

FORCE SELECTION AND POINTS VALUES

CHARACTER LEVELS

FORCE SELECTION		
LEVEL	DESCRIPTION	PV
12	Elite Commander/Sergeant Major	30
11	Elite Officer/ Troop Sergeant	25
10	Elite Operator	20
9	Professional Commander/ Sergeant Major	20
8	Professional Officer/Sergeant	15
7	Professional Soldier	10
6	Trained Commander/Sergeant Major	15
5	Trained Officer/Sergeant	10
4	Trained Soldier	5
3	Militia Commander/Sergeant Major	10
2	Militia Officer/Sergeant	5
1	Militiaman	2
0	Untrained/Civilian	1
S*	SOF Military Interpreter (Professional)	13
S*	Trained Military CBRN Specialist	8
S*	Civilian Hacker	10
S*	Doctor (Virologist, Surgeon etc.)	12
S*	Nuclear Physicist	12

*S refers to 'Special'. See page 121 of Spectre: Operations 2nd Edition

WEAPONS POINTS VALUES

CLOSE COMBAT WEAPONS		
CLASS	EXAMPLES	PV
Unarmed Combat Training	Combaratives	1
Close Combat Weapon	Knife	1
Specialist CCW	Axe, sword, tomahawk	2

DIRECT FIRE WEAPONS		
CLASS	EXAMPLES	PV
Pistol	Glock, Sig 228/226, M9	2
Machine Pistol	G18C, MAC 10	4
Sub-Machine Gun	MP5, MPX	5
PDW SMG	P90, MP7A1	6
Sawn-off/Under Barrel Shotgun	Sawnoff, Tac-14, Six12	2
Shotgun	Sporting shotgun, semi-auto shotgun	2
Combat Shotgun	Benelli M4, SPAS-12	6
Auto Shotgun	SPAS-15, Origin-12	10
PDW/CQB Carbine	Sub 10" carbines	7
Carbine/Compact Carbine	10-14" carbines	8
Assault Rifle	M16 series, AKM series	5
CQB Battle Rifle	SCAR-H short, DSA OSW	8
Battle Rifle	SCAR-H, FAL	7
Dedicated Marksman Rifle	M14 EBR	8
Heavy Assault Rifle	Ash-12.7	10
Bolt Action Rifle/Light Sniper Rifle	Enfield 303, AI 7.62	15
Heavy Sniper Rifle	Typically .338-.50 calibre	20
Anti-Material Rifle	20mm	25
Compact Light Machine Gun	Para Minimi, KAC LMG	15
Light Machine Gun	Minimi	10
Medium Machine Gun	FN MAG	15
Heavy Machine Gun	M2, DShK	20
Under Barrel Grenade Launcher	M203	5
Single Shot Grenade Launcher	40mm Pirate Gun, M320	6
Multiple Grenade Launcher	MILKOR	15
Air Burst Grenade Launcher	XM25	20
Flame Thrower	Flamethrower	15
Stun Gun	Stun Gun	5
Crossbow	Hunting Crossbow	6
RPG HEAT Warhead	PG-7V	10
RPG Fragmentation Warhead	OG-7V	15
RPG Thermobaric Warhead	TBG-7V	20
Light Anti-Tank Weapon	M72 66mm	20
Light Recoilless Rifle	Carl Gustav	20
MANPADS	Stinger, SA-14	20

THROWN AND NON-LETHAL WEAPONS

CLASS	PV
Frag Grenades	5
Molotov Cocktails	3
Phosphorus Grenade	6
Smoke Grenades	5
Stun Grenades	5
Thermite Grenades	5
Thermobaric Grenades	8
Mini Grenades	7

VEHICLE MOUNTED WEAPONS

CLASS	EXAMPLES	PV
Crew Served Guided Missile Launcher	Javelin , MILAN	30
Heavy Recoilless Rifle	B10, B11, M40	25
Auto Grenade Launcher	HK GMG, AGS 17, Mk19	30
AFV Cannon (20mm-40mm)	Bushmaster, RADEN, 2A28	30
Dual Auto Cannon (20mm-40mm)	ZSU-23-2	40
Quad Auto Cannon (20mm-40mm)	ZSU-23-4	60
Mini Gun (7.62mm-12.7mm)	Mini Gun	30
Rocket Pod	Rocket Pod	30
Light Tank Gun	41-90mm	30
Main Armament Tank Gun	+90mm	45

EQUIPMENT POINTS VALUES**WEAPON ATTACHMENTS/ENHANCEMENTS**

	PV
Red Dot	3
Laser Sight	3
Scope	5
Suppressor	5
Flashlight/Torch	1
AP Ammo	5
Subsonic Ammo	5

COMBAT GEAR

	PV
Body Armour	10
Heavy Body Armour	12
Ghillie Suit	5
Night Vision Optics/Head Mounted Night Vision Goggles	10
Smart Goggles	12
Thermal Sight	14
Radio Comms	5

MED KIT		PV
Battlefield Trauma Kit		5
COMMAND KIT (COMMANDERS AND SQUAD LEADERS ONLY)		PV
Long Range Comms		15
Binos		10
Laser Target Designator (LTD)		10
Handheld Integrated Target System (HITS)		25
SPECIALIST GEAR		PV
Lockpicks		5
Breaching Charge		10
Breaching Tools		5
Ballistic Shield - Long		10
Ballistic Shield - Short		5
Rappelling Kit		5
Climbing Kit		3
Tactical Ladder		3
Tactical Diving Kit		3
Mine/IED Detector		7
EOD Kit (includes training cost to use)		20
CBRN-E Detector		5
CBRN-E Suit (including Mask)		5
CBRN-E Mask Only		3
HAZMAT Suit		6
Personal (mini) C-IED Jammer		10
Squad Backpack C-IED Jammer		15
Vehicle Mounted C-IED Jammer		25
Backpack Comms Jammer		15
Directional Comms Jammer		20
Vehicle Mounted Area Comms Jammer		25
ANIMALS AND GEAR		PV
Dual Role Dog		15
Attack Dog		8
Hyena/Feral Dog		15
Search Dog		6
Dog Vest		8
Advanced (Dog) Comms		10

DRONES	PV
Surveillance Drone (wheeled)	10
Armed Combat Drone (Tracked)	8+ Weapon
C-IED Drone (Tracked)	8
Logistic Transporter Drone (Wheeled or Tracked)	10
Heli Drone (Quadcopter)	6
Surveillance Drone (Rotary)	8
Crude Battlefield Quadcopter	5
Anti-Drone Gun	15

MINES AND IEDS	
CLASS	PV
Low Density AP Minefield	5
High Density AP Minefield	10
Individual IED or Booby Trap	2
IED Decoy	1
Anti-Tank Mine	10
Anti-Vehicle IED	11
Claymore	5
Improvised Claymore	4
Directional Anti Vehicle	5
Trip Wire	+1
Remote Detonator (for firer) (Devices considered already equipped to detonate)	5
Homemade Explosive Vest	25
Frag Vest	N
Medium SIED (Motorbike etc.)	N
Vehicle IED/SIED	Y
Truck/Very Large/Massive IED/SIED	Y

OFF TABLE ASSETS: TARGETING AIDS	PV
Off Table Assets: No Targeting Aids	0
Off Table Assets: Binos	10
Off Table Assets: HITS	25

OFF-TABLE ASSETS	PV
Heli Snipers	45
Attack Helicopter: Miniguns	45
Attack Helicopter: Cannon	60
Attack Helicopter: Rockets	50
Attack Helicopter: Missile	75
Close Air Support: Cannon	100
Unguided Iron Bomb	100
Laser Guided Bomb	125
Loitering Tactical Munition	50
Armed UAV: Hellfire	45
ISTAR UAV	30
Strategic UAV	50
Light Mortars	25
Mortars	40
Artillery Strike	50
Precision Artillery Strike	60
Smoke Mission	25
Illumination Mission	25
Leaflet Drop	100
Electronic Attack	100

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