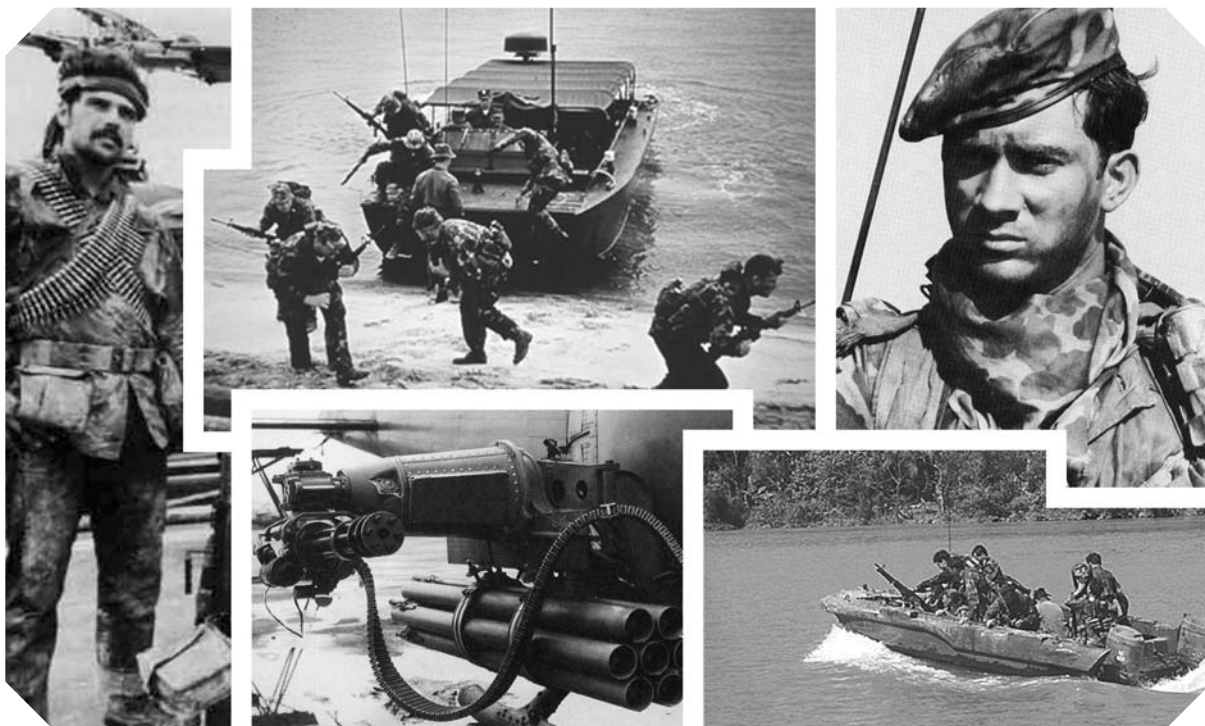


GURPS[®]

Fourth Edition

SEALS[™] IN VIETNAM



Written by **HANS-CHRISTIAN VORTISCH**

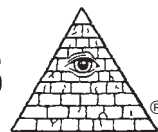
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About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the books that interest you! Go to the book's web page and look for the "Bibliography" link.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

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INTRODUCTION



“The great battleground for the defense and expansion of freedom today is the whole southern half of the globe – Asia, Latin America, Africa, and the Middle East – the lands of the rising peoples. Their revolution is the greatest in human history. They seek an end to injustice, tyranny, and exploitation. More than an end, they seek a beginning.”

– President John F. Kennedy,
Special Message to the Congress, 1961

“I’m not sure everything I did . . . in the Teams was totally admirable or commendable in some people’s eyes, but there were some basic questions I asked myself that were answered

to my satisfaction. I met some of the most dedicated, interesting, and genuine people that I have ever run with in my life . . .”

– Dwight Deagle (SEAL Team One),
The Men behind the Trident

SEALs in Vietnam is a supplement to **GURPS Special Ops**, set not in the high-tech 21st century, but in the deadly jungles of Vietnam during the 1960s and early 1970s.

SEALs in Vietnam has everything you need to play one of the U.S. Navy’s elite warriors during the Vietnam War (1961-1975). It includes a detailed history of the Teams during the era, new SEAL templates (revised for **GURPS Fourth Edition**), contemporary special equipment including weapons and vehicles, and much detail on both historical operations and how to make up your own.

This book deals with a single aspect of the Vietnam War – how U.S. Navy SEALs fought in it. It doesn’t cover other U.S. or Allied troops other than as NPCs, let alone the Vietnamese side. As such, **SEALs in Vietnam** is biased. It cannot provide an even-handed history of a tragic conflict that dragged on for over a decade. Instead, it provides a background for heroic play in a high-speed, furious-action environment.

In addition to historical information, **SEALs in Vietnam** is also designed to give you suggestions how to use SEAL characters in a **GURPS Horror** or **Infinite Worlds** campaign (including **Black Ops** and **Technomancer**) in the same time-frame. Also, this supplement is compatible with e23’s **Funny New Guys**, a **Technomancer** adventure set in Vietnam.

GURPS Basic Set, Fourth Edition is required to make full use of the information provided. Any of the various editions of **GURPS High-Tech**, **Martial Arts**, and **Special Ops** will be useful, but are not required.

About the Author

Hans-Christian “Grey Tiger” Vortisch studied languages in Berlin and London.

He began writing as a freelancer for **GURPS** in 2001. He authored or co-authored **GURPS Covert Ops**, **Modern Firepower**, **Special Ops, Third Edition**, **WWII: Motor Pool**, and several shorter **WWII** publications. He contributed material to numerous other **GURPS** books.

He also translated, edited, or contributed to several German **Call of Cthulhu** products, contributed to **d20 Modern Weapons Locker** and **d20 Mecha Military Vehicles**, and published dozens of articles in American, British, and German gaming magazines.

Hans has been an avid gamer since 1983. His nongaming interests include science fiction, history, cinema, and punk rock. He lives in Berlin.

He never goes for a swim.

CHAPTER ONE

SEA, AIR, LAND

*I didn't ask for this war. But I felt should do my duty, so I volunteered for the Navy and later for the unit that seemed the most interesting. Training was brutal: a blur of misery, sore muscles, and lack of sleep – but also of camaraderie and high spirits. When we graduated, almost everyone in our platoon **really** wanted to go to 'Nam. We were keen to prove ourselves and to put to use what we had learned. And to show the Commies, of course. We would learn that there were things worse than communism.*

Not much later we were up to our hips – and sometimes our necks – in brackish water every other night from late afternoon until early in the morning. Our squad was patrolling back from an uneventful recon mission when it happened. I had just peed my pants – no need to open the fly when you're already wet and stinking – and was silently cursing the LAW rocket that kept poking into my kidneys, when Dave, our point man, started firing and screaming simultaneously. I didn't think about it at the time, but he wasn't supposed to be screaming like that.

Anyway, we emptied our guns in all directions. I was rear security and couldn't actually see what was happening, but I laid down suppressive fire with my Stoner anyway, going through most of a 150-round belt. I heard Chief Miller's LAW detonating. Then Mr. Rochas, our Patrol Leader, ordered a retreat. We weren't far from the boat. When we boarded, I noticed that Dave, carried by hulking Frankie Fisher, was severely wounded; his left arm was missing. Gieng, our Vietnamese interpreter, was holding tightly onto his M16 and visibly shaking . . .



HISTORY

From its origins as a tiny offshoot of the Navy's famous Underwater Demolition Teams to becoming one of the most effective fighting units of the Vietnam War, the U.S. Navy SEALs were involved in the conflict in Southeast Asia for 10 years.

THE FORERUNNERS (1942-1961)

Who am I, Sir? A Frogman am I.

A UDT man I will be 'till I die.

For its Hoo-yah! tigaree, we're the men of UDT.

Damn, bimbam, altogether for Uncle Sam.

– Traditional

Starting in August 1942, select U.S. Army and Navy personnel were trained as amphibious Scouts and Raiders (see **GURPS WWII: Hand of Steel**). Their mission was to reconnoiter landing beaches, and eventually to guide waves

of landing assault troops. The Scouts and Raiders were commissioned in October 1942 and first saw combat in November 1942 during Operation TORCH, the first landings on the North African coast. Scouts and Raiders continued to assist the landings in Europe as well as in the Pacific.

In June 1943, in preparation for the inevitable amphibious landings on the European coasts during World War II, the U.S. Navy commissioned the Naval Combat Demolition Unit (NCDU), mainly recruited from salvage divers. It took part in Operation HUSKY, the Allied landing in Sicily. The veterans of this operation returned to the U.S. to train more men for Operation OVERLORD, the Normandy landing on D-Day. Their primary task was to destroy underwater obstacles along the landing beaches (see **GURPS WWII: Dogfaces**).

Distinct from the NCDUs were the Underwater Demolition Teams (UDT), the first of which was commissioned in December 1943. The UDTs mainly saw service in the Pacific. Aside from demolitions, their main task was scouting and