



BLACK OPS

Tactical Espionage Wargaming

Guy Bowers

OSPREY
WARGAMES

AUTHOR

Guy Bowers has been gaming from an early age, making up boardgames to keep his sisters amused at the age of 8, and getting into roleplaying and wargaming by 13. In 2002 he started playtesting books for *Warhammer Ancient Battles*, before eventually writing his own – *Siege and Conquest*. He has contributed articles to many wargaming magazines, including *Wargames*, *Soldiers and Strategy*, for which he has also served as the editor since 2009.

ILLUSTRATORS

Johan Egerkrans is a Swedish illustrator who has been drawing monsters since he was able to pick up a pencil. He has worked as a professional illustrator for more than 15 years, providing illustrations and concept art for games, comics, films, fashion and books. In 2013 he wrote and illustrated *Nordiska Vaesen*, a book about creatures in Scandinavian folklore, which has sold more than 30,000 copies in Sweden alone. Johan lives and works in Stockholm.

Dmitry Burmak is a freelance artist from Moscow, Russia. After graduating as an engineer, he decided to change his career plans and took another degree in Finte Art. Dmitry started as an artist in the video games industry and now works as a freelance illustrator with his wife Kate, who is also an artist. Dmitry specializes in fantasy and sci-fi art for roleplaying games, card games and video games.

DISCOVER MORE AT WWW.OSPREYGAMES.CO.UK

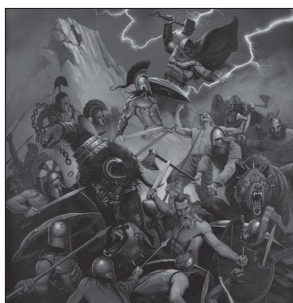


RONIN
Skirmish Wargames in the Age of the Samurai

Craig Woodfield

OSPREY
WARGAMES

OWG 4 • 978 1 78096 846 9



OF GODS AND MORTALS
Mythological Wargame Rules

Andrea Sfiligoi

OSPREY
WARGAMES

OWG 5 • 978 1 78096 849 0

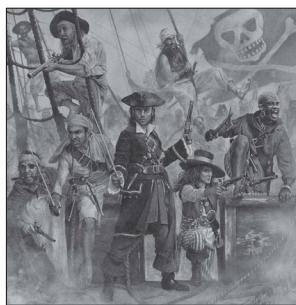


A FISTFUL OF KUNG FU
Hong Kong Movie Wargame Rules

Andrea Sfiligoi

OSPREY
WARGAMES

OWG 6 • 978 1 78200 638 1



ON THE SEVEN SEAS
Wargames Rules for the Age of Piracy and Adventure c.1500-1730

Chris Peers

OSPREY
WARGAMES

OWG 7 • 978 1 4728 0140 1

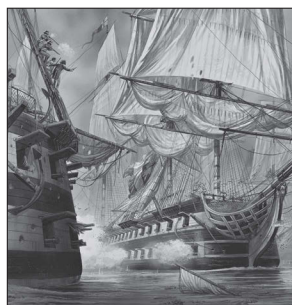


LION RAMPANT
Medieval Wargaming Rules

Daniel Mersey

OSPREY
WARGAMES

OWG 8 • 978 1 78200 635 0



FIGHTING SAIL
Fleet Actions 1775-1815

Ryan Miller

OSPREY
WARGAMES

OWG 9 • 978 1 4728 0770 0

BLACK OPS

TACTICAL ESPIONAGE WARGAMING



GUY BOWERS

This electronic edition published 2015 by Bloomsbury Publishing Plc

First published in Great Britain in 2015 by Osprey Publishing,
PO Box 883, Oxford, OX1 9PL, UK
PO Box 3985, New York, NY 10185-3985, USA
E-mail: info@ospreypublishing.com

Osprey Publishing, part of Bloomsbury Publishing Plc

© 2015 Guy Bowers

All rights reserved. Apart from any fair dealing for the purpose of private study, research, criticism or review, as permitted under the Copyright, Designs and Patents Act, 1988, no part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, electrical, chemical, mechanical, optical, photocopying, recording or otherwise, without the prior written permission of the copyright owner. Enquiries should be addressed to the Publishers.

A CIP catalogue record for this book is available from the British Library
Guy Bowers has asserted his right under the Copyright, Designs and Patents Act, 1988, to be identified as the author of this book.

ISBN (print): 978-1-4728-0781-6
ISBN (ePub): 978-1-4728-0783-0
ISBN (ePDF): 978-1-4728-0782-3

To find out more about our authors and books visit www.bloomsbury.com.
Here you will find extracts, author interviews, details of forthcoming events
and the option to sign up for our [newsletters](#).

www.ospreypublishing.com

Osprey Publishing supports the Woodland Trust, the UK's leading woodland conservation charity. Between 2014 and 2018 our donations will be spent on their Centenary Woods project in the UK.

ACKNOWLEDGEMENTS

Thanks to Playtesters:

Ross Watkins, Mark Backhouse, David Davies, Sam Davies, Lee 'Pat' Hunter, Eoghan Kelly, Casey Vandenberg, Peter Bowles, Ricky Phoenix, James Oram, Darren Ashton, Matthew Dudley, Calise North, Peter Gates, Spencer Talbot, Greg Albricht, William Salton, Jacob Fitzpatrick, Deck Haileien, Kevin Casey, Erwin Mooney, Stephan Fay, Peter Kerry, Andrew Lauton, Chris Nord, Craig Thomson, Steve Johnson, Matt Houghton, Paul O Conner, James Brandon, Nick Cleeve, Ron Seal, Ben Jeal, Cad Jeal, Adam Jeal and John Daley.

Miniatures painted by:

Paul Eaglestone, Paul Burkin, Martin Oaff, Ross Watkins and the author.

Special thanks to:

Empress Miniatures, Eureka Miniatures, Gripping Beast, Karwansaray BV and Sam Catterall.

Dedicated to the Ice Queen. Ever and always.

Contents

FOREWORD	4	TERRAIN	26
INTRODUCTION	5	Brush or Broken Terrain	26
GETTING STARTED	6	Buildings	26
Essential Equipment	6	Difficult Terrain	26
The Models	6	Impassable Terrain	26
Basic Principles	6	Walls	26
		Darkness	27
THE GAME TURN AND ACTIVATION	9	STANDARD AND STEALTH MISSIONS	28
The Game Turn	9	The Standard Mission	28
Reserve	10	The Stealth Mission	28
		Noise	29
FIREFIGHTS	11	Guards	30
Line of Sight and Awareness	11	Raising the Alarm	32
Dividing Fire	11	Reinforcements	32
Taking the Shot	12		
Aiming, Reserve and Suppression	13	SCENARIOS	33
Grenade Launchers and Explosives	14	Setting Up a Scenario	33
		Standard Missions	34
CLOSE QUARTER COMBAT	16	Stealth Missions	35
Attacks From Flank and Rear	18	The Boards	38
Multiple Attackers	18	Campaign Missions	42
Disengaging From CQC	18	Other Missions	44
SAVES	18	OPTIONAL RULES	44
Armour	19	Civilians	44
Cover	19	Neutrals	45
Saves of 1+ or Less	20	Vehicles	46
		Multiplayer Ops	49
WEAPONS	20		
Melee Weapons	20	FACTIONS	49
Basic Weapons	21	Militia	50
Military Weapons	21	Conscripts	52
Heavy Weapons	22	Professionals	53
Support Weapons	23	Special Forces	55
Hand Grenades	23	Mercenaries	56
Exotic Weapons	23	Ninja	57
		Fanatics	58
OBSERVATION	23	Intelligence Agencies	59
Blinds	23	Specialists	60
Hidden	24		
Observation Tests	24	POINTS COSTS	61
		Faction Special Abilities	63
DEDICATION AND MORALE	25	Five Minutes From Now	63
Under Fire	25		
Suppression	25		
Break Tests	25		

FOREWORD

I've a confession to make. Computer games have been a very addictive past-time for me. The likes of *Metal Gear Solid* and *Syphon Filter* have taken up far too many hours of my spare time. Movies like *The Dogs of War*, *The Wild Geese*, *Black Hawk Down*, *Zero Dark Thirty*, the Russian *9 Rota* and dozens of other documentaries and movies made me think about recreating raids and small unit actions on the tabletop. *Black Ops* digs into these films, as well as the rich literature of spy fiction such as James Bond and Jason Bourne, and computer games such as *Metal Gear Solid* and *Splinter Cell*. You'll even find a little Arnie and Sly in here.

The game's origins started out as a project which never saw the light of day called *V for Victory*, a commando game written for Warhammer Historical. That's where I first looked at the basic ideas of a raid against an unsuspecting defending force. The basis of the scenario generator came from this commando game, so you should find *Black Ops* is quite adaptable to any 20th- or 21st-century setting with a little work. The game has evolved much since then, being heavily influenced by card activation games from the TooFatLardies and Studio Tomahawk.

These ideas for raiding missions finally took form and became a ninja game inspired by *Tenchu Stealth Assassin*, written for a demo at Salute 2012 and appearing in *Wargames, Soldiers and Strategy* magazine. Soon, the basics of a cunning game began to take root in my mind. It had to be simple, but with hidden depth, so strategy was as important as sheer might or firepower. I pitched the idea to Phil Smith when I interviewed him for the magazine. It was obvious that he did not need a commando game or a ninja game with the excellent *Bolt Action* and *Ronin* rules available, but what about a modern covert operations game? Thus *Black Ops* was born.

I wanted a tactical espionage skirmish game for two (or more) players, designed to recreate the tension of a covert operation on the tabletop. It had to be a simple 'fast play' rules set with an optional campaign system, where one side attempts to make progress towards their goal while the other side does what it can to thwart their plans. I wanted to use cards but not force players to have to buy a specialist set – hence the use of playing cards.

As with all things, there's plenty more I wish I could have added. Space and time was against me. I'm sure some of these scenarios will appear in the wargaming press or on the Osprey website. Whatever you do with *Black Ops*, have fun!

