 2.25 kg

Type of Fire: Single shot reloadable

Rate of Fire: 2 rpm

Load Time: 5 combat rounds

Range:

Point Blank	Close	Medium	Long	Extreme
—	(9+)	(12+)	(14+)	(18+)
	100 m	300 m	500 m	1000 m

The firing character may apply his Skill with the RPG-7 as a positive DM toward attempts to hit the target. The RPG-7 is a 'Special Weapon' as described in the *Delta Force* rulebook, on page 10.

Penetration (Heat): 50

Recoil: —

Backblast: 0 to 5 meters: WNDx1D6+2 (PEN 4)

6 to 10 meters: WNDx1D6 (PEN 2)

In closed room: One additional WND (PEN 2)

Ignore all BLEEDING results.

Failure: 11+

BURST EFFECTS:

Point Blank	Inner Blast	Outer Blast	Closed Room
	2 m.	8 m.	20 m.

Roll DM:

B+8/F+2 B+2/F B/F-2 B+2 + other DMs

BLAST ROLL:

3 or less 4-6 7-8 9-10 11+

Results:

NE D S U K

FRAGMENTATION ROLL:

6 or less 7-8 9-11 12+

Results:

NE WND WNDx2 WNDx1D

Users: This weapon is extensively used by Soviet client states. In recent years, this weapon has also made its appearance in the arsenals of terrorist groups ranging throughout Africa, the Middle East and Europe, including Northern Ireland.

The RPG-7 is used by both Libya and Syria, and has found its way in large numbers to terrorist arsenals through these countries — as well as possibly through direct arms shipments from the USSR and Warsaw Pact countries. Large numbers of this weapon were captured by U.S. forces on Grenada in 1983, and they are found in the armories of both Cuba and Nicaragua.

The RPG-7 is becoming well-known as one of the deadliest weapons provided to Arab and other terrorist groups by the Soviets.

Notes: The RPG-7 has been the standard anti-tank weapon of the Soviet military since 1962, when it replaced the RPG-2.

The launcher uses a propellant charge to boost the projectile ten meters, after which an internal rocket fires to carry the warhead to the target. This gives the projectile a peculiar trajectory — descending, then accelerating and rising towards the target — but the sighting system takes this into account and makes the weapon highly accurate. The effective range of the RPG-7 is generally given as 500 meters for stationary targets, and 300 meters for moving targets.

The RPG-7 eliminates recoil by discharging a stream of gas out the rear of the launch tube. Characters standing behind and within ten meters of the weapon when it is fired

will be injured by the back blast. Wounds resulting from this sort of injury will be burns rather than other types. Location and severity of these wounds are determined in the usual way.

The RPG-7 is among the most formidable of weapons available to terrorists. It is a large and clumsy weapon, and consequently not well-suited to hijackings or hostage-taking, but carries with it an image of sheer frightfulness which makes it an effective terror weapon to terrorists' minds.

This weapon is most likely to be encountered by Delta or other anti-terrorist commandos during assaults on prepared terrorist positions, bases or headquarters. Because of the difficulty of smuggling an RPG-7, it will not usually be found in the hands of terrorists defending a hijacked ship or aircraft — although the possibility should not be discounted if the hijackers have had the opportunity to take aboard reinforcements and arms.

It is very likely that this weapon will be found in great numbers in operations against terrorists in more conventional military situations — during an attack on a terrorist training camp in Libya or Syria, for example, or in a raid on an Amal Militia headquarters in Beirut.

The RPG-7 will also be encountered in the hands of the regular military forces of various Soviet client states, such as Syria and Libya, and may be brought into action if the anti-terrorist forces are forced to engage in combat with them.

MISSILES

SA-6

Nationality: USSR

Weapon Type: SAM anti-aircraft missile

Diameter of Projectile: 33.5 cm. (13 in.)

Wingspan (Projectile): 12.45 cm. (49 in.)

Length of Projectile: 6.2 m. (20 ft. 4 in.)

Weight: 550 kg. (1200 lbs.)

Maximum Velocity: Mach 2.8 (About 3400 kph.)

Launcher: Generally mounted on a mobile chassis, in threes.

Load Time: Ten minutes.

Range: The SA-6 can lock onto air targets at altitudes above 5000 feet at ranges out to 60 kilometers (36 miles). At altitudes below 5000 feet, the SA-6 can lock onto targets at ranges up to 30 kilometers (18 miles).

The firing character must roll eight or more on 2D6 to get a successful lock-on. There are no special modifiers for skill, since target acquisition and firing are largely automatic.

Hits: The SA-6 will hit an aircraft on a basic 2D6 roll of six or more. A DM of -1 can be applied for each point of the pilot's skill in the target aircraft. There is an automatic DM of +3 if the target is a helicopter.

Hit Results:

2D6	Results
3 or Less	No effect
4-7:	Damage/Forced Landing
8-9:	Severe Damage
10+:	Aircraft Destroyed

Hit Result Explanation

Damage/Forced Landing: Each character aboard must roll less than 10 on 2D6 to avoid one wound. The aircraft is damaged, but the pilot is able to maintain control. Keeping the aircraft under control and landing it requires rolls against



the pilot's EXP plus his pilot skill. An RDF of 1D6-1 is added to each 2D6 roll. One roll must be made every five minutes, and upon landing.

Failure of any roll means the aircraft is in trouble, and the pilot must make another, immediate roll to regain control. If this roll, too, fails, the aircraft will crash. Whether or not there are survivors is determined by the referee, who bases his decision on how high and fast the crippled plane was traveling when the failure occurred.

Severe Damage: The aircraft is critically damaged. Helicopters will crash immediately, but there will be time for troops in an air transport to parachute to safety. Each character must roll nine or more on 2D6 to avoid one wound.

If the aircraft is at an altitude of 2000 feet or higher, all of the characters will be able to get clear. At altitudes below 2000 feet, the referee rolls 2D6 just before each character leaves the aircraft. His first roll of 12 means no more characters can get clear before the plane crashes. The referee determines where parachutists come down, basing his decision on the plane's location at the time it was hit.

Aircraft Destroyed: The aircraft explodes in mid-air, with no survivors.

Penetration: 50

Recoil: —

Backblast: Any characters standing within 15 meters of the rear of SA-6 missiles when they are launched is killed.

Users: The SA-6, known as 'Gainful' to NATO intelligence, was introduced by the Soviets in 1967. Since then, it has been shipped to Soviet client states worldwide. Users include Bulgaria, Cuba, Czechoslovakia, Egypt, Iraq, Libya, Mozambique, Nicaragua, Poland, the USSR, Syria and Vietnam.

Notes: The SA-6 was first used in combat during the 1973 Yom Kippur War, where it received the reputation of always achieving a kill, no matter what the target did in the way of ECM or evasion. It carries a devastating 80 kilogram warhead with impact, proximity, and (possibly) IR fusing, and its range and speed make it a formidable air defense system.

The Russian 'Straight Flush' radar system is used to acquire and lock onto targets.

SA-7 STRELLA

Nationality: USSR

Weapon Type: Portable SAM rocket launcher

Diameter of Projectile: 7 cm.

Length of Projectile: 135 cm.

Weight: 20 kg. (without projectile)

Weight of Projectile: 9.2 kg.

Maximum Velocity: Mach 1.5 (About 1900 kph.)

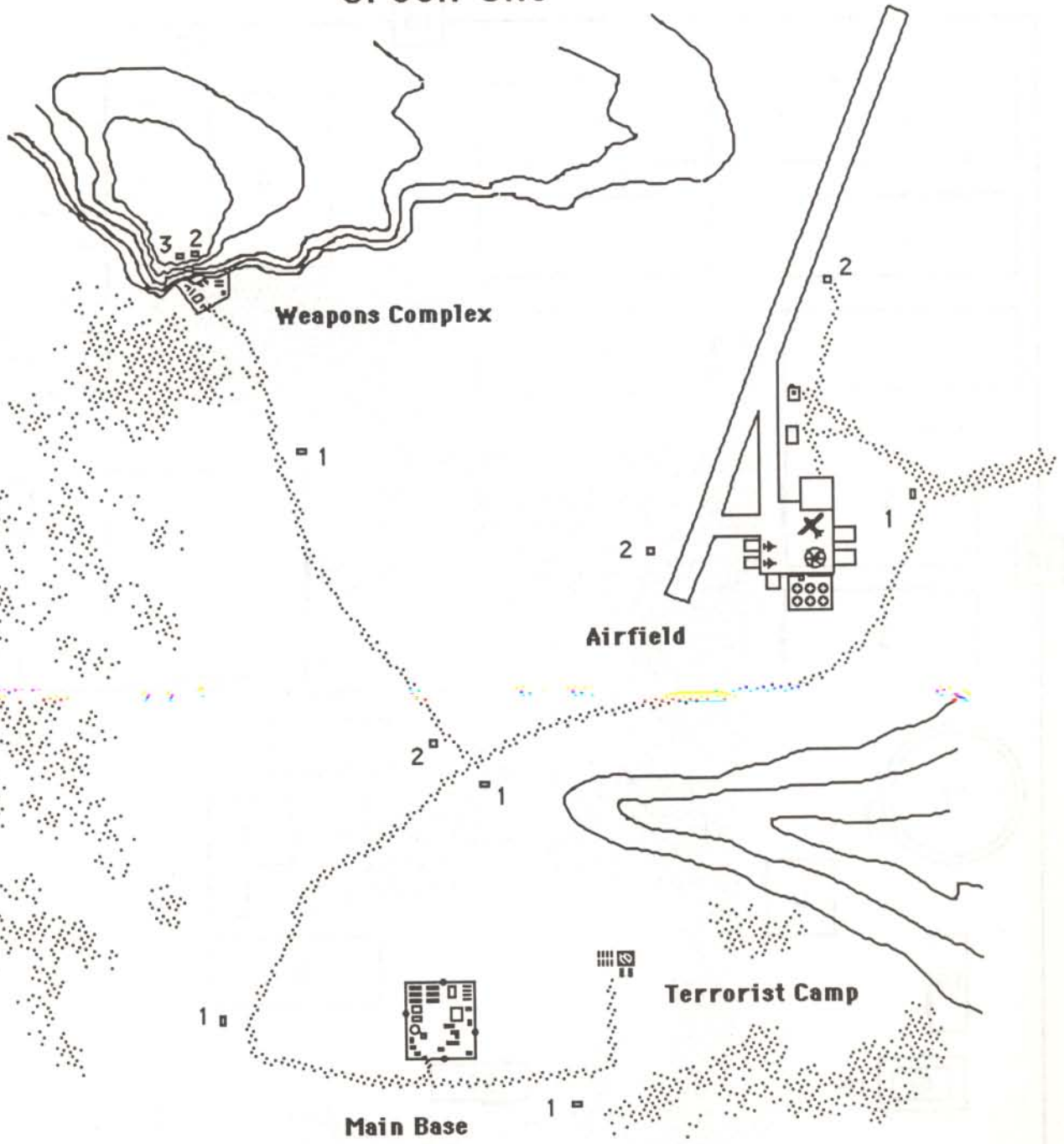
Load Time: Ten minutes.

Range: The Strella can lock onto targets at speeds up to 920 kph, at altitudes up to 4500 meters (13944 feet), and at ranges up to 10 kilometers. It cannot engage targets closer than about 100 meters, or at altitudes below 25 meters.

The firing character must roll eight or more on 2D6 for a successful lock-on. He may add his Skill Level with the SA-7 launcher as a positive DM. This is a 'Special Weapons' skill, as described in the *Delta Force* Rulebook, on page ten.



Map 1 Green One

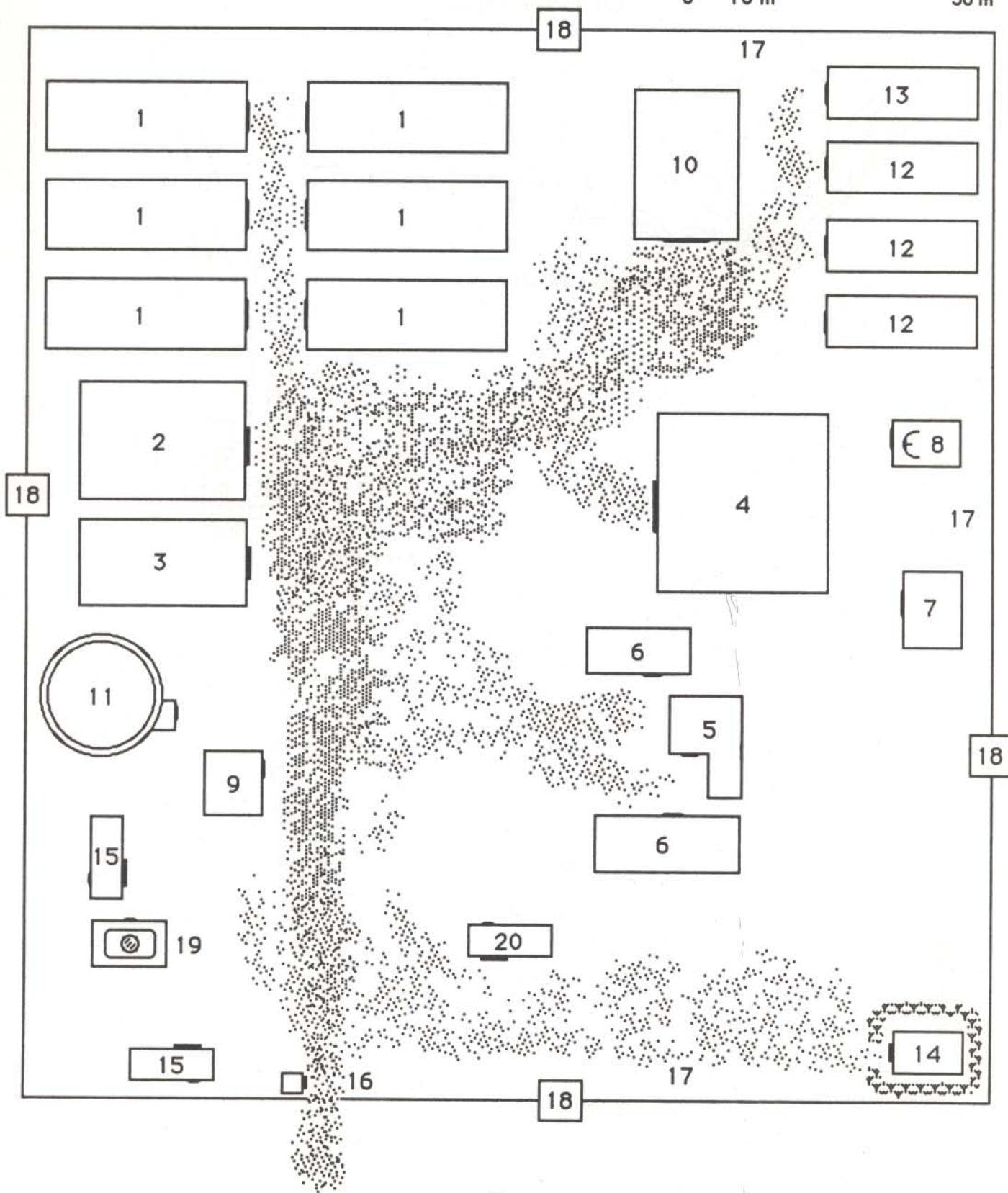


Scale

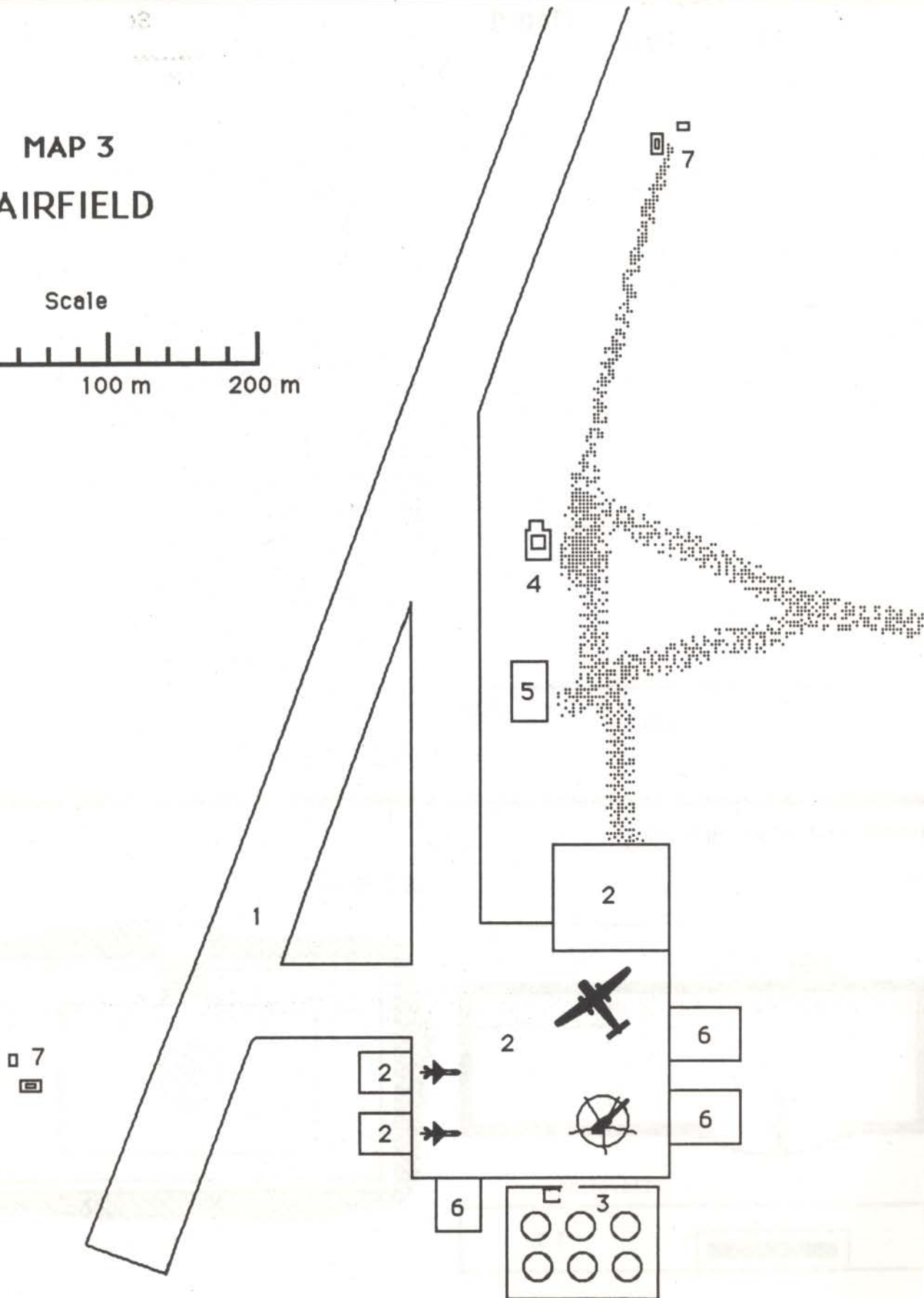
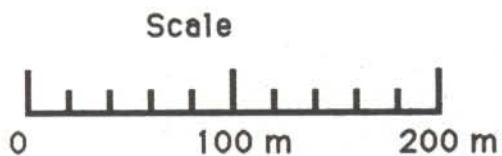


Map 2 Main Base

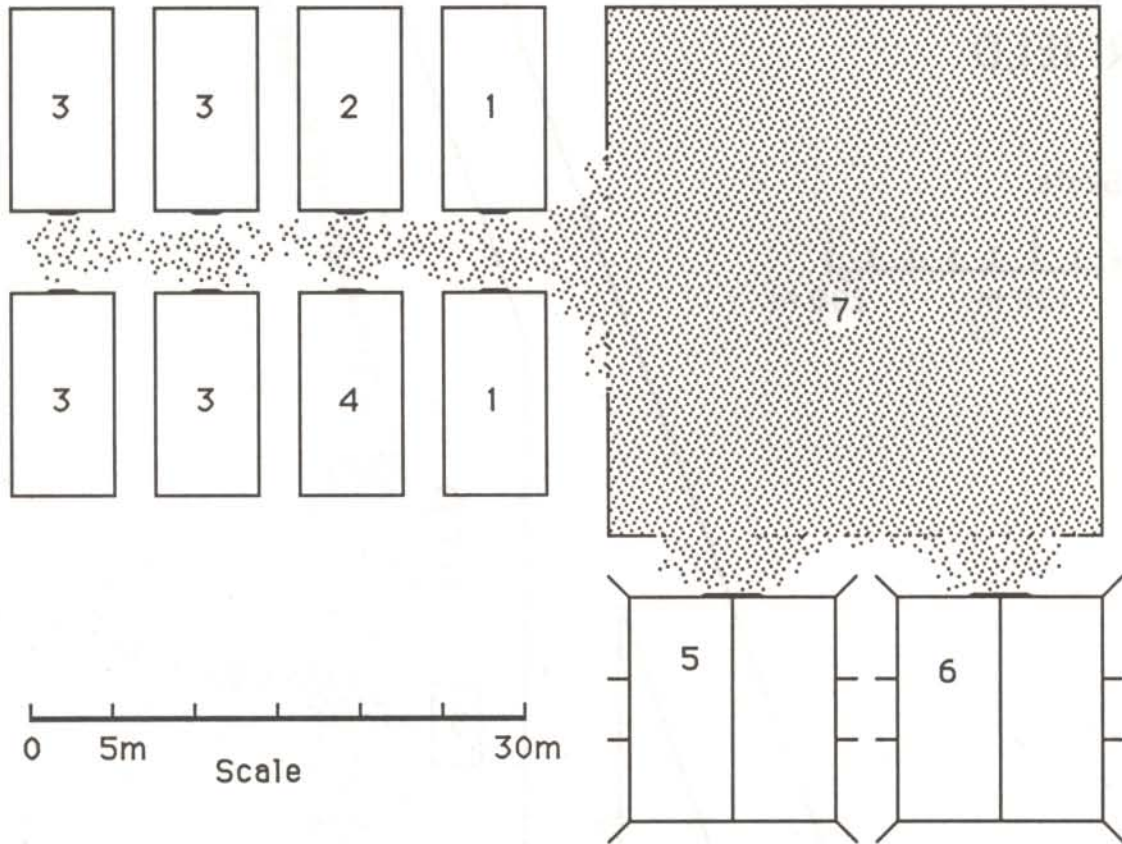
Scale



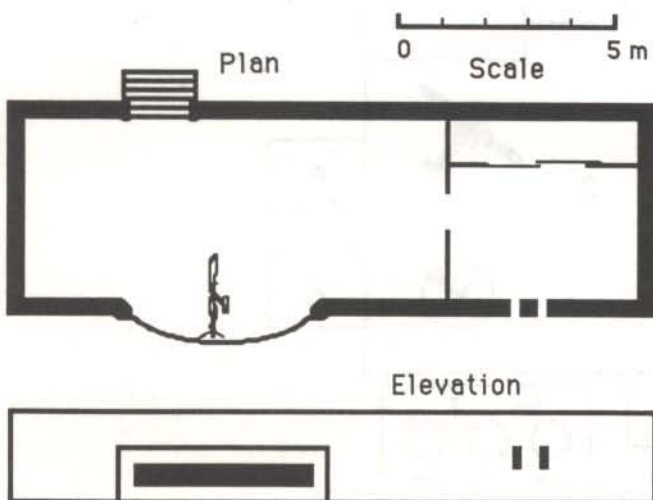
MAP 3
AIRFIELD



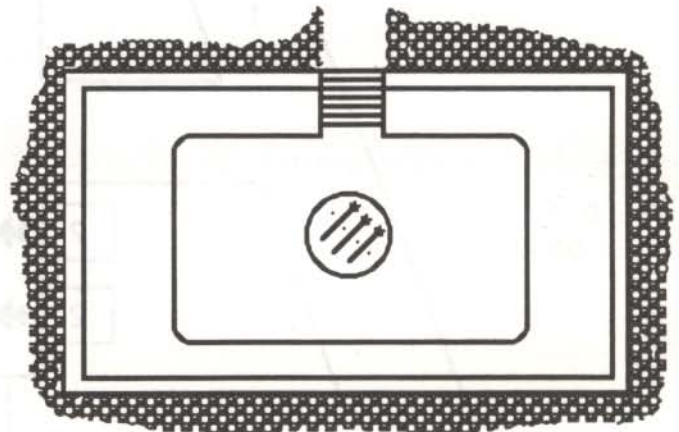
Map 4
Terrorist Camp



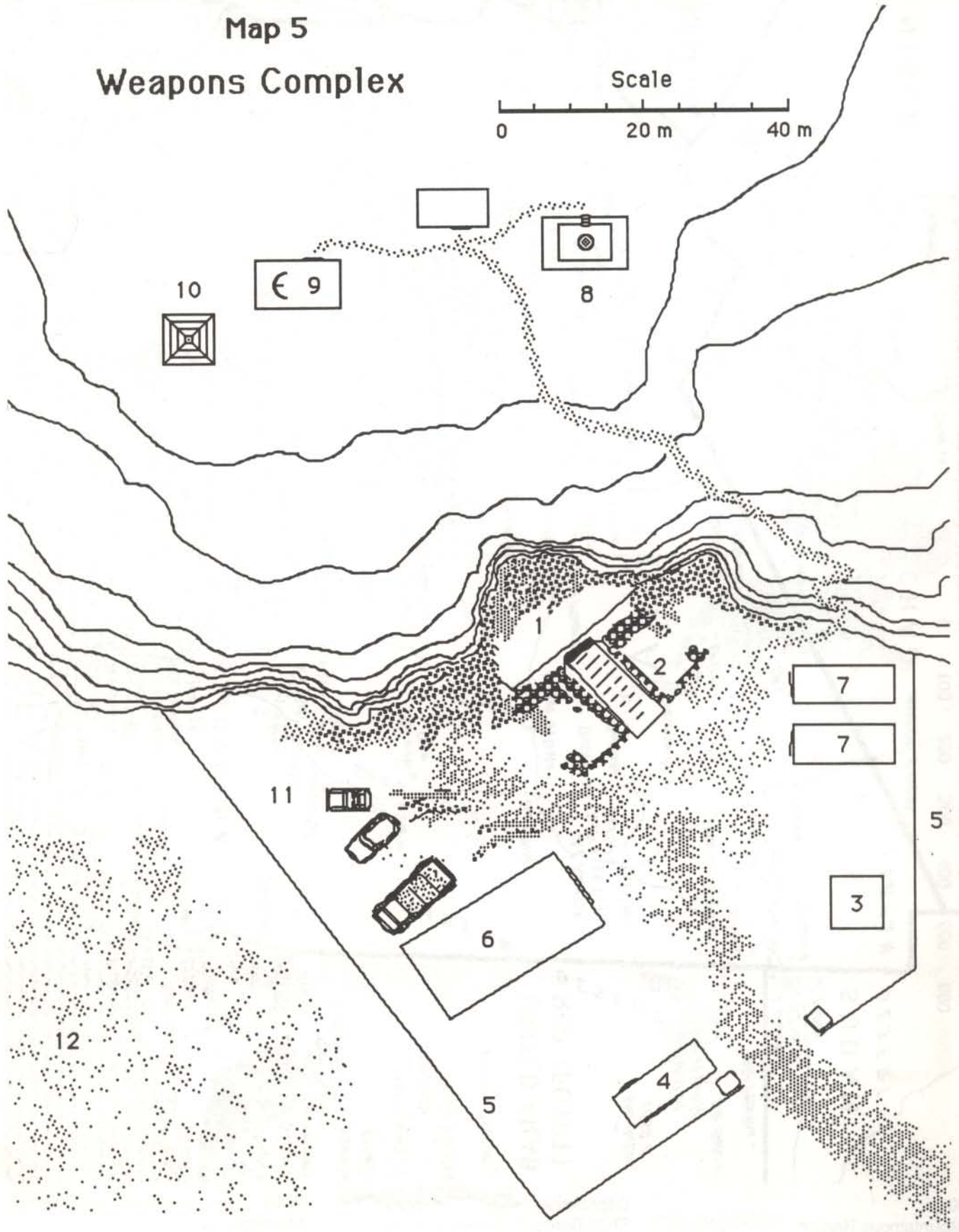
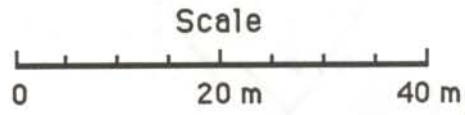
Bunker or Listening Post



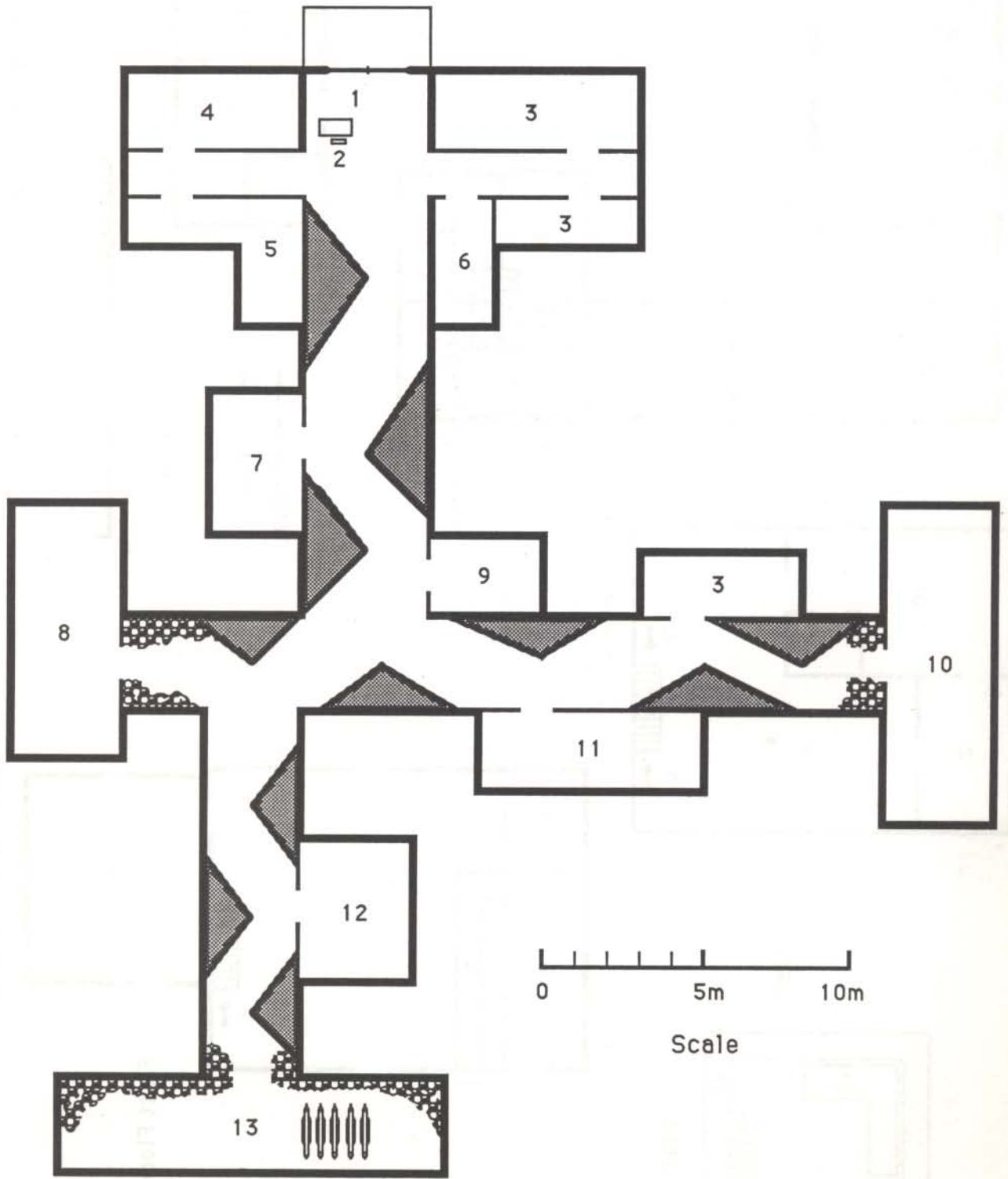
SAM Site



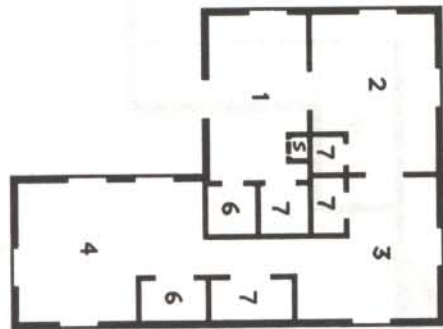
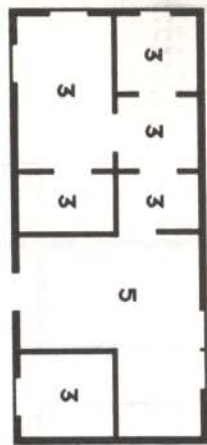
Map 5 Weapons Complex



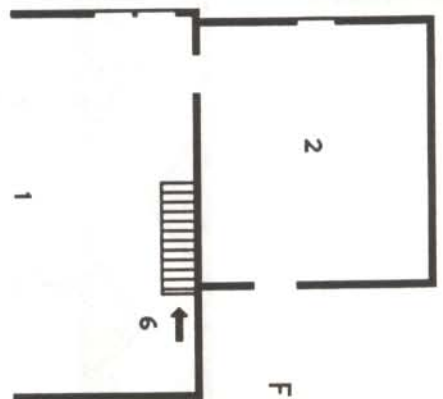
Underground Facility



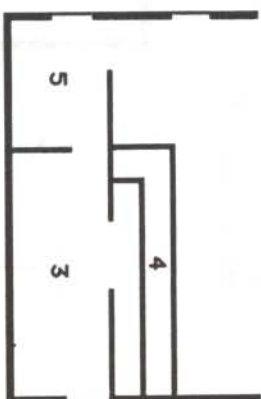
Headquarters buildings



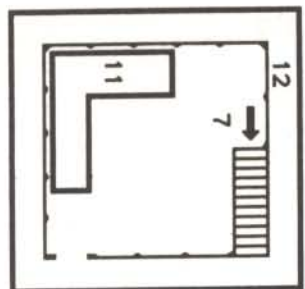
CONTROL TOWER



First Floor



Second Floor



Upper Level

Section VII continued —

Hits: The Strella will hit an aircraft on a basic 2D6 roll of six or more. The following DMs should be applied:

For each 100 kph over 400 kph speed:	-1
For each point of pilot's skill:	-1
Target is a helicopter:	+2
Target is flying away from attacker:	+2

Hit Results:

2D6	Results
3 or Less	No Effect
4-7	Minor Damage to Hull/Tail
8-10	Engine Hit
11+	Hull Hit

Hit Result Explanation

Minor Damage to Hull/Tail: The aircraft suffers some damage to its fuselage, tail or wing assembly. The pilot must roll 2D6 against his EXP plus his Pilot Skill, with an RDF of three. The pilot must also roll against his EXP for those situations listed in the 'Air Travel Modifier Table' (*Delta Force* Rulebook, page 14) with a DM of +2. A crash or malfunction will occur on a modified roll of 13 or more.

Engine Hit: Severe damage to the aircraft engine and/or engine exhaust. On a 2D6 roll of seven or more, the aircraft will crash. On a roll of six or less, the aircraft is badly damaged; however, it will continue to fly with an immediate, successful roll against the pilot's EXP plus his Pilot Skill, and with an RDF of 1D6. An additional EXP roll must be made for any maneuver listed on the *Delta Force* 'Air Travel Modifier Table,' with a DM of +3. A crash or malfunction will occur on a modified roll of 13 or more.

Hull Hit: The aircraft takes damage to its fuselage. In single-seat aircraft, this is the same as 'Minor Damage to Hull/Tail,' above. The pilot must roll eight or less to avoid one wound. In aircraft with passengers, including passenger-carrying helicopters, air liners and transport aircraft, each passenger in the fuselage must make a saving roll of nine or less. On a roll of ten or more, that passenger will receive one wound. Wound severity and location is determined in the usual manner, treating injuries as shrapnel (PEN 4) wounds.

Penetration: 30

Recoil: —

Backblast: 0 to 5 meters: WNDx1D6+2 (PEN 4)
6 to 10 meters: WNDx1D6 (PEN 2)
In closed room: One additional WND (PEN 2)
Ignore all BLEEDING results.

Failure: 10+

Users: It is estimated that something on the order of 50,000 SA-7s have been spread all over the world. Large numbers of this weapon are in terrorist hands. Countries besides the Soviet Union with the SA-7 in their arsenals include Angola, Bulgaria, Cuba, Czechoslovakia, East Germany, Egypt, Ethiopia, Hungary, Iraq, North Korea, Kuwait, Libya, Mozambique, Nicaragua, Peru, Poland, Romania, Syria, Vietnam and Yemen.

Terrorist groups known to have SA-7s include Moslem and Communist rebels in the Philippines, the PIRA, various African armies of liberation, and numerous Arab groups.

Notes: The SA-7 is believed by the West to be named *Strella* (Arrow). It is known by Western intelligence as 'Grail.'

Strella was designed as a copy of the U.S. Redeye and suffered from a number of that weapon's shortcomings. Its chief deficiency lies in the fact that the target should be departing from the attacker to give the missile's IR sensors a chance to lock on. Helicopters, however, are particularly vulnerable targets, for the Strella can home on their engine exhausts from several directions, or, failing this, can home on the glint from the helicopter's canopy.

The Strella also leaves a highly-visible smoke trail which warns of its approach, pinpoints the launcher, and helps pilots outmaneuver the missile. The warhead is equipped only with impact and grazing fuses, rather than a proximity fuse. Finally, it is possible for pilots to outfly them, or to simply throttle back in order to break the approaching missile's IR lock.

The launch tube avoids recoil by firing a gas jet out the back of the tube. This will burn (WNDx1D6) any character within ten meters of the back of the tube when it is fired.

The greatest advantage of this weapon is that it is very easy to use and requires little training. The operator aims at the target through open sights, pulls the trigger halfway back until a red light turns green (indicating a target lock), then pulls the trigger all the way back to launch. A booster charge fires the missile clear of the tube and the operator before an internal rocket motor fires, accelerating the missile to Mach 1.5.

The rocket's backblast can injure characters standing behind the tube when it is fired, especially in a closed room. WND results represent burns. Wound location and severity are determined in the usual way.

The SA-7 has been successful against smaller, slower aircraft and helicopters. Larger jet aircraft, however, have been more difficult to shoot down. Half of the Israeli A-4s hit by SA-7s during the Yom Kippur War landed safely. The Strella has not been successfully used against ground targets because it needs an extremely hot IR target, such as a jet aircraft's tail pipes.

Delta and other anti-terrorist units are likely to encounter SA-7s during raids on terrorist camps, bases or headquarters. They may also find them in the hands of Marxist governments or Arab forces which may be sheltering terrorist forces, where they will be used for anti-air defense.

The Strella may sometimes be encountered in the hands of small terrorist teams on a mission (an attempt to shoot down an airliner, for example). It is unlikely, however, that this weapon will be encountered in terrorist hands during a hijacking unless the terrorists have had contact with reinforcements who might have brought the weapons along specifically to defend against low-altitude air or helicopter assault.

AIRCRAFT

NAME: ANTONOV AN-26 "CURL"

Nationality: USSR and clients

Type: Freight transport

Crew: 2-3

Passengers: 40

Armor Value: 10

Cargo Loading: "Beaver tail" rear door for air-drops or cargo loading

Runway: 800 meters minimum
1070 meters with full load
Maximum Payload/Range: 5500 kg./645 km.
(12,125 lbs./400 mi.)
Average Range: 900 km. (560 mi.) with 4500 kg. (9900 lbs.) cargo

Typical Cruising Speed: 430 kph (267 mph)

In-Flight Refueling: No

Notes: This short-haul transport aircraft, code-named 'Curl' by NATO, entered service in the Soviet military in 1969. Since that time, it has been exported to numerous Warsaw Pact and Soviet client state forces. It can be fitted to carry up to 40 paratroops (who exit the aircraft through the rear doors), or can accommodate light vehicles or five tons of cargo. A field conversion, which takes about 30 minutes, allows the An-26 to carry up to 24 stretcher patients in a med-evac role. Users include Bangladesh, Cuba, Hungary, Yugoslavia, Peru, Poland, Romania, Somalia and others.

NAME: ILYSUHIN IL-76 "CANDID"

Nationality: USSR and clients

Type: Heavy freight transport

Crew: 3-4

Passengers: 90

Armor Value: 10

Cargo Loading: Clamshell rear doors for air-drops or cargo loading

Runway: 850 meters minimum
1400 meters with full load

Maximum Payload/Range: 40000 kg/5000 km
(88000 lb/3100 mi.)

Average Range: 6000 km (3600 mi.)

Typical Cruising Speed: 970 kph (600 mph)

In-Flight Refueling: No

Notes: Known as 'Candid' to Western intelligence, the IL-76 first appeared in 1971. Produced in both military and civilian versions, Candid is designed to operate from semi-prepared runways, and has been invaluable in opening air transport between remote sites in Siberia, and in carrying Cuban troops and Soviet equipment to desert or rugged LZs in Africa. Candid has appeared in the service of Iraq and some Warsaw Pact countries. They may appear on the runways of Marxist or Third-World nations anywhere in the world where the Soviet Union has interests.

NAME: MIL MI-8 'HIP'

Nationality: USSR and clients

Type: General utility/transport helicopter

Crew: 2-3

Passengers: 28 troops and their equipment

Armor Value: 12

Cargo Loading: Clamshell rear doors for troop or cargo loading

Maximum Payload/Range: 5184 kg/480 km.
(11404 lb/768 mi.)

Typical Payload/Range: Same

Maximum Speed: (Empty): 260 kph (161 mph)

Rotor Diameter: 21.29 m. (69 ft. 10 in.)

Length W/Rotors: 25.2 meter (82 ft. 9 in.)

Armament: Mounts for optional external pylons, fitted outboard of the main fuel tanks, may hold rockets or anti-tank missiles. Some Mi-8s are fitted for infantry support

roles by mounting twin machine guns under the nose. Treat these as twin M-60 machine guns with tripods for determining range and rate of fire. Use Pilot Skill (Helicopter) as the relevant Weapons Skill to fire at ground targets, rather than Machine Gun Skill. A typical ammunition load is 2000 rounds for each weapon, on continuous belts.

Notes: 'Hip' is the NATO codename for this Russian general utility helicopter, which first appeared about 1960 as a civilian craft, and in a military version by 1967. It has been in production ever since, and is still the chief utility helicopter of Warsaw Pact Forces and numerous other Soviet clients. The craft is fitted with clamshell rear doors, through which vehicles and troops can be loaded and unloaded, as well as a front/left side doorway with a sliding door.

NAME: Bell 209 Huey Cobra

Nationality: US

Type: Two-seater combat helicopter

Crew: 2: pilot and gunner

Armor Value: 9

Range: 600 km (375 miles)

Maximum Speed: 352 kph (219 mph)

Rotor Diameter: 13.4 m (44 ft)

Length W/Rotors: 16.14 m (53 ft)

Armament: Typically one 7.62mm gatling Minigun and one 40mm grenade launcher. It may instead mount 20mm or 30mm multi-barrel cannons, pylons mounting seventy-six 2.75 inch rockets or 8 TOW rockets, or 20mm gun pods.

Notes: The 'Cobra' or 'Snake' was developed as a support gunship to protect troop transport helicopters at low altitudes during air cavalry assaults.

GROUND VEHICLES

NAME: FIVE-TON TANK TRUCK

Weight: 5000 kg. (5 tons)

Range: 570 km. (360 mi.)

Speed: 65 kph (40 mph)

Fuel: 280 liters (73 gallons)

Armor Value: 9

Passengers: One plus driver

Notes: This is a five-ton truck with a 5000 liter sealed tank mounted on the cargo bed. It can be used for transporting gasoline or other fuel, or water in the desert.

MISCELLANEOUS EQUIPMENT

SOLAR STILL

Weight: .5 kg

Description: A package which contains a plastic one-liter bowl, a one-meter length of flexible plastic tubing, and a 1.5-meter-square sheet of transparent plastic. The bowl can be used for digging in the absence of a shovel. It is used to collect water (up to two liters per day), as described in the discussion of 'Desert Survival' in *Operation Desert Sun*.

DESERT GOGGLES

Weight: .3 kg

Description: Lightweight protective goggles identical to the ones Rommel wore in North Africa. They protect the eyes from sun and sand and prevent sun blindness.

Section VI continued—

Combat results also list if one side or the other retreats, if the forces remain engaged in combat and if large numbers of troops on one side or the other are likely to surrender.

FINAL COMBAT RESULTS

The number of casualties suffered by the attacker and defender will be affected by special factors, including how well dug-in the defenders are and how badly the attackers outnumber them. The following additional calculations are made to the percentages yielded by the basic combat results.

Defender: Multiply the defender's casualties by the combat ratio. Casualties will be higher if they are badly outnumbered, and significantly lower if they outnumber the attacker.

The defender's casualties are multiplied by the following:

- .5 if the attacker's morale value is reduced to zero.
- .5 if the defender is over 300 meters from the attacker.
- .5 if the defender is under cover and not moving.
- 2 if the defender is within 50 meters of the attacker.
- 2 if the defender is retreating.

Attacker: Multiply casualties by the following:

- .5 if the defender's morale value is zero.
- .5 if the attacker is over 300 meters from the defender.
- .5 if the defenders were completely surprised.
- .5 if the attacker has stopped and has taken cover.
- 1.5 if the defenders are dug in and well prepared.
- 2 if defenders are in a building, bunker or fortification.
- 2 if the attacker is within 50 meters of the defender.
- 2 if the attacker is retreating.

Example: The 12% in the example above would become 6% (nine people) if the defenders were surprised, and 24% (35 people) if the defenders were in a building or other fortified position.

The advantage for surprise lasts only for the first exchange. The defender's advantage for being in prepared positions is applied only if all defenders are inside those positions and only for as long as the attackers are outside.

Casualties are rounded to the nearest whole number; e.g., $1.2\% \times 100 = 1$. Percentages of zero or less mean no casualties.

CONTINUING COMBAT**COMBAT EXCHANGE**

One set of calculations is called a 'combat exchange.' If the combat result indicates combat continues after the first exchange, the total number of casualties (killed and wounded) are subtracted from the total number of troops involved on each side. New morale values are determined if there was any change during the previous exchange, a new combat ratio is calculated, and new combat factors are determined.

One exchange represents one minute (12 regular five-second combat rounds). The activities of the characters can be superimposed on the background of the larger combat going on around them by having the referee keep track of the passage of time, and calculating the results of a new exchange for each minute. The referee should keep in mind that the results of an exchange taking place at some distance from the characters' locations should not be revealed to them unless they are in communication with one of the combatants.

In other words, they may know a terrible battle is taking place for the airfield several kilometers away, and may even know (by listening) the battle there is over; but they won't know who won until they talk to one of their people engaged

ed there...or walk into an enemy trap where they expected victorious friendly forces.

DETAIL OF THE BATTLE

If the referee wants to create additional detail, he can break the battle for an area into separate large-scale exchanges (an assault against the main gates, another against a bunker, another against the HQ complex, etc.).

In one minute, men can slowly walk or crawl almost 50 meters; but this does not take into account time spent crouching under cover, resting, observing or trying to avoid bullets. The referee can approximate an attacker's advance by allowing him to move on the game map between 15 and 25 meters (depending on the situation, and determined by the referee) during each exchange. If an assault begins 75 meters from a fortified building, for example, it will take three to five exchanges before the attackers reach that position. Once there, they can enter the building, and the defenders will no longer receive the benefit for being under cover.

Naturally, if a combat result reveals that an advance has stopped, no progress at all is made during that exchange.

Combat Calculations Table

Combat Ratio	Roll and Modifier	Combat Ratio	Roll and Modifier
.1	2D6-25	1.1	2D6+1
.2	2D6-20	1.2	2D6+2
.3	2D6-15	1.3	2D6+3
.4	2D6-10	1.4	2D6+4
.5	2D6-8	1.5	2D6+5
.6	2D6-5	2.0	2D6+6
.7	2D6-3	3.0	2D6+7
.8	2D6-2	4.0	2D6+8
.9	2D6-1	5.0	2D6+9
1.0	2D6	10.0	2D6+10

COMBAT RESULTS**-16 OR LESS**

Complete disaster. The attack is thrown back with heavy losses and no casualties at all for the defender. The attacker's morale is reduced to zero. Many or all of the attacker's casualties may be troops who surrender. Entire attacking force may surrender if enemy troops are behind them. **Attacker:** (2D6+12)% casualties. **Defender:** No casualties.

- 15 TO -11

The attack is thrown back completely, with heavy losses. The attacker's morale value is reduced to zero. Elite troops will maintain order; others will flee or surrender. **Attacker:** (2D6+10)% casualties. **Defender:** (1D6-3)% casualties.

-10 TO -6

The battle continues, but the attackers are falling back. If their morale value, after a drop of 1D6 points, is still above two, and if they are elite troops, they will fall back in an orderly fashion. Otherwise, they will retreat in disorder. **Attacker:** (2D6+8)% casualties if withdrawing in an orderly fashion, or (2D6+10)% casualties if retreating in disorder. **Defender:** (1D6-2)% casualties.

-5 TO -4

The battle continues. Attack is broken; attackers fall back with heavy casualties. Attacker's morale drops 1D6. **Attacker:** (2D6+8)% casualties. **Defender:** 1D6% casualties.

-3 TO -2

The battle continues. Attacker's morale drops 1D6 and any advance is stalled, with the attackers seeking cover. **Attacker:** (2D6+8)% casualties. **Defender:** 1D6% casualties.

-1 TO 1

The battle continues. Attacker's morale drops by one and any advance is stalled, with attackers seeking cover. **Attacker:** (2D6+6)% casualties. **Defender:** 1D6% casualties.

2 TO 3

The battle continues. Attacker's morale drops by one. **Attacker:** (2D6+2)% casualties. **Defender:** 1D6% casualties.

4 TO 5

The battle continues. **Attacker:** 2D6% casualties. **Defender:** 1D6% casualties.

6 TO 8

The battle continues. **Attacker:** 1D6% casualties. **Defender:** 1D6% casualties.

9 TO 10

The battle continues. **Attacker:** 1D6% casualties. **Defender:** 2D6% casualties.

11 TO 12

The battle continues. Defender's morale drops by one. **Attacker:** 1D6% casualties. **Defender:** (2D6+2)% casualties.

13 TO 14

The battle continues. Defender's morale drops 1D6. Defenders retreat if possible. Troops in exposed or untenable positions may surrender if their morale drops below four. **Attacker:** 1D6% casualties. **Defender:** (2D6+4)% casualties.

15 TO 16

The battle continues. Defender's morale drops 1D6+2. Defenders retreat if possible. Troops in exposed or untenable positions may surrender if morale drops below four. **Attacker:** (1D6-2)% casualties. **Defender:** (2D6+6)% casualties.

17 TO 18

The battle ends. Defender's morale drops to zero; survivors surrender or seek to save themselves. Troops driven by desperation may keep fighting at the referee's option. **Attacker:** (1D6-3)% casualties. **Defender:** (2D6+6)% casualties, of which some or most may be troops who surrender.

19+

The battle ends. Defender's morale drops to zero; survivors surrender or flee. **Attacker:** No casualties. **Defender:** (2D6+6)% casualties; all or most may be troops who surrender. Overrides any use of desperation as a combat factor.

At the referee's discretion, either side may elect to withdraw from battle at any time.

A FINAL NOTE ON LARGE-SCALE COMBAT

These rules are provided as an abstraction of the chance and danger of large-scale combat. They are intended as a

guide to create the overall backdrop of battle should players decide a large-scale assault gives them their best chance.

The main purpose of these rules is to allow the referee to mesh the characters' activities with the rest of the assault force. These rules allow the referee to determine, roughly, how long various parts of the assault take.

The referee may also allow several players to lead separate assault forces. In this case, the Tactical Skill of each leader can be applied as a combat factor for his assault. Players and referee may role-play the player's part in the action after the referee secretly determines the outcome of the large-scale portion of the combat. The player may have to make a saving throw of nine or more to avoid being killed or wounded if his unit takes heavy casualties during a particular exchange.

LARGE-SCALE ASSAULT FORCES

The players may enlist the aid of various forces in a large-scale assault. Several possibilities are listed below.

RANGERS/SPECIAL FORCES/MARINES

Any U.S. elite forces traditionally called upon to protect American interests overseas can be brought in as reinforcements, back-up or additional fire support. Skill templates for Rangers and Special Forces are given in the *Delta Force Warbook*, on page 34. Marines can be constructed by taking Basic Military training and adding the following:

U.S. MARINES SPECIAL TRAINING

Area Survival (Jungle) 1	Knife Fighting 1
Area Survival (Desert) 1	Stealth 1
Area Survival (Any) 1	Weapons Skills:
Boat handling 2	Light Auto Weapons 1
Climbing 1	Any Weapon 1
Hand-to-Hand Combat 1	

Increase STR by one and END by two. Use TRA to buy additional skills in any area.

SAYARET MATKAL

Israel has a special interest in insuring Libyans do not get nuclear weapons. *Operation Desert Sun* could be a joint venture between U.S. elite forces and Israeli counter-terrorists.

UNIT 777

Egypt, reviled by extremist Arab countries for making peace with Israel, is a target of Gadhafi's terror tactics and would not want to see this madman with nuclear weapons. *Operation Desert Sun* could be a joint U.S.-Egyptian mission to confiscate or destroy the A-bombs. The template for Egypt's commandos is in the *Delta Force Warbook*.

NATIVES

Arab nomads or revolutionaries encountered in the desert might join the mission for their own purposes. The template for Local Military Forces in the *Delta Force Warbook* can be used to create nomad or Libyan revolutionary NPCs. Revolutionaries have morale values between two and eight. Nomads bent on revenge against Gadhafi will have morale values of nine, but will lose morale at twice the rate of anyone else and vanish into the desert when their morale value reaches zero. The referee should modify their Combat Factor by -3 to represent their lack of training and organization.

Section V continued —

Most of the soldiers based here are Moslems. Islamic law requires devout Moslems to pray five times each day. While soldiers on duty will pray wherever they happen to be, many off-duty personnel will gather in the auditorium area, which has a large, bare, open floor used for prayer services. Prayer schedules are given on page 13.

While many soldiers and other personnel at Green One are not devout Moslems (many, in fact, are devout Marxists and, therefore, atheists), a large and vocal number are strict Islamic fundamentalists. Nearly everyone will join the prayers for political and public relations reasons, if for no other.

Most off-duty personnel will gather at the auditorium for this purpose. Personnel on duty (in the HQ, the weapons lab, sentries and guard posts, the airfield tower) will at least go through the motions of prayer unless they are engaged in some critical activity (such as landing a plane or disarming an atomic bomb), or unless all personnel present happen not to be devout Moslems. Palestinian terrorists have not been known to interrupt their activities in order to pray, but there will be considerable social and political pressure within Green One to pray at the specified times.

These prayers are described in 'Section III: The Area.' At these times, most camp areas other than the auditorium will be virtually deserted, though sentries and personnel engaged in critical tasks remain on duty. Personnel at other, outlying parts of Green One will generally offer individual prayer where they are rather than travel to the auditorium.

The auditorium is also used for political lectures and indoctrination. On any given morning, a 2D6 roll of 8+ indicates there will be 50 to 100 men in the auditorium between 0800 and 1100 hours, in the morning. On a 2D6 roll of ten or more, there will be 10 to 50 men here on any given day between 1400 and 1600 hours, and between 2000 and 2100 hours, with separate rolls made for each possibility.

The building is never guarded, but there is always a chance (2D6 roll of 11+) that someone will walk through any time.

Characters encountered at random in the auditorium area will have basic Alertness Factors of two. NPCs at prayer will have Alertness Factors of one or two.

5.-6. HEADQUARTERS/OFFICES

These three buildings contain offices used by base leaders, as well as the headquarters for the Green One facility. A map of the interior is provided. The central building (5.) is the HQ building. The northern building contains offices for camp staff work. The southern building has quarters, a lounge and a small mess area for camp officers.

There is a good chance (2D6 roll of 8+) any given office will have one man in it any time between 0800 and 1600 hours. There is a smaller chance (2D6 roll of 10+) that any given office will have one man in it between 1600 and 2000 hours, and between 0600 and 0800 hours.

The two northern buildings will be empty between 2000 and 0600 hours. The southern building has several rooms used as quarters for base officers. During evening and at night, this building will be occupied by 2D6 Libyan officers.

There are always two sentries outside the front door of the HQ building. A roving patrol of 1D6 sentries will pass through and around the other buildings at least once each hour between 2000 and 0800 hours.

The HQ floorplan shows the location of the safe, in which plans, papers and information of interest to Western intelligence agencies are kept. During the day, the safe is often open (on a 2D6 roll of 9+), and papers in it are scattered about various HQ building offices and on a large table in the planning room. Characters who want to blow the safe open should treat it as a seven centimeter steel barrier.

Colonel Talhiq, the base commander (see: 'Section XIV: Dossiers'), will probably be in this area during daylight. All personnel in the HQ/office area, including sentries, have a basic Alertness Factor of three.

1. **Headquarters Office:** Colonel Talhiq occupies this room during the day. His safe is marked by an 'S.'

2. **Planning Room.** Dominated by a large table.

3. **Offices.**

4. **Meeting Room.** Dominated by a large table.

5. **Officers' Lounge.** The lounge has chairs, small tables, a sofa and a large painting of Gadhafi.

6. **Washroom.**

7. **Closet.**

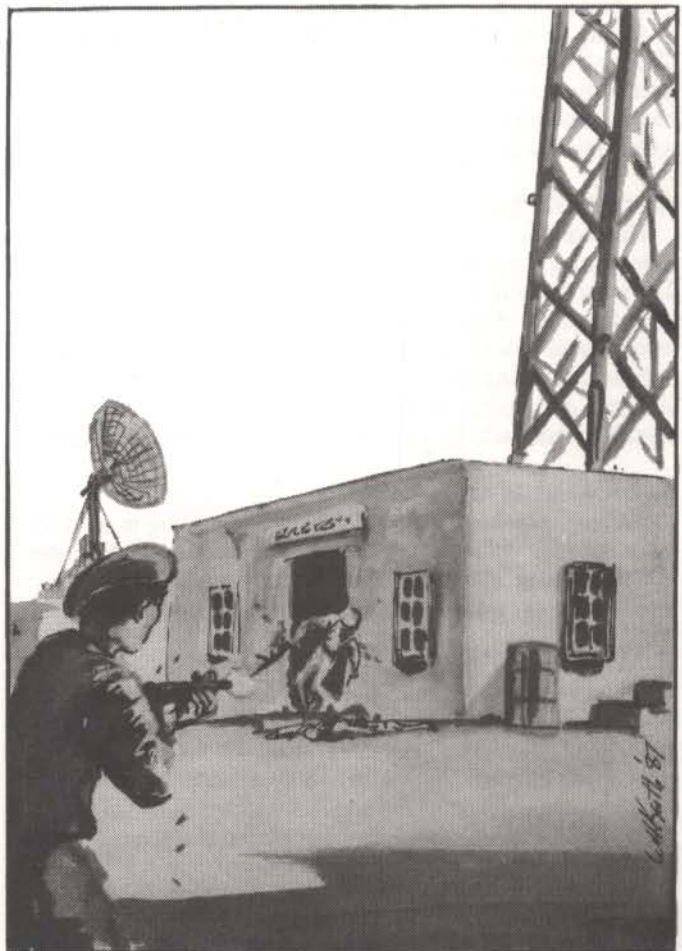
8. **Officers' Quarters.** Bunk beds, clothes lockers containing uniforms, small tables and dressers.

9. **Mess.** A small dining room.

10. **Kitchen.**

7. COMMUNICATIONS BUILDING

This is the base comm shack. It is topped by a microwave relay dish which is pointed toward a receiving dish and radio



tower on the hill above the Weapons Complex. ELINT analysis suggests that this facility is in periodic contact with Gadhafi's headquarters staff in Tripoli.

There are always at least 1D6 people in the comm room, even at night, in addition to two sentries at the front door. In normal daytime hours, the number of people in the comm room is 1D6+3. Roving patrols pass at least once per hour.

The comm building's base Alertness Factor is three.

8. RADAR BUILDING

This building houses a Libyan air warning radar which can detect aircraft at any altitude above 100 meters (330 feet) out to a range of 150 kilometers (90 miles). Ground clutter masks those low-altitude radar images under 30 meters (100 feet) which are closer than about six kilometers (4 miles).

The radar building is directly tied to the HQ building and all SAM sites at the complex. Reports of incoming aircraft or trouble at the building are automatically relayed to the HQ on a 2D6 roll of eight or more, with another roll made every 30 seconds. Aircraft reports do not automatically increase the base's Alertness Factor, however. Instead, aircraft in the area are monitored and challenged by radio from the airport tower when they come within 20 kilometers (12 miles). Electronic counter measures or evasive maneuvers by approaching aircraft can jam or confuse the radar, with various results. These are discussed in 'Section IV: Getting There.'

Between 0700 and 1700 hours there will be 1D6+1 men in the building. At all other times there is a one-man watch. The Alertness Factor for personnel here is always three.

At any given time, day or night, there is a small chance (2D6 roll of 10+) the radar will be switched off for maintenance purposes or because it has broken down. The radar antenna is mounted on top of the building and can be seen to rotate through 360° when the radar is operational.

9. POWER PLANT

This building houses the electrical generators which provide, through underground lines, power for the entire base. The machinery is largely automatic, though there are always technicians on duty, caring for and maintaining the equipment. There will be one technician on duty at night and 1D6 technicians during the day. Two sentries are on duty, one outside and one inside, at all times. The Alertness Factors for characters here will be three for sentries, two for all others.

10. MOTOR POOL

Military vehicles are parked here. The building is used for maintenance, repairs and supplies. The area has 1D6 people in it during daylight and is abandoned at night. There are no sentries, though a roving patrol will pass through each hour.

11. WATER TOWER

This 15-meter-tall tower holds 50,000 liters of water for the entire base. At the tower's base is an unmanned pumping station. A narrow, railed catwalk, 12 meters from the ground, encircles the tank, reached by a ladder on the tank's east side. The catwalk offers an ideal vantage point for observation by or gunfire from Libyan or player characters.

12. SUPPLY WAREHOUSES

These buildings hold supplies and spare parts. Included are crates of food; boxes containing uniforms; military equip-

ment such as packs, boots, belts, helmets and bullet-proof vests; mechanical and electrical parts for truck engines, base plumbing and electrical generators; lumber and sheet tin; lubricating oil; and various other items.

There is one sentry here with an Alertness Factor of three.

13. ARSENAL WAREHOUSE

This last warehouse is the base arsenal. Most of the weapons are AK-47s, which are still wrapped in oilcloth and sealed inside boxes stamped with Cyrillic letters. Any character with Language Skill in Russian will be able to translate the words as 'This End Up' and 'Machine Tools.' Also included are large numbers of SA-7 'Strella' anti-aircraft missile launchers, RPG-7 launchers, Skorpion machine pistols, Czech Vz-58V assault rifles and Vz-52 automatic pistols, Dragunov SVDs, and Soviet PKM machine guns. There are no ammunition crates or explosives stored here.

There is one sentry here with an Alertness Factor of three.

14. AMMUNITION DUMP

This building, set well apart from the rest and surrounded by sandbags, contains hundreds of crates of ammunition and explosives. Munitions stored here include thousands of rounds for every weapon in the base arsenal, almost one ton of plastique, several hundred sticks of TNT and blocks of dynamite, 30 Strella rockets, several hundred grenades for the RPG-7, land mines and case after case of hand grenades — mostly Russian RGD-5s and Czech RG-4s.

One sentry with an Alertness Factor of four is stationed outside this building at all times.

15. BUNKER

These are always manned by 1D6+1 men (Alertness Factors of three). Their equipment includes a radio linked to the HQ and a PKM. A typical bunker is mapped separately.

16. MAIN GATE

This is the only entrance to the Main Base. The box to one side is a sentry box. There are always two sentries on duty here, checking all vehicles which approach the facility against their lists of expected arrivals.

17. FENCE

A three-meter-high chain-link fence surrounds the entire complex. It is patrolled about once each hour by 2D6 men (Alertness Factors of four).

18. GUARD TOWER

The fence is guarded by four 10-meter-high watch towers equipped with searchlights and PKMs. Each tower is manned by two or three soldiers with Alertness Factors of three. The towers are designed to keep the base interior under surveillance at all times, and have a 360° unobstructed view. Each tower has a walkie-talkie for communications with the HQ.

19. SAM SITE

This is a partially buried triple launcher for Soviet SA-6 'Gainful' surface-to-air missiles. Firing crew is 1D6+2 men (Alertness Factors of three), always on station in a nearby bunker. A buried phone line connects the site with the HQ.

The SA-6 is described in detail in 'Section VII: Warbook Supplement.' A typical SAM site is mapped separately.

20. LISTENING POST

This is a partially underground, two-room bunker continually manned by 1D6 soldiers monitoring the listening end of sound and IR surveillance devices set up around the base. They have a base Alertness factor of three. The layout of a listening post is the same as for an ordinary bunker.

MAP 3: Airfield

This map shows the airfield. The airfield is connected to the main base by a dirt road. The basic Alertness Factor for the airfield is three.

1. AIRSTRIP

The 1450-meter runway is usually deserted and never guarded. Its entire length is visible from the tower. However, air operations are rarely, if ever, conducted between 1700 and 0800, and the tower is usually deserted between those times.

The airstrip is equipped with runway lights, but these are turned on only during the very rare occasions when a night landing is expected. The controls are in the airport tower.

2. HANGARS/TAXI BAYS/AIRCRAFT

This is the storage and maintenance area of the airfield. Several aircraft are parked on the tarmac, including an An-26 transport and a pair of MiG-21 'Fishbed' fighters. An Mi-8 'Hip' helicopter is parked nearby.

There will be 2D6 personnel in this area between 0700 and 1700 hours each day. At other times, roving patrols of 2D6 soldiers with Alertness Factors of three will pass through every hour; otherwise, the area is deserted.

The aircraft are not immediately ready for flight. Reaching them takes 2D6+10 minutes. If the MiG-21s or the Hip become airborne during an assault on the base, they will contribute to the defense. The Mi-8 at Green One is not fitted with rockets, but does have twin machine guns fitted in the nose. If the MiG-21s are still intact when the assault team makes its getaway, helicopters or cargo aircraft will be shot down; no die rolls are necessary for this result. Players planning an assault on Green One will want to take this into account if they are planning to evacuate their assault team by air, and be certain that the MiGs are put out of action.

The MiGs have armor values of ten. Stinger missiles, 40mm grenades or RPG-7s can destroy them if a hit is scored. If a demolition team plants explosives on them, treat the target as an aircraft hull on the *Delta Force* 'Demolition Table.' A grenade dropped into the cockpit or the explosion of the tanks nearby will incapacitate the MiGs quite nicely.

Destroying the other aircraft at the field is handled in the same manner. The Armor Value of the An-26 is ten. The Armor Value of the Mi-8 Hip is twelve.

3. TANK FARM

Fuel tanks for diesel fuel and aviation gasoline are stored here, together with the pumping equipment. During fueling operations (only) the area is occupied by 1D6 aircraft maintenance personnel (Alertness Factors of two); the area is deserted at all other times.

The tank farm is surrounded by a two-meter-high chain-link fence. The shed at the gate houses pumping machinery. The tanks have Armor Values of nine, and can be detonated by grenades, half a unit of explosives or 40mm grenade fire.



4. TOWER

This is the control tower and communications building for the airfield. ELINT studies have monitored routine communications between this building and nearby aircraft, but not with Tripoli or Benghazi.

The tower is manned by 1D6 flight controllers between about 0800 and 1700 hours each day. The communications room is manned by 1D6 soldiers during the same hours, and by a one-man watch at all other hours. Roving patrols go through and around the building once each hour between 1700 and 0800 hours. All soldiers and technicians in the area have a basic Alertness Factor of three.

1. Waiting or Lounge Area.

2. **Storage Area.** Canvas, tables and chairs, flight gear and parachutes are kept here.

3. Office.

4. **Counter.** Separates the office from the waiting area. Weather information and flight schedules are posted here.

5. **Weather Room/Office.** Weather reports are processed here to be posted.

6. Stairs. Leading up.

7. Stairs. Leading down.

8. **Large, Open Area.** This area is meant to be partitioned into smaller offices, but is left bare.

9. Washroom.

10. **Weather/Communications/Radar Room.** The area is crammed with electronics equipment. Communications gear allows the tower to talk to aircraft and to the Main Base, but is not strong enough to reach Tripoli or Benghazi. Weather reports are picked up from Benghazi, however, and sent to the Weather Room downstairs for posting. Radar equipment is also kept here, though the screens are in the room upstairs. An office (3.) is located nearby.

The third floor is the tower itself, with windows giving a 360° view of the airfield and the desert.

11. Instrument Console. Allows communications and radar contact with aircraft in the area. The runway lights can be switched on or off from here.

12. Catwalk. A door leads out onto a railed catwalk going all the way around the tower. This walkway offers an excellent viewing/firing position over the airfield.

A short-ranged traffic-control radar is mounted on top of the tower. It detects aircraft at all altitudes to a range of 20 kilometers (12 miles), but is generally operational only when an incoming flight is expected.

Aircraft picked up on the main base radar are acquired by the tower radar once they come within range and the tower has been notified of the approach by the main base HQ. As with the main base radar, the tower radar can be jammed, with effects described in 'Section IV: Getting There.'

Incoming flights are relatively uncommon at Green One. A 2D6 roll of 11 or more during daylight hours, made no more frequently than three times a day, can be used by the referee to indicate whether a flight (usually carrying mail, supplies or new personnel) is due to land at some specific time of the referee's choosing.

An underground phone line connects the tower building with the main base HQ. Trouble at the airfield will be reported to the HQ on a 2D6 roll of nine or more, with one roll being made every 30 seconds, after the tower personnel's Alertness Factor is raised to five.

5. BARRACKS

This building provides living quarters for airfield duty personnel. During the day, the building will be occupied by 1D6-2 men from the previous night's watch at the tower, all with an Alertness Factor of zero. Between 2200 and 0500 hours there will be 2D6 people sleeping here, also with Alertness factors of zero. At any given time, there is a chance (2D6 roll of eight or more) that someone will be up and about or passing through, with an Alertness Factor of two or three.

6. STORAGE BUILDINGS

These are warehouses for airfield supplies and spare parts, including engine parts, electronics modules, tools, spare engines, lubricating oil and tires. The area is usually deserted, though there is a chance (2D6 roll of nine or more) that someone will come through here at any given time during the day to get something.

7. SAM SITES

Installations and bunkers for SA-6 missiles are situated here to protect the runway.

MAP 4: Terrorist Training Camp

This map shows a training area for terrorists — one of a number run more or less secretly by the Libyan government. The area has an overall Alertness Factor of three, and will be alerted by a general alarm from the main base. Troops quartered here may be ordered into combat alongside Libyan soldiers if the base is attacked. They will not generally be allowed near the weapons complex, because Gadhafi wants to maintain strict control of his weapons for now.

BARRACKS

Living quarters for the troops, each capable of housing up to 50 men. Several of the barracks appear to be empty, and one has been converted into an HQ and communications center for the camp. This building is connected by buried telephone cables to the main base HQ.

Terrorists-in-training — mostly Palestinians, but including South Africans, West Germans and a handful of South Americans — occupy two of the barracks. They number 86 people in all. A third barracks is occupied by instructors at the camp; they include four Libyans, three Cubans, an East German, two Syrians, one North Korean and a Japanese. One of the Syrians (Colonel Saddam) is the leader of the terrorist group, though the Libyans are in overall command.

The living quarters barracks are occupied according to the same schedule as the main base barracks. The HQ is occupied by 2D6 people (including the foreign instructors who are not actively teaching a class) between the hours of 0700 and 1700, and is deserted at other times. Two sentries guard the HQ, on either side of the door during daylight. At night, roving patrols pass through the area every hour, but no sentries are posted. The Alertness Factor of any NPC who is awake in the barracks area at any time will be two or three.

Barracks occupied by terrorist trainees are marked by the numeral '1' on Map 4. The barracks occupied by instructors is marked '2.' Empty barracks are marked '3,' and the HQ barracks is marked '4.'

5. COOK HOUSE/MESS AREA

This is a simple canvas tent. There are 2D6 people in the area at any given time; during meal times, the entire terrorist camp complement (about 100 men) will be in the tent, while the rest of the area is deserted.

6. SUPPLY TENT

This is a canvas tent which holds crates of supplies — food and clothing — as well as crates of AK-47s, grenade launchers, grenades and ammunition. The terrorists draw on this store for their practice with weapons each day, and it serves as a general armory for the camp as well. Two sentries are always posted outside this tent at all times.

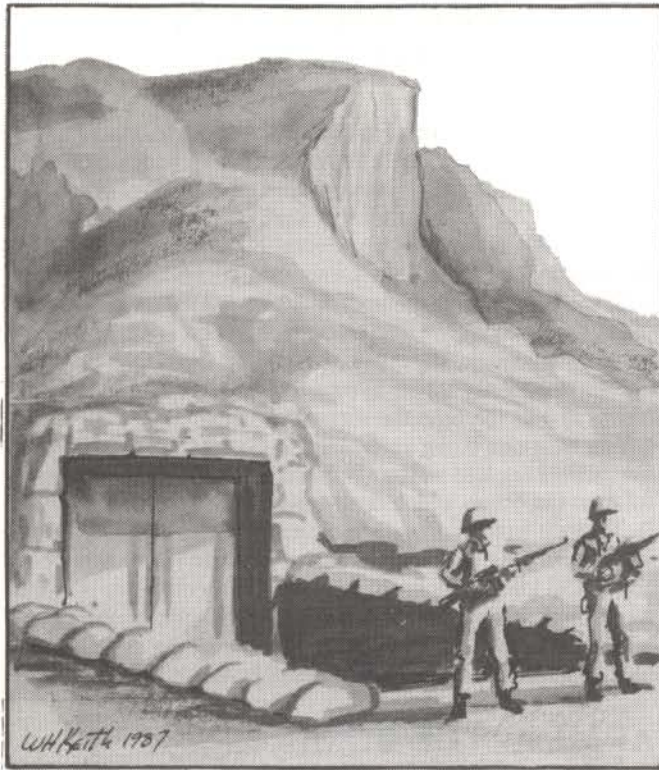
7. PARADE GROUND

Open area used for calisthenics, drill, hand-to-hand combat training and military formations. All 86 terrorists-in-training assemble here every morning from 0700 to 0900 hours, for calisthenics and drills. They assemble here again from 1500 to 1600 hours, in the afternoon.

The field is also the gathering place for the approximately 50 Moslem fundamentalists in the terrorist school, who assemble each of the regular prayer times for group prayer. Details of Islamic prayer rituals are given in 'Section III: The Area.' The parade ground is deserted at other times but is in plain view of the barracks, mess tent and HQ buildings.

MAP 5: Weapons Complex

This map shows the weapons complex, the primary target for *Operation Desert Sun*. It is here, it is believed, that Gadhafi is assembling atomic bombs for a terrorist campaign against Israel and the West unlike anything dreamed of before now. The complex is heavily guarded and characters here have Alertness Factors of three or four.



An underground phone cable connects the lab bunker HQ with the main base HQ. An alert at one of these locations will be transmitted to the other on a 2D6 roll of seven or more, with one roll made every 30 seconds.

1. UNDERGROUND FACILITY

The underground complex, at the base of a raw cliff-face, is mapped separately. Interior rooms and areas include:

1. **Entrance Area.** This area is behind five-centimeter-thick steel doors. Two guards are always stationed here.
2. **Check-In Desk.**
3. **Storage Areas.**
4. **Barracks.** This barracks is for personnel staying at the facility and for the duty watch.
5. **Mess Area/Kitchen.**
6. **Arsenal.** This arsenal contains racks of AKM rifles, pistols, grenades and other arms.
7. **Life Support.** Emergency food stores, a backup power generator and the self-contained ventilation system for the complex are housed here.
8. **Assembly Room.** This room is dominated by a large table and racks and slings for moving the bombs. Assembly of the weapons takes place here. Sandbags shield the hallway outside.
9. **Electronics Lab.** The lab is used to fabricate timers, detonator controls and other electrical equipment.
10. **Radiation Lab.** Sandbags guard either side of the steel doors. Special equipment here is used for the extraction and handling of enriched uranium.
11. **HQ and Communications Room.** This is the nerve center for the weapons complex.
12. **Metal Shop.** The shop contains metal-working tools for fabricating small mechanical parts and fittings.

13. **Bomb Storage Room.** This room is also sandbagged. The bombs are resting in wheeled racks one-and-a-half meters off the floor. The racks can be used as carts to move the bombs from room to room. They are stored here now, ready for final disposition.

The interior of the complex is concrete block and steel partitions. The zig-zag effect of the corridors is created by metal sheets holding sand and sandbags, in order to trap and absorb stray radiation from the bombs or the radiation lab.

All characters within the lab have Alertness Factors of four. Two guards are always posted outside the front doors. Two more sentries and an NCO are stationed behind a desk just inside the front door, where they check the passes of all who enter or depart. Two more sentries are stationed deeper inside, one outside the HQ and one outside the storage area for the bombs.

During normal, daytime work hours, there will be 2D6+4 men inside the bunker, in various areas; most of these will be inside the HQ. There will always be at least two technicians working on the bombs. At night, the bunker is deserted except for the seven usual sentries. The NCO serves as sergeant of the guard for the entire weapons complex area at night, and may leave the bunker to go on a roving patrol.

The front sliding doors are made of sheet steel, and are five centimeters thick. They are controlled from the HQ inside the facility. TV monitors set into the corners of walls and into the ceilings provide the security personnel in the HQ room with views of people both inside the corridors and outside the door.

Interior doors are less than one centimeter thick and controlled by plastic cards inserted into slots in small boxes mounted on the walls outside each room. Red cards allow admission anywhere. Blue cards allow admission anywhere except the radiation lab and the bomb storage room. Green cards allow admission only to barracks, storage areas and the HQ/comm room.

A supply of these cards is kept at the front desk, where they are issued to visitors. Alternatively, the cards can be removed from prisoners or dead Libyans. It may take some experimentation, however, to discover which cards allow access to which areas. Only high-ranking officers (Major and above), nuclear technicians and scientists and various political officers are issued red cards.

2. RAMP

Leading down to the front door of the weapons lab.

3. GUARD TOWER

A ten-meter-high guard tower controls the approach to the ramp and main door to the underground complex. It is always occupied by two men with Alertness Factors of four. The tower has a large searchlight which sweeps the area at night, and an PKM machine gun. One of the men has a walkie-talkie set for communications with the complex HQ. Once the tower crew's Alertness Factor is raised to five, they will alert the complex HQ on a 2D6 roll of four or more, with one roll made every 30 seconds.

4. BUNKER

This low, concrete structure always has two men inside (Alertness Factors of three), armed with a PKM machine

gun. These men also have sophisticated listening devices, which are set to monitor the perimeter of the weapons complex area. If these men are alerted, they will notify the complex HQ on a 2D6 roll of four or more, with one roll being made every 30 seconds.

The main gate, nearby, is always guarded by four men. Passes are carefully checked there for everyone entering or leaving, and careful records are kept of the numbers of people going in and coming out. Vehicles are routinely searched at the main gate, both upon entering and leaving the facility.

5. FENCE

This is a three-meter-tall chain-link fence, which surrounds the facility on three sides. A patrol consisting of 2D6+4 men (Alertness Factors of three) walks back and forth along the perimeter, at least twice each hour, day or night.

The fourth side of the facility is blocked by the cliff face, which is a thirty-meter sheer drop.

6. BARRACKS

This single building provides all of the living quarters for the 24 technicians, scientists and soldiers stationed at the weapons complex. (Others arrive during the day from the main base.) It is occupied on the same schedule as the main base barracks.

7. STORAGE SHEDS

These storage sheds probably contain tools, spare parts, lumber and sandbags for construction.

8. SAM SITE

This is a dug-in, triple launcher for Soviet SA-6 'Gainful' surface-to-air missiles. A nearby bunker houses the firing crew, which consists of 2D6 men, who are always on duty. The member of the firing crew have Alertness Factors ranging from three or four. Telephone communications join the SAM site to the nearby radar station, weapons lab HQ and main base HQ. The SA-6 'Gainful' is described in 'Section VII: Warbook Supplement.'

The SAM site is reached by a narrow path running up the face of the cliff. The area on top of the hill is patrolled by 1D6 men with walkie-talkies. The member of this patrol have Alertness Factors of three.

9. RADAR BUILDING

This radar station is identical to the one on the main base and is manned in a similar fashion, although there is always a sentry posted outside with an Alertness Factor of three.

10. RADIO TOWER

This is a twenty meter high radio tower with a microwave dish to relay messages between the main base and Tripoli.

11. VEHICLES

Trucks and jeeps used to travel between the weapons site and the main base.

12. TEST RANGE

This area is deserted except during testing, which is not being carried out now that the bombs are almost complete.

SECTION VIII THE BOMB

Characters who intend to dismantle, arm or disarm a nuclear warhead or device must have Nuclear Weapons Skill. The referee may arrange for one or more of the player characters to possess this skill before the start of the adventure, or he may provide the team with several NPC experts who are to accompany the team into Libya and complete the mission with the bombs after the team has secured the weapons complex. The referee may also allow a character (with or without the proper prerequisites) to be given a special crash course in nuclear weapons, which allows him to have Nuclear Weapons Skill 1 at the time the scenario begins.

The weapons being assembled at Green One are 100-kiloton tactical nuclear warheads. Each is five times more powerful than the bomb which destroyed Hiroshima in World War II. Libya's bombs are plain, pointed, silver cylinders, each 2.2 meters long and four-tenths of a meter wide, and weigh about 450 kilograms each. The arming mechanism is reached through a metal plate attached to the side of the device with four screws. Detonation can be set with a timer, by impact or through a coded radio signal from a distance.

ARMING THE BOMB

Operation Desert Sun calls for the detonation of one of Gadhafi's nuclear weapons in order to destroy all of the bombs, the base and the notes and plans with which these bombs were constructed. This detonation is also called for to convince the Libyan military that further experimentation with atomic bombs is unwise.

The process of arming an atomic bomb is relatively simple for any character with Nuclear Weapons Skill. The timer can be set for any number of minutes desired, up to 24 full hours after the time the bomb is armed.

Disarming the bomb can be accomplished by anyone, by simply switching off the timer or by disconnecting the battery leads to the timer.

Arming a bomb has a long-term RDF of 15, with one roll allowed against the character's DEX plus Nuclear Weapons Skill every two minutes. As described in the *Delta Force* Rulebook, under 'Long-Term RDFs,' the character may try to work quickly, adding large chunks of the RDF to each of his rolls, or may add small portions and work steadily. With an RDF of one applied to each die roll and no failures on the rolls, he will complete the arming in 30 minutes.

Example: The character attempting to arm the bomb decides to apply an RDF of three. He has a DEX of ten and Nuclear Weapons Skill of one.

His first 2D6 roll is four; 4+3 is less than 10+1, so his task proceeds well. The long-term RDF is reduced to 12.

He decides to hurry and chooses an RDF of five. His roll is nine; 9+5 > 10+1 so no progress is made.

He tries again with an RDF of five. This time his roll is two; 2+5 < 10+1. His long-term RDF is now seven.

The character uses an RDF of four for the next round, and succeeds with a roll of seven; 7+4 = 10+1. The long-term RDF drops to three.

The character now uses an RDF of three and succeeds again with a roll of five. The long-term RDF is now reduced



to zero, and the task is complete. It has taken the character ten minutes to arm the bomb.

Note that failure of a die roll (2D6 plus the character's RDF is greater than the character's DEX plus his skill) does not cause the bomb to explode. To heighten tension, the referee may, if he wishes, add an additional RDF of 2D6 to represent a bungled piece of work at some stage of the process.

BOOBY TRAPS

It is unlikely that the bombs stored at Green One will be booby trapped. If anything, the bombs will be set with various safety mechanisms so that they cannot be *made* to explode, at least until they are delivered to their targets.

The players may decide to set a booby trap to prevent the Libyans from disconnecting the timer after they have left. This can be accomplished with various pieces of equipment (wires, batteries, switches, tools, etc.) found in the workshop of the atomic bomb lab. Creating a booby trap is a task with a long-term RDF of from 10 to 50, with one roll allowed every two minutes. Failure on any of these rolls *except the final roll* will do nothing but delay progress. If the final roll fails, the bomb will detonate. The players will be aware of this fact during the arming.

The player setting the trap must have at least Nuclear Weapons Skill 2. He picks the long-term RDF, a number from 10 to 50, which becomes the long-term RDF the Libyans must face in disarming the booby trap. Disarming the trap automatically disarms the bomb. Failure of any roll in the disarming process will cause the bomb to explode.

If for some reason the players decide they must disarm a booby trapped bomb set to explode, they can do so without making a die roll as long as the player who disarms the device knows the proper sequence and codes. This information will be available to any character with Nuclear Weapons

Skill 2 who was present when the bomb was armed. If such a character is not available to disarm the weapon, disarmament can only be attempted in the same manner as the Libyans would attempt it, one cautious die roll at a time.

DETONATION

Obviously, characters will want to try to escape the area of Green One before the bomb explodes. They should plan to set a time delay long enough to allow them to get clear of the area before detonation. The explosion of one bomb will destroy the other bombs, but the other bombs will not add to the destructive force of the single explosion.

The detonation will produce a yield of 100 kilotons, an explosion equal in destructive force to the detonation of 100,000 tons of TNT. The following table describes the effects at varying ranges from the blast center.

EFFECTS OF A NUCLEAR DETONATION

There are three primary effects of a nuclear explosion dealt with here. These are thermal, blast and radiation effects.

THERMAL EFFECTS

To calculate thermal (heat flash) effects, apply the DM for the range of the characters to a 2D6 roll on the 'Thermal Effects Table.'

Range/Thermal Effects DMs:

1km	2km	3km	4km	5km	7km	10km	15km
*	+8	+5	+2	+1	0	-3	-10

Thermal Effects Table

2D+DM	Effects
-8 to -5	WND on 7+; DM -1 on Hit Damage Table.
-4 to -2	WND on 7+.
-1 to +1	WNDx1D6-3 on 7+.
+2 to +5	WNDx1D6-2 on 6+.
+6 to +8	WNDx1D6 on 5+; DM +1 on Hit Damage Table.
+9 to +11	WNDx1D6; DM +2 on Hit Damage Table.
+12 to +15	WNDx1D6; DM +3 on Hit Damage Table.
+16 or More	WNDx1D6; DM +5 on Hit Damage Table.

* See 'Radiation Effects' below.

Time Delay: Thermal (heat) effects are instantaneous at ranges at which they cause damage.

These wounds will be from burns, so no rolls for Bleeding will be necessary.

BLAST EFFECTS

To calculate blast effects, the bomb is treated as a grenade or other explosive device with a very large blast radius.

	Inner Blast	Outer Blast			
Range:	2 km.	5 km.			
Roll DM:	B+2	B			
Blast Roll:	2	3-5	6-7	8-9	10+
Blast Effects:	NE	D	S	U	K

Time Delay: Blast effects — the shockwave from the explosion, the concussion which may cause injury and the sound of the blast itself — travel at the speed of sound.

To determine the time delay between detonation and the arrival of the shockwave, divide the distance from the blast, in

kilometers, by .34. This gives the number of seconds between detonation (and the effects of thermal radiation) and the arrival of the shockwave with its blast effects.

Example: If the characters are ten kilometers away at the moment of detonation, the shockwave would arrive $10 \div .34 = 29.4$ — or almost 30 seconds — later.

RADIATION EFFECTS

Direct radiation kills any unprotected character within a kilometer or two of ground zero. Beyond two kilometers, the effects of direct radiation are combined with those for thermal flash. A separate problem is posed, however, by fallout.

Fallout: The detonation of the device at Green One will produce an extremely dirty nuclear explosion. The bunker is not buried deeply enough to prevent blast or radiation from escaping into the air, and the explosion must be considered to be a surface burst for all practical purposes.

Within two hours of the blast, radioactive fallout particles will begin descending on the desert. Characters caught in the nuclear 'footprint' of this fallout may be endangered even though they have survived the immediate blast effects.

Fallout consists of tiny, dust-sized particles, remnants of thousands of tons of debris vaporized by the nuclear explosion and contaminated by perhaps 1% of the total radioactivity released. This dust settles to earth along a path downwind of ground zero, with the highest concentrations settling near the blast site, and lower concentrations farther away.

Fallout travels with the wind. The referee should determine wind direction for the day of the explosion by rolling on the 'Wind and Weather Tables' in Section III.

The fallout extends across a long, narrow oval, or 'footprint,' along a line directly downwind from Green One. This footprint is 2D6x15 kilometers long. The width of this footprint at its midpoint [(2D6x15) ÷ 2 kilometers] is determined by dividing the total length by seven and rounding up to the nearest kilometer. To create the oval shape, the second half of the footprint is a mirror image of the first half.

Fallout does not arrive immediately. It travels at a rate of 25 km per hour, and therefore will not arrive at a point 150 kilometers downwind until six hours after the blast. Even immediately around the blast zone, between two and five kilometers from ground zero, fallout will not begin making the area hazardous until about an hour after the explosion.

Fallout causes casualties among characters forced to wear, breath, eat or drink contaminated dust particles. It is assumed that fallout will not affect characters who are within the shelter of a vehicle or aircraft under the fallout footprint since these characters will not be exposed to high levels of radiation for long; decontamination of vehicles once they return to base is a fairly simple procedure.

Unprotected characters in the fallout path should roll 2D6 on the following table every four hours they remain within the footprint. The referee should remember that the boundaries of the footprint are not sharp-edged and distinct, but fade away with distance from the center of the blast. Effects also fade as the characters near the edge of the footprint, traveling across the wind direction. If the characters are moving to cut across the fallout area in order to escape its effects as quickly as possible, at least one roll should be made with the modifications for 'at the fringe of the fallout zone.'

Note that a circular fallout zone, with a diameter of five kilometers, extends from the blast site in all directions. The

other modifiers are applied only within the downwind footprint of the fallout region.

Fallout Table DMs

Characters are:	DM
Within 5 km. of Ground Zero, in Any Direction	+12
Within 10 km. of Ground Zero, Downwind	+10
Within 20 km. of Ground Zero, Downwind	+8
Within 50 km. of Ground Zero, Downwind	+3
Within 100 km. of Ground Zero, Downwind	0
Within 150 km. of Ground Zero, Downwind	-2
Within 180 km. of Ground Zero, Downwind	-4
Over 180 km. of Ground Zero, Downwind	-6
At the Fringe of the Fallout Zone, Any Direction	-4

Fallout Results

Add the appropriate DM from the table above to 2D6.

Modified 2D6	Results
0 or Less	-1 STR and END on 2D6 of 7+.
1-3	-1 STR and END.
4-6	-1 STR, AGI, DEX, END and INT.
7-8	-2 STR, AGI, DEX, END and INT.
9-12	-3 STR, AGI, DEX, END, INT and STA.
13-15	-(1D6+2) STR, AGI, DEX, END, INT, STA.
16-20	-(1D6+3) STR, AGI, DEX, END, INT, STA.
21+	-(1D6+5) STR, AGI, DEX, END, INT, STA.

These losses cannot be recovered by rest or medical treatment. Additional rolls are made every four hours for as long as the characters remain in the fallout-contaminated area. Losses are cumulative, with the usual results as various stats reach zero. In particular, an STA of zero means death.

OTHER EFFECTS

The following effects may be noted at varying ranges from the center of the blast. Note that some of these results may overrule the results indicated on the tables above.

Range	Effect
.5 km.	All structures completely destroyed. The cliff is rubble, and the entire weapons area is reduced to splintered ruin. No survivors, and the weapons bunker is a rubble-filled crater 100 meters across.
1 km.	Heavy concrete structures (e.g. bunkers) survive; all personnel within killed instantly by shock, radiation and overpressure on the lungs.
2 km.	Overpressure of approximately ten psi (pounds per square inch) smashes all wooden buildings. Concrete buildings (e.g., the airport terminal and the HQ) still stand, though badly damaged.
2.8 km.	Vehicles are too badly damaged to drive.
3.2 km.	Overpressure of five psi reduces wooden frame structures (e.g., barracks) to splinters. Troops in open earthwork shelters (trenches, behind rocks, ridges or otherwise sheltered) are subject to blast effects but not to thermal effects.



Range	Effect
4.8 km.	About half troops in open killed by thermal effects. Others severely burned as clothing burns.
6 km.	Most troops in open suffer second degree burns on exposed skin. Vehicles from 2.8 to 6 km too damaged to drive on 2D6 of 8+. Others may be driven immediately or after some repairs.
8 km.	Most troops in open suffer first degree burns.
10 km.	Troops within this range looking towards the blast are blinded. Aircraft closer than this and in the air at the time of the shock wave will crash.
12 km.	Aircraft flying between 10 and 12 km crash on a roll of seven or less with Pilot Skill as a +DM. Aircraft parked outside this range may be damaged, but may still be flown.
50 km.	Troops within this range partially and temporarily blinded if looking in the general direction of flash. Outside this range, as far as 200 kilometers, people may still be dazzled by flash if looking at it. Referee may decide randomly (e.g., with 2D6 of 12) whether specific individual happens to be staring directly into the fireball at detonation. Characters should have the good sense <i>not</i> to look when countdown reaches zero.

The referee should keep a careful record of the time elapsed from the arming the bomb as characters make their escape. Their distance from Green One at the time of detonation will determine their chances of survival.

All relevant effects of the explosion are applied. Characters under shelter may escape thermal injuries but be subject to blast and fallout. Characters in the open within five kilometers of the detonation are subject to both flash and blast effects...and will be affected by fallout within one hour.

SECTION IX THE ASSAULT

REFEREE'S NOTES ON MISSION PLANNING

There are two basic approaches to *Operation Desert Sun*. One approach is to use very few men sneaking in disguised as soldiers or technicians, and to strike the weapons lab without alerting any other part of the base. This approach has the advantage of letting the team attempt the mission without setting off an alarm anywhere but the lab itself, but has the disadvantage of making it difficult for the team to get away.

A second approach is to mount a full-scale military assault, simultaneously attacking airfield, terrorist camp, main base and weapons complex. Such an attack would be dangerous, for key communications centers would have to be taken or destroyed to prevent word of the attack from being transmitted to Tripoli. However, it has the advantage of allowing the attackers to secure the airfield, or to openly land helicopters in the camp, in order to facilitate a rapid evacuation.

Players should be allowed to make their own plans for the assault. The hazards and potentials of several approaches are outlined for the referee below. These should serve as guideline, even if the players come up with a plan not listed.

Players have access to any equipment listed in the *Delta Force Warbook*, the 'Warbook Supplement' of any module or the 'Armory' section of *Nexus* magazine.

COVERT INFILTRATION

This tactic requires fewer team members than a direct assault, and is a good choice for a team which approached Green One disguised as Libyan soldiers, foreign oil workers or other harmless-seeming types. The team enters Libya with carefully worked-out covers as foreign diplomats, advisors or oil workers. Once in the country, they make the journey to Green One disguised as Libyan soldiers, Arab nomads, Soviet advisors, foreign oil workers or other personnel with a reason to travel between Benghazi and Sarir.

A variant is to disguise the team as Arab nomads who cross from the Egyptian western desert on camelback.

Another variant is to capture or imitate a Libyan military transport aircraft and fly into the airport at Green One. Intelligence suggests this airfield is lightly held. If the team could take and hold the airfield, additional forces could be airlifted in before the Libyans were aware that anything was wrong.

Another variant is to pretend to be Libyan officers arriving by plane and move directly to the weapons complex.

Covert infiltration avoids Libyan radar and border defenses, but is dangerous because of the risks of detection by security forces at checkpoints and roadblocks, or by slips by team members. This danger is compounded by the team being able to carry only minimal equipment, and possibly having to arm and equip themselves entirely from Libyan sources.

AMPHIBIOUS ASSAULT

The team may go ashore from the Gulf of Sidra, then make its way overland to Green One. This involves a trek of at least 550 kilometers across the desert, and is best used by a covert force disguised as Libyans or other forces which would not attract notice. Heavy equipment and the force it-

self could be transported by military vehicle, although there is danger of being stopped by roadblocks and security forces.

AIRMOBILE ASSAULT

Libya's Mediterranean coast is heavily protected by anti-aircraft radar which would preclude an approach by air from the north. But helicopters could penetrate into Libya from Egypt's western border. This approach necessitates bringing the Egyptians into the plan, and could therefore pose security problems. Encounter tables, found in 'Section IV: Getting There,' are used to determine if the assault force is detected by radar or observers on the way to their target.

The straight-line distance from the Egyptian border to Green One is only about 300 kilometers, well within the round-trip range and a couple of hours flying time for a Sikorsky S-65 or a Boeing-Vertol H-46 helicopter. An airmobile assault directly into the compound will stand a fair chance of success if the aircraft or helicopters can avoid being spotted by air defense radars. Such an attack would avoid the outer perimeter defenses, and could take advantage of the confusion of Libyan personnel inside the perimeter.

This type of attack requires a large number of personnel (though not as many as a frontal assault), split-second timing and precise coordination by various assault teams in the force. To insure secrecy, the compound radio links with the outside world must be silenced before the attack commenced.

This plan has the advantage of allowing rapid penetration and exfiltration with a large number of men and pieces of heavy equipment or vehicles, and the disadvantage of risking discovery by border troops or Libya's border radar net, or by betrayal by Egyptians privy to the mission's plans.

AIRBORNE ASSAULT

Characters may use standard parachute jumps rather than a HALO assault. A DZ may be chosen inside or outside the base. The usual rules apply to airborne assaults, and rolls for landing mishaps should be made for each player character.

Since large numbers of troops will probably be involved, the referee may take a shortcut by arbitrarily deciding how many troops are injured on landing, basing his decision on how rough the terrain is and how well trained the troops are.

A drop on a defended area (e.g., the airstrip) results in a large number of troops coming down in the DZ where the referee has already plotted the positions of a number of enemy soldiers. Encounters with troops in such a situation will be largely random and can be orchestrated by the referee.

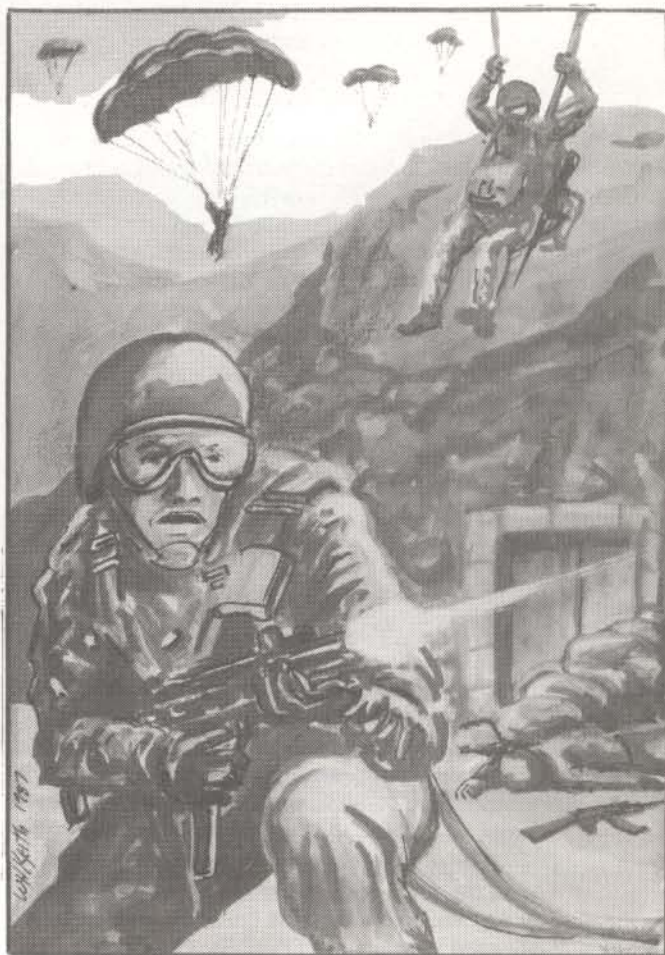
HALO ASSAULT

Characters may use HALO (High Altitude Low Opening) techniques to assault Green One. HALO jumpers jump from extreme altitudes — generally above 33,000 feet. They may open their chutes at the last moment to avoid being seen, or above 4000 feet so enemy forces cannot hear the snap.

A HALO drop at night offers a good chance of surprise, but requires good weather, low wind and precise targeting. There are several approaches used with a HALO assault.

LANDING INSIDE THE BASE

This is the most risky, and the most direct, parachute assault. Modern parachutes, especially those known as 'parafoils,' are designed to steer towards a target. There are several large areas where landings could be attempted.



Trained parachutists can steer for these areas and have a good chance of landing on them *if* the weather is calm and clear. The team's chances are greatly increased by a scout — a team member who is able to land secretly in advance and plant microwave or infrared beacons to guide the jumpers.

If a parachutist misses his target, there is a chance he will land where he will be seen by sentries or soldiers, springing the surprise early. If the plan calls for the drop and subsequent action to be confined to a small area (e.g., the weapons complex alone), the team could find itself facing a larger number of troops than it expected or was prepared for.

To attempt a landing in a specific area, the character must state what he is attempting to do before jumping. The procedure for steering towards a precise DZ (Drop Zone) follows.

The referee determines if the DZ is visible from the altitude of the aircraft. This depends on the weather, on darkness and on whether lights are on aboard the aircraft or whether an advance scout has set up a landing beacon or is 'painting' the DZ with a laser finder. If the character cannot see the site, he may not attempt to parachute directly onto it.

The player makes an initial roll of 2D6 plus his HALO skill to get into the best position for steering his chute. If he rolls nine or more, he gets a +1 modifier for subsequent rolls. If he rolls five or less, he gets a -2 modifier.

The player announces he is opening his chute at the previously stated altitude. He takes the modifier (if any) for position and adds any of the following modifiers which apply:

- +1 each level either Free Fall or HALO skill (not both).
- 1 for each level of wind, with each level = 5 kph.
- 4 for darkness, with no landing beacons.
- 1 for each 100 feet *under* 800 feet the chute is deployed.

The modifiers are combined into a single modifier the player adds to a single 2D6. If the modified roll is 6+, the character lands on his chosen target. If it is five or less, he misses.

If the character successfully lands on his target, he still makes the usual 2D6 roll for a landing mishap (see 'Landing Mishaps' in the *Delta Force* Rulebook). A modifier of +2 is added if the landing is on rocky or rough ground.

If the character misses his chosen target, check the 'Missed Target Tables,' below, to determine where he actually lands. He must still roll for a landing mishap, as above.

Missed Target Modifiers

For Each 5 kph of Windspeed:	+1
For Each 100 Feet Over 3000 Feet Chute Is Opened:	+1
For Each 100 Feet Under 800 Feet Chute Is Opened:	-1

Missed Target Tables

Modified 2D6	Downwind from Center	Modified 2D6	Downwind from Center
2	25 Meters	9	200 Meters
3	30 Meters	10	250 Meters
4	50 Meters	11	300 Meters
5	75 Meters	12	400 Meters
6	100 Meters	13	500 Meters
7	125 Meters	14+	1Dx500 Meters
8	150 Meters		

2D6	Degrees from Downwind	2D6	Degrees from Downwind
2	50° Left	8	10° Right
3	40° Left	9	20° Right
4	30° Left	10	30° Right
5	20° Left	11	40° Right
6	10° Left	12	50° Right
7	Directly Downwind		

DETERMINING MISSED DROP ZONES

The 'Wind and Weather Tables' in Section III give the wind direction and speed at the time of the drop. This information is used for determining if the drop is on target and for learning how far off target a missed drop actually is.

Example: The windspeed is three (15 kph), and the direction is south. A character learns he has missed the dropzone and rolls 2D for a missed target. The result is an eight. The character has a HALO skill level of two, and so applies a +3 for the wind and a -2 for his skill, for a total DM of +1. His die roll of eight is changed to nine, which means he has landed 200 meters from the center of his dropzone.

His direction from the dropzone is determined by rolling 2D again. The result is five. Directly downwind is north (opposite the current wind direction), so a roll of five indicates 20° to the left of due north. Left of north would be towards the northwest; 20° left would be a heading of 340°. The heading can be plotted on the game maps with a protractor.

LANDING OUTSIDE THE BASE

A dropzone can be chosen some distance from the base, allowing the team to land, gather their equipment, and move to the base on foot. This is safer, but presents the problem of getting past base defenses.

Each character should roll for a landing mishap as described in the *Delta Force* basic rules. Special rolls to determine missed landing sites are not necessary, since most of the desert is very much like most of the rest.

TACTICAL INFILTRATION

This approach involves silently entering the base by avoiding or neutralizing listening posts and guard stations as they are encountered. Tactical infiltration can be carried out by a very small team, but there is great danger that an alarm will be given before the team is through the defensive perimeter.

FRONTAL ASSAULT

This is an all-out attack on the front gates. It is possible only with a large number of men and armored vehicles, is costly in lives and equipment and, unless communications from the base can be cut off, removes all hope of secrecy.

COMBINED ASSAULT

The team may combine elements of several of these approaches in their assault. For example, several men could use a HALO drop into the compound to neutralize base communications just before a diversionary frontal attack is launched to draw Libyan attention away from the actions of a squad of infiltrators disguised as militia or engineers.

This approach requires considerable resources in men and material, and demands precise timing and co-ordination.

Some plans, especially those requiring frontal assaults on defended Libyan strongholds, may require relatively large numbers of men. The referee does not need to worry about keeping track of tens or hundreds of additional NPCs. A shortcut combat method to simulate the course of firefights and large-scale troop combat is given in 'Section VI: Rules Supplement,' in this book. This combat method will tell the referee the outcome of any combat, record casualties and detail effects to morale levels on both sides, allowing him to pass this information on to the players in narrative fashion.

While players are preparing their plans, the referee should prepare as well. Gadhafi may be pursuing one of several alternative plans in this scenario. The referee should choose one. If the players uncover intelligence about Gadhafi's plans, this will be the information they uncover. The plan in effect will also affect other aspects of the situation, such as the presence of certain troops, aircraft or vehicles at the base.

The referee should also consult 'Section V: Green One Layout' to determine how many soldiers and other personnel are located where at Green One at the time the player characters intend to arrive. The composition and location of these defending forces should be recorded on paper.

ALERTNESS NUMBERS

The basic *Delta Force* rules give an NPC's Alertness Factor as a number between zero and five. This number indicates his general awareness of what's going on. Alertness Factors can be used in *Operation Desert Sun* to simulate the general awareness of an entire building, compound, or area.

This is important, because *Operation Desert Sun's* success depends on whether or not the primary mission can be completed without alerting government forces outside the base. If Tripoli is warned that the base is under attack shortly before Green One's destruction, it will be difficult to convince the world later that the destruction of Green One was a nuclear accident.

The descriptions of each part of the base include an Alertness Factor for each general area. The referee is responsible for determining changes in each area's Alertness Factor, according to the guidelines given in the area description.

For example, the Alertness Factor for the base headquarters is three. This factor could be raised to four or to five by reports that the airfield is under attack. Once the HQ Alertness Factor is raised to five, word will be sent to the Communications Center, which also has an initial Alertness Factor of three.

Once the Communication Center's Alertness Factor is raised to a level of five, there is a good chance that a message reporting an attack or other trouble will be sent by radio to Tripoli.

There will be a reasonable time delay and a factor of random chance in all communications between separate areas of the base. Obviously, a good assault plan will take all of this into account and organize the seizure of certain key base areas simultaneously, if possible.

In some cases, there may be a kind of cascade effect with an increase in Alertness Factors spreading slowly through an area. For example, when the headquarters Alertness Factor goes from three to five, there will be a short delay before the guards outside the HQ building have their Alertness Factor raised from three to five, and another delay before other troops within the main base compound (such as guards at the front gate) would be alerted. A general alarm, however

(sounded once HQ is certain of an attack), will alert everybody at Green One.

The players should not be informed of any area's initial Alertness Factor or of any changes in that factor, except indirectly through the referee's narrative. For example, the referee might say: 'You see soldiers running back and forth inside the compound, grabbing rifles and helmets. A jeep full of soldiers is racing from the HQ, toward the weapons lab. More guards are joining the ones at the front gate, and an officer is talking to them, shouting, waving his arms, pointing towards the desert. There's a siren wailing in the distance, and everyone seems terribly excited.' The players can draw their own conclusions about the soldiers' Alertness Factors.

SPECIAL EVENTS DURING COMBAT AT GREEN ONE

The time required for messages to be flashed from one part of the base to another and the time required to tell Tripoli that Green One is under attack are discussed in 'Section V.' However, several other events may occur during an assault on the base.

TERRORISTS

If the terrorist camp is not attacked but is alerted, all personnel in the camp will immediately begin loading into trucks and proceed towards the main base, the weapons complex or the airfield, whichever is under attack (referee's choice if all are under attack). It will take five minutes to reach the main base, and eleven minutes to reach either the weapons complex or the airfield. The arrival of personnel from the terrorist camp should be considered reinforcements for the defenders.



AIRCRAFT

There are two MiG-21 fighters located at the airfield. If there is an attack launched somewhere besides the airfield, these fighters will take off and fly over the battlefield, where they will contribute to the defense as 'Support Aircraft.' If these aircraft are not shot down, they will carry word of the attack to Tripoli.

The aircraft will become airborne in 2D6+10 minutes from the time the tower is notified of the attack.

As a special option, the referee may decide to have an aircraft parked at the runway, ready to take off, as part of one of the optional scenarios described elsewhere in this booklet. This aircraft will be carrying one or more of the completed atomic bombs, and will begin its one-way flight to Armageddon 2D6+5 minutes after word is received by the tower that the base is under attack.

As soon as the attack begins, of course, the main base HQ of Green One will be fully alerted, and word will be passed to the Communications Center to alert Tripoli that the base is under attack. A possible assignment for player characters during or before the attack would be to secretly infiltrate the base (by HALO assault, perhaps, or by entering in disguise) and blow up the comm center at a pre-arranged moment. They might then contribute to the battle by intercepting enemy reinforcements (on their way from the barracks or the terrorist camp, for instance) before they can arrive and take part in the battle.

OUTCOME

It is suggested that a nuclear explosion at the facility would both destroy the complex and nicely erase all signs of the assault team's presence. If possible, a specially trained character, one with Nuclear Weapons Skill (a new *Delta Force* skill), should be included among the member of the expedition to study any bombs that are found and to determine how best to set them off.

If the players prefer, some characters may receive enough training in identifying and arming nuclear bombs before the expedition begins to be able to carry out this part of the mission themselves.

There are, however, alternatives to destroying the base with an atomic bomb. Enough conventional explosives are gathered at supply dumps throughout the compound that a non-nuclear 'accident' could be faked. This 'accident' would have the effect of eliminating all traces of outside intervention in the compound.

A large stockpile of oil, diesel fuel, and aviation gasoline would accomplish much the same thing if it were released and ignited.

Finally, there is the possibility that an attack on the base could be carried out in such a way that it will be blamed on someone else — Libyan rebels, Egyptian commandos, or even the KGB. There are enough people in the world (including the Soviets) who most emphatically would not like to see Gadhafi get 'the Bomb' that a U.S. raid might well be disguised as a raid by someone else.

Still, a nuclear explosion has the advantage of making the Libyans think that something went wrong — that one of their scientists or technicians made a mistake, perhaps — and the uncertainty of the explosion's cause alone could delay further Libyan nuclear research for years.

**SECTION X
E AND E****EVASION AND ESCAPE**

Once the mission is completed, the force must still get out of Libya. With a large force, this may be difficult, and if the mission's cloak of secrecy has failed and security forces have been alerted, may be virtually impossible. If a nuclear weapon was detonated, the effects of blast and radiation may also complicate escape (see 'Section VIII: The Bomb').

In military terminology, 'E and E' refers to 'Evasion and Escape,' the final phase of any operation behind enemy lines. There are several possibilities for this phase.

The characters may choose to escape by any of the routes leading to Green One: disguising themselves as soldiers and driving north on the Kufra Road, traveling overland to the Egyptian border or a nearby oilfield, or staging a rendezvous with helicopters or other aircraft at a prearranged spot.

The encounter tables for the first phase of the scenario may also be used for evasion and escape. The referee should, however, take into account that authorities are going to be somewhat upset once it is known that Green One has been destroyed, whether by conventional or nuclear explosives. All rolls for encounters should have a DM of +2 applied, with results of 13 or more being the referee's choice of an encounter with soldiers on foot, in vehicles or in aircraft.

The characters may also arrange to be picked up at Green One's airfield, though this will be practical only if all resistance at Green One has been crushed. This has the advantage of allowing prisoners to be evacuated before the base is completely destroyed; in this case, it can be expected that a secret haven will be found for such prisoners somewhere where the true story of events at Green One can remain hidden.

Another possibility is to mislead prisoners into thinking that someone else — the Soviet Union, perhaps, or even Egypt — was behind the assault. This is particularly useful if word of the attack reaches Tripoli.

Aircraft can escape across the Egyptian border in the same way they crossed it in the first place. Libyan radar operators may be more alert this time, but there will be considerable confusion, in addition to the possibility that delicate electronic circuits have been savaged by the electromagnetic pulse from the Green One explosion. Also, EW aircraft are available to punch a hole in Libya's radar coverage.

Of course, since the trip out of Libya could prove anticlimactic after the detonation of a small atomic bomb, the referee may elect to cut this part short by simply telling the players that they did indeed make it out of the country. It would be a shame to see a successful commando team shot down in sight of the Egyptian border, and the demands of a happy ending may require the referee to shorten the narrative at this point. Purists, however, may prefer to see to every detail of the entire operation, knowing that the escape from Libya will be every bit as important and in some ways even more hazardous than the entry and the mission itself. Detection on Libyan radar (determined by an arbitrary 2D6 roll) could mean the escaping aircraft must dodge SA-6 missiles.

Again, the team's presence in Libya must be kept secret, and Libyan defense forces must not be alerted. At all costs,

Libyan security forces must not suspect the 'accident' at Green One was anything but an accident. Destruction of Gadhafi's nuclear weapons is not enough. The atomic bombs must be destroyed in such a way that future manufacture of such weapons is seriously delayed. If the disaster is expensive enough, and if its cause is mysterious enough, even Gadhafi may rethink his plans and settle on a more rational — and cheaper — approach to international statesmanship.

REACTION: NUCLEAR EXPLOSION

Travel within 100 kilometers, beginning 2D6 hours after the destruction and lasting several months, is dangerous. The immediate area is especially dangerous due to radioactivity.

Radioactive areas will be avoided, but scientists will explore the borders of these zones, taking soil samples, making radiation measurements and testing the air. Libyan soldiers and military aircraft will crisscross the remaining area constantly, making encounters more likely (apply a DM of +2 to Encounter Table rolls). Nomads, scientists, oilfield workers and other civilians found in the area within 100 kilometers of Green One will be stopped and questioned.

This activity could be used. With luck and the appropriate language, papers and/or uniforms, it might be possible to impersonate scientists, soldiers on patrol or even government officials supervising the survey. Foreign scientists are most frequently Soviet or East European, but there are French, Spanish and Italian scientists and officials as well.

Libya's political reaction depends on if America's role in the affair has been discovered. In short, Libya will not be able to hide the nuclear explosion in the desert, and it will be obvious that the explosion was an accident. Whether American involvement is suspected or not, it is likely that at least some news releases from the Libyan press will accuse the United States or Israel or both of a nuclear attack on Libya. Later reports may suggest the unlikely explanation that a civilian nuclear plant in the desert exploded, or that an accident of unknown proportions has occurred at a remote test site. In any case, their military staff and leading scientists will be extremely interested in what has happened at Green One, resulting in several armies crowding one another in the Eastern Desert trying to piece together the puzzle.

LIBYAN REACTION: NON-NUCLEAR DESTRUCTION OF GREEN ONE

If players carry out their mission without detonating a nuclear device, Libyan reaction will be the same. Though scientists will not be testing the area, they will be on the base, probing the ruins and checking for radiation, while the Libyan military throws a search cordon across the region.

Again, it may be possible for daring and inventive characters to take advantage of the confusion and disguise themselves as soldiers to slip through the net; but roadblocks will be frequent and everyone's passes and papers will be checked carefully. A non-nuclear destruction of the base will raise Libyan suspicions that some attacker was involved; Israel, Egypt and the United States may all be blamed. This will be the case even if evidence is planted suggesting that the disaster was accidental — an explosion in an explosives storage shed or fuel dump, for example. The Libyan forces, especially those with Libya's secret service, will pay special attention to the various anti-Gadhafi revolutionary forces.

SECTION XI ASSESSMENT

There are two primary goals for this mission: eliminating Gadhafi's nuclear arsenal, and preventing the discovery that Americans were involved. These are so straightforward that the usual victory points used in *Delta Force* scenarios to determine victory levels are not necessary.

THE BOMBS

The bombs can be destroyed, detonated or stolen. If even one bomb is left in Libyan hands, the results could be catastrophic. The players have won part of their victory if all bombs are accounted for.

Note that one of the optional plot twists with this scenario (see: 'Section XII: Final Notes') calls for the discovery that at least one bomb is missing, perhaps already aboard that transport aircraft warming up on the runway. This discovery could begin a particularly exciting (or nerve-wracking, depending on your point of view) struggle at the airfield and aboard the airplane for a last chance at victory.

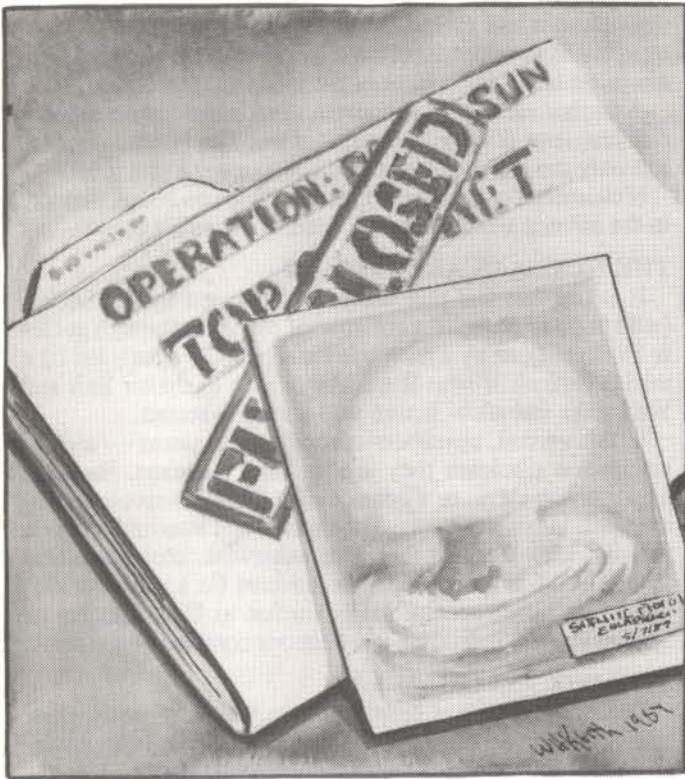
AMERICAN INVOLVEMENT

The list of things which can go wrong with a battle plan is endless, and the players may discover that the most carefully laid mission plans have come apart completely. If any part of a multiple attack timed to split-second accuracy is hung up, Libyan defenses might be organized, the communications center alerted and the element of surprise lost. Worse, word of the attack will be relayed to Tripoli. Reinforcements will be on the way within the hour and Gadhafi will know that the trouble at Green One was caused by invaders, not mischance.

American involvement can also be discovered if any of the characters is captured. While the players are free to role-play the interrogation which will follow if they wish, the fact remains that sooner or later the Libyans will find out from their captive who the invaders were working for. Depth can be added to the adventure by allowing the characters to attempt a rescue of comrades captured earlier in the scenario before they can be broken by Libyan and KGB experts at interrogation. If the captives are left behind, however, the story of U.S. involvement will come out.

The characters will still have won a partial victory if they destroy Green One but Gadhafi learns that it was the United States that did it. Though the United States will be denounced by the world press as an aggressor and an imperialist warmonger, such a raid would be no more 'illegal' in principal than the F-111 raid launched in retaliation for Libyan participation in specific terrorist attacks in Europe. The U.S. State Department would, no doubt, release information which would suggest that *Operation Desert Sun* was, in fact, retaliation for past terrorist incidents, as well as a pre-emptive strike aimed at preventing nuclear weapons from being used by terrorists.

If captured papers could be produced giving details of *Ak-hil Jihad*, the Secretary of State's job will prove to be that much easier. Proof that Libya intended to unleash a nuclear holocaust on four major cities should soften world opinion somewhat.



Still, the United States will come under particularly harsh condemnation throughout the world if a nuclear device is set off in Libya and the U.S. is found to be responsible for the deed. None of America's allies will dare to defend her, and a veritable crusade of outrage and terrorism will be raised against America and American interests all over the world. World opinion — frequently influenced by leftist or outright Communist sympathies — will conveniently forget that the bombs were Libya's with Western targets, and accuse the United States of using nuclear weapons for a third time since the beginning of the Atomic Age...this time against a small and helpless Third-World nation in an unprovoked sneak attack. America's foreign policy will be catastrophically crippled. Likely results will be the dissolution of NATO and SEATO, the fall of various friendly governments (such as England, Japan and West Germany) and their replacement by Socialist or leftist regimes, and the advancement of Soviet-directed peace and nuclear disarmament groups all over the world.

The world will become a colder and more hostile place for Americans.

The greatest danger of failure to keep American involvement secret, however, is the fact that Gadhafi knows the loss of his atomic bombs was not the result of an accident. There is nothing to stop him from building another lab and starting again at the beginning, and when the next bombs are done, he will be giving a lot of thought to how he could get them to targets in the nation which dared to raise its hand against him...

Next time, Delta Force might face not five bombs, but fifty — one hidden in each state — and it is unlikely that an anti-American world would condemn Libya for seeking righteous vengeance in this way on the imperialistic Americans.

SECTION XII FINAL NOTES

OPERATION AKHIL JIHAD

Part of the mission is to learn about *Operation Akhil Jihad* if Colonel Talhiq or his notes, records and diaries (in his HQ, usually in his safe) are found. Records to piece together the plot may also exist in the weapons complex.

The nuclear devices are only recently completed, within days (hours, if an IL-76 is parked on the runway, a bomb already on board) of when *Akhil Jihad* was to begin.

One IL-76 (the one on the runway, if that plot is used) is to carry a bomb to Sidon, in Lebanon. There, hidden in a sealed and shielded crate, it will be transferred to an aged and battered fishing trawler, which will put to sea heading south.

A second IL-76 (or the same, returned to Green One) would then pick up the remaining bombs and fly them, to a secret airstrip on the Irish coast, where members of the Provisional IRA are waiting to unload them. Again in carefully screened and shielded containers, they are to be transferred to three rusting, nondescript tramp freighters, each of which will put in at the Irish port at different, pre-arranged times.

Each ship has a different destination. Schedules call for the various ships to idle at sea until the other ships have reached their destination. One freighter will rendezvous with a small vessel and the cargo will be transferred again. At H-hour, one week after the bombs leave Libya, four private vessels or freighters will arrive at four ports: London, New York, Washington D.C. (by the Potomac), and Tel Aviv.

Four Western cities will simultaneously vanish in nuclear fire, while Gadhafi has the fifth bomb and remains a nuclear power. Further refinements call for an all-out terrorist offensive against the Free World, ruining Western democracies.

The Soviet Union, untainted by suspicion that they had anything to do with this nightmare, will step into the gap.

Gadhafi expects the Soviets to be most generous.

Details of *Akhil Jihad* are in Arabic, and possibly in code. The referee may allow characters who know Arabic and have time to translate to learn the details. Otherwise, they have to wait until the plans are turned in during their debriefing to learn just what it is from which they have saved the world.

OPERATION DESERT SUN

There is no right or wrong way to resolve this scenario. Players must come up with a plan to get them into Libya, allow them to detonate or destroy the bombs and enable them to escape. Obviously, with a threat as great as this one, the last of these phases is not nearly as urgent as the others. Political considerations, however, make it important that Libya never learn who it was that destroyed Green One.

The simplest, most direct plans have characters enter Green One and trigger the explosion of an atomic bomb. This ends Libya's nuclear threat...as well as the lives of several hundred Libyans and possibly the characters as well.

Players troubled by unleashing a minor Armageddon on Gadhafi's base may work out an alternative solution. One variation is to force the evacuation of the base first, by posing as Libyan technicians or scientists who discovered that the atomic bombs are going to explode in, say, 30 minutes. While risky (someone might check the presumed scientist's

papers before ordering the evacuation), this has the advantage of leaving witnesses to the fact that the base was not attacked and that something went seriously wrong with Libya's plans. The characters must devise other means to assure that the atomic bomb plans and papers were not evacuated as well or that the people carrying them were ambushed.

Another possibility is to steal the bombs, and blame the theft on someone else. Ingenious characters might find ways to plant evidence pointing towards Israel, Egypt or even the Soviet Union as the hijackers. (With planning, they might secure a Russian IL-76 transport, for example, to land at the airfield while the team fights into the base, hijacks the bombs, and drives them to the airport. Survivors would report the IL-76 flying northeast with the bombs on board.)

The Russians, Israelis or whoever would deny they had anything to do with it, and Gadhafi would threaten and bluster. He could not push too far, however, for he would know a powerful acquaintance had discovered his secret and was not going to let him carry out his plans. He would think twice before starting again at the nuclear drawing board.

If the bombs are detonated or destroyed, planting evidence implicating someone else could direct Gadhafi's attention from the West. Even Gadhafi's sometime masters, the Soviets, would be concerned if Libya's leader began using atomic terror weapons. The Soviet Union is the ultimate power behind international terrorism throughout the world. They prefer to control their surrogate warriors, however; the atomic destruction of four cities, a destruction which could unleash World War III, would upset carefully laid plans and could end the world they hope to conquer through revolution and terror. Worse, such destruction could result in a sudden and unwelcome worldwide cooperation against terrorism and the powers behind it, something the USSR wants to prevent.

It would definitely be possible to convince Libya the Russians acted to keep Gadhafi from using his nuclear toys.

The primary goal of the mission, however, calls for detonation of the bombs, and most games will work towards this. The deaths of over 500 technicians, scientists, workers and soldiers is not lightly dismissed, even in a role-playing adventure; but most players balance these lives (most, perhaps all, terrorists or military personnel who know Gadhafi's plans and follow his orders) against the millions who will die if Gadhafi puts *Akhil Jihad* into effect. These players will be concerned primarily with misdirecting Libyan security into believing someone else responsible, or with a mission to eliminate bombs and witnesses alike and convince Gadhafi his technology is not up to atomic weapons.

PLOT TWISTS

Devious referees may add additional twists when setting up the background of *Operation Desert Sun*. These provide additional challenges and may keep players guessing.

ONE OF OUR BOMBS IS MISSING

During the adventure, characters should discover three facts: first, there is an IL-76 (range 6000 kilometers) at the airfield; second, there are five bombs; third, there are only four (or three, or two) bombs left at the arsenal.

The course of events depends on how the scenario unfolds, of course; but the referee should arrange for characters to arrive just as the IL-76 is preparing to take off with its deadly cargo. Characters can attempt to knock the aircraft out of the

sky before it can escape. More exciting would be to have a team board the aircraft before it is airborne and fight with the troops on board for control of the plane at 12,000 feet.

A further variant has the aircraft on course for its target, a city less than 6000 kilometers distant. The bomb is armed, and only the closing of a switch is necessary to set it off.

If characters cannot overcome the troops on board, they die in the airburst which ruins the heart of the target city.

THE RUSSIANS ARE COMING

It is possible this plot has been fabricated by the Soviets (who hope to provoke a collapse of the West through nuclear blackmail), or by a renegade band of KGB agents led by a mad bureau chief who is working a plan to shatter East and West alike and allow him to step into the vacuum.

In this variant, characters encounter Europeans — and investigation discloses they are, in fact, Russians. Russians may ambush them, or a contact with a Libyan revolutionary may turn into a KGB trap. The capture and interrogation of a Russian may disclose the plan; otherwise, characters find themselves facing Russian elite soldiers (in uniform or disguised as Libyans, with skills similar to U.S. Rangers or Special Forces) defending the weapons complex to the death.

STRANGE ALLIES

The KGB may be as desperate to stop Gadhafi as the United States. A possibility is that Gadhafi's plan calls for nuclear destruction of Tel Aviv, Washington, London, *Moscow and Kiev*. The two superpowers would immediately blame one another, the ICBMs would fly, and the Third World countries, with Gadhafi the Savior at their head, would claim the world — or what was left of it — for their own. This plan has a double advantage for Libya if, by chance, Gadhafi has come to resent the virtual colonization of Libya by the Soviet Union since his military deal with them in 1976.

If the KGB has learned of this plan, they will be in the Sahara with forces, attempting to stop Gadhafi. Depending on how things develop, they could be competing with the characters or, possibly, presenting themselves as allies. Players who want to see Soviet *Spetznaz* (their version of the U.S. Special Forces) in action may introduce from 20 to several hundred of these troops, complete with their own plan for penetrating Green One. Treat *Spetznaz* troops as U.S. Special Forces when determining the stats of individuals.

Of course, no player would actually *trust* the Russians...

HELL NO, WE WON'T GLOW

A non-nuclear alternative is discussed in 'Section XIII.'

REFEREE'S NOTE: Acting As Referee for *Operation Desert Sun*

Operation Desert Sun contains a great deal of information for a commando campaign in the Libyan desert. The referee should consider this a desert scenario kit for his own adventures. Much of the information is not used if certain infiltration/exfiltration plans are used: the data on desert survival is not needed, for instance, if an airmobile raid with helicopters is staged. Still, characters may need to know about solar stills if their helicopter is damaged by a SA-7; and the referee is invited to use this booklet to create multiple campaigns of his own in Libya, Algeria, Egypt the Sudan, anywhere in North Africa where terrain is similar and the political situation likely to require the services of Delta Force.

SECTION XIII ALTERNATIVE SCENARIOS

Operation Desert Sun may be rewritten by the referee to eliminate the nuclear weapons from the plot.

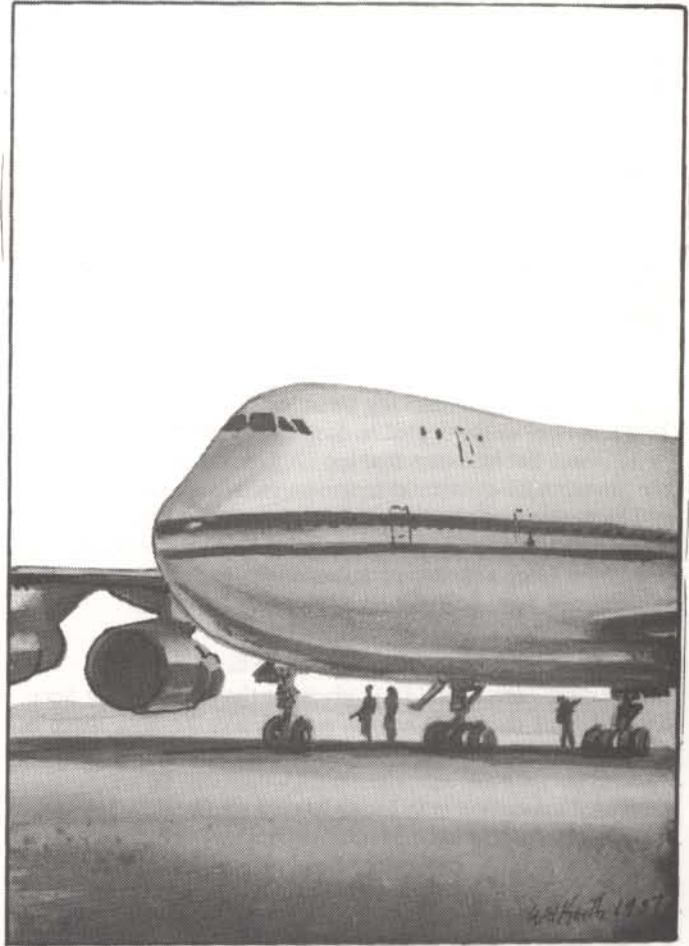
While it is true that Gadhafi has been trying very hard for a number of years to get an atomic bomb of his own, the scenario presented in *Operation Desert Sun* with a secret desert lab and a plot to destroy the West with nuclear fire is fiction.

What is *not* fiction, however, is the fact that Libya has been sponsoring international terrorism since the 1960s. Not only has Gadhafi given millions of dollars in currency and weapons to revolutionary movements all over the world, he has long maintained special camps throughout Libya with the express purpose of training young men and women from Western nations so that they can return to their homelands and attempt to overthrow their governments. Gadhafi's camps have been used by Libyans, Cubans, East Germans, Czechs and Russians — all under KGB direction — to train and equip the self-proclaimed revolutionaries of uncounted movements all over the world as terrorists, with the single purpose of destabilizing Western governments and promoting Imperial Soviet conquest in every corner of the globe.

Operation Desert Sun could be envisioned as a raid on one of the terrorist training camps located in the Libyan desert. The referee is free to set the camp anywhere he likes. It is known that numerous bases exist on the outskirts of cities such as Benghazi and Tripoli itself. One of the terrorist camps at Tripoli was targeted by the U.S. F-111 raid against Libya. Other camps are in more remote sites. Other known locations include Al Bayd (on the coast northeast of Benghazi), Tobruk, and Ma'tan Bishrah (south of Kufra). The encounter tables given for *Operation Desert Sun* can be applied to similar areas, no matter where in Libya the mission is set.

The camp itself will consist of the Main Base, the Terrorist Camp and the Airfield, and the maps provided in this adventure can be incorporated into the new version of the adventure. The camp should be occupied by several hundred terrorists and at least one hundred other personnel, including Libyan soldiers and foreign instructors for the camp. These foreign instructors will include Palestinians, East Germans, Czechs and Bulgarians — and especially Cubans and Russians. The 'students' will include members of terrorist groups from all over the world: members of the Basque, Breton, Corsican and Sardinian separatist movements, Palestinians, Japanese Red Army members and Communist terrorists from Italy, West Germany, Ireland and (yes) the United States.

The mission will call for the destruction of the camp as a warning to Gadhafi, or possibly as retaliation for a Gadhafi-sponsored terrorist attack similar to the one which provoked the U.S. F-111 raid in the summer of 1986. A special bonus would be the capture of documents implicating Libya, Syria and the Soviet Union in both recent and future terrorist operations throughout Europe, the Middle East and North America.



OPERATION DESERT SAND

An alternative sets the following background:

A Boeing 747 with 162 passengers on board has been hijacked over the Mediterranean *en route* from Athens, Greece to Rome, Italy. The hijackers, members of the PLF, forced the pilot to fly to Libya, choosing an airfield at a remote desert camp. The camp, in fact, is a terrorist training camp, though this fact is played down by the Western press.

The plane is now on the runway at the Libyan camp. Gadhafi insists his people are 'doing everything possible to resolve the crisis peacefully'; but it is obvious his troops are only providing additional security. Some 90 women and children were released earlier in the negotiations; the aircraft's crew of five, in addition to 72 men, are divided into two groups, one remaining on the plane, the other in military barracks at the base. It is believed that those on the aircraft are men with Israeli passports or Jewish-sounding names.

The threat was made that the plane will be destroyed if a rescue attempt is made, and all hostages will be killed if 'revolutionary comrades' held in prisons in Italy, France and Israel are not released. The hijackers also threatened to crash the plane and hostages into an unspecified target in Tel Aviv.

There were five hijackers in the original group. There are at least 50 Palestinian terrorist commandos at the camp and as many as another 200 Libyan troops in barracks nearby. The hijackers have established a three-day deadline for their demands to be met.

THE MISSION

An assault team must be inserted into Libya. The infiltration method used depends on the location of the camp, which might be near the coast (accessible to boat landings) or in deep desert (better-suited to HALO or airmobile assaults). Secrecy must be preserved for the infiltration, but it doesn't matter if the Libyans learn the identity of the rescuers after the fact. It must be remembered that though Gadhafi claims Libya is not involved, Libyan troops at the base will fight alongside the terrorists, Libya will not allow foreign overflights of her territory and the Libyan government will refuse to cooperate in any way with foreign military units.

The mission calls for rescuing the hostages and, if possible, recovering the aircraft. It is desirable that the terrorists responsible for the hijacking be killed or captured if they can be identified. A third goal is destroying the military base to drive home the message that the United States will not tolerate government-sponsored terrorism from any nation.

The mission can be as simple or complex as the referee desires. A likely development is that the aircraft has been occupied by a large number of Palestinian commandos and that all hostages have been removed to camp barracks.

RUNNING THE ADVENTURE

The deck plan of a 747 is given in the *Delta Force* Scenario book of the basic set, on pp. 16 and 17. The maps of Green One, the terrorist camp and airfield should be used for various parts of the terrorist camp, which can be arranged as desired. One option is to locate two or more MiG-21s at the airfield. These will have to be destroyed to prevent pursuit of friendly aircraft or the jetliner during the evacuation.

ASSESSMENT

The following points are scored for this mission.

VICTORY POINTS	
For Each Hostage Rescued	+3
For Each Terrorist Killed (of the Original Five)	+2
For Each Terrorist Captured (of the Original Five)	+3
Recovery of 747	+10
No Libyan Soldiers Killed	+30
Recovery of Documents from Main Base HQ (Optional)	+50
For Each Hostage Killed	-5
For Each Hostage Seriously Wounded	-3
For Each Hostage Left in Terrorist Hands	-3
For Each Delta Force Member Killed	-1

These points are added and checked on the following table.

VICTORY CONDITIONS	
Less Than 1	Complete Failure
1-70	Failure
71-170	Mixed Success
171-230	Success
Over 230	Spectacular Success

In most cases, the degree of success or failure is obvious.

SECTION XIV DOSSIERS

COLONEL MOAMMAR GADHAFI



Nationality: Libyan

Ideology: Varies; primarily pan-Arabic revolutionary, Marxist, anti-Israel, anti-U.S., rejectionist.

International Ties: Numerous. Libya, with Cuba, Iran and Syria, is a foundation state of international terrorism. Solidly backed by the Soviet Union, Libya has provided hundreds of millions of dollars of direct support to terrorists of Argentina, Chad, Corsica, Egypt, France, Indonesia, Ireland, Italy, Japan, Malaysia, Nicaragua (before Sandanista control), the Philippines, Sardinia, Sicily, South Korea, Spain, Sudan, Thailand, Turkey, the United States, Uruguay and literally dozens of others. Chief ties with foreign governments are with the Soviet Union, Cuba and Warsaw Pact nations.

History: Moammar Gadhafi, born in a nomad's tent in the desert and brought up on the Qu'ran, led a bloodless coup to overthrow King Idris in 1969, becoming leader of a 12-man revolutionary council and commander-in-chief of Libya's military. He worked quickly to establish himself the world leader of Arab consciousness and revolution.

Libya became the Libyan Arabic Republic. In 1977, the council's name was changed to the General Secretariat of the General People's Congress, and the name of the country became 'Al-Jumhuriya al-Arabia al-Libya' (the Socialist People's Libyan Arab Jamahiriya). Their overseas embassies became 'People's Bureaus,' used openly to suppress or liquidate anti-Gadhafi Libyans while still insisting on diplomatic rights as embassies. The People's Bureau in Washington, D.C. was closed after several incidents where Libyan 'diplomats' threatened or attacked Libyan exiles living in the U.S.

Without Gadhafi's support, no Palestinian terrorist factions would have enjoyed the success they have to date. In nearly every major terrorist incident since the mid-'70s — including Munich; the hijackings to Entebbe and Mogadishu; the OPEC kidnappings at Vienna; the fire bombing of helpless passengers in an airliner in Rome; the attacks on civilians at airports in Tel Aviv, Rome and Vienna; the bombings and attempted bombings of dozens of aircraft; and literally hundreds of other vicious assaults — careful study reveals Gadhafi's money, weapons and training behind the attacks.

Libyan-trained armies have fought throughout Africa, supported Idi Amin until that tyrant was deposed in 1979 and been implicated in coups, blood baths, plots and outright invasions in Algeria, Tunisia, Egypt, Chad, Nigeria, Sudan and elsewhere. In 1981, the 300-man Fundamentalist Moslem secret society 'Takfir Wal Hegra' slaughtered Egypt's Anwar Sadat. Evidence led to the conclusion they had been trained, armed and financed by Libya.

Gadhafi began as a passionate anti-Communist, and his support of foreign terrorists was limited to 'Black,' or rightist groups in Africa, the Middle East and Europe. In 1975-76, however, he signed a 12-billion dollar arms contract with the Soviet Union. Libya's 22,000 man army (with an illiteracy rate of at least 12%), then owned 9,800 Soviet armored vehicles, including 2,800 modern tanks; hundreds of MiG-21, MiG-23, MiG-25 and MiG-27 fighters; Tupolev B-23 long-range bombers; anti-air missiles; missile-firing patrol boats; and surface-to-surface SCUD missiles with a range of 300 kilometers. Much of this equipment had not yet been supplied to Moscow's Warsaw Pact clients.

Part of the multi-faceted deal was the construction of a nuclear reactor outside of Tripoli: one which could process the enriched uranium necessary to construct nuclear weapons.

An army of Cuban and Russian technicians and advisors came with the deal. Only Russians were permitted to operate the deadly MiG-25 'Foxbat' fighters, for example, or the various long-range missile systems. Thousands of Libyans were sent to Bulgaria and the Soviet Union for special political and technical training, and Gadhafi worked to advance a blend of Islam and Marxism as the key philosophy of the world revolution. He armed, paid for and directed the revolution by backing terrorist armies of unnumbered causes.

Gadhafi has supplied millions of dollars and untold numbers of guns to the Provisional IRA...and attempted to sell guns to Ulster's Protestant Militia as well, on the theory that even-handedness would increase the slaughter in ravaged Ireland and fan the flames of revolution. He repeatedly offered weapons, money and support to revolutionaries in the United States, and repeatedly expressed a goal of destabilizing and toppling the governments of nations throughout Africa, Europe and the Americas. His 'hit teams' have stricken down enemies all over the world, including the U.S.

In a bizarre incident in 1984, someone in the Libyan People's Bureau in London opened fire on a crowd of Libyan anti-Gadhafi demonstrators. Fifteen demonstrators were wounded and a British policewoman was killed. Gadhafi claimed privileges of diplomatic immunity for the Libyans inside, and they were allowed to leave without being searched or delayed. As has happened so many times before, a ruthless murderer in Gadhafi's pay escaped unpunished.

Gadhafi has been trying to turn Libya into a nuclear power for many years. He attempted to buy an atomic bomb from Red China in 1970, but was bluntly refused. He tried to buy

a nuclear reactor and enriched uranium (not necessary for the reactor, but necessary for the manufacture of nuclear weapons) from an American company; but export licenses were denied at the last minute by the U.S. State Department. He finally purchased the reactor from Russia, in 1976.

His takeover of a strip of northern Chad, in the late '70s, was almost certainly aimed at securing a ready source of uranium for Libya's own atomic program. In 1980, defectors from Libya's nuclear program reported that they had been working on an atomic bomb in Chasma, Pakistan, with 100 million dollars provided by Gadhafi. The idea was that Pakistan would build the bomb, but Gadhafi would control it. It is uncertain at this point what became of that plan, though it would certainly have been difficult to move the bomb nearer to home without having it intercepted by Israel, a nation which has made it very clear on several occasions that they will not allow Gadhafi to become a nuclear power.

Known as 'Brother Colonel' and 'the Mad Dog of the Middle East' (Sadat's label for the man), Gadhafi has offered the Soviets a nearly ideal situation. Europe pays billions to Gadhafi for oil and treads softly for fear of angering the man who could cut off that oil overnight; Gadhafi pays that money to the Russians for weapons, which he then gives to an army of terrorists sent to destabilize those same European nations, making them ripe for eventual Soviet conquest.

COL. JADALLAH AL-RAJAH TALHIQ

STR: 9	AGI: 9	Principal Skills:
DEX: 12	INT: 10	Area Survival (Desert) 3
TRA: 12	END: 10	Demolitions 1
EXP: 13	REA: 8	Driving 1
		Hand-to-Hand Combat 1
STA: 10		Knife Fighting 2
Weight: 88 kg.		Language (Native: Arabic) 5
Age: 46		Language (English) 4
Morale Value: 9		Leadership 2
		Night Ops 1
		Tactics 2
		Weapons Skills:
		Handguns 2
		Light Auto Weapons 2
		Special Weapons (RPG 7) 1
		Favored Weapons: AKM, Walther PPK

Nationality: Libyan

Ideology: Marxist-Leninist

History: Educated in England and military and terrorist courses in the Soviet Union and South Yemen, he has been entrusted with developing *Akhil Jihad*.

Present Activities: Talhiq commands Green One. He is generally in his office at the main base HQ, though he tours other areas and occasionally visits the weapons complex.

Special Referee's Notes: Capturing Talhiq for interrogation is desirable, but not critical. He knows much about Gadhafi's government and everything about *Akhil Jihad*. He is a compulsive record-keeper; records of *Akhil Jihad* are in his safe.

COLONEL HASSAN SADDAM		
STR: 10	AGI: 9	Principal Skills:
DEX: 14	INT: 12	Area Survival (Desert) 3
TRA: 13	END: 10	Demolitions 2
EXP: 13	REA: 9	Driving 2
STA: 11		Hand-to-Hand Combat 2
Weight: 82 kg.		Knife Fighting 2
Age: 38		Language (Native: Arabic) 5
Morale Value: 8		Language (Hebrew) 3
		Language (English) 3
		Language (French) 2
		Leadership 2
		Negotiation 2
		Night Ops 1
		Tactics 2
		Weapons Skills:
		Handguns 2
		Light Auto Weapons 3
		Rifle 3
		Special Weapons (RPG 7) 2
		Special Weapons (Strella) 1
		Favored Weapons: AKM, Dragunov SVD

Nationality: Syrian

Ideology: Marxist-Leninist

Present Activities: Stationed at the terrorist camp, though he may frequently be in the main base HQ or elsewhere in Green One. In an attack, he will take command of the 86 terrorists training at the compound outside the base.

Special Referee's Notes: Saddam is a special prize. If captured, taken out of Libya and interrogated, he is a gold mine of information on KGB activities in the Middle East, links to international terrorism and Syrian intelligence.

ISHIDO NAKAMURA		
STR: 12	AGI: 12	Principal Skills:
DEX: 11	INT: 11	Camouflage 3
TRA: 12	END: 10	Demolitions 2
EXP: 9	REA: 9	Driving 1
STA: 10		Hand-to-Hand Combat 3
Weight: 78 kg.		Knife Fighting 3
Age: 27		Language (Native: Japanese) 5
Morale Value: 9		Language (English) 3
		Language (Arabic) 3
		Martial Arts (Kendo)*
		Martial Arts (Karate) 4
		Martial Arts (Akido) 3
		Stealth 3
		Weapons Skills:
		Handguns 1
		Light Auto Weapons 2
		Special Weapons (Katana 3)*
		Favored Weapon: Katana*, AK-47

*Kendo ('the Way of the Sword') uses the *katana*, a traditional, razor-edged sword. Katana attacks are normal martial arts attacks with minor differences. In Basic Hand-to-Hand combat, roll on the table for 'Attack with Knife,' with a DM of +4. If the Advanced Hand-to-Hand Combat System is used, treat the *katana* as a bayonet, then look up the Combat Differential on the table for 'Attack/Edged Weapons.' For wounds, add a DM of +4. A result of WND+2 becomes +6. A modified result of 13 or more is a 'K' result (Killed).

Nationality: Japanese

Special Referee's Note: Nakamura is a special surprise for the players. Though not a true ninja, he appears to be one, confronting player characters (preferably their leader) alone, in an area which is supposedly secured, armed with his *katana*. He will fight with a complete and desperate abandon, and if captured, his current morale value becomes the RDF of interrogating him. Interrogation produces useful information on the current organization of the JRA and the location of several hidden members of the JRA.

LIBYAN SOLDIERS	
Native Skills	
Area Survival (Desert) 3	
2D points towards other Native Skills	
Basic Military Skills	Weapons Skills
Camouflage 1	Hand Guns 1
Hand-to-Hand Combat 1	Light Auto Weapons 1
Knife Fighting 1	Machine Guns 1
Night Ops 1	Mortars 1
Stealth 1	Rifles 1
	Special Weapons (RPG or Strella) 1

Use EXP for additional skills.

NPCs brought this far are typical Libyan soldiers. They are encountered throughout Libya: in cities, towns and villages, at border bases, along the Kufra Road, and at Green One.

A small number of troops encountered may be Commandos. They begin as soldiers, but add the following skills.

LIBYAN COMMANDOS	
Specialist Skills	SCUBA 1 or Parachute 1
Boat Handling 1	Swimming 1
Demolitions 1	Weapons Skills
Hand-to-Hand Combat 1	Light Auto Weapons 1
Night Ops 1	Special Weapons 1
Orienteering 1	Any Weapon 1

Use EXP for additional skills.

Libyan troops have a Morale of 2D6-2. Commandos are elite troops, and have morales ranging from seven to nine.

TERRORISTS

The terrorists at Green One may be drawn from the templates provided in the *Delta Force Warbook* for Mid-East and European terrorists. Mid-East terrorists are members of the PLF and various PLO groups. Europeans include ETA Basques, Italians of the Red Brigades, French of various Communist or separatist groups and Provos of the PIRA.

DELTA FORCE PLAYER'S SURVEY

We're glad you've enjoyed *Delta Force* enough to continue the adventure with this module. We would like to know what you like or dislike about *Delta Force* to help direct our future efforts. If you have an opinion on what *Delta Force* should become, here's your chance to let us know. All responses will be used to help create our fall and winter 1987 product releases and Nexus issues. Please mail your response to: Task Force Games, Attn: Delta Force Survey, 1110 N. Fillmore, Amarillo TX 79107.

Please tell us something about yourself:

1. What is your age? _____
2. How many years have you played adventure games? _____

Please rank the following types of games in the order that you most frequently play them (0 = not played, 1 = least often, 5 = most often):

3. Science Fiction Simulations _____
4. Fantasy Role-Playing Games _____
5. Science Fiction Role-Playing Games _____
6. Historical Battle Simulations _____
7. Table Top Miniatures _____

PLEASE ANSWER THESE QUESTIONS ABOUT DELTA FORCE SPECIFICALLY:

Please rate your overall satisfaction with the following products on a scale from 1 (unsatisfied) to 10 (very satisfied):

8. *Delta Force (Basic Set)* _____
9. *Delta Force: Terror at Sea* _____
10. *Delta Force: Desert Sun* _____

Please tell us what you have liked (or disliked) about the *Delta Force* products released so far (use an additional sheet if needed):

11. Liked: _____

12. Disliked: _____

13. What would you like to see added to future *Delta Force* products? _____

14. How many people normally play *Delta Force* in your group? _____

Additional comments (either positive or negative) are welcome.

COMING SOON...



COMPANION

New Rules, New Weapons, New Dossiers and New Scenarios

Delta Force Companion includes rules for many new skills and activities for your *Delta Force* team. Subjects covered include Strategic Operations, Experience, SCUBA, Heavy Weapons, Using Vehicles and more. The *Warbook* section adds descriptions of countries afflicted with terrorism (or actively supporting it), an update on terrorist agencies and individuals and, of course, numerous listings for new weapons, equipment and vehicles. Finally, the scenario section provides several short, challenging scenarios to help your *Delta Force* team hone its skills.

In short, *Delta Force Companion* is more of what your team needs to be...

The Best of the Best



Libya has The Bomb

...and the free
world is held
hostage!

Note: The *Delta Force* Basic Set is required to use this product.

Designed by William H. Ketith, Jr.

Deep in the Sahara Desert, Moammar Gadhafi — “maddog of the Middle East” — has established a top secret base, and there his terrorist minions are putting the finishing touches on ‘Operation Akhil Jihad’ (‘the Ultimate Holy War’). Israeli intelligence reports that the base is building atomic bombs small enough to be infiltrated into Western cities. The project is nearly complete, and when it is, Gadhafi will be able to export terror and blackmail to the West on a scale never before seen.

Your mission is desperate: penetrate the defenses of Libya, cross hundreds of miles of the most hostile desert environment on Earth, and arrange an ‘accident’ which will end Libya’s dreams of nuclear terror once and for all. If you fail, the results will be catastrophic.

This is one mission in which your team *must* succeed. This time, the security of the entire Free World rests on you...

...and on Delta Force!

Desert Sun includes all the information and maps for a clandestine raid on a secret Libyan military base in the Sahara Desert. Also included are supplementary rules on Large-Scale Assaults, a new skill (Nuclear Weapons Skill), a *Warbook* supplement (special weapons, aircraft and more), new dossiers (including Gadhafi) and an alternative scenario: ‘Operation Desert Sand.’



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