



# THIRD OPTION

Global Clandestine Operations



## Special Activities Center

A1 Special Operations Group	D10 To-Hit	Direct Action DRM	Recon Phase DRM
<b>Ground Branch</b>	Variable	Check Team Card	-1 vs Intel
Maritime Branch	N/A	Check Team Card	N/A
Air Branch	N/A	Check Team Card	N/A
<b>Reconnaissance Group</b>			
<b>Air &amp; Space</b>	Variable	Awareness Zero	-1 DRM per Recon Team Action
<b>Recon Team</b>	Variable	Check Card	Check Card
<b>Operatives</b>	Variable	-1 v Intel / Fighter	Check Card

Check Individual Team Cards

A2 Enemy Units	DR	To-Hit	
<b>Fighters</b>	D10 ---->	Low 3 Med 3 High 4	+1 DRM vs RG Teams
<b>Intelligence</b>	D6 ---->	LOW	5-6 = 1 Hit / 4=Re-Roll(ONCE)/ 1,2,3 =Unsuccessful
<b>Intelligence</b>	D6 ---->	MED-HIGH	5-6 = 1 Hit / 3-4=Re-Roll(ONCE)/ 1-2=Unsuccessful

A7	D10 ----->	Drone Strike		
<b>Recon Phase (Ad Hoc)</b>		<b>Drone Strike vs ALL</b>	<b>Drone Strike vs Target (F3)</b>	D6
1. 6 Available		All Enemy Assets K.I.A.	Target & All Enemy Units Killed	1
2. 7 Success Launch		All Fighters K.I.A.	Target & All Fighters Killed	2
		1 Fighter + All Intel Assets K.I.A.	Target & Half of Fighters Killed	3
<b>Direct Action Phase</b>		1 Fighter/1 Intel K.I.A.	Target Killed	4
1. 9 Available		Miss	Miss	5
2. 8 Success Launch		Non Combatants Killed Miss	Non Combatants Killed Miss	6

PHASE 3 In addition to any Team/Card DRMs there is an additional -1 DRM for every 2 RG Teams used.

Does not apply to Phase 2 Drone Attack.

A3 Direct Action Phase	Energy Awareness*	D10	DRM
	Shock	1	-1
	Low	2-5	0
	Medium	6-9	+1
	High	10	+2

DRM applies to ALL Hostile Action Round rolls during the Direct Action Phase.

A4 Rescue Mission	D10
Successful	7

A5 Recon/Sabotage Mission	D10
Successful	6
Failure	5

X2 RG Teams Active on Phase 3 = -1 DRM

A6 Find, Fix, Finish (F3)	D10
Target Counter Defends (1 Hit)	2

Conduct Action Round vs one target.

A8 SOG Capture	D10 Roll
Captured	=10
Roll only if X1 SOG Team at Egress	
<b>Emergency Extraction</b>	D6
Successful*	1-5
Unsuccessful	6

\*Move Team to >Event>Exfil

A9 Capture Mission	D6 Roll
Target Surrenders	1-4
Combative Target	5
Guarded Target, add +1 Fighter	6
DRMs-Air&Space, Operative -2. Portable Drone -1	
D6	
Combative Target	Target makes one 2 or less D10 attack
Guarded Target add 1 Fighter	Kill Fighter. Roll D6 if 6 Target Killed
	1-5 Target Captured