TOUGH JOBS FOR TOUGH TROOPS

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❖ A template-based character generation system for quickly creating highly trained special ops troopers.
❖ Descriptions and game stats for the latest military weapons and equipment.
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❖ Hints for organizing a special operations campaign, with down-in-the-dirt realism or Hollywood heroics.
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GURPS Basic Set, Third Edition Revised and Compendium I: Character Creation are required to use this supplement in a GURPS campaign. GURPS High-Tech, Third Edition is highly recommended. The detailed history of special operations, descriptions of units, weapons and equipment, and advice on scenarios will be useful to anyone running a military campaign that focuses on special warfare.

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Everyone makes mistakes, including us – but we do our best to fix them from the Web – see below. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include: Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new GURPS rules and articles. It also covers Dungeons and Dragons, Traveller, World of Darkness, Call of Cthulhu, and many more top games – and other Steve Jackson Games releases like In Nomine, Illuminati, Car Wars, Toon, Ogre Miniatures, and more. Pyramid subscribers also have access to playtest files online!

New supplements and adventures. GURPS continues to grow, and we’ll be happy to let you know what’s new. A current catalog is available for an SASE. Or check out our website (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all GURPS releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!


GURPSnet. This e-mail list hosts much of the online discussion of GURPS. To join, e-mail majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your web browser to gurpsnet.sjgames.com.

The GURPS Special Ops, Third Edition web page can be found at www.sjgames.com/gurps/books/specialops/.

Page References

A camouflaged sniper lies in wait by a jungle trail . . . a team of black-clad soldiers rappel through a skylight onto unsuspecting terrorists . . . a small squad of specialists monitor troop movements far behind enemy lines . . . heavily armed commandos prepare for a raid on a biological weapons facility. This is the world of *GURPS Special Ops*.

**REF: About the Author**

Dr. Gregory Rose is a political scientist whose research focuses on foreign and national security policy and international politics. He is co-author of *The Balance of Power: Stability in International Systems* (Cambridge University Press, 1989), as well as author of several articles on foreign policy decision-making, low-intensity conflict, and Middle Eastern politics in academic journals and edited volumes. When attending to more entertaining matters, he is an avid gamer and active member of the Society for Creative Anachronism, as well as the devoted servant of five cats and a dog.

**TOP SECRET NOFORN**

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FM: SSO USSOCOM/SJG-COIS//
SUBJECT: SPECIAL OPERATIONS CAPABILITIES AND SIMULATION DATA

The fall of the Soviet Union has reduced the risk of World War III, but ethnic conflicts, global terrorism, and the proliferation of weapons of mass destruction continue to threaten world peace and stability. When neither diplomacy nor conventional military force can neutralize these threats, more and more nations are turning to the highly trained soldiers of special operations units for solutions. *GURPS Special Ops* describes these men: their training, tactics, and equipment – everything you need to run a campaign that focuses on hostage rescues, dirty little wars, and behind-the-scenes military conflict.

**REF: About the Revisor of the Second Edition**

After serving two tours of duty with U.S. Army Intelligence, John Goff decided to seek his fortune in the fast-paced and lucrative world of game design. To date, he has written numerous books for the *Deadlands* (PEG) roleplaying game – some of which were actually published – and *GURPS Warriors*. He lives in Virginia with his lovely (and patient) wife, Joyce, and their evil pet rat, Stripe. When not writing or gaming, John siphons oxygen from other, more deserving members of the human race.

**REF: About the Revisors of the Third Edition**

After graduating from Loyola University with a degree in business management and a commission as an U.S. Army Military Intelligence Officer, William Toporek survived several years in the U.S. Army Intelligence/Special Operations community. Leaving the Army for a career as a repo man and then as a commercial debt collector, William made his way to Steve Jackson Games as their traffic manager. After 20 years of gaming, this is his first published work.

Hans-Christian “Grey Tiger” Vortisch is a linguist and military technology enthusiast. He is the author of *GURPS Modern Firepower* and numerous articles on related topics in *Challenge* and *Pyramid* magazines, as well as his fanzine, *The Armourer*. He also contributed to *GURPS Cliffhangers*, *GURPS Cops*, *GURPS WWII*, and *GURPS WWII: Hand of Steel*. Currently, he lives in Berlin, Germany, hoarding punk rock records and *Jane’s* publications.

**TOP SECRET NOFORN**

Classified by: Jackson, Steve (BMIC)
Reason: Foreign Government Information; Military Plans
Declassify on: June 2, 2012

**TOP SECRET NOFORN**
1. WHAT ARE SPECIAL OPERATIONS?

The smooth grip of the MP5N felt secure in my hands, but I could tell it was wet as I neared the top of the slippery railing.
Intelligence had said that there were no terrorists – “Tangos,” as we called them – near the rear area. They couldn’t have been more wrong. The terrorists were keeping the hostages on the upper observation deck. I could see the bright glow of one Tango’s cigarette through my night-vision goggles, a white streak in the middle of my vision. He was between us and the rest of the ship. I signalled to LT Capri that I had a camper. We needed to move quickly; Wilson and Bravo were about to come up on the opposite side, right in the Tango’s field of view. Wilson would never see him. Capri gave me the “take him down quietly” sign. I slowly took out the plug in my suppressor and slid the selector to single shot. I didn’t want any bullets to ricochet off the ship. I took a breath and let it halfway out, like they taught me six years before, and took up the slack on the trigger.

He didn’t even know what hit him.

The term “special operations” conjures up images of daring hostage rescues, brave teams of unconventional warriors leading armies of guerrillas against an occupying foe, and furtive forays into the nether world of espionage, deceit, and danger. There are elements of all of this in the world of special ops, but the reality is both more prosaic and infinitely richer than this popular image suggests.

The best definition of “special ops” comes from those who order such units into action. The U.S. Army Special Operations Command defines special operations as those which are “characterized by the use of small units in direct and indirect military actions focused on strategic and operation objectives. These actions require units with combinations of specialized personnel, equipment, training, and tactics that go beyond the routine capabilities of conventional military roles.” What distinguishes special operations from conventional military operations is that they involve unconventional training and equipment, political sensitivity, unorthodox approaches, limited opportunity, and specialized intelligence.

The key is that special operations forces either support conventional operations by doing what conventional forces cannot easily do for themselves, or replace conventional forces where such forces are inappropriate.

In wartime, special operations forces provide a necessary foundation for conventional success by gathering information for strategic planning and propaganda, conducting commando and (counter)guerrilla operations, and organizing behind-the-lines resistance. In peacetime, the nature of special operations is determined by the need for capabilities beyond the reach of, or politically inappropriate for, conventional forces.

Special operations are military operations, involving troops specifically trained for unorthodox missions in which the degree of force, the difficulty of the mission, or an intimate connection to national policy makes it necessary to rely on specialized units. It is not so much that special ops soldiers are “super-soldiers” as that they have received specialized training inappropriate or too costly for conventional units. They may be “elite” troops in some sense – in particular, as a result of selection procedures – but what they do is not so much better than as different from what conventional units do well.

Perhaps the best way to explain “special operations” is to describe the distinct types of missions that special ops units perform. The missions of special operations forces include counterproliferation, combating terrorism, foreign internal defense, special reconnaissance, direct action, psychological warfare, civil affairs, unconventional warfare, information operations, and various collateral activities (see box).

Special Operations Missions

Counterproliferation

One of the primary concerns of major world governments today is curbing the spread of weapons of mass destruction (WMD). WMD include not only nuclear arms, but also chemical and biological agents. This issue has become pressing since the dissolution of the Soviet Union. Since most of the Soviet Union’s nuclear weapons were situated outside Russia, on the boundaries of the USSR, they are now spread throughout the various splinter republics. The U.S. government has paid particular attention to gathering and eliminating these weapons.

The use of nuclear weapons by former Soviet republics is a concern, in today’s climate of ethnic and political unrest, but the real worry is that they will be viewed as a lucrative commodity by these struggling nations. There is no shortage of customers willing to pay large sums for such devices. A study conducted in 1996 by a high-ranking member of the Russian Ministry of Defense revealed the additional risk of the theft of nuclear weapons during transport – particularly by former
Who Do I Send?

Special ops units have distinctly different capabilities; matching the force to the mission is an important part of planning. Different countries have different organizations and titles, but the functional missions are similar to those of the United States, described below.

75th Ranger Regiment

The Rangers train for two distinct missions. The first is long-range reconnaissance, using five-man teams that are intended to go deep behind enemy lines and stay for several days without resupply. A battalion can be ready to go in less than 18 hours. The second mission is raiding, usually in forces of no less than 100. Such a raid takes meticulous, long-term planning, usually several months at least. U.S. Army Rangers are known as the world’s best at the seizure of airports. Ranger units have almost no vehicles and no weapons heavier than light mortars and antitank missiles. They have very little administrative or logistical support within the unit, and will need outside support within a few days of being committed.

Special Forces

U.S. Army Special Forces units are designed as force multipliers, training and organizing local forces in their operational areas as long as their missions allow sufficient time. An entire Special Forces Group can have up to a thousand personnel, not all Special Forces qualified. Its heaviest organic weapons (weapons normally assigned to the unit) are heavy mortars and antitank weapons, but it has the administrative and logistical resources to establish a permanent base, if necessary. U.S. Army Special Forces can be deployed on any scale from the smallest A-Detachment being deployed in a few hours up to Group-sized permanent facilities, taking several months of planning and transportation.

Delta Force (1st SFOD–Delta)

Delta Force started out as a dedicated counterterrorist and hostage-rescue force. It has recently been tasked with more standard military special ops missions, however. Its exact strength is classified, but probably less than a battalion. It does not have its own long-term administrative or logistical resources. Its normal equipment is limited to small arms. It can be on its way anywhere in the world in under four hours, but must be supported with outside resources. It usually depends on the host country or other U.S. units for this support.

Special Operations Air Units

Air Force and Army Aviation special ops units are intended to provide transportation and fire support for surface elements. They are seldom committed on their own. They have enough organic parts and maintenance personnel to operate for several days, but will need fuel from outside sources. Exact size is dependent on the aircraft and the mission, but as a rule of thumb, there are 10 to 30 people for each operating aircraft. An aircraft can fly to the limit of its range and return for one mission with nothing but the flight crew (two to six, depending on type), but is dependent on outside support for any sustained operation. This may be several hundred people per aircraft for large, complex systems. Deployment time depends on how far the unit is going and what facilities are already in place. Most units are ready to move as fast as the unit they are assigned to transport, which can be as little as four hours! Personnel have small arms, and most rotary-wing craft have at least defensive machine guns, but most fixed-wing special ops planes (except gunships) are unarmed.

Navy SEALs

SEAL Teams are intended for reconnaissance, raiding, clearing underwater obstacles, and underwater sabotage. Their raiding missions can be prepared quickly; they could move a detachment of a dozen or so in a few hours. They can deploy in times ranging from a few hours for a dozen swimmers to weeks for a large force. SEALs have a lot of bulky equipment and need a lot of supplies. They usually work from ships that are part of a navy task force, which is where most of their logistical support comes from. A fully equipped Navy task force has the tools and people to do just about any job.

Marine Corps Recon Battalion

Recon Battalion specializes in scouting landing sites; in sustained land campaigns, they do long-range reconnaissance patrols. They operate in small teams, usually four men. They have only small arms and are not equipped or trained to support themselves for an extended period. They are intended to operate as part of a larger Marine force and use its resources. A recon team can be loaded from a ship and on the way in less than four hours, but must be supported.

Marine Expeditionary Unit (Special Operations Capable)

A Marine Expeditionary Unit (MEU) is the big muscle of special ops. It is a force of 2,200 (including about 100 navy personnel), with four M1A1 Abrams tanks, 31 tracked and wheeled APCs, six 155mm M198 howitzers, 23 helicopters (including three UH-1Ns and four AH-1W Super-Cobra gunships), and sometimes six AV-8B Harrier II VTOL attack jets and two KC-130R tankers. It has supplies and equipment for 15 days of operation; with resupply, it can maintain itself indefinitely. It has hospital facilities, a field laundry, heavy equipment, and administrative personnel. MEUs are normally deployed at sea, on three to five transports. They can be ready to land in less than 24 hours.
Foreign Language (+2, 4, or 6 points): Add Language (any) (M/A) IQ [2]-14 (Basic), IQ+1 [4]-15 (Intermediate), or IQ+2 [6]-16 (Advanced).

Jungle Warfare School (+4 points): Increase Orienteering to 15 [2] and Survival (Jungle) to 14 [1/2]; add Traps (M/A) IQ-2 [1/2]-12.

NCO** (+1 point): Increase Leadership to 13 [1/2]; add Administration (M/A) IQ-2 [1/2]-12.

Northern Warfare School (+21/2 points): Add Skiing (P/H) DX-2 [1]-11 and Survival (Arctic) (M/A) IQ-1 [1]-13.

Customization Notes: Spend your remaining points (50 points, in a 150-point campaign) to customize your character. Another -15 points in Acceptable Disadvantages (pp. 56-57) and five quirks can be taken to get a further 20 points.

** Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers and Rank 3+ for commissioned officers.

1st SFOD-Delta (Delta Force) 185 points

The Basic Skills for a soldier of 1st Special Forces Operational Detachment-Delta (pp. 28-29) appear below. There are only NCOs and above in the Special Forces; everybody is at least Rank 1. If he is a higher-graded NCO, warrant officer, or commissioned officer, or has attended foreign language or advanced training, he will have the appropriate Special Skills package(s) as well, which will increase template cost.

Attributes: ST 11 [10]; DX 14 [45]; IQ 14 [45]; HT 12 [20].

Advantages: Fit [5]; Military Rank 1 [5]; and 10 points in additional ST or HT, Desirable Advantages (p. 51), Decorations (pp. 51-52), Military Rank (pp. 52-54), or Patrons (p. 54).

Disadvantages: Extremely Hazardous Duty [-20] and -25 points selected from the Desirable Disadvantages list (p. 56).

Basic Skills: Acting (M/A) IQ-1 [1]-13; Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A) IQ [2]-14; Boating (P/A) DX-1 [1]-13; Brawling (P/E) DX+1 [2]-15; Camouflage (M/E) IQ+1 [2]-15; Climbing (P/A) DX+1 [4]-15; Criminology (M/A) IQ-1 [1]-13; Demolition (M/A) IQ [2]-14; Driving (Automobile) (P/A) DX+1 [4]-15; Driving (Heavy Wheeled) (P/A) DX-1 [1]-13; Electronics Operation (Communications) (M/A) IQ [2]-14; Electronics Operation (Sensors) (M/A) IQ [2]-14; Engineer (Combat) (M/H) IQ-2 [1]-12; Escape (P/H) DX-1 [2]-13; Explosive Ordnance Disposal (M/H) IQ-1 [2]-13; First Aid (M/E) IQ-1 [1/2]-13; Forward Observer (M/A) IQ-2 [1/2]-12; Gunner (ATGM) (P/A) DX+1 [1]-15*; Gunner (Machine Gun) (P/A) DX+1 [1]-15*; Gunner (SAM) (P/A) DX+1 [1/2]-14*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns (Law) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+3 [2]-17*; Guns (Pistol) (P/E) DX+3 [2]-17*; Guns (Rifle) (P/E) DX+3 [2]-17*; Guns (Shotgun) (P/E) DX+1 [1/2]-15*; Hiking (P/A) HT+1 [4]-13; Intelligence Analysis (M/H) IQ-2 [1]-12; Interrogation (M/A) IQ-2 [1/2]-12; Jumping (P/E) DX-1 [1/2]-13; Knife (P/E) DX [1]-14; Language (any) (M/A) IQ-1 [1]-13; Leadership (M/A) IQ [2]-14; Lockpicking (M/A) IQ-1 [1]-13; Mechanic (DieSEL Engine) (M/A) IQ-2 [1/2]-12; Motorcycle (P/E) DX [1]-14; NBC Warfare (M/A) IQ-1 [1]-13; No-Landing Extraction (M/A) IQ [2]-14; Orienteering (M/A) IQ+1 [4]-15; Parachuting (P/E) DX [1]-14; Photography (M/A) IQ [2]-14; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-13; Scrounging (M/E) IQ [1]-14; Soldier (M/A) IQ [2]-14; Spear (P/A) DX-1 [1]-13; Stealth (P/A) DX [2]-14; Survival (Desert) (M/A) IQ-1 [1]-13; Survival (Jungle) (M/A) IQ-1 [1]-13; Survival (Mountains) (M/A) IQ-1 [1]-13; Survival (Woodlands) (M/A) IQ-1 [1]-13; Swimming (P/E) DX-1 [1/2]-13; Tactics (Counterterrorist) (M/H) IQ+1 [6]-15; Tactics (Guerrilla) (M/H) IQ [4]-14; Tactics (Infantry) (M/H) IQ-2 [1]-12; Teaching (M/A) IQ-2 [1/2]-12; Throwing (P/A) DX [1]-13; Tracking (M/A) IQ-2 [1/2]-12; Traps (M/A) IQ [2]-14.

Special Skills:

Foreign Language (+1, 2, or 4 points): Add Language (any) (M/A) IQ-1 [1]-13 (Basic), IQ [2]-14 (Intermediate), or IQ+1 [4]-15 (Advanced). Alternatively, increase the language already known at Basic level.

Northern Warfare School (+11/2 points): Add Skiing (P/H) DX-3 [1/2]-11 and Survival (Arctic) (M/A) IQ-1 [1]-13.

Commissioned Officer or Warrant Officer** (+1/2 point): Increase Administration to 13 [1/2].

Jungle Warfare School (+3 points): Increase Orienteering to 16 [2] and Survival (Jungle) to 14 [1].

NCO** (+4 points): No additional requirements.

Special Warfare Target Interdiction Course (+1/2 point): Increase Forward Observer to 13 [1/2].

Underwater Operators Combat Diver’s Course (+31/2 points): Increase Swimming to 14 [1/2]; add Navigation (M/H) IQ-3 [1/2]-11, Powerboat (P/A) DX-2 [1]-12, Scuba (M/A) IQ-1 [1]-13, Survival (Island/Beach) (M/A) IQ-2 [1/2]-12, and Underwater Demolition (M/A) IQ-2 [1/2]-12.

Customization Notes: This template is intended for use in a 200-point campaign; spend the remaining 15 points to customize your character. Another -15 points in Acceptable Disadvantages (pp. 56-57) and five quirks can be taken to get a further 20 points. Former Special Forces troops retain their MOS skills. These count as template skills and must meet the guidelines for MOS skills in the SF template (pp. 67-68).

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers, and Rank 4+ for commissioned officers.
automatic weapon such as the M2HB or MK19 MOD 3 in the 
bow and aft.

Dimensions: [L\times W\times \text{Draft}] 36' \times 10.5' \times 3'.
Weight: [\text{Classified}] (empty), 17,400 lbs. (loaded).
Speed: 52 mph (max.), 37 mph (cruising).
Range: 220 miles (max. payload).

**Halter Marine MK5**

**Special Operations Craft (SOC)**

The hydrojet-propelled MK5 (operational from 1999) is 
used by the U.S. Navy to transport SEAL teams into and out 
of hostile environments. It has a crew of five and can transport 
a fully equipped 16-man SEAL platoon or 6,400 lbs, of cargo. 
It is equipped with surface radar, GPS, and secure radio and 
satellite communications, including a laptop with fax and 
printer. Its four machine gun pedestals aft of the bridge can 
carry a mix of M2HB HMGs, MK19 MOD 3 AGLs, MK47 
MOD 0 AGLs, MK43 MOD 0 GPMGs (200 ready rounds), 
or GE MK44 MOD 0 miniguns (use M134 with 1,500 ready 
rounds). For air defense, the crew is provided with shoulder-
fired FIM-92D Stinger SAMs. A ramp at the rear allows rapid 
launch and recovery of CRRCs, up to four of which can be 
carried on the rear deck and inflated using built-in air hoses. 
The MK5 can also tow two RIBs at speeds near its maximum. 
Two C-5B Galaxy transports can carry a complete detachment 
of two MK5s and their ground support vehicles and crews.

Dimensions: [L\times W\times \text{Draft}] 81.2' \times 17.5' \times 4.3'.
Weight: 114,000 lbs. (empty), 125,400 lbs. (loaded).
Speed: 57 mph (max.), 35 mph (cruising).
Range: 690 miles (max. payload).

**Paramax MK8 MOD 1**

**Swimmer Delivery Vehicle (SDV)**

This stealthy SDV (1992) is used by U.S. Navy SDV 
teams and the British SBS. It is crewed by two SDV team 
members and can move four divers or equipment (such as 
explosives and limpet mines) faster and over longer distances 
to their objectives than they could swim. It is of the wet type; 
everyone on board has to use scuba gear. The normal diving 
depth is 150’. It uses batteries (5 hours endurance) and an 
electric motor to power twin propellers. A Doppler sonar, 
compass, inertial navigation system and onboard breathing 
system are installed.

Dimensions: [L\times W\times \text{Draft}] 21.2' \times 4.3' \times 4.3'.
Weight: 3,500 lbs. (empty).
Speed: 9 mph (max.).
Range: 40 miles (max. payload).

**Northrop Grumman Advanced SEAL**

**Delivery System (ASDS)**

This is a minisubmarine (2000) in service with the U.S. 
Navy. It is crewed by two and can carry up to 16 divers and 
equipment inside, dry and warm. They can leave the vehicle 
through an airlock in the floor. The ASDS uses batteries and 
an electric motor to power a propeller. A Doppler sonar, com-
pass, inertial navigation system, and GPS are installed.

Dimensions: [L\times W\times \text{Draft}] 65' \times 6.8' \times 8.3'.
Weight: 110,000 lbs. (empty).
Speed: 9 mph (max.).
Range: 125 miles (max. payload).

**Remote-Piloted Vehicles**

**General Atomics RO-1B Predator**

The USAF’s RQ-1B (1997) is a medium-altitude, long-
endurance unmanned airplane for reconnaissance, surveillance 
and target acquisition. It is remote-piloted from a ground 
control station (GCS) manned by a pilot and two sensor operators, 
who have image-intensifying, infrared, and radar cameras at 
their disposal. A satellite data link is used. Four RQ-1Bs 
together with the GCS and support equipment can be trans-
ported by C-130H. From 2001, it was upgraded to enable it to 
carry a single laser-guided AGM-114C Hellfire missile under 
either wing, adding search and destroy missions to its capabil-
ities. RQ-1Bs have been used in Yugoslavia, and in 
Afghanistan from October 2001. It is also operated by the CIA.

Dimensions: [L\times H\times \text{Wingspan}] 27' \times 6.9' \times 48.7'.
Weight: 950 lbs. (empty), 2,250 lbs. (max. takeoff).
Speed: 140 mph (max.), 84 mph (cruising).
Service Ceiling: 25,000'.
Range: 450 miles (16 hours on station).

**AeroVironment Interim Small Unit Remote**

**Scouting System (I-SURSS) Dragon Eye**

This tiny RPV resembles a remote-controlled toy model 
aircraft with two electric engines. It was developed for the 
USMC to provide intelligence at the battalion level and below. 
Tested since early 2001, the Dragon Eye is supposed to enter 
service in late 2002, and would be ideal for special ops units: 
It can be carried in a small backpack, is very quiet (Acoustic 
Signature +4) and requires no take-off runway – it is launched 
by hand. A 1-lb. sensor package can be fitted, e.g. a thermal 
imaging camera. Its batteries power it for 2 hours, and it can 
operate up to 6 miles away from the controller, who wears the 
control station with a sensor and moving map display on his 
MOLLE load-bearing vest (less than 10 lbs.). $3,000, plus 
$10,000 for the ground control unit.

Dimensions: [L\times H\times \text{Wingspan}] 4.5' \times 1.2' \times 3.8'.
Weight: 4.3 lbs. (max. takeoff).
Speed: 40 mph (max.).
Service Ceiling: 500'.
Range: 20 miles.
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