



LPJ9768

FULL METAL ZERO



**SOURCEBOOK:**

# COVERT TEAMWORK

Requires the use of the d20 Modern™  
Roleplaying Game, published by Wizards of the Coast, Inc.

A Navy customs inspection team boards an Egyptian flagged cargo container ship, rapidly sweeping through the darkened hallways in total silence, putting a stop to any resistance with expert close quarter combat tactics and lethally accurate shotgun work, all to recover a suit of stolen US Army combat armor destined for sale on the international arms market.

LAPD S.W.A.T blasts through the bank's reinforced roof and comes in firing, taking down sixteen well armed men in as many seconds. One would be

robber actually gets off a wild burst, but one of the black armored policemen dodges the gunfire with almost superhuman speed.

On the streets of St. Louis, a close knit family of Traveler thieves runs a found money con on the gullible, the old and the stupidly greedy. Five months and nearly a million in stolen money later, the local police finally try to trap the canny thieves in a sting. The result: the Travelers disappear with the marked money with a laugh and a smile. By the time even the veteran detectives realize they've



been had, the grifters are in Miami Beach, buying themselves drinks on the cops' dime.

Practice makes perfect. No, scratch that. Practice makes deadly. When a team works well together, when they're firing on all cylinders, when the plans come together seamlessly, the formerly impossible becomes all too easy. Corporate takeovers, legendary scams, the kind of small unit military victories that would leave Sun Tzu scratching his head in bewilderment..... put enough planning in and they can all be yours.

## **small unit Tactics**

The small unit tactics presented in this sourcebook are effectively feats. Like feats, these tactics have prerequisites and offer new capabilities to any unit trained in their use. Unlike personal feats, no one person on the team has spent a feat slot purchasing the new capability, nor does any one person have to meet the prerequisite. Instead, the entire team works together to meet the prerequisites, and spends action points in unison to activate their new combat abilities.

Small unit tactics can be used by any team that meets the prerequisites, at any time. In essence, they're free benefits given to players who create complementary characters built around a cohesive theme. Some tactics are better suited to stealthy or deceptive teams, while others focus the team's firepower and help that team dominate the battlefield. The tactics presented below offer any PC strike force a new use for their action points and a potentially life saving new set of abilities. Remember, though, teamwork and camaraderie aren't exclusive to PCs, and a well trained highly disciplined enemy force could also use the tactics presented here to cut a swath through a group of unprepared player characters.

### **Tactical Requirements**

In order to use one of the small unit tactics presented here, the team must meet all that tactic's prerequisites. Some feats require the team to have a certain combined base attack bonus, ranks in particular skills, or access to other feats. Sometimes, you'll see a notation like 'Combat Reflexes x2' which means that at least two members of the team must possess the Combat Reflexes feat for the tactic to work. The skill and base attack bonus requirements for small unit tactics are often high, since they're designed to draw on the combined skills of 3-4 (or more) highly trained soldiers or experts.

Small unit tactics require teams of at least three characters, though there are typically no maximum limits

to the amount of team members who can benefit from the tactic. Each member of the team must 'contribute' something to the tactic, either at least one rank in a skill, points of base attack bonus that go towards meeting that requirement, or feats that help your team meet the prerequisites.

If the situation changes on the battlefield, and a team member is killed or moves far enough away he or she can't contribute meaningfully to maintaining the tactic, immediately remove that team member's contributions from the equation. If the team still has a high enough combined BAB, enough skill ranks and feats to use a particular small unit tactic, that tactic still functions. If not, that tactic is useless until the lost team member returns or is replaced. Depending on the skills of different combinations of team members, different tactics become available as the tactical situation changes.

Extensive training is required before a team is integrated well enough to use small unit tactics. If a team member is lost or killed, his replacement and any surviving team members must spend at least 40 hours in training before the replacement's skills, combat bonuses and feats can be factored into the calculations.

### **using small unit Tactics**

Using one of these new tactics is usually a free action that doesn't not provoke attacks of opportunity. One of the team members declares they're going to attempt a special tactic, and pays an action point. Other team members contribute an action point, until the tactic's action point cost is paid off. Any team member can also pay a larger portion of the action point cost, even paying all the action points necessary to activate the tactic, if they wish. This rule supersedes the rule that a character can only spend a single action point in a round.

Some small unit tactics might simply require the team to invest action points at the beginning of the encounter, and grant benefits that last a specific period (*usually until the end of that encounter*). Other tactics are effectively coordinated attacks, and characters acting earlier in the round might have to delay their action until their slower-moving teammates catch up. At that point.... well, who doesn't love it when a plan comes together?

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2. Bounding Overwatch
3. Bravado
4. Con and Confusion
5. Concentrated Firepower
6. Corporate Takeover



7. Dynamic Entry
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15. Research and Development (*Medical Breakthrough*)
16. Sheer Talent
17. Silent Professionals
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19. Sweep and Clear
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## **Battle Hungry (small unit tactic)**

“Cooperation” isn’t a word often used to describe your team. Once the battle begins, your team doesn’t cooperate, doesn’t watch each others backs, and doesn’t bother to coordinate their attacks. Instead, each of you views the battlefield as his chance for personal glory. Prerequisites: Combined Base Attack Bonus +12, Combat Expertise, Cleave x3, Run x2, Streetfighting x2

**Minimum Crew:** Three

**Action Point Investment:** One

**Benefit:** Any member of the team may activate that this tactic, but may only do so immediately before any team member takes their first action during an encounter. The benefits of this tactic last for a number of rounds equal to the Strength modifier of the team member who paid the action point (*minimum one round*).

While this tactic is in play, all the team members receive a morale bonus to melee attack and damage rolls equal to the Charisma modifier of the team member who activated the feat. Keep track of the number of enemies each team member defeats. If, when the tactic ends, the team member who spent the action point has racked up the most kills, he or she gains 10% more XP than normal from the encounter.

If another team member has the most kills, the team’s morale bonuses to attack and damage remain active for a number of hours equal to the team leader’s Charisma modifier. During this time, the team member who paid the initial action point suffers an equivalent morale penalty on attack rolls and damage.

**Special:** The team may not activate this tactic again while under the linger effects of the initial use.

## **Bounding Overwatch (small unit tactic)**

When your team has to move under fire, it splinters into a pair of distinct units, each with their own purpose. One team advances cautiously, while the secondary team provides suppressing fire. At each rally points, the teams swap duties, leapfrogging over each other until they reach their objective. Practice with this tactic gives your team unmatched battlefield mobility, vastly increasing your ability to take and hold territory.

**Prerequisites:** Combined Base Attack Bonus +10, Dodge, Mobility x2, Precise Shot x2, Shot on the Run

**Minimum Crew:** Four

**Action Point Investment:** Two

**Benefit:** A team may activate this tactic at any point during combat as a free action. Once the action point investment is paid, this tactic begins functioning on the team’s lowest initiative count, meaning that faster moving team members must delay their actions. If members of the team have already taken their actions for the round, the team must wait until the beginning of the next combat round to begin using this tactic.

Once this tactic is activated, all members of the team gain several movement related benefits. Assuming the ‘fire team’ each fires a full burst, the ‘movement team’ receives the benefit of  $\frac{3}{4}$  cover as they move. If the movement team chooses to charge while being covered, they receive may each move an additional +30 ft. while charging, and any melee attacks they make at the end of the charge do an additional 1 die of damage. The fire team may not move, even to make a 5 ft. step, until they become the ‘movement team’ at the beginning of the next round.

## **Bravado (small unit tactic)**

Even when you’re surrounded, imprisoned, wounded, outgunned, outnumbered, outclassed, outta ammo and basically completely screwed, your team still thinks it’s on top of the world. Most of the time, they’re right, and have a knack for unlikely victories and even more unlikely survival.

**Prerequisites:** Combined Base Attack Bonus +8, Brawl, Combat Reflexes x2, Dodge x2, Heroic Surge x2, Improved Initiative x2, Bluff 10 ranks, Sleight of Hand 4 ranks

**Minimum Crew:** Four

**Action Point Investment:** Three

**Benefit:** Your team may activate this tactic at any time, even on their enemy's turn, as a free action. Once the action points are invested, the tactic's benefit lasts until the end of the encounter. Once this tactic comes into play, the team's cooperation and long familiarity with each other's tactics becomes vitally important. Any time one team member uses the aid another action in combat, or flanks an enemy in conjunction with another teammate, his critical threat range with all attacks improves by +2. Any team member can also spend an additional action point to confirm a critical hit.

### **con and confusion (small unit tactic)**

A con is always better the more people are involved. A single grifter can pull off some incredible deceptions, but a team of con artists, who know each others moves and have their stories straight can get away with incredible lies, and pull off cons that net thousands of dollars in pure, sweet profit.

**Prerequisites:** Confident, Creative, Deceptive x3, Bluff 15 ranks, Disguise 4 ranks, Diplomacy 8 ranks, Forgery 4 ranks, Sense Motive 10 ranks

**Minimum Crew:** Three

**Action Point Investment:** One

**Benefit:** Prior to making your first bluff against a target of one of your team's con games, you may activate this tactic as a free action. The con artist who pays the action point leads the con, everyone else acts as accomplices and confederates, playing preset roles to make the deception more convincing. The effects of this tactic remain in play for a number of hours equal to the lead con artist's Charisma modifier plus one (*minimum two hours*).

All members of the team gain a +4 insight bonus on all Bluff, Disguise, Diplomacy and Forgery and Sleight of Hand checks made against the target. Additionally, all team members use the Charisma modifier of the lead con artist rather than their own, if the leader's modifier is higher.

Additionally, any team member may spend an action point at any time during the con game to gain a +10 morale bonus on his or her next Bluff or Disguise check.

### **concentrated firepower (small unit tactic)**

Your team has spent enough time on the rifle range to put round after round through the same target, shredding armor and enemy flesh with a wall of flak.

**Prerequisites:** Combined Base Attack Bonus +15, Burst Fire x3, Precise Shot x4, Weapon Focus (*any firearm*) x5, Knowledge: tactics 6 ranks

**Minimum Crew:** Five

**Action Point Investment:** Four

**Benefit:** Your team must activate this tactic at the beginning of the round. After paying the action point investment, the team members must delay their actions until the team's lowest initiative count comes up. Using this tactic requires an attack action.

Each member of the team must fire at the same enemy or object. When massing their firepower, all members of the team deal an additional die of damage with their attacks, and completely ignore the target's Damage Reduction or Hardness.

### **corporate takeover (small unit tactics)**

**Prerequisites:** Combined Wealth Bonus +65, Educated x2, Trustworthy, Diplomacy 8 ranks, Knowledge: business 15 ranks, Knowledge: civics 10 ranks

**Minimum Crew:** Five

**Action Point Investment:** Four

**Benefit:** Using this tactic involves several weeks, even months of work. By investing the appropriate action points, the team pools its resources and business acumen to pull off a hostile takeover of a rival corporation. Doing so requires the team to make at least one opposed Knowledge: business or Profession (*white collar*) check, the difficulty of which is set by the size of the targeted corporation. Failing the check indicates that the rival company can make a hostile takeover attempt in turn, attempting to buy out the team's business and steal away their resources. Depending on how many times each side fails its checks; the takeover can drag on for months or longer, as one side gains a short lived negotiating advantage over its rival.

Success on the check means that the target business legally changes ownership, becoming jointly owned by the team. Each team member's wealth bonus increases by a set amount, based on the resources of the target corporation. In addition, you may now buy licensed or

Size of the Rival Corporation	Takeover Check DC	Number of successful checks required	Time required for each check	Wealth Bonus Increase
Partnership, family business (3-10 partners, revenue several thousand annually)	DC 15	2d4	1 day	+4
Start up (10-100 employees, annual revenue more than 100k)	DC 20	3d6	1 day	+6
Small Company (200+ employees, annual revenue more than 1 million)	DC 30	4d6	1 week	+8
Large Company (1000+ employees, annual revenue in the millions)	DC 40	8d6	1 week	+10
Fortune 500 (international company, revenue in the hundred of millions.)	DC 50	12d6	1 week	+12
Global Megacorp (the richest, most powerful companies on the planet)	DC 60+	12d10	2 weeks	+16

restricted equipment from the bought-out corporation without any additional Purchase DC modifiers.

### **Dynamic Entry (small unit tactic)**

You've put in time with an elite military or police unit like a metropolitan SWAT team, prison riot response squad, Homeland Security, the ATF or the FBI's elite Hostage Rescue Team. Your team knows how approach a fortified structure with a mix of stealth and speed, breach defenses and brutally crush resistance. Within seconds of beginning an assault, you're in the target building, using your skill and firepower to dictate the pace of the battle.

**Prerequisites:** Combined Base Attack Bonus +12, Quick Draw x2, Point Blank Shot x3, Combat Reflexes, Cautious, Disable Device 8 ranks, Move Silently 4 ranks

**Minimum Crew:** Three

**Action Point Investment:** One

**Benefit:** One of the team members must spend an action point immediately before combat begins, and is designated as the team's point man. The team receives several short lived bonuses which help them survive the initial moments of the assault. All members of the team receive a +2 bonus to Spot and Initiative checks, a +1 morale bonus to attack and damage rolls, and a +1 dodge bonus to Defense.

The point man also receives the bonus, and gains an additional benefit. The adrenaline surge of battle sharpens the point man's senses, granting the character temporary darkvision out to 60 ft. These enhanced senses are the result of extreme training and intense concentration, not a result of supernatural effects.

The benefits of this feat last for a number of rounds equal to the point man's Wisdom modifier plus one (minimum two rounds). This tactic can only be used once per battle, and must be activated prior to beginning hostilities.

### **Firestorm (small unit tactic)**

"Anything that moves" can be legitimate target selection. Your team doesn't lays down a wild, whirling storm of gunfire, blasting away indiscriminately at anything that's not wearing the unit colors.

**Prerequisites:** Combined Base Attack Bonus +8, Combat Reflexes x2, Burst Fire x3, Strafe x4, Weapon Focus (any firearms) x5

**Minimum Crew:** Five

**Action Point Investment:** Five

**Benefit:** Your team must activate this tactic at the beginning of the round. After paying the action point investment, the team members must delay their actions until the team's lowest initiative count comes up. Using this tactic requires an attack action.

Each member of the team fires wildly, emptying his weapon at any and all targets within range. Each team member's weapon must have at least 10 bullets remaining to use this tactic. All creatures and objects that are not a part of the team within a 60 ft. radius of the team take 5d6 points of ballistic damage (+1d6 additional points of damage for each team member beyond the fifth). Targeted creatures may attempt a Reflex save (DC 12 + the number of team members) for half damage.

When the smoke clears, large numbers of enemies (not to mention any civilians, animals or small buildings unable to get out of range quickly enough) will hope-



fully be lying dead in a rough circle around the team. After using this feat, the team's guns are emptied and must be reloaded.

### **Fighter wing (small unit tactics)**

Your team is composed of the best combat pilots the military has to offer. In the sky, you function as a single being, watching each others backs and taking out your wingman's targets after you're done with your own.

**Prerequisites:** Combined Base Attack Bonus +6, Aircraft Operation x4, Gearhead x2, Vehicle Expert x3, Knowledge: tactics 10 ranks, Pilot 12 ranks

**Minimum Crew:** Four

**Action Point Investment:** One

**Benefit:** Before beginning a sortie, one team member spends an action point and is designated the flight leader. This tactic's benefit last for a number of hours equal to the flight leader's Dexterity modifier.

While using this tactic all members of the fighter squadron receive air to air combat bonuses and special abilities designed to keep them alive up there. Each member of the fighter squadron receives a +8 insight bonus on Pilot checks and a +2 insight bonus on Initiative checks. Once during the battle, each member of the fighter wing can choose to use the flight leader's Dexterity score or Base Attack Bonus in place of her own, if it is higher.

The flight leader gains an additional benefit. While this feat is active, his aircraft's weapons deal one additional die worth of damage.

**Special:** The Game Master can substitute the following prerequisites: Combined Base Attack Bonus +6, Vehicle Dodge x2, Gear Head x2, Vehicle Expert x3, Knowledge: Tactics 4 ranks, Drive 12 ranks to create the Chase Experts tactic. This tactic functions almost identically to the Fighter Wing tactic, except that it provides a +8 insight bonus on Drive checks, not Pilot checks.

### **Gang of Thugs (small unit tactics)**

Screw honor and restraint. When you and your boys fight, you fight dirty, you fight hard and you damn well fight to win. Nobody messes with your gang of leg breakers if they want to keep walking without needing a cane.

**Prerequisites:** Combined Base Attack Bonus +8, Brawl x3, Improved Brawl, Knock Out Punch, Power Attack x3, Intimidate 6 ranks, Knowledge: streetwise 6 ranks

**Minimum Crew:** Three

**Action Point Investment:** One

**Benefit:** The team may activate this tactic any time before a brawl breaks out, or at any time during combat as a free action. The brawler who spends the action point is the lead head knocker, and gains additional benefit. This tactic remains in play for a number of rounds equal to the head brawler's Constitution modifier plus one (*minimum two rounds*).

Any time one of the team members knocks out or kills an enemy, he gains 1d4 temporary hit points, which are lost first, and remain in existence until either the fight ends or the tactic's benefit ends.

The lead brawler can also designate any opponent within range as being the group's favored target. The lead brawler and all his thugs gain a bonus equal to the lead brawler's Wisdom modifier on damage against that opponent. The lead brawler can designate a new favored target each round on his or her action.

### **Junkyard Improvisation (small unit tactics)**

Your team blends military know how and a mad scientist's mindset, cobbling together impossible machines out of scrap and salvage. Give your team a few hours, a blow torch and a deadline, and they can create high tech weapons and vehicles the equal of anything a conventional military could field.

**Prerequisites:** Builder x2, Gearhead x3, Vehicle Expert x2, Craft: mechanical 12 ranks, Craft: electronic 8 ranks, Knowledge: physical sciences 8 ranks, Repair 15 ranks

**Minimum Crew:** Four

**Action Point Investment:** Two

**Benefit:** You may activate this unusual tactic at any time, by spending the appropriate number of action points. Once activated, the tactic's benefits remain in place until a specific project (*chosen when this tactic comes into play*) is completed.

While using the tactic, the time required to perform a Repair or make a Craft check is reduced by 1/2 (*to a minimum of one minute*). If the mechanics choose to jury rig a repair, the timeline is further reduced, to 1/4 the original repair time. The jury rigged repair remains

functional for a number of hours equal to the most skilled mechanic's Intelligence bonus, before breaking down again.

If any of the mechanics chooses to spend additional action points, they can 'jury rig' revolutionary new weapons and technologies! Each action point you spend, you can create a spectacular, but short lived futuristic device from one progress level higher. Assuming that most D20 Modern campaigns take place at PL 5, the mechanics may spend an additional action point to jury rig a PL 6 device, two additional action points to create a PL 7 device, and so on. Once activated, the jury rigged technology functions for a number of minutes equal to the most skilled mechanic's Intelligence bonus, before breaking down. Futuristic technology created this way cannot be analyzed or duplicated under normal circumstances.

### **Leave no one behind (small unit tactic)**

The U.S. Rangers are far from the only elite military unit with a reputation for heroism and insane courage under fire, but their motto 'leave no man behind' epitomizes this tactic. Your team will go to any lengths, take any risk to rescue (*or avenge*) a fallen comrade.

**Prerequisites:** Combined Base Attack Bonus +4, Iron Will x2, Alertness

**Minimum Crew:** Three

**Action Point Investment:** One

**Benefit:** Your team may activate this tactic as a free action any time one of the team members is reduced to 0 HP or lower. The benefits last until the end of the encounter. Once this feat is activated, each team member receives several tactical benefits that will aid in rescuing their fallen comrade.

Any conscious member of the team receive a +10 ft. improvement to their base movement rate, which stacks with movement increases from the Fast Hero talent tree and other improvements. Conscious team members receive a +1 luck bonus to Defense. If the wounded team member dies after this tactic has come into play, all the surviving team members receive a temporary action point, which must be spent before the end of the battle, or it is lost.

### **Plain view search (small unit tactic)**

When police detectives pay a 'casual visit' to a suspect's home, they usually come in groups of three

or more. Why? Because three people can fit comfortably into even the most modest home or apartment, and are a small enough group they're not usually perceived as an obvious threat by the suspects. However, three sets of eyes is usually just the right number to spot bits of evidence hidden in plain sight..... and three sworn testimonies ensures that any evidence the cops find will have just happened to of been in 'plain sight'.

**Prerequisites:** Alertness x2, Deceptive, Educated, Bluff 4 ranks, Investigate 8 ranks, Spot 15 ranks, Search 12 ranks, Sense Motive 4 ranks

**Minimum Crew:** Three

**Action Point Investment:** One

**Benefit:** Immediately prior to entering a suspect's home or business, one of the investigators may spend an action point, focusing the team's attention. While inside the suspect's lair, all detectives receive a +4 insight bonus to all Spot and Search checks. Additionally, the lead detective chooses one suspect; all detectives receive a +4 insight bonus on Knowledge: Behavioral Sciences and Sense Motive checks made against that suspect. These bonuses last until the detectives leave the residence.

### **Pressure cooker (small unit tactic)**

Get the bad guys good and pissed off, and they'll make mistakes. Don't give them a second to regroup, keep putting a bullet through the skull of any body trying to issue orders or maintain discipline, and keep your enemy off balance. It's amazing how simple combat can be when your team's the only side thinking clearly.

**Prerequisites:** Combined Base Attack Bonus +10, Streetfighting x2, Deceptive x3, Dodge x2, Bluff 15 ranks

**Minimum Crew:** Three

**Action Point Investment:** Two

**Benefit:** You may spend the necessary action points to activate this tactic at any point during combat, even as a free action on your enemy's turn. This tactic's benefits last for a number of rounds equal to the most charismatic team member's Charisma modifier plus one (*minimum two rounds*). During this time, any time one of your adversaries rolls a natural 20, it counts as a roll of natural 1, leading to more mistakes and misses in battle. If the game master chooses to use 'critical

fumbles/misses' it increases the likelihood your opponents fail disastrously.

The team must be able to taunt, insult and harass their opponents for this tactic to be effective. While rude gestures and insulting combat pranks can bridge a language barrier, this tactic is useless against non-sentient opponents, including robots and animals.

**Special:** If your team chooses to spend more action points than the three necessary to activate this tactic, this feat becomes even more effective. If the team spends a third action point, a roll of either 19 or 20 is treated as a roll of 1. If the team spends four action points, a roll of 18, 19 or 20 is treated as a roll of one, and so on.

## Research and Development (Small Unit Tactic)

Along with a small core of dedicated researchers, you can create revolutionary, potentially world altering new technologies. Your design team has a reputation as one of the most impressive R&D teams in the world.

**Prerequisites:** Builder x2, Gearhead x3, Vehicle Expert x2, Craft: mechanical 12 ranks, Craft: electronic 8 ranks, Knowledge: physical sciences 8 ranks, Repair 15 ranks

**Minimum Crew:** Four

**Action Point Investment:** Four

**Benefit:** After you have created a prototype ultra tech device at least once using the Junkyard Improvisation tactic, you can begin researching a stable, safe and reproducible version of the technology. To create a stable invention from a higher progress level, the design team must spend four action points to begin the development process. The length of the design process is determined by the complexity of the invention. During the design process, each member of the team must spend at least 4 hours per day working on the device. If a team member does not spend at least the minimum amount of daily effort on the invention, that day is wasted and does not count towards making any progress on the design.

Once complete, a stable version of the ultra-tech device is created. This design can be analyzed, copied and even mass produced. The game master determines how much profit, if any, the invention's designers receive as a result of patenting or selling the device, should they choose to go public with their new technology.

Invention's Progress Level	Length of the Design Process
PL 6	1d4 months
PL 7	1d6+1 months
PL 8	3d6 months
PL 9+	6d6 months

**Special:** The game master can substitute the following prerequisites: Medical Expert x4, Educated x3, Craft: pharmaceutical 20 ranks, Knowledge: earth & life sciences 12 ranks, Treat Injury 15 ranks. Doing so creates a Medical Breakthrough small unit tactic that allows the characters to create new drugs, innovative surgical procedures and cutting edge medical technologies, like gene therapies or cybernetics. The tactics are fundamentally identical.

## Sheer Talent (Small Unit Tactic)

No matter how highly trained the team, sometimes the battle comes down to which side is simply better. Your team mixes intense training and dedication with raw natural talent, ensuring you always come out on top.

**Prerequisites:** Each member of the team must have a positive 'net' ability score modifier, (*i.e. no ability score lower than 10, or enough bonuses in one ability to offset the penalty in any other*). If one of the team's total ability score modifier drops below +2 thanks to injury or ability drain, the team loses access to this tactic until the wounded crew member recovers.

**Minimum Crew:** Three

**Action Point Investment:** One

**Benefit:** Any member of the team can activate this feat as a free action by spending an action point, and the benefits of this tactic last for a number of minutes equal to the activating team member's Charisma modifier (*minimum one minute*). During this time, all team members receive a +4 morale bonus on all untrained skill/attribute checks.

## Silent Professionals (Small Unit Tactic)

Your team has been trained to infiltrate and kill with silent precision. You've trained extensively in night combat, learning to compensate for the distortion of night vision goggles, hand signals, stealth and accurate shooting with suppressed weapons.

**Prerequisites:** Combined Base Attack Bonus +12, Far Shot, Mobility x3, Double Tap x2, Precise Shot x4, Skip Shot. Hide 15 ranks, Move Silently 15 ranks,



Knowledge: tactics 4 ranks. All team members must carry silenced firearms.

**Minimum Crew:** Four

**Action Point Investment:** Two

**Benefit:** You may activate this tactic at any time during or prior to combat as a free action. The benefits last until the end of the encounter ends, or ends immediately if any member of the team speaks above a whisper.

The team members can communicate silently, by using body language, hand signals and gestures as long as they can see one another and are within 60 ft. Team members can communicate tactical intelligence almost as effectively using silent communications as they can with words. Using silent communication is a free action, just like speaking. Team members receive a +2 morale bonus to Defense, Hide and Move Silently checks. In addition, no member of the team suffers the usual -4 penalty for fighting while wearing night vision goggles.

Most importantly, team members can spend an additional action point at any time during the encounter to turn any successful attack into a coup de grace. Slain opponents drop soundlessly, without being able to get off a shot, making this skill useful for hostage rescue and stealthy missions.

### **Street crew (small unit tactic)**

Maybe no one in your gang ever finished high school, and damn sure none of you have ever had any formal military, legal or tactical training, but natural cunning and hard lessons have honed your collection of dealers and bangers into a formidable force. The local cops might hate you with a passion, but your team is always one step ahead and is far too smart to go down on an easy street bust.

**Prerequisites:** Alertness x3, Deceptive x2, Nimble, Bluff 10 ranks, Craft: pharmaceutical 8 ranks, Knowledge: streetwise 12 ranks, Spot 8 ranks

**Minimum Crew:** Four

**Action Point Investment:** One

**Benefit:** Once per day, any member of your gang can choose to spend an action point to activate this tactic. Doing so is a free action. The benefits of this tactic last a number of hours equal to the Wisdom modifier of the team member who activates this feat.

When this tactic comes into play, your gang becomes a focused, professional and alert criminal enterprise, always on the lookout for undercover cops, knockers and robbers from rival crews. All members of the team receive a +4 insight bonus on Spot, Move Silently and Sleight of Hand checks for the duration of the effect.

Additionally, the gangster who spent the action point to improve the cartel gains an almost supernatural ability to spot fakes and undercover agents. That gangster receives a +10 bonus on all Spot and Sense Motive checks made to discover an undercover agent, spot a wire or body mic, or to detect a 'burn bag' passed off as real dope.

### **Sweep and clear (small unit tactic)**

Years of combat experience have given your team the edge in close quarter combat. You have an instinctive knowledge of fields of fire, indoor ambush zones and blind spots. You have an almost supernatural talent for ferreting out concealed targets and spotting ambushes. Even on unfamiliar territory, your team moves (*and kills*) quickly, efficiently and without a single mistake.

**Prerequisites:** Combined Base Attack Bonus +15, Combat Reflexes x3, Burst Fire x2, Precise Shot, Shot on the Run x4, Double Tap x2, Spot 8 ranks

**Minimum Crew:** Five

**Action Point Investment:** Four

**Benefit:** The team can decide to activate this tactic at any time during or prior to combat by spending the appropriate action points as a free action during a battle. The team cannot activate this tactic if any member of the team has been killed or wounded (*reduced to ½ HP or less*) by enemy fire during the encounter. This tactic can only be used indoors or in an enclosed urban area (*such as tight alleyways, sewers, maintenance ducts or the like*). Activating this tactic is a free action.

For the duration of the encounter, once this tactic activates, the team's weaker opponents cannot make attacks of opportunity against any member of the team armed with a semi or full auto firearm. If any adversary who's Challenge Rating, Hit Dice or class levels are less than the weakest member of the team attempts to make an attack of opportunity against a team member, the attempt simply fails. The attacked team member can spend an additional action point to mount an attack of opportunity of his or her own against the attacker. Stronger or more highly skilled adversaries

may make attacks of opportunity against the team normally.

The benefit of this small unit tactic lasts for a number of rounds equal to the base attack bonus of the team member who contributed the most action points. If all team members contributed an equal number of action points, this tactic remains in effect for a number of rounds equal to the best BAB among them. If the team leaves the building this tactic was activated in, this tactic's benefits terminate.

## ***Uncanny Acrobatics (small unit tactic)***

The closest your swashbuckling, hyper energetic team comes to tactical planning is this: if your enemy expects you to come at him head on, attack him from the sides, or even better, drop off the ceiling to surprise him. Your crew pulls off dangerous stunts with ease, makes impossible ascents, and capers around the battle field like a troupe of meth-addled circus acrobats.

**Prerequisites:** Combined Base Attack Bonus +8, Acrobatics x3, Athletic, Dodge, Agile Riposte, Mobility x2, Lightning Reflexes, Balance 8 ranks, Climb 10 ranks, Jump 12 ranks, Perform (*dance*) 4 ranks, Tumble 10 ranks

**Minimum Crew:** Three

**Action Point Investment:** Two

**Benefit:** You may activate this tactic at any time by spending the necessary action points. The benefits of this tactic last until the end of the encounter. While enhanced by this tactic, each member of the team receives a +2 insight bonus to Dexterity. In addition, once during the encounter, each member of the team may choose to evade one attack that should have hit them. Each acrobat can choose to activate this secondary benefit at any time after his or her opponent rolls their attack, or after a failed Reflex save, but before damage is rolled. The acrobat takes no damage from the attack; this tactic can be used to completely dodge the effects of area effect attacks.

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