

UNKNOWN EAGLESTM

source book 1

By Donna and Edwin Millheim



HERO  **GAMESTM**

Unknown Eagles™

Sourcebook 1

By Donna and Edwin Millheim

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Unknown Eagles™

Sourcebook 1

By Donna and Edwin Millheim

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Dedications

Our thanks to Bruce Harlick for giving us a chance. Thank you to Peter Adkison and Lisa Stevens who, years ago, gave those suggestions. For all of the team members that stuck to the guns. To all the people, living and dead, who shaped our world during troubled times. Some people who are younger feel the events that shaped the world in those years have nothing to do with them. They are so wrong.

*Edwin Millheim
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Meridian Designs Projects Manager/Head Writer

My grandfather, Roland Harding, is a fascinating and vibrant veteran of Pearl Harbor who spent time with Edwin talking about the war. I hope this work of fiction meets with his approval. I'm not normally the type to get into wars, but I found this subject fascinating as I went through it. Edwin's imagination gives it a neat twist (maybe it's all true and we don't know it?), and even I learned something. Who woulda thunk you could stuff world history into the ears of a closet rock chick? (RUN!!! She's been infected!!)

*Donna "Sparkly" Millheim
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Meridian Designs Head Editor

My thanks to Edwin and Donna, for remembering me when the time was right; to Joe for letting them know when the time was right; Dennis Chinook for his insights; and Dawn and The Jelly Bean With No Name for keeping me working on it when I was down and out... And my efforts are dedicated to the memory of Grandpa Allbee, and his service to the country and the world from 1941 to 1945. R.I.P., Grandpa.

*Brian Allbee
Rules Editor*

I want to specifically dedicate this work to my father, Marine CWO5 Sydney J. Fishel, who is the face of Matthew Greensburg, and my mother, Blanche Fishel, whose face Lisa Trenton is borrowing. My father fought mainly in the Pacific Theater. He was an intelligence officer and for over a year was the Voice Of America for Australia and New Zealand. He fought a lot of battles and managed to come home unscathed by anything except malaria and memories he didn't particularly like to share all that much. He won the Golden Gloves five times as an amateur boxer before the war and afterwards, long into his seventies, he was still teaching judo and riot control to police and young National Guard soldiers. At 76 he'd take on 19- and 20-year-olds four at a time and toss them all. All of that notwithstanding, Daddy was a gentle and intelligent man, very modest about his accomplishments, and overflowing with outrageous puns. He died at age 84 in 1990.

He was gone for over two years during the war. My mother lived in Washington, DC, working at Treasury, Bureau of Shipping, tracking top secret ship movements. She and Fella, their big, friendly Samoyed, patrolled the streets during air raid drills; she was Block Warden. She preserved all the newspaper clippings and a lot of the other material I used as visual resource for my illustrations in UNKNOWN EAGLES. She joined my father in death in 1994, also at age 84. They were great parents.

I want to also thank George Dan Bennett II for allowing me access to materials he owns that provided additional reference for me. Mr. B. navigated bombers across European skies and managed to bring himself and his spaniel Pat home safely to Bette, for which I'm grateful, since he subsequently fathered the gentleman I'm dating. If you look really close at the group of flyers in the Jerome Antoineillo, you'll see Mr. B. and Pat, first row

sitting, third in from the left. Pat's the four legged one on the tarmac.

Many of the characters I've done for UNKNOWN EAGLES are based on people who lived during the war era. A lot of them didn't live through it. I don't have names to place with all the faces; some are lifted from old photographs in ancient scrapbooks, others are from brittle newspaper clippings half a century old that threatened to disintegrate as I scanned the images. These are the true unknown eagles whose flights were heroic and often tragically short. They will not know that their spirits have been invoked to live briefly again through these scenarios. But those of you who play the game will understand that some of the faces you see here once belonged to real heroes who lived and perhaps died in a real war.

This project was a labor of love for many of us who worked on it, and we've tried to imbue it with the realities, memories, emotions, and awe it evoked in all of us as we grew it to maturity. The places integrated into my illustrations, the armament, the aircraft, the charts, the flags, the architecture, the concentration camp, even the explosions—all of it is authentic.

When you enter this world, you're traveling into history right beside some of those who made it.

*Nancy Champion
Artist*

My part in this, the editing that I have done, I would like to dedicate to my father. Dad is Roland W. Harding and was at Pearl Harbor the day Japan dropped the bombs that caused the United States to enter World War Two. Dad was an aircraft mechanic who worked on the planes that had to try to make it into the air at that time. As a side note...there is a famous picture of the USS Hood exploding in the background and two sailors in the foreground. The sailor that is standing is my Dad. Dad and Mom, Lois Harding, made the trip to Hawaii for the 50th anniversary of the bombing of Pearl Harbor and he said that was the most wonderful time of his life. The people there would just walk up to him and shake his hand and thank him for his part during this trying time in our history.

Dad spent 21 years in the Navy and retired in 1958 as a Chief Petty Officer. He then entered the Postal Service where he again served his country in a totally different way. He was a Letter Carrier for 23 years and retired from the Postal Service in 1986.

Mom and Dad still live in the same house they bought in 1958 and in which they raised 5 children, me being the eldest.

At 77, Dad is still very active and loves to travel in their motor home.

*Patricia Sonnenberg
Editor*

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Introduction

The 1940s, as World War Two ravaged the world, were full of strife and horror. It was a time for heroes, when men and women stood to battle for what they believed in. It would be a long while before the United States was drawn into the war. A few of her citizens, who wanted to fight for one reason or another, went off to form fighting groups, risking their United States citizenship. Some went on, later in the war, to become such groups as the Fighting Tigers and the Eagle Squadrons of Britain's Royal Air Force.

By August of 1939, the Axis started gaining chunks of the world in its conquests. Unknown Eagles is about a special group of women and men who might have formed groups of what, to some, might look like mercenaries, but who were in truth units of special agents made up to fight against the enemies of the free world.

Fighters for this secret Allied organization needed a wide range of skills, ranging from common blade combat to aircraft piloting. Eagles unit personnel went on air-to-air missions or behind enemy lines as spies. Visits back to the States would not be a source of comfort, for if they were sent back stateside, it was often to go after enemy spies, to stop whatever plots they might bring against the Allies.

One thing that I thought long and hard on was the inclusion of characters from either side. I, for one, condemn what happened due to Hitler's actions, and those of his commanders. I must also say that when we speak of this role-playing scenario, it is more than possible to play any side or nationality. Like it or not, the terms of good and evil apply and were viewed differently, depending on one's viewpoint. Back during those times, whatever side a person was on, they felt and believed that they were in the right. Some, in certain countries, conversely felt that their country was wrong in what it was involved in. They formed resistance groups to help the stricken. When playing, bear in mind that this game is not a hard-core historical game, but a role-playing game based on some events that are historic, and some from the imagination.

Though this game has a great deal of historical information, it is intended for the "what if...?" method of role-playing. At the same time, as you play, you may learn a bit of history. Please bear in mind that the goal of this game is not to teach history in any major sense. Unknown Eagles is generously sprinkled with both fact and fiction, sometimes with very blurred lines between, to form a game. For those who desire more historical accuracy, I urge that extra bit of research. Discoveries can be eye-opening in the real sense, and could enhance your game even more.

Before I go on, this game is dedicated to the men and women who fought for (or answered the call of) their countries. I hope that there may never be another time of such strife in the world.

This game is designed for several ways of play, and we hope that it will catch the eye of strategy-gaming buffs as well. Unknown Eagles is for role-players who never considered playing a strategic game. Though this game does tend to stress role-playing, there are times that a brave person's choices will decide many things, including their fellow Allies' lives, and perhaps the lives of many Allied soldiers and citizens as well.

Unknown Eagles deals with most of the arenas of battle, from the sea and island wars to the battles over Europe. There is a time-line included about the war. An Arbitrator may want to run the game with a group of mercenaries anywhere from 1939 to 1945, so there can be a wide range of actual happenings in the time-line that one might consider working into a game or string of adventures.

Edwin Millheim

History and Background

Common men and women joined the fight for freedom and beliefs during World War Two. Both Axis and Allied forces had secret wars to wage. Unexpected allies from both sides revealed themselves, from simple, aggressive underground publications to outright sabotage and guerrilla harassment. The Allies and the Axis made use of such people. On one side, the Axis joined forces with organizations such as the Ghost Corps and Condor Legion. With this the Allies, starting to make use of the secret war and spies, soon found the stakes even higher. Counterspies from the Axis organizations soon started wiping out Allied spies and informants at an alarming rate. Something had to be done, something so secret that only a handful of top people knew about it. An organization came into being that would take on all the tasks the war thrust forth, from common aircraft attacks and patrols to working with resistance fighters behind enemy lines. The work against Axis spies was, of course, at the forefront. Smashing spy-rings in whatever country they could be found in was of utmost importance. The organization was code-named "Unknown Eagles," for no one would keep a record of these men and women. History would never know of them, for they were truly Unknown. Training was on a skilled level; those with the most aptitude were trained in things they excelled in, be it aircraft piloting, weapons-handling, explosives, espionage, and so on. Full training from the SOE and other organizations helped make for a lethal mix. Now the war of the shadows began again in a veil of secrecy.

A recruiter approached candidates, and a two-week period was set for training and evaluation. Those who washed out were no threat to the secret group, for they were never told of the true nature of the training and tests. The Axis was not so easy-going. Trained by top people from organizations such as the Abwehr, washed-out trainees ended up being shipped to the war-front—and most of them were never heard from again.

Military Rankings

Unknown Eagles Rankings (Army, Navy, Marines, Air Force)

Naval Uniform Stripes, by Rank

Chief Warrant Officer (W-1)	0-0-1 (3 breaks)
Chief Warrant Officer (W-2)	0-1-0 (2 breaks)
Chief Warrant Officer (W-3)	0-1-0 (2 breaks)
Chief Warrant Officer (W-1)	0-1-0 (1 break)
Ensign	0-1-0
Lieutenant (Junior grade)	0-1-1
Lieutenant	0-2-0
Lieutenant Commander	0-2-1
Commander	0-3-0
Captain	0-4-0
Commodore	1-0-0
Rear Admiral	1-1-0
Vice Admiral	1-2-0
Admiral	1-3-0

These are some of the more common Allied ranks that the Eagles agents ran into. Uniforms for the Army were olive drab; the Navy had navy blue and white uniforms, and the Army Air Corps or Air Force and Marines wore forest-green uniforms. All branches had fatigues, dungarees, and blue denim shirts for non-combat work detail. Within the Unknown Eagles, there were a vast number of military branches. Listed here are the rankings for the common ones. Rank is shown by shoulder insignia for the Army, Air Force and Marines, and by sleeve cuff-stripes for the Navy. Stripes, in the Navy, are gold. In this list, the first number is the number of two-inch-wide stripes, the second is the number of half-inch stripes, and the third is quarter-inch stripes. The Army, Army-Air Corps or Air Force and Marines shared common rank-markings, with shoulder or collar insignia differing in minor aspects from service to service.

Army, Marine and Airforce Rank Markings	
Chief Warrant Officer (W-1)	Gold bar with 2 enamel bands
Chief Warrant Officer (W-2)	Gold bar with 3 enamel bands
Chief Warrant Officer (W-3)	Silver bar with 2 enamel bands
Chief Warrant Officer (W-4)	Silver bar with 3 enamel bands
Second Lieutenant	One gold bar
First Lieutenant	One silver bar
Captain	Two silver bars
Major	Gold oak leaf
Lieutenant Colonel	Silver oak leaf
Colonel	Silver eagle
Brigadier General	One silver star
Major General	Two silver stars
Lieutenant General	Three silver stars
General of Army or Airforce	Four or five silver stars

The World of Unknown Eagles

War's Gathering Storm

The 1930s were the last attempt at a collective security system for Europe. The Geneva Disarmament Conference, presided over at the time by British Prime Minister Arthur Henderson, came and went. The following elections proved a disaster for his labor party. In spite of a huge volume of communiqués, the meeting to regulate each world power's armaments ended without accomplishing anything.

France had its doubts that Germany had truly disarmed. French leaders set up a system of national security, based on a fortified line of defense. Between 1930 to 1935, the supposedly impenetrable Maginot Line was built.

Expansion and War (Germany, Italy and Japan)

Threats appeared first in the Far East, and Europeans underestimated the danger of Japan's expansions. The independence of India grew; at the same time, Japan began to establish a protectorate in Asia. In 1931, Japan invaded Manchuria. Then, during the following September, Mukden was occupied. That next year, Japan established a satellite state in the region called Manchukuo. A puppet of Japan, in turn a descendent of the old Manchu dynasty, ruled it. In time, Japan occupied all large Chinese coastal centers. Though they held these ports and coastal centers, they failed to control the vast rural areas surrounding them. "A New Order," a term borrowed from Germany by Japan, was put into

effect. In 1936, Japan signed an anti-comintern pact with Germany and Italy, creating the union known as the Axis powers.

China put aside its internal political battles to unite against this common enemy. Both the Kuomintang Nationalists and the Communists agreed to a truce, at least until Japan was driven from their country. These aggressive actions by Japan also sparked alarm in the United States, and in 1939 Washington annulled the treaty, dating back to 1911, which had guaranteed deliveries of raw materials. Japan, highly dependent upon foreign imports, felt this was an act of economic war.

During this time, Italy expanded its East African conquest and declared war on Ethiopia. October 3, 1936 saw a rapid victory over Ethiopia due in large part to Italy's use of poison gas against Ethiopian troops. In April 7, 1939, Italy invaded Albania, and King Zog was forced to flee his country or risk capture. The League of Nations was powerless to stop Japan or Italy. Inquiry reports criticized Japan and Italy, but this only served to give them time to gain more of a foothold on the lands they had invaded.

Above all else, the most dangerous threat came from Germany. Adolf Hitler assumed power in 1933. At first he proceeded with caution, but once his position was secure he ousted members of other parties from the cabinet. Hitler's foreign policy consisted at first of moves of moderation. In 1934, Hitler concluded a non-aggression pact with Poland, a country later to become a victim of Germany's advancements. While leading up to the conquest of Poland, Hitler undermined the Versailles Treaty, and with this came an imbalance of power in Europe. Compulsory military service went into effect in the March of 1935. The next pact to be violated in March of 1936 was the Locarno Pact. Hitler sent troops into demilitarized Rhineland. Later that same year, the period of required military service was expanded to two years. Germany was well on its way toward gathering the machinery of war.

The first target of Hitler's expansion was his birthplace, Austria. Locally, Austria erupted into strife in February of 1934. Socialists and clerico-fascist forces battled in Vienna. The working-class district fell prey to barrages of artillery fire for several days. The resulting destruction and loss of life was considerable. Provincial cities also saw their share of fighting. The end of the Austrian Social Democratic Party was at hand. The leader of the Christian Socialists government, Engelbert Dollfuss, lacked the support of the working class. He tried in vain to rally a mass following with the creation of a patriotic front. This of course did not happen; the Nazis thrust into Austria on July 25th of that year. Austrian Nazis assassinated Dollfuss and tried to seize power. The coup failed. Rather than risk an armed conflict with the Italian troops sent to the Austrian border, Hitler backed down and disassociated himself from the coup.

A little less than four years later, Hitler summoned the Austrian Chancellor Kurt von Schuschnigg to the Berchtesgaden retreat, where he announced his intentions to occupy the country of Austria. Schuschnigg capitulated and German troops marched into Austria in March of 1938.

The War in Spain

Civil war had broken out in Spain. From 1931, Spain was attacked from within by dissension and civil strife. The majority of the upper class supported conservative groups; the military and the hierarchy favored a restoration of monarchy. The Spanish labor movement opposed the restoration of the monarchy, while communists, socialists, and anarchists divided the labor movement itself. In July of 1936, the military rebelled against the government and tried to seize power for the conservatives. The leader of the rebels, General Francisco Franco, made to enlist most of the army's higher ranked officers on his side. Upon accomplishing this, Franco controlled a large part of the armed forces. On the other hand, the republicans had been unable to organize an effective defense. Over time, it all ended with a complete victory for Franco.

As Hitler moved closer to war, the French Socialists begin to see a major problem in their anti-militarism stand. If the problems continued, France would have to rearm. Several problems stood in the way of this. For instance, the labor movement had won a new law which set the work week at no more than 40 hours. This in itself slowed down production.

Hitler won time and again, and it was not only from military might, but also by the fact that many opponent countries were in a state of confusion or disarray.

The final months of peace, before war fully engulfed the world, saw French and British diplomatic ties floundering in uncertainty. French foreign policy was split, with a great rift between the panic of the defeatists and the attitudes of the overconfident and aggressive. Britain, with an inner conflict weakening the government, also had troubles when it came to dealing with Hitler. The resolve and defensive nature of Britain was slow in coming, with the foreign office and chiefs of staff on one side and the pacifistic Chamberlain on the other side. On May 18, 1939 Britain introduced conscription into the armed forces.

France and Britain used the strategy of involving Germany on a war of two fronts, to weaken the German war machine. Polish leaders, who knew far in advance that they could expect little help from anyone, opted to preserve peace as long as possible and thus keep national honor. Polish leaders rejected joining any kind of anti-German alliance with Romania, for fear of provoking Hitler into an attack. Defensive alliances from Germany's neighboring countries never happened.

Soviet leaders had been angered by their country's exclusion by the western world in the Munich conference. Because of this, Stalin decided to deal with Germany directly himself. During this time, Vyacheslav Molotov took the place of Maxim Litvinov as the new Soviet foreign minister.

Molotov and Joachim von Ribbentrop, the German foreign minister, signed a non-aggression and friendship pact. Less than a month later, Germany attacked Poland. Soviet leaders refused to aid their neighbor, and instead the Soviets occupied the eastern half of the country. Soviet forces also occupied the Baltic States and attacked Finland, trying to gain control of the lands north and west of Leningrad. The Finnish put up a massive resistance in the winter war and cost the Soviet army heavy casualties. In the end, the Soviets had a better supply of materials, forcing Finland to give up the military base Petsamo and a great deal of Karelia.

The pact with Germany cost the Soviets a great deal. Operation Barbarossa placed the full strength of the Wehrmacht against the Soviets. Rather than look at Hitler's history of breaking past non-aggression pacts with other countries, Stalin took Hitler at his word and paid the ultimate price. When Hitler struck, it took the Soviet leader by surprise. Nothing seemed to stand in the way of world domination by the Nazi party.

Over the first two years of the war, Germany had a great advantage in war material over its neighbors. A very large part of Germany's resources were confined to use for the military. Until the Allies put forth their own economic might, Germany had the upper hand. Germany was, however, not without its problems in the production of essential industries. The head of the Ministry of Economy was Hjalmar Schacht. Ignoring normal practices, the main goal of reintegration of Germany's economy into the world market was foremost and unwavering in his mind. Arms production dealt with certain products such as hydrocarbons, aluminum, explosives, gunpowder, copper, steel, magnesium, and synthetic products such as rubber. As the war got into full swing, occupied countries played a key role in furnishing raw materials to Germany. By 1943, almost 100% of all the iron ore, silicon, sulfur and other materials used by the Nazi war machine came from these occupied countries. The Reich levied tributes in the billions of reichsmarks to several occupied countries as well. These included France, Italy (after Sept. of 1943), Belgium, Denmark, the Netherlands and most of the other occupied countries. Those working against the Nazi war machine—behind enemy lines as a sabotage spy or pounding those areas via an air attack—did the most good on missions to damage the ability of Germany to wage war. Ground missions behind enemy lines as a spy were of course the most dangerous. In those times of war, one never knew who to trust.

Germany

Before the war got into full swing, Hitler went to great lengths to forge a Germany of tomorrow. The Hitler Youth started with a bang. Over three million youths had been members by 1939. After 1939, it surpassed eight million, not counting those who outgrew the program and entered mainstream German life. The Hitler Youth maintained a grip on Germany's youth with once-a-week meetings and constant activities and bombardments of Nazi ideology: They were part of a select community, a part of a master race. The Nazis took over the schools, from kindergarten classes on up. The smallest school-aged child started each class day with a Hitler salute. Interior Minister Frick laid down this protocol in December 1934. From that date on, the Nazi theory was in schoolbooks of all kinds, even children's fairy tale books.

It would be a rare thing to happen across a Hitler Youth meeting. If, for some reason during the course of a mission, characters happen across one of this organization's assemblies, they would notice a few things foremost. First, the groups are segregated into girls and boys, not mixing other than for certain social functions. Second, no matter how angelic a child in Hitler Youth may seem to a character, they are loyal to the Fatherland and Hitler only. The fierce loyalty shown by members of the Hitler Youth should be played in a most unsettling manner. Hitler Youth games focused on building brawn rather than brains. Physical training was emphasized above all else. Fast cross-country hikes with military-style field gear were one such example, as were some types of combat games. Most of the sports and events were designed to have potential military applications.

The Nazi theory introduced the idea that certain people and races were to be scorned. Pamphlets on the subject stated that a mentally handicapped person cost the German people as much as four (4) reichsmarks per day, physically handicapped persons as much as five (5) reichsmarks, and criminals at least three (3) reichsmarks. This kind of thinking wormed its way into the universities also. The goal of these selective teachings was to prepare the youth of the universities for service in the National Labor Service and the Wehrmacht, the German armed forces.

The common German citizen was watched closely by *Hilfshauswartens* (deputy house wardens). *Hilfshauswartens* were everyday citizens in charge of blocks of apartments and neighborhoods. This community force included not only cities but the countryside as well. One never knew whom to trust. The members of the community force reported anything that resembled any kind of suspicious activity or looked as if it would be critical toward (or harbor different thoughts than) the Nazi party. German citizens learned to keep silent around strangers, friends, even family in fear of those who were loyal to the Nazi cause. Even an infraction (such as for-

getting to use the Nazi salute in greeting) was sometimes reported. The person who forgot to use the greeting could be summoned to party headquarters for that district and questioned.

Characters operating behind the lines would last longer if they know the customs and go to great pains to use them. Even a slip of the tongue or a statement that can be viewed as anti-party will be reported and the characters will find themselves captured in short order.

Italy

On January 3, 1925, the Fascist State was proclaimed, and with it came the dictatorship of Italy. Soon after this, a consolidation started to take place. Mussolini developed a doctrine of discipline, national cooperation and corporate representation. The New Italy was now directly and openly opposed to liberal democracy, pacifism, socialism, and any individualism. The only non-Fascist organization that survived was the Vatican. Mussolini imposed on the Pontiff the Lateran Accord of February 11, 1929, which limited the Vatican to a small fief known as the "Citta del Vaticano."

Mussolini viewed Hitler and the happenings in Germany with suspicion. The order went out to amass Italian troops in the Brenner Pass when Hitler tried for the Austrian Anschluss. The final step toward making a bond with Germany and Japan came with the Spanish Civil War of 1936 to 1938. Both armed forces of Germany and Italy stepped in. The Rome-Berlin Axis formed on October 25, 1936. Italy joined Japan and Germany in the Anti-Comintern Pact on November 6, 1937. On December 11, 1937, Mussolini removed Italy from the League of Nations.

On a visit to Germany, Benito Mussolini was awed by Hitler's power. He was convinced that Hitler's power, now growing at an incredible rate, would not be stoppable. In May of 1938, Hitler returned the visit and went to Italy. Mussolini displayed his Navy, but opted to keep the less impressive Italian Army out of the way and in the background of events. In 1938, Hitler provoked the Czech crisis. Mussolini, seeing that war was on the horizon, took the chance to set up a "Peace Conference" at the request of France and Britain. This gave rise to the Munich Pact. Hitler's invasion of Czechoslovakia followed in a bloodless coop. Without consulting Mussolini, Hitler declared Czechoslovakia a protectorate of Germany. In May 22, 1939, he established a military alliance between Germany and Italy in the signing of the Pact of Steel.

In April of 1943, Ivanoe Bonomi founded the Unified Anti-Fascist Front. This front took the lead in an internal struggle until the fall of Mussolini on July 25th. These activists were a mix of moderate republicans, monarchists, and radical leftists. The Italian activists put aside their political differences in view of the common foe. Under all of this, they still never agreed on the country's future.

On July 25th, Mussolini was tricked into visiting the King, and was arrested as he tried to leave. Italian radio announced the formation of a new government by Badoglio. The same day, Badoglio wasted no time in contacting the Allies, speaking with the SOE (Special Operations Executive) via a radio link. The armistice with Italy and the Allies was made public in September. The Badoglio government began to cooperate with the Allies and during this time engaged in the formalities to enter the Allied camp. Mussolini was rescued from prison by a daring raid ordered by Hitler. Mussolini then founded the Republican State of Salò in North Italy to oppose the new Italian Government. Mussolini put forth a reign of terror that dwarfed anything the Gestapo ever did, beginning with the execution of his own son-in-law who was part of the plot that had imprisoned him.

Meanwhile, Badoglio had started to reactivate troop units that later would fight alongside the Allies. Seeing this, Hitler placed the Italian troops into three categories. Those ready to fight alongside the Germans would be welcomed and treated with affection. Those that resisted would be placed in a labor battalion in the east, but not before their officers were executed. Those who wanted to return home were deported to the Reich as forced labor. Those in the first group were pressed into the service of the new Republic of Salò under Mussolini. The second and third groups were sent to Germany or the USSR under the worst of conditions and treatment. Many in the last groups managed to escape into the mountains and join up with the Italian Resistance.

Not until December of 1942 would Allied agents parachute into Italy. In history, British SOE operatives went in and made contact with the Italian Resistance (for the game it may well be the player character that makes this historic contact). However the Arbitrator handles it when dealing with the Italian Resistance, it should be done with caution due to the uncertainties of the political outlook of resistance in Italy. The Resistance turned its guns towards the Nazis and the Salò, who all knew was a puppet regime. From October of 1942 to September of 1943 the Italian Resistance, seeking to destroy the fascism that plagued them, became an ally of the German Resistance. The Italian Resistance was just as militant as their German Resistance counterpart, participating in strikes and sabotage against the Salò and the Germans. Most of the time the Salò Italian troops were out-gunned and outclassed, but this did not make them any less dangerous.

JAPAN

The incidents in China exploded into full-scale war when on July 7, 1937 a detachment of Japanese soldiers on patrol met up with a Chinese unit near Peking at Marco Polo Bridge. A skirmish broke out and several soldiers fell wounded or dead. Ma-

jor General Kenji Doihara then led the Kwantung Japanese army on a full-scale attack. More troops and hardware were rushed in to reinforce the Japanese forces. With the hardware came Japanese Army and Navy planes and the pilots to fly them.

Japan got an early start in the world war, beginning in July 1937 when it began fighting China. The Japanese government started a National Spiritual Mobilization campaign to help citizens become familiar with the country's military aims. This also served to involve the people in war-related activities on the home front. The propaganda machine was placed into full gear, the government encouraging a frugal countryman. The Japanese people were called upon to strive for a sober mind towards the great national efforts now going on in China. A full year before the attack on Pearl Harbor, standard items such as sugar, matches, fabrics, and fuels had grown scarce. Gasoline for cars was reduced to 30 liters a month for private car owners. Taxi cabs after midnight could no longer be found and most homes went unheated.

The British who lived in Burma, Borneo and Malaya, the French in Indochina and the Dutch all seemed to not take notice of the coming storm from Japan. Those colonists lived well and even when China came under attack, many British did not seem to take notice. This was shattered as war came into full swing.

General Hideki Tojo was Japan's Prime Minister and the Minister of War. After the plans for the attack on Pearl Harbor were known, Tojo did have some misgivings about an attack on the western Allies. His feeling was shared by at least four of his lieutenant generals. Those men were in charge of the conquest of Southeast Asia: Shojiro Iida in Burma, Hitoshi Imamura in the Dutch east Indies, Tomoyuki Yamashita in Malaya, and Masaharu Homma in the Philippines.

FREE FRANCE

Some time after the fall of France, on June 18th, 1940 General Charles de Gaulle made a radio appeal: "The new government, by alleging the defeat of our armies, has come to an understanding with the enemy to put an end to the fighting... but... is that defeat final? No! For France is not alone... this is a World War.... I, General de Gaulle in London, invite the French officers and soldiers on British territory or who intended to come here, with or without their arms, I invite the engineers, and skilled workers in armaments industries on British territory or who intended to come here, to get in touch with me. Whatever the final outcome may be, the flame of French resistance must never be quenched nor shall it ever be quenched." For the most part, the call for a free France was ignored. Not until June 28th was de Gaulle accepted as the leader of the Free French. The objective was for the Free French to participate as a full-fledged ally in the war against the Axis powers. By the end of July

of that year the Free French number was small, only around 7,000. This later grew with the enlistment of European and native troops stationed in French Loyal territories.

De Gaulle made full use of propaganda through the BBC. The BBC gave the Free French broadcasters two five-minute spots of radio time each day, and also a half hour program which de Gaulle himself spoke on almost every week. The show was called "The French speak to the French."

On September 24, 1941, De Gaulle worked with a provisional cabinet. The ministers of the cabinet were Rene Pleven, Maurice Dejean, Le Gentilhomme, Emile Muselier, Rene Cassin, Thierry d'Argenlieu and Martial Valin. These men made up the National French Committee. By the end of October, it was Jean Moulin's job to organize the National Resistance Council and to coordinate the Resistance groups that had started forming in the occupied French territories. All of the resistance groups within these areas had acknowledged the leadership of de Gaulle.

The French (and De Gaulle in particular) were a difficult people to deal with at times. The main policy of a Free France was a constant concern with de Gaulle, and any infractions towards his leadership would not be tolerated. The French and their leader were a proud and in some instances stubborn people.

Further complicating things for France during the time of war were the French Colonies. In 1939 France had several colonies, territories and protectorates on every continent. These made up two distinct blocs. The Indo-Chinese bloc included the colony of Cochin, China and the protectorates of Laos, Cambodia, Tonkin and Annam. Under mandate to French possessions were also Syrian and Lebanese territories and Turkish provinces, including Indian agencies within the British Territories and a few on the Gulf of Aden. France also controlled possessions in South and North America: Miquelon, French Guiana, St. Pierre, Guadeloupe and Martinique. France held possessions in the Pacific as well: Oceania, New Caledonia, the French and British condominium New Hebrides as well as several deserted islands in the South Pacific. On the continent of Africa, France held several territories: French North Africa (the Algerian provinces and the Moroccan and Tunisian protectorates), French West Africa (Senegal, Niger, Mauritania, Mali, Upper Volta, Guinea, the Ivory Coast, Togo and the Dahomey territories), French Equatorial Africa (Chad, Gabon, Middle Congo, and Ubangi-Shari), the Cameroons (divided with Britain under mandate), Madagascar, and the Comoro islands.

After war broke out, and the call went out from de Gaulle, very few of these territories joined in with him to take up the struggle. French Equatorial Africa, the Pacific territories and commercial Indian agencies joined the resistance. Chad, the Cameroons, the Middle Congo, Gabon and

Ubangi-Shari all rushed to fight with the Allies.

More can be found on the French Resistance in The Secret War section.

VICHY FRENCH

The Vichy government did not sit the center of the fence when war started. Instead, the people in power of the Vichy government unanimously agreed on collaboration with Germany. The Vichy French could not conceive of anything else for their conquered land. In the minds of the people in power, Germany would win the war and it was just a matter of French survival that France adapt to the New World. Loyal collaboration with Germany and Italy was policy. To fight against terrorist acts of sabotage, Germany put more of the Wehrmacht in place to reinforce the Vichy. The SD was brought in against the French Resistance. The Vichy preferred to tell its people to stay calm and avoid useless anger. Even with the Vichy Government's acceptance of the German takeover, many French people would rather be free. The Vichy French received next to nothing for bowing to Germany and, worse, lost Alsace-Lorraine. They had been separated from Northern France; Alsace-Lorraine had been transformed into a forbidden zone. France was the most vital source of supplies for the Reich, but people in Bohemia-Moravia ate better than the French people did. Fifty percent, if not more, of the French annual revenue went to support the Axis occupation troops.

UNITED STATES

World War Two was a pivotal period for mankind in history, especially for the United States. Still innocent in the ways of the world, the American people believed themselves unaffected by the happenings in Europe. The American people took a dim view of any kind of aggression; the people's hunger came first. Then the Great Depression hit, beginning in 1929 and touching every aspect of American life. When Japan invaded Manchuria in 1931 and attacked China in 1937, Presidents Herbert Hoover and Franklin D. Roosevelt could do nothing more than protest. American isolationism had started in the 1930s. These Americans felt the United States should not become involved in the affairs of other countries. Many also felt that the Atlantic and Pacific Oceans would protect the United States from foreign invasion. The United States had become a world industrial and trade power. Its political and economical well-being depended on world trade. Franklin Roosevelt (during these times and long before the full outbreak of World War Two) understood the realities of what was coming. But he could not strengthen the Army or Navy without the support of the American public.

Congress passed neutrality laws, designed to stop the shipment of arms on American ships to warring nations, in 1935 and 1937. Another limitation

was that cash payment only was required for goods sold to warring nations. Another law was drawn up to prevent Americans from traveling on ships owned by warring nations. Many people who supported these laws believed that they would keep the United States out of another world war.

In 1938, the nation was moving out of the Great Depression. National prosperity was on the rise, and President Roosevelt put forth to Congress for the Fair Labor Standards Act of 1938. This act would help prevent layoffs and wage cuts. The new law would also regulate workers' hours and wages. It set the work week at 44 hours and set a minimum wage of .25 cents per hour. In 1940 the work week was shortened to 40 hours. Minimum wage was raised to .45 cents by 1945. Skilled labor on the railroad in 1942 fetched .42 cents an hour. Limits on child labor were also included in the act.

Not all things that came were good during this time. The Axis Powers in Europe were gaining vast tracts of occupied land, and more countries were being attacked. In the United States, people were now forced to pay more attention to the threats and actions of the Axis. Most Americans still hoped to stay out of the world war that was now a reality. Congress passed a series of neutrality acts. At the same time, however, it began to build up the national defense. After 1937, the shadow of war had spread further across the globe. Never before had Americans been so affected by what was happening overseas. The Axis war machine had struck down one small nation after another. Now it was becoming clearer every day that the United States would be in mortal danger if the Axis conquered all the countries of Europe and Asia.

The United States took steps for its own security before World War Two actually began. In 1938, it rallied all the nations of the two Americas, including Canada. These nations would act together to assure the defense of the western world. The strengthening of the military forces came next, and stockpiling imported strategic materials for the coming war. This was none too soon, for Hitler plunged Europe headlong into war in the fall of 1939. With the German attack on Poland in 1939, President Roosevelt saw the opportunity to prepare the United States for the war to come and its probable part in it. At this time, much of the American public still had no sense of urgency.

Congress repealed the arms embargo act. It was now possible for the United States to send vital supplies to embattled Britain and France. Roosevelt did not stop at that; he knew he must get the United States ready, so in the spring of 1940 he asked Congress to provide funds for 50,000 airplanes as well as a two-ocean navy. During that summer, the National Guard was called into service. By September, Congress adopted the first peacetime military draft law in American history. Hundreds of men sped up marital engagements, thinking wrongly that if they were married they could not be drafted.

During that month, in exchange for 50 destroyers for Great Britain, the United States received the right to build naval and air bases on Atlantic islands from Newfoundland to British Guiana. While these hurried preparations for the coming war were going on, the nation faced a critical Presidential election. Against tradition, Roosevelt accepted a nomination for a third term. The Republicans named Wendell L. Willkie as their Presidential candidate. Despite some of the strongest opposition he had yet faced, Roosevelt was re-elected. He became the only United States president to serve more than two terms.

Heavy decisions were made in 1941. United States aid to the free nations was on the increase. Ships, guns, and airplanes were turned out at a rapidly increasing rate. Soon a new problem arose: friendly nations like Great Britain could not pay the United States for needed military supplies. President Roosevelt proposed a plan, and Congress accepted it. Congress adopted the far-reaching Lend-Lease Act shortly before the United States entered World War Two. Near the end of the war, Lend-Lease would be providing about 50 billion dollars in aid to Allied nations. The act made it possible for the United States government to lend or lease war supplies to the Allies fighting in Europe, while still technically remaining neutral. Later in the war, Lend-Lease materials were given to the Soviet Union after Hitler invaded that country in 1941. The act was later extended to include China and 35 other Allied countries.

Another problem soon came to light which involved getting the material across the Atlantic to Great Britain. President Roosevelt let it be known that he would take any measures necessary to insure delivery. On April 9, the United States took Greenland under its protection for the rest of the war. Later on July 7, the United States landed naval forces in Iceland. American troops later replaced British soldiers stationed there.

For 27 months, the United States managed to stay officially neutral. In truth, the United States was on the side of Britain, France, and Poland from the start. As Hitler's armies overran Poland, Roosevelt summoned Congress to a special session, and the arms embargo was repealed on Nov. 4, 1939. Shells, guns, and planes went to the British and French at once. Roosevelt rallied Latin America to action. The world war had begun. Congress voted \$1,800 million dollars for defense.

In April of 1940 the Nazis seized Norway and Denmark. In May of the same year, Hitler's armies entered the Netherlands and Belgium, steamrolled over them, destroyed French resistance, and forced the British to withdraw from continental Europe.

Roosevelt stated to Congress that no nation could be too strong, and he demanded a means to stop any war maker "before they can establish strong bases within the territory of American vital interests." He asked for money for at least 50,000 planes

and a much bigger Army and Navy. On May 31, as the Nazi sweep went on, he asked for another billion dollars. Congress voted yes on the money, and on July 5, 1940 voted another 5 billion. That summer, the nation adopted a peacetime draft and began training a million men. With Canada, it set up a Joint Board of Defense.

The immense speed-up in war production reduced the number of unemployed in the United States. The New Deal was set aside as the nation's attention and energies geared towards the war in Europe. Seventeen million men had been enrolled in the draft. Almost a million at a time were taking military training. There was a change in people's attitude. Isolationism seemed to be a dying thing. Most Americans looked on and welcomed the Atlantic Charter, signed on August 14, 1941 by President Roosevelt and British Prime Minister Winston Churchill. This was a joint declaration of principles to govern the final peace treaty. It promised a "permanent system of general security."

Tensions mounted between the United States and Japan. Japan's military regime continued their attacks on neighboring nations. Japan was set on establishing a new order in east Asia. In the Pacific, events were fast leading to war. Japan was certain Germany would defeat the Soviet Union and Britain and wanted to complete the conquest of east Asia. In November of 1941, Japan seized part of French Indo-China and planted air bases in Thailand (Siam). This threatened Burma, the Dutch East Indies, and the Philippines.

The United States again protested. Japan sent a special group to Washington on November 14 to begin discussions on the matter. Japan wanted the United States to accept Japanese conquests in Asia and do business just as before. United States Secretary Hull refused. In return for full economic co-operation, he wanted Japan to leave Indo-China and China. They made no headway in negotiations. On December 6, Roosevelt appealed directly to the Emperor. The next day, on Sunday, Dec. 7, 1941, Japanese forces attacked Pearl Harbor and the United States was thrust fully into World War Two. Italy and Germany at once joined Japan in declaring war on the United States.

For a full year the Axis was in control. The United States Navy had been crippled as a result of the attack on Pearl Harbor. Almost at will, the Japanese overran the Philippines, British Malaya, and the Dutch islands. German submarines began to sink hundreds of ships off the Atlantic coast of the United States. The British in North Africa were thrown back to Cairo. Soviet armies fought outside of Moscow and Stalingrad. The war's outlook for the Allies began to look grim. The President of the United States knew all too well the consequences, if the Axis should win the war.

Early in 1942, Roosevelt called upon American industry to produce war equipment as it never had before. He asked for 185,000 aircraft, 120,000 tanks,

and 18 million dead-weight tons of shipping and he wanted it within two years. The armed forces were being expanded as well, to more than 11 million by 1944. The Navy was to be built up into the greatest in the world. In time, the number of people employed or in the armed forces grew to more than 65 million.

The sleeping giant that was the United States stirred and awoke. As much as 100 billion dollars was spent in a single year to build a war machine. Between 1939 and 1945 employment increased from 45 to 65 million. Whole industries that once made cars and other peacetime products were quickly converted to make war materials. A staggering number of ships, aircraft, tanks, and guns were turned out. Industries worked around the clock to manufacture products such as synthetic rubber, aluminum, magnesium, and steel. New government agencies were created to manage the nation's economy and direct war production.

United States armed forces reached a peak of about 14 million men and women. The combined Allied forces reached well over 50 million. To help equip 50 million people, and keep the civilian economy in good shape, production feats never before approached were needed. Huge sums were raised by taxes to pay for the war. The whole cost of the war came to nearly 300 billion dollars. War loans raised a considerable part of the money, but by 1944 the national debt stood at nearly 200 billion dollars. Taxes had become far heavier than anyone thought possible. In the fiscal year ending June 30, 1944 alone, the nation raised almost 20 billion dollars by direct taxes on individuals, more than 14 billion dollars by direct taxes on corporations, and 5 billion dollars by excise taxes.

U.S. RATIONING

The Office of Price Administrations oversaw rationing and pricing during the war. To support the war effort, everyone had to pitch in. War production took up resources and created shortages. All metal wound up in military equipment, and as a result Americans could not purchase such things as toasters or washing machines. Cigarettes were also hard to come by: more than 30% of the cigarettes made were put aside for the military. To even get cigarettes, people stood in long lines. To curb inflation and ensure pricing remained fair, many goods were price controlled, and still others were rationed.

Ration Books had certain restrictions. Stamps, when used, must have been torn from the booklet in front of the store clerk or an employee of the store. If it was already torn out or mutilated, the stamps were void. If the stamp was torn and more than half was still in the book, it was still good.

During the war, nearly everything ended up on the rations list at one time or another. Rationing helped preserve resources for the military and was carried out in several ways. Beginning in May of

1942, ration books were issued through the schools. The ration book showed how much any one person could purchase certain items.

Ration Book One was issued in May 1942. Sugar was rationed beginning in April, and coffee made it onto the list in November. In July of 1943, frozen meats such as fish were added. This caused a panic and runs to the supermarket for many Americans. Butter was added to the list in March of 1943; annual butter consumption dropped from 16 pounds per person to 12 pounds. During this time, items such as potatoes took up the slack—5 pounds of potatoes could be had for 26 cents. The price for bananas remained at the usual pricing of around 2 pounds for 19 cents. Heavy drinkers had been hit the hardest by rationing, vegetarians the least (see Criminal Elements).

War Ration Book Two was distributed in February. It contained red and blue stamps, each worth ten points. Blue stamps were used for processed food, and red stamps were used for cheeses and meats. An individual's rations amounted to about 25 pounds of canned vegetables, 90 pounds of meat, and 13 pounds of cheese per year. Fresh foods were not rationed. A pound of pork chops or a one-pound can of beans could be purchased for eight points plus whatever the store charged. Points that were charged depended on the scarcity of an item. Pork chops may have cost as little as 8 points in May; in June they may have cost as much as 15 points.

Each month, three billion ration stamps exchanged hands all over the United States. Every American received 48 blue points for canned goods and 64 points for perishables. Americans ate better than any other country during the war, but with rationing they were forced to stick to a budget. With sugar becoming rare, honey was the major sweetener substitute.

Restrictions and rations soon flowed over into non-food items. Rubber was the first non-food item to find its way onto the rations list. With this also came the Idle Tire Purchase Plan. Any and all tires not in use had to be handed over, under the government's new law. Tire use was a problem, so the government also rationed gasoline. With this came the issue of ration stickers, which were placed on vehicles to show how much gasoline could be purchased for that vehicle. Gas station owners received the order from the government to stop after-hours sales on gasoline, which helped stop overconsumption. Other restrictions included a special speed limit (35 mph), dubbed the Victory Speed Limit. Pleasure driving was banned altogether. Anyone with an A sticker caught pleasure driving would have their gas rations taken away. The ban was hard to enforce, but it was in full effect until lifted in September of 1943.

In the beginning, when the stickers were issued:

A stickers were good for four gallons of gas, later changed to only three. Owners of autos with an A sticker could go 15 miles per gallon or 60 miles per week around town.

B and C stickers represented limited driving. Car-poolers got the B Sticker to get to work, and essential people such as medical personnel used the C sticker for larger allocations of gas. C stickers were given to people such as doctors, mail carriers, ministers and nurses.

E stickers were for emergency personnel such as ambulance, firefighter and police officers. They could purchase unlimited gasoline.

T stickers were for truckers, which included delivery drivers and mass transit drivers. They could purchase unlimited fuel for their work vehicles, since they were essential to the war effort.

X stickers were the most controversial and widely criticized. They were given to U.S. Congressmen, with no rationing at all.

CRIMINAL ELEMENTS

As a result of rationing, some items such as drinking alcohol became close to non-existent. To fill the gap, racketeers and moonshiners mixed a lethal brew called Ersatz Whiskey. The stuff was flammable and in some cases deadly to drink. There was a 25-30% chance of becoming gravely ill or, worse, dying from drinking this concoction. It was a sad thing but, because of the war, crime found new avenues from which to ply its trade.

Players may find it difficult to keep player knowledge and character knowledge apart when it comes to dealing with the late 1930's and 1940's swindlers, con-men and rip-off artists. Players should remember that their character is a product of the 1930's and 1940's, and many people were naive when it came to scams. Even if you (as a player) know what may be going on, your character may not. It will be an opportunity to stretch role-playing skills. Scams were common during this time. Criminals sought to take advantage of happenings in the world. Scams that characters may run afoul of are listed here.

Badger

This was a blackmail operation that in the spy world was called the Honey Trap. This scam was run using a female as bait. The woman enticed a male into a sexual situation, and was then caught in the act by her accomplice, a male claiming to be the woman's husband. The so-called husband threatened to go to the person's wife unless they could come to an arrangement, many times monetary. If in a spy situation, the price could also be information. Whatever the price, it was often high once the victim was trapped.

The Gas Pill

The gas pill was perhaps the worst of all, especially during times of gasoline rationing. The criminal rigged a fake gas tank to his or her car and then disguised the real gas tank opening. The fake gas tank opening was all that could be seen. After driving up to a gas station, the crook asked for the water hose. He then filled the false tank with water, and then with much fanfare dropped several pills into it. When people (of course) asked was going on, the crook would give some kind of story about a scientist who made pills that turned water into gasoline. The crook then started up the car and drove it a bit to show that it did in fact work. He would offer to sell a few of the pills to people that had gathered around. Then he would drive off to pull the scam elsewhere. The people who purchased the pills, if they were unlucky, filled their gas tanks with water and dropped the pills in. They found not only that the pills did not work, but that they had ruined their car by placing water in the gas tank.

Hit and Run

A rip-off artist would sometimes use a female partner. Inside a store, just as a store employee opened the cash drawer, the female would pretend to faint. As focus was drawn away from the male partner and to the fainted female, the male crook would snatch money from the open drawer.

Selling of fake or non-existent air raid gear was also all too common.

Of course, big crime was in high gear. Crime families were not often run into by chance. On the other hand, Unknown Eagles agents may have to use unconventional means to get a job done. Many crime families had no love for the Nazis and were approachable—though more often than not on their own terms.

NEUTRALS

In international law, a state of neutrality existed when a nation chose not to take part in a war fought by other nations, and pursued a nondiscriminatory and impartial policy toward those nations. Belligerent nations were expected to refrain from interference in the land or territorial waters of the neutral state. Perpetual neutrality differed from temporary neutrality in that the former—as in the case of Switzerland—was set by multilateral treaty, whereas the latter was declared unilaterally.

One of the main neutrals and the largest of the five Nordic countries was Sweden, part of Scandinavia in northwestern Europe. During those turbulent times, neutrality risked the anger of all nations at arms and only a few countries managed to declare themselves neutral. One such group of nations was the Oslo States. The Oslo States comprised of seven states. Several of the Oslo states such as Denmark, the Netherlands, Norway, Luxembourg and Belgium all ended up being overrun by the Nazis in spite of their declaration of neutrality.

Finland was twice attacked by the Soviets. Other countries such as Switzerland, Portugal, Turkey, Ireland and Spain all worked hard during those times to stay neutral. By balancing the demands of both Axis and the Allies with their own requirements for surviving, they managed to, more or less, avoid the conflict. Sweden was the only country that was able to stay truly neutral.

PRISONERS OF WAR

The Geneva Convention gave several guiding principles for the treatment of prisoners in the time of war. It detailed the rights of the captive and the obligations of the captors. The Geneva Convention defines prisoners as a uniform-wearing member of a regular military unit. This excluded spies, guerrillas, and other irregular warriors. A prisoner of war had the right to clothing, food, and shelter equal to the captor's own troops. Also, prisoners were allowed to communicate with their family. If not an officer, a prisoner could be used for work details. The Soviet Union, Germany and Japan ignored the Geneva Convention in different ways. A prisoner's first few hours were often the worst. Pilots in particular encountered hostile people when shot down in enemy territory. These people were eager to get their hands on pilots. Pilots who bombed their own homes and country, often spies, were shot outright. An Unknown Eagles agent would be a rich prize indeed, handed over to the Gestapo and then to the Ghost Corps or Whitelotus.

In the United States, prison camps were spread far and wide. In the beginning, work programs were not very common. The security-minded American authorities made sure to restrict Prisoner of War Labor. In American Prisoner of War Camps, the prisoners did extra work such as working in the mess halls and laundries. Some worked in the motor pools, hospitals and maintenance shops. By 1943, things tended to open up a bit when it was realized that most prisoners were not interested in murder or sabotage. With this in mind, the work program was expanded.

Near the beginning of the war, the majority of the prisoners in Europe captured by Germany were confined to the front stalags, in both Belgium and France. At the start of 1941, many prisoners were sent to Germany. Officers were placed in Oflags, and enlisted men were placed in Stalags. Germany was divided into regions and each one had its own camps.

Stalag prisoners were registered with a base camp, and during nighttime hours they were locked up. During the day they were sent to work, often in forests, factories, farms or mines. This did not include officers. Officers in the Oflags were kept locked up and not forced to work. To occupy the time, officers engaged in intellectual and artistic pursuits. Sporting events such as soccer, softball, and boxing were common. Some prisoners even

put on shows for fellow prisoners to while away the time. For Americans in German POW camps, life was not as bad as it was for other nationalities captured by Germany. Things were especially bad for the Soviets and Italian prisoners. Those prisoners got visits once in a while by volunteers who often tried to convince them to serve in the military forces of the Third Reich. Italian prisoners who began showing up in German prisons during 1943 were considered political detainees. They were badly under-nourished and ill-treated. They were promised many things if they consented to rejoin Mussolini's armies.

In Asia, American and British prisoners of Japan suffered beyond anyone. Torture was common.



The Secret War

The main secret organizations opposing one another were the Unknown Eagles (special units for the Allies) and Ghost Corps (the Condor Legion, special units for Germany, Japan, and Italy). Both units were involved in every aspect of spy work, and were called on for the more deadly missions. For the person that pulled spy duty in one of the secret corps, they soon found it to be a complex business, with much preparation the rule. There was constant watchfulness and preparation for how to act, what to do, and how to interact with others around them. Of first importance for an agent in another country was to have a cover, which was some seeming legitimate occupation that would justify the agent's presence and hide his or her interest in certain information. Sometimes operatives came equipped with a natural cover of their own, such as an airline employee, a person working in industry or exports, or even a cab driver with reason to be in an area at times. Once in place, an agent needed to see as much as they could while not drawing attention to themselves.

Historic Events and Dates

Timeline of Events:

Both great and small events are found here. With it, an Arbitrator can track some of the major events and minor events of these trying times and decide how it affects the players' characters. Events are placed in the general month and year so that the Arbitrator can use them during the year and month, but not necessarily have to use them during the exact day. Format is with month headers and actual days indicated in parentheses.

1933

January

(30) Hitler pronounced Chancellor by then-President of Germany Hindenburg.

February

(27) Large fire starts in Reichstag; communists blamed.

(28) Hindenburg signs away the constitutional rights of the German people. The Weimar Republic is no more.

March

(5) Parliamentary elections in Germany are held. The Nazi party gains 44 percent of the votes.

April

(7) New Aryan law passed in Germany. All non-Aryan people barred from holding public office.

October

(14) Germany separates itself from the League of Nations.

1934

January

(26) Germany and Poland sign a 10-year non-aggression pact.

May

(24) Tomas Masaryk re-elected President of Czechoslovakia.

June

(15) Hitler and Mussolini hold their first face-to-face meeting in Venice.

(30) The SS and Gestapo help Hitler rid himself of all political opponents in the Night of the Long Knives. During this time, the German pocket battleship the Admiral Graf Spee is launched in Wilhelmshaven, ignoring the restrictions of the treaty of Versailles.

July

(25) The Austrian Chancellor, Dollfuss, is assassinated during a push by Nazis trying to overthrow the government. The overthrow fails.

August

(2) President Hindenburg dies, and Hitler declares himself Fuhrer and Chancellor of the German Reich.

October

- (1) In secret, Hitler orders the creation of a new German Air Force and expansion of both the Army and Navy.

1935

March

- (1) After a much-debated decision by the League of Nations, the Saar area is officially returned to Germany after 16 years.
- (11) The Luftwaffe comes into being. Germany's Air Force is up to strength.
- (16) Hitler reinstates compulsory military service in Germany.

May

- (19) Elections in Czechoslovakia reveal an overwhelming support by the German population for the Sudeten Party.

June

- (28) Germany commissions its first U-Boat since World War One.

September

- (15) The German parliament adopts the Nuremberg Laws. This deprives all Jewish people of German Citizenship.

1936

March

- (7) German troops march into the Rhineland, which had been demilitarized since the Treaty of Versailles.

August

- (1) Hitler opens Berlin Olympic Games, showing a great celebration by the Aryan people.
- (30) Britain announces the launch of its biggest naval expansion program in history, calling for the building of 38 new warships.

October

- (25) Berlin and Rome come together to form the Axis.

1937

January

- (30) Hitler renounces the Versailles Treaty.

May

- (28) Neville Chamberlain becomes Prime Minister of Britain.

November

- (5) Hitler gives a speech revealing his war plans; given only to those in a need-to-know position.

1938

March

- (12) German troops march into Austria to help stop public disorder.
- (13) Official annexation of Austria by Germany takes place.

September

- (23) Hitler sets forth a demand that the Czechs evacuate the Sudetenland.
- (30) Hitler, Chamberlain, Mussolini and Daladier sign the Munich Agreement dividing up the territory of Czechoslovakia.

October

- (1) German troops march into the Sudetenland.

November

- (9, 10) During these nights, the Kristallnacht, Jewish property destroyed in Germany.

1939

January

- (4) United States President Roosevelt calls for an increase in the U.S. defense budget.
- (5) Hitler insists on the return of Danzig to Germany.
- (9) Hitler reopens the Reichstag building, which had been destroyed in a fire in 1933.
- (10) Chamberlain meets Mussolini in Rome.
- (17) Law passed in Germany forbidding any Jewish person to drive a car.
- (19) Hitler dismisses the president of the Reichsbank after its president issues a warning that Germany's rearmament program was threatening the economy.
- (24) Evacuation of the Jewish people from Germany sped up, spearheaded by Gestapo officer Heydrich.
- (28) Report published in Sweden on splitting the atom, called nuclear fission.

February

- (10) Poland permits no German rail or road traffic across the Danzig Corridor.
- (14) The new German Battleship Bismarck is launched.
- (19) Trade agreements are signed between the governments of the Soviet Union and Poland.
- (23) Jewish people in Germany are ordered to hand in all precious stones and metals.

March

- (13) Berlin demands the dismissal of anti-Nazi ministers from the government.

- (15) Hitler marches troops into Prague. Czechoslovakia ceases to exist.
- (20) United States recalls their ambassador from Berlin in protest of the invasion of Czechoslovakia.
- (21) Annexation of the German-speaking Memel area into the German Reich.
- (28) Civil war in Spain ends. Franco is now in control of Madrid.
- (31) France and Britain announce their intent to defend Poland.

April

- (3) German military creates plans for the invasion of Poland.
- (6) France, Britain and Poland sign a mutual assistance agreement.
- (7) Italy invades Albania.
- (15) U.S. President Roosevelt protests against Germany's and Italy's actions.
- (20) A military parade is held in Berlin in celebration of Hitler's 50th birthday. The day is declared a national holiday.
- (26) Compulsory military service in Britain is introduced by a government bill.
- (28) Hitler revokes the 10-year nonaggression pact with Poland.

May

- (8) Britain turns down a Soviet proposal for a defensive alliance.
- (12) German military attacks on Polish property in Danzig takes place.
- (22) Germany and Italy sign the Pact of Steel.
- (23) Hitler plans the assault on Poland, letting his advisors and generals know his feelings that a war with Britain and France should be avoided.
- (31) Germany signs a 10-year nonaggression pact with Denmark.

June

- (7) The deportations of Jewish people to Poland begin. Germany, Latvia, and Estonia sign a non-aggression pact.
- (15) Russia turns down offers from Germany for talks to reach an economic agreement.
- (23) France and Turkey sign a mutual defense treaty.

July

- During the month, Jewish emigration from Germany reaches a total of over 78,000 people.
- (9) Churchill proposes a military alliance with Russia.
 - (17) Poland declares its opposition against Germany in case of an attack on the city of Danzig.

- (20) London issues a warning on illegal immigrants to Palestine.
- (31) Polish customs officials are told to leave Danzig. Poland's response is economic sanctions.

August

- (7) Poland sends out warnings about the arming of its customs officers at the border of Danzig.
- (20) During a speech to his generals in his mountain hideaway, Hitler announces that the destruction of Poland will begin on the next Saturday morning.
- (23) Hitler and Stalin conclude a nonaggression pact. General lines of partition of Poland are drawn up.
- (24) Poland readies her forces for war.
- (25) Poland and Britain sign a mutual assistance agreement.
- (27) The world's first jet-powered aircraft makes its first flight in the form of Germany's Heinkel He-178
- (29) Hitler gives Poland an ultimatum on the question of Danzig and the Polish Corridor.
- (30) Britain begins evacuation of civilians from London.

September

- (1) 4:45 a.m. Germany invades Danzig. German armored cruiser Schleswig-Holstein shells the Westerplatte, the anchorage point of the Polish navy. Italy, Ireland, Finland, Norway and Switzerland proclaim their neutrality. Britain and France begin discussions on how to honor the Allies' pledge and come to Poland's aid.
- (3) France and Britain declare war on Germany. The SS Athenia is sunk by the German sub U-30. German military forces march through the Polish Corridor. Belgium declares its neutrality.
- (4) The first Allied air offensive against German naval bases ends in near-disaster.
- (5) Confirmation of U.S. neutrality.
- (6) South Africa declares war on Germany.
- (7) Britain begins using the convoy system for merchant ships again.
- (8) The German army reaches the edge of Warsaw.
- (12) A Czech army in exile is formed in France by refugees.
- (13) The German high command announces that civilian targets will now be bombed in Poland.
- (14) The Royal Navy sinks the German sub U-39 in the Atlantic.
- (14 - 15) The bulk of the Polish army is decimated and Warsaw is surrounded.
- (16) Germany demands the surrender of Warsaw.

- (17) Russia invades eastern Poland. The British fleet carrier *Courageous* is sunk by a German U-Boat.
- (19) Hitler makes a triumphant entry into Danzig. Russian and German troops join up in Brest-Litovsk. This ends the Polish campaign.
- (20) The RAF and Luftwaffe have their first air engagement over Germany.
- (21) A massive resettlement of Jewish people begins into the newly won German territories.
- (23) In Germany, all radio sets belonging to Jewish households are confiscated.
- (25) Warsaw suffers major attacks from air raids.
- (27) Warsaw surrenders after three days of constant bombardments. Poland is divided between Germany and Russia with the signing of a frontier and friendship agreement between the two aggressors.
- (30) The Royal Navy begins a world wide hunt for the German pocket battleship *Graf Spee*. A Polish government in exile is set up in Paris.

October

- (1) The Polish navy surrenders.
- (9) Hitler orders his generals to begin preparations for a massive offensive against Belgium, France and Holland.
- (12) Germany begins the deportations of Austrian and Czech Jewish people to Poland.
- (14) The British battleship *Royal Oak* is sunk at Scapa Flow by the German sub U-47.
- (17) Hitler declares to his commander-in-chief that the area of the Reich is to be purged of unwanted elements.
- (30) In Britain, a government White Paper begins publication. The focus is on the horrors of Nazi concentration camps.

November

- (1) Danzig and the Polish Corridor are officially passed over to the German Reich, as well as all of the territories ceded to Poland under the terms of the 1919 Treaty of Versailles.
- (3) The U.S. neutrality bill is amended to allow Britain and France to obtain arms.
- (8) Bomb attack made on Hitler in a beer cellar in Munich. The attack fails.
- (12) The first Ensa concert is staged for troops stationed in France. The concert features Maurice Chevalier and Gracie Fields.
- (23) The HMS *Rawalpindi*, an armed merchant cruiser, is sunk by the German warships *Gneisenau* and *Scharnhorst*.
- (29) Russia breaks off all diplomatic relations with Finland.
- (30) Russia invades Finland.

December

- (2) The *Graf Spee* sinks the British steamer *Doric Star* in the Atlantic.
- (13) The *Graf Spee* is sighted just off the River Plate estuary.
- (14) Russia is expelled from the League of Nations.
- (17) The *Graf Spee*, after being severely damaged in a running battle in the Plate River by the cruisers HMS *Ajax* and HMS *Exeter* and the Royal New Zealand cruiser *Achilles*, seeks sanctuary in Montevideo. Soon after, the captain of the *Graf Spee*, Hans Langsdorff, believing himself opposed by a much larger force, scuttles the ship and soon after commits suicide.
- (23) Several Latin American countries protest against the violations of their countries' neutrality by warring nations.
- (25) Hitler carries out an inspection of his troops on the western front.

1940

January

- (8) Finland scores a victory against Russia on the Karelian Front.
- (10) An emergency landing of a German plane at Mechelen in Belgium uncovers the plans of German invasion of neutral Belgium and Holland.
- (13) Belgium begins to mobilize its forces.
- (16) Hitler postpones the offensive in the west until spring.
- (21) The British destroyer *Exmouth* is sunk by an unknown U-Boat just off Scotland.
- (30) During a speech at the Berlin Sportpalast, Hitler reveals that the first phase of the war is complete with the destruction of Poland. He hints that the second phase may be a war of bombs.

February

- (2) A Russian offensive on the Karelian Front takes place.
- (9) The Mannerheim Line in Finland is the site of fierce fighting.
- (11) Russia and Germany sign an agreement about supplies of raw materials in exchange for military equipment.
- (15) Hitler orders an escalation of the U-Boat war.
- (16) Raiders from the HMS *Cossack* free 299 British prisoners from the German ship *Altmark*.
- (20) Russia proposes new peace talks in Finland.

March

- (5) Finland, realizing it's in a desperate situation, agrees to negotiate peace with Russia.

- (13) Finland and Russia sign a peace agreement. Finland is forced to cede a large part of its territory to Russia.
- (16) German bombers attack the Royal Navy base at Scapa Flow.
- (18) Hitler and Mussolini meet at Brennero. Mussolini tells Hitler that Italy will join Germany in the war against Britain and France.
- (19) In reprisal for the attack on Scapa Flow, 50 RAF bombers raid the German base Hornum on the island of Sylt.

April

- (2) Hitler gives the orders to begin the invasion of Denmark and Norway.
- (8) The German heavy cruiser Hipper sinks the HMS Glowworm off Trondheim.
- (9) Germany invades Denmark and Norway. Denmark surrenders.
- (15—18) British troops land in Norway.
- (17) Japan launches an offensive in the province of Shansi.
- (29) Japan bombs the Nationalist Chinese Capital Chungking.
- (21 - 30) German troops advance on all fronts in the Norway battle, taking hundreds of British troops prisoner.
- (26) The British evacuate Norway.
- (30) A dark time, as Germany establishes the Jewish Ghetto in Lodz Poland.

May

- (1) Japan starts an offensive along the upper Yangtze.
- (10) Germany invades Belgium, the Netherlands, Luxembourg, and France. Churchill succeeds Chamberlain as the new Prime Minister of Britain.
- (15) The Netherlands capitulates to Germany.
- (19) China is defeated in the battle of Yichang.
- (20) China counter-attacks in the province of Shansi. German troops reach the channel in Noyelles.
- (21) Germans crush an Allied counterattack at Arras.
- (26 - June 3) Allied troops are evacuated from Dunkirk and escape to Britain.
- (31) Japanese troops cross the Han River near Yichang.

June

- (5) Germans start an offensive in the south of France.
- (10) The Norwegian army surrenders. Italy declares war on France and Britain.

- (14) German troops march into Paris for occupation.
- (20) France allows Japanese military missions into Indochina.
- (22) France signs an armistice with Germany at Compiègne.
- (24) France closes Indochina frontiers.
- (28) Britain recognizes General Charles de Gaulle as the leader of the Free French forces.

July

- (1) U-boats of Germany start what is called the Happy Times in the Atlantic. France's Government moves to Vichy.
- (2) Japan takes Lungchou.
- (3) British Navy ships sink French warships at Mers El Kebir (Algeria).
- (10) First days of bombing of the Battle of Britain. The Luftwaffe's objective is to destroy the RAF, aircraft factories, and air bases. The battle starts with Luftwaffe raids on docks in Cardiff and Swansea.
- (11) Attacks made by the Luftwaffe, targeting Portsmouth. Henri Petain becomes the leader of the Vichy government.
- (16) Japanese Cabinet resigns; Prince Konoye Tojo becomes the Minister of War.
- (18) Britain closes the Burma Road.
- (19) Roosevelt signs the Two Ocean Navy Expansion Act.
- (24) In an air battle the RAF loses 15 aircraft; the Luftwaffe loses 19 aircraft.
- (30) A lull in bombing ends the first phase of the Battle of Britain.

August

- (4) Italy sends troops to invade British Somaliland from Ethiopia.
- (8) Luftwaffe attacks on channel shipping begins the second phase of the Battle of Britain.
- (13) "Eagle Day" arrives in the Battle of Britain. Luftwaffe bombs British fighter airfields and aircraft factories.
- (20) Chinese Communists launch the "Hundred Regiments" offensive, attacking Japanese-held railways in Northern China.
- (21 - 25) Britain withdraws from Shanghai.
- (24) Luftwaffe raids on RAF command centers begins the third phase of the Battle of Britain.
- (25) British RAF launches the first bombing attacks on Germany, hitting Berlin.
- (29) Vichy France cedes bases in Tonkin (Indochina) to Japan.

September

- (3) The U.S. agrees to give destroyers to the British in exchange for bases.
- (7) London Blitz begins the fourth phase of the Battle of Britain.
- (13) Italian troops invade Egypt by way of Libya.
- (15) Massive bombing raid by the Luftwaffe launched against English cities. This was the climax to the Battle of Britain.
- (17) For reasons of his own, Hitler postpones the invasion of Britain indefinitely.
- (22) Japanese troops invade Indochina.
- (27) Germany, Italy and Japan sign the Tripartite Pact.

October

- (1) Japanese troops occupy Weihaiwei China.
- (4) Hitler and Mussolini meet in the Brenner Pass.
- (17 - 20) British reopens Burma road. German U-boats sink 32 ships in two Allied convoys.
- (23) Franco meets with Hitler in Spain and refuses to join the Axis.
- (28 - 29) China retakes Lungchou and Nanning. Italy invades Greece.
- (29) U.S. holds the first peacetime military draft.

November

- (1) Jews are forbidden to leave the Warsaw Ghetto.
- (5) Franklin D. Roosevelt is elected for a third term.
- (11) British carrier aircraft sink three Italian battleships at Taranto in Italy.
- (14) Greek counterattack drives Italian troops into Albania. German bombers begin night blitz by bombing Coventry.
- (30) Japan signs a treaty with a puppet government who they placed in power in Nanking.

December

- (9) British begin the Western Desert Offensive in Egypt.
- (23) Chiang Kai-Shek disassociates himself from the Communists.
- (29) Roosevelt declares that the U.S. must be the arsenal of Democracies. Luftwaffe bombers launch a large raid on London, using incendiary bombs.

1941

January

- (5) In China, Nationalist and Communist forces clash.
- (10) Soviets and Germans sign pact on trade and spheres of influence.
- (16) The Luftwaffe for the first time attacks Malta. French and Thai troops clash in Indochina.

- (19) British forces invade Eritrea East Africa.
- (22) British win a victory and take Tobruk in Libya.
- (24) British troops invade Italian Somaliland.
- (25) Japanese troops launch a offensive in Honan.
- (31) Japan imposes an armistice on the Thai-French conflict.

February

- (1 - 14) The German Battleship Hipper sinks seven ships in the Atlantic.
- (2) Japanese troops capture Wucheng in Honan.
- (3) Japanese troops land in Wai Chow, occupy Tamshin near Canton.
- (7) Thailand and Vichy France negotiate peace settlement in Tokyo.
- (11) British troops invade Italian Somaliland from Kenya.
- (12) General Erwin Rommel arrives in Tripoli.
- (14) German Afrikakorps begins disembarking in Tripoli.

March

- (2) German troops occupy Sofia Bulgaria.
- (11) Roosevelt signs Lend Lease Act. France cedes parts of Laos and Cambodia to Thailand.
- (15 - 25) British troops invade Ethiopia. Rommel Takes El Agheila, Libya on the 24th. Chinese troops repulse Japanese offensive near Nanchang in Honan.
- (28) Japan is defeated in the Battle of Shangkao in Honan.
- (30) Rommel launches offensive in Cyrenaica.

April

- (4) Rommel takes Benghazi.
- (6) Germany invades both Yugoslavia and Greece.
- (11) Roosevelt expands the Pan-American security zone in the Atlantic. Rommel takes Bardia and the siege on Tobruk begins.
- (12) U.S. troops occupy Greenland.
- (27) German troops enter Athens.
- (21) Japanese troops occupy Foochow.
- (27) The U.S., British and Dutch discuss defense plans in Singapore.

May

- (1) Australian forces repulse the German attack on Tobruk. Victor Gerson (French textile merchant) and his wife join the SOE. His wife, a Chilean, was the first female agent for the Special Operations Executive (SOE). Gerson organized the "VIC" escape route for the SOE.
- (7) Japan launches an offensive in Shansi Province.
- (9) Thailand and Vichy France sign peace treaty.

(10 - 11) Rudolf Hess flies to Britain on a peace mission. The end of the Night Blitz on London was hailed with the heaviest raid to date by the Luftwaffe. Japan demands an end to U.S. aid to China, proposes normalization of Japan-U.S. trade.

(24) German battleship Bismarck sinks H.M.S. Hood.

(27) British warships sink the Bismarck.

June

(1) U.S. coast guard begins patrols from Greenland.

(8) British and Free French forces invade Syria.

(15 - 17) British efforts to relieve Tobruk fail.

(22) Operation Barbarossa begins; Germany begins the invasion of the Soviet Union.

(24 - 30) Germans capture Vilnius, Kaunas (Lithuania) and Lvov. The American Volunteer group arrives in Burma throughout the month of June. Japan declares the Greater East Asia Co-Prosperity Sphere.

July

(7) U.S. Marines occupy British bases in Iceland, Trinidad and British Guiana. American warships start escorting convoys out of American waters.

(9) Germans take Vitebsk, capturing 324,000 Soviets in Minsk pocket.

(19) U.S. Navy begins escort duty, escorting convoys to Iceland.

(26) U.S. and Britain freeze all Japanese assets; Hawaii placed on alert. Filipino army is nationalized under the command of General Douglas MacArthur.

(27) Germans capture Tallin and surround Smolensk.

(28) Japanese troops land in southern French Indochina.

(31) Orders come down to Reinhard Heydrich to implement the "Final Solution" (extermination of the Jewish peoples).

August

(4 - 5) Germany takes some 410,000 prisoners in Uman and Smolensk pockets. U.S. embargoes raw materials to Japan.

(8 - 13) Heavy Japanese bombing raids hit Chungking. Atlantic Conference between Roosevelt and Churchill takes place.

(14) U.S. and Britain issue the Atlantic Charter, declaring war aims and the foundation of the United Nations.

(20) German troops reach the outskirts of Leningrad.

September

(4) Germans begin a siege on Leningrad that lasts 890 days.

(6 - 8) Germany orders Jewish people to wear the Star of David badge. Ho Chi Minh forms Viet Minh in French Indochina.

(17 - 19) Japan launches an offensive in Hunan. Germans take over 700,000 prisoners in Kiev pocket.

(27 - 29) U.S. launches the Patrick Henry, first Liberty ship. Japan occupies Changsha. Germans massacre 33,000 Jewish people at Babi Yar (Ukraine).

October

(2 - 16) Germans Launch operation Typhoon: the drive on Moscow. Heavy fighting in Changsha China throughout the month. Hideki Tojo replaces Prince Konoye as Japan's prime minister. Germans take over 600,000 prisoners in Bryansk and Vyazma pockets. Mass exodus of civilians in Moscow takes place.

(20 - 31) Japan's Navy prepares for a special operation to Pearl Harbor. Germans besiege Sevastopol. USS Reuben James sunk by a U-Boat near Iceland. This was the first U.S. warship sunk during the war.

November

(11 - 19) Hitler and Himmler authorize Final Solution. U.S. Marines are evacuated from Tientsin, Shanghai and Peking. Germans renew Moscow offensive. British launch Operation Crusader to relieve Tobruk. U.S. repeals 1939 Neutrality Act.

(26 - 30) U.S. demands that Japan withdraw from China and Indochina. British 8th Army links up with Tobruk Garrison. U.S. Navy placed on alert. Japan goes to war. Malta has its one thousandth air raid alert.

December

(5 - 6) German Army halts on the outskirts of Moscow. Soviets launch counter-offensive around Moscow.

(7) Japan attacks the U.S. Pacific Fleet at Pearl Harbor, Hawaii.

(8 - 22) U.S. and Britain declare war on Japan. Germany and Italy declare war on the U.S. Hitler takes personal command of the German Army. Japan invades Hong Kong, Malaya, the Gilbert Islands, the Philippines and Borneo. Japan lands on Luzon (Philippines)

(23 - 25) Japan takes Wake Island. U.S. forces on Luzon withdraw to the Bataan Peninsula. Hong Kong falls to Japan.

1942

January

- (7 - 15) Soviets begin counteroffensive south of Lake Ilmen. Japan begins an offensive on Bataan. Germans start U-Boat offensive of U.S. eastern coast. Japanese troops invade Burma.
- (20 - 31) Wansee Conference formalizes plans to exterminate the Jewish people. General Joseph W. Stilwell appointed Chief of Staff to Chiang Kai-Shek. Rommel launches new offensive in Cyrenaica. The first U.S. troops arrive in northern Ireland. British forces withdraw from Malaya to Singapore.

February

- (4 - 15) Rommel's offensive halted on the Gazala-Bir Hacheim Line. Soviets encircle 90,000 German soldiers in the Demyansk pocket. Scharnhorst, Gneisenau and the Prinz Eugen German ships run from Brest to North Sea ports. Japan lands on Singapore. Singapore surrenders to Japan.
- (27 - 28) Allied naval squadron destroyed in the Battle of the Java Sea. Japan invades Java.

March

- (1 - 8) U.S. aircraft sink the German U-Boat U-656 off Newfoundland, marking the first U.S. success against U-boats. German Battleship Tirpitz ordered to attack convoy PQ12, beginning Germany's efforts to halt convoys to the Soviet Union. Remnants of the Allied naval squadron sunk in Sunda Strait. Japan lands on New Guinea and enters Rangoon (Burma).
- (11 - 30) Soviet winter counteroffensive draws to a close. MacArthur leaves the Philippines and heads for Australia. Dutch East Indies capitulates to Japan. China abandons Tounghoo (Burma) and retreats toward Assam.

April

- (1 - 10) U.S. begins partial convoying of ships along the southeastern coast. Harry L. Hopkins and George C. Marshall in Britain for talks on second-front strategies. U.S. forces surrender in Bataan and the death march begins. Corregidor besieged.
- (18 - 29) Doolittle's Raiders bomb Tokyo in the first U.S. air raid on Japan. Germans relieve Demyansk pocket. Japan takes Lashio and cuts off the Burma Road.

May

- (5 - 15) Corregidor surrenders to Japan. In the Battle of the Coral Sea, the U.S. forestalls the Japanese invasion of Port Moresby (New Guinea). Germans launch offensive in Crimea. Japan captures Mandalay (Burma).

- (15 - 31) Stilwell crosses into Assam after retreat from Burma. Germany captures 214,000 Soviets around Kharkov. Rommel attacks Gazala Line. Czech commandos kill Reinhard Heydrich in Prague. The first 1,000 plane raid against Cologne takes place.

June

- (4 - 7) In the Battle of Midway, Japan loses four carriers and abandons invasion plans. The initiative in the Pacific War swings over to the U.S.
- (21—30) Germans begin summer offensive in southern Russia. British 8th Army retreats to El Alamein line. General Dwight D. Eisenhower is appointed Commander, U.S. forces in European Theater.

July

- (1 - 9) Germans attack and devastate the British convoy PQ-17 to Archangel. The first battle of El Alamein halts Rommel's advance. First U.S. Army Air Force raid on occupied Europe. Attacks on the airfields in Holland take place. U.S. Joint Chiefs of Staff order the recapture of the Solomons. Australians begin Papua New Guinea campaign on Kokoda Trail. German 6th Army begins drive on Stalingrad.
- (21 - 29) Japan lands at Gona (New Guinea). Japan takes Kokoda.

August

- (4 - 21) Eisenhower appointed to command invasion of North Africa. U.S. Marines land on Guadalcanal. Naval Battle of Savo Island, off Guadalcanal. Marines on Guadalcanal devastate attacking Japanese forces. Allied raid on Dieppe (France)
- (23 - 31) Luftwaffe raid kills 40,000 in Stalingrad. Rommel is pushed back at the battle of Alam Halfa. Naval battle of the Eastern Solomons takes place. Japan drives Australians back along Kokoda Trail. Germans reach the outskirts of Stalingrad.

September

- (3 - 15) Germans isolate Stalingrad then attack into the center of Stalingrad, reaching Volga. Guadalcanal Battle of Bloody Ridge takes place. U.S. troops arrive in Port Moresby.
- (25 - 28) U.S. establishes the Manhattan Project to build the atomic bomb. Australians advance along Kokoda Trail. Germans reinforce the Stalingrad offensive.

October

- (1 - 11) Most of the month sees heavy fighting in Stalingrad as Germany continues its effort to gain control of the city. U.S. troops advance along Kapa Kapa Trail (New Guinea). Naval Battle of Cape Esperance (Guadalcanal).

(23 - 26) Second battle of El Alamein; Rommel is defeated. Guadalcanal battle takes place. U.S. Marines defeat Japanese attack at Matankau River. Naval battle of Santa Cruz Islands takes place.

November

(4 - 19) Rommel retreats from El Alamein. Allied invasion of North Africa, code-named operation Torch, begins with landings in Morocco and Algeria. Soviets launch counteroffensive around Stalingrad. In New Guinea, the Allies advance on Burma. Naval action takes place with the battle of Guadalcanal. Australians reach main Japanese position at Gona-Buna.

(23 - 31) Naval Battle of Tassafaranga (Guadalcanal). Soviets trap German 6th army in Stalingrad. French fleet is scuttled at Toulon.

December

(2 - 18) First nuclear chain reaction achieved at University of Chicago. U.S. XIV corps begins attack on Mount Austen (Guadalcanal). British begin Arakan offensive in Burma. The final Allied attacks at Buna Station take place. Rommel withdraws from El Agheila.

(24 - 25) Germans fails to relieve the 6th Army in Stalingrad. Battle for Longstop Hill in Tunisia takes place.

1943

January

(2 - 14) Germans begin withdrawal from Caucasus. Australian and U.S. troops take Buna. Japan begins evacuation of Guadalcanal. Casablanca Conference between Churchill and Roosevelt takes place. U.S. troops begin moving into Aleutian Islands.

(23 - 31) U.S. troops capture Mount Austen on Guadalcanal. The first USAAF raid on Germany takes place, targeting Wilhelmshaven. German 6th Army surrenders in Stalingrad.

February

(1 - 14) Japan evacuates Guadalcanal. German resistance in Stalingrad ends. U.S. completes Guadalcanal campaign.

(20 - 29) British Chindit expedition into Burma takes place. German counter-offensive begins, trying to recapture Kharkov.

March

(3 - 15) Air battles of the Ruhr take place. Battle of the Bismarck Sea takes place. Japan launches offensive up the Yangtze River in China. The climax of the Battle of the Atlantic takes place. U-Boat wolf packs sink 21 Allied merchant ships.

(20 - 31) Naval Battle of Komandarski Island takes place in the Bering Sea. British 8th Army attacks Mareth Line. U.S. troops under General Patton take Maknassy Pass.

April

(7 - 22) British 8th Army and U.S. II Corps link up in Tunisia. Japanese air offensive in the Solomons begins. Admiral Yamamoto is shot down over Bougainville. Uprising in the Ghetto in Warsaw begins. Allies launch final drive into Tunisia.

May

(6 - 13) Allies sink 41 U-boats, forcing Germany to withdraw the wolf packs from the North Atlantic. U.S. forces land on Attu in the Aleutian Islands. Allies take Tunis and Bizerte. Axis forces surrender in Tunisia. The Trident Conference takes place in Washington. The RAF launches the first Dambuster raid.

(14 - 30) British retreat ends Arakan offensive in Burma. Attu is secured.

June

(9 - 11) Soviets attack along Mius River. British seize Pantelleria off Sicily.

(21 - 30) Allies capture New Georgia. Allies land at Nassau Bay in New Guinea. U.S. troops take Rendova in the Solomon Islands. First USAAF raid on the Ruhr.

July

(4 - 10) Naval battle of Kula Gulf. Battle of Kursk, the Soviets winning the largest tank battle to date.

(12 - 28) Soviet summer offensive begins. Naval battle of Kolombangara in the Solomon Islands. Japan evacuates Kiska in the Aleutian Islands. U.S. troops enter Palermo. Mussolini is overthrown and a new government is formed in Italy.

August

(1 - 15) USAAF attack on Ploesti oil fields in Romania. Quadrant Conference in Quebec takes place. Naval battle of Vella Gulf in the Solomon Islands. U.S. and Canadian troops land on Kiska.

(17 - 28) Messina falls; all Axis resistance in Sicily ends. The USAAF has a heavy blow struck to them as two raids (Schweinfurt and Regensburg) turn disastrous. End of Japanese resistance on New Georgia. Soviets retake Kharkov.

September

(1 - 5) Italian government accepts armistice with Allies. Allies land near Ale New Guinea. Allies cross Strait of Messina.

(11 - 25) Japan evacuates Salamau in New Guinea. German commandos rescue Mussolini. Soviets recapture Smolensk. Australians land near Finshhafen in New Guinea.

October

- (1 - 6) Italian, U.S. troops enter Naples, British take Foggia. Stilwell's Chinese troops advance on the Refugee trail in Burma. Naval Battle of Vella Lavella off of New Georgia.
- (9 - 24) U.S. 5th Army crosses the Volturno River in Italy. U.S. aircraft raid Japan's navy base at Rabaul.

November

- (1 - 23) U.S. Marines land on Bougainville. Navy battle of Empress Augusta Bay takes place off Bougainville. U.S. Marines land at Tarawa and Makin in the Gilbert Islands. The Sextant Conference takes place.
- (24 - 28) Battle of Cape St. George in New Ireland. British forces in Italy assault Gustav Line. Eureka Conference takes place in Tehran.

December

- (15 - 26) U.S. Forces land on Arawe Peninsula in New Britain. Soviets launch offensives in the Ukraine. Battle of North Cape takes place and the Scharnhorst is sunk. U.S. forces take Cape Gloucester in New Britain.

1944

January

- (2 - 17) U.S. landing at Saidor in New Guinea takes place. Soviet Leningrad offensive begins. U.S. 5th Army crosses Garigliano River in Italy.
- (22 - 31) Allied forces land at Anzio in Italy. Siege of Leningrad is lifted. U.S. assault on Marshall Islands begins.

February

- (1 - 7) U.S. landings on Kwajalein atoll in the Marshall Islands. Japan launches Ha-Go offensive in Burma. Soviet troops enter Estonia. Second Chindit expedition launched in Burma.
- (15 - 23) Allies attack Monte Cassino in Italy. Soviets destroy Korsun pocket in the Ukraine. Big Week bombing raids on German fighter ball bearing plants begin. Battle of Eniwetok atoll.

March

- (4 - 18) Soviets open spring offensive in Ukraine. First USAAF heavy bomber raids on Berlin. Allies renew attack on Monte Cassino. Japan launches U-Go offensive into Assam. U.S. carrier aircraft destroy Japan's naval base at Truk.

April

- (2 - 22) Soviets enter Romania. Soviets recapture Odessa. Soviets take Ternopol. Japan begins Ichi-go offensive against the USAAF bases in southern China. Allies land at Hollandia and Aitape New Guinea.

May

- (10 - 29) US-Chinese Army crosses Salween River in Burma. German forces in the Crimea surrender. Allies break through Gustav Line into Liri Valley in Italy. Merrill's Marauders take Myitkina Airfield. Polish troops capture Monte Cassino. U.S. forces seize Wadke Island in New Guinea. U.S. 5th Army breaks out of Anzio beachhead. U.S. forces land on Biak Island, New Guinea.

June

- (4 - 27) U.S. troops enter Rome. D-Day: Allies land in Normandy Operation Overlord. Germans fire first V-1 Rocket against England. First B-29 raid on Japan from China. U.S. forces land on Saipan. Battle of the Philippine Sea (the Great Marianas Turkey Shoot). Soviets take Viipuri Finland. Soviets launch Operation Bagration, main summer offensive. U.S. troops liberate Cherbourg.

July

- (3 - 27) Battle for St. Lo, France takes place. Japan withdraws from Imphal. Soviets take Vilnius. Tojo resigns as Japanese Prime Minister. July bomb plot by German generals to kill Hitler takes place and fails. U.S. Marines land on Guam, then Tinian. U.S. carrier aircraft raid Bonin Island. U.S. forces launch Operation Cobra: breaking out of Normandy. Soviets take Lvov and liberate western Ukraine.

August

- (1 - 31) Polish Home Army uprising begins in Warsaw. U.S. forces secure Tinian. Stilwell's troops take Myitkina. Japan captures Hengyang China. Allies land in southern France. Paris Resistance rises against Germany. Falaise pocket closed: defeat of Germans in Western France takes place. Allies liberate Paris. Soviets enter Bucharest.

September

- (4 - 26) Japan captures USAAF air base at Lingling China. British take Antwerp. First V-2 strike against England takes place. U.S. carrier planes sink 59 Japanese ships in the Philippines. U.S. forces take Peleliu. Allies breach the German Gothic Line in Italy. Operation Market Garden: Allied airborne attack to take Rhine Bridge at Arnhem fails. Soviets take Tallinn in Estonia. U.S. forces occupy Ulithi Atoll.

October

- (6 - 14) Battle of the Huertgen Forest in Germany takes place. Soviets take Riga. British liberate Athens. The first B-29 lands in the Marianas.
- (20 - 26) U.S. forces invade Leyte in the Philippines. Soviets, Yugoslavian partisans liberate Belgrade. Aachen falls to U.S. troops. Soviets capture Kirkenes in Norway. The Battle of Leyte gulf takes place; Japan's fleet is crippled.

November

(1 - 24) Battle of Walcheren in the Netherlands takes place. Roosevelt wins a fourth term as President of the United States. U.S. forces begin offensive to clear Roer Plain. Japan captures air bases at Liuchow and Kweilin in China. The first B-29 raid on Japan from the Marianas takes place. U.S. troops take Metz. French troops capture Strasbourg.

December

(3 - 25) Civil war breaks out in Greece. U.S. troops land at Ormoc in Leyte. Allies call off offensive in Italy. Chinese capture Bhamo in Burma. U.S. troops land on Mindoro in the Philippines. Leyte cleared of Japanese troops. Germans launch Ardennes offensive the Battle of the Bulge. Patton's troops relieve Bastogne. Soviets encircle Budapest.

1945

January

(1 - 28) Germans begin Operation Nordwind in Alsace. British 2nd Army attacks Roermond Triangle. British forces occupy Akyab in Burma. U.S. landings take place in Lingayen Gulf in Luzon. The Burma road is reopened. Soviets take Warsaw. Allies destroy the Colmar Pocket. Soviets Liberate Auschwitz. German Ardennes resistance eliminated. The Battle of the Bulge ends.

February

(2 - 25) U.S. forces reach Manila. Yalta Conference takes place. Canadians and British launch offensive toward lower Rhine. Soviets take Budapest. RAF and USAAF raids destroy Dresden. U.S. troops land on Corregidor. U.S. Marines land on Iwo Jima. Mount Suribachi on Iwo Jima is captured. First incendiary bombing raid on Tokyo takes place. U.S. forces begin Operation Grenade and cross the Roer, thrusting towards the Rhine River.

March

(2 - 10) Corregidor secured. U.S. forces take Manila. US-Chinese troops take Lashio in Burma. Germans launch last offensive of the war in Hungary. U.S. 1st Army seizes Remagen Bridge over the Rhine. Allies take Cologne. Incendiary raids on Tokyo kill 84,000.
(22 - 30) British troops capture Mandalay in Burma. Allies cross the Rhine at several locations. The Soviets take Danzig.

April

(1 - 16) U.S. troops invade Okinawa. Japan begins mass kamikaze attacks at Okinawa. The Battle of the East China Sea takes place; the Yamato is sunk. Roosevelt dies; Harry S Truman becomes the U.S. President. Soviets begin Battle of Berlin.

(18 - 30) U.S. forces destroy Ruhr pocket, taking 325,000 prisoners. Italian partisans kill Mussolini. In Berlin, Soviets capture Reichstag and Chancellery. Hitler commits suicide.

May

(1 - 27) German forces in Italy surrender. Germans surrender in North Germany, Holland and Denmark. Germans end resistance in Berlin. Australians land at Tarakan, off Borneo. British forces capture Rangoon. Japan launches offensive on Okinawa. Australians take Wewak in New Guinea. Germans sign unconditional surrender at Reims in France. VE Day: War in Europe officially ends. Ceremony in Berlin to ratify German surrender takes place. U.S. force begin new offensive on Okinawa. U.S. forces capture Naha capital in Okinawa.

June

(5 - 30) Interallied Control Council assumes government of Germany. Australian troops land in Brunei Bay in Borneo. British forces invade Thailand. U.S. forces complete the capture of Okinawa. The San Francisco Conference takes place; the United Nations is founded. The United Nations Charter is signed by 50 Allied nations. End of Luzon campaign.

July

(1 - 26) Australian troops land at Balikpapan in Borneo. Philippines declared liberated. U.S. and British carrier aircraft strike Japan. First meeting of Interallied Control Council. Potsdam Conference and agreement of post-war division of Germany. First atomic bomb explosion in Alamogordo, New Mexico takes place.

August

(6 - 28) Atomic bombs dropped on Hiroshima and Nagasaki. Soviet troops invade Manchuria. U.S. ends rationing of gasoline and canned goods. U.S. War Production board removes controls over manufacturing. Truman orders an end to lend lease, the bill that was passed on March 11, 1941 giving the President of the United States the power to sell, transfer, exchange, lend or lease defense materials to any country whose defense the President deems as vital to the defense of the United States of America. Japan agrees to unconditional surrender. VJ Day: Japan's Emperor Hirohito announces surrender to his people. First U.S. forces arrive in Japan.

September

(2 - 16) Japan signs formal surrender agreement on USS Missouri. MacArthur arrives in Tokyo to assume control of the occupation. Japan signs surrender in China. Surrender of Southeast Asia. Japan surrenders in Hong Kong.

The Unknown Eagles

History

During 1937, when the United States and Britain both knew the war was coming, the Unknown Eagles training command was formed. It was not until 1939 that training became more of an importance to the leaders of these two countries. Everything was kept in utmost secrecy; the countries' leaders (and perhaps a few aides) knew of the training command for the Eagles, but knowledge of its existence was kept to those people only.

A select few went on to graduate, passing the hard training. The perilous duties that lay ahead helped decide the fate of the world. On June 4 of 1940, Prime Minister Winston Churchill announced to a grim House of Commons that the last troops of the British Army had withdrawn from the beaches of Dunkirk, out of the very jaws of death itself. The birth of Britain's Commando units were at hand, and full acceptance of the Unknown Eagles came to pass. Churchill knew that the Eagles were an ace that should be played without warning, and he was going to do just that. The next day at the war office, Colonel Dudley Clarke, a staff officer at the war office in Whitehall, went to see his superior officer Sir John Dill Chief of the Imperial General Staff. Clarke put forth a plan for an elite force. The plan was so liked by Dill that it was passed on to Churchill. This was what Churchill needed: the diversion of an up-front fighting force so The Eagles of the Allies could stay unknown.

The Internal Security Section is headed by Dave Roman, a single, American retired military general who was in charge of fighter pilot training at one time in the United States. In his late 40's, he has dark hair going silver at the temples. Most of the time he carries a cane, as his left leg is wooden—lost in a plane wreck. Roman is used to having his way and does not mind pulling rank if necessary, or even keeping information on other high-ranking officials that they would rather keep secret.

Roman has the help of two agents for Internal Security, a brother-and-sister team from China, Su Tao Lung and Su Mao. They have been fighting the Axis powers in one form or another since working with General Chiang Kai Shek against Japan. It was never known how the brother and sister came to work in the Unknown Eagles Corps, but they both have an uncompromising reputation when it comes to their job.



Divisions

Internal Security Section

The Internal Security Section watches for internal breaches of security. This includes ferreting out moles placed in the structure of the Corps by the enemy. When on a case, they are very much a thorn in the side. If a character is suspect for any reason whatsoever, Internal Security has him or her watched and, in some cases, brought in and questioned—sometimes in none-too-polite a manner. Some members of this section at times feel they are above other persons in other sections, and act as such.

Report File Section

Report File Section deals with very delicate reports such as reconnaissance, information about secret bases and test sites, and missions reports of all Unknown Eagles units. This section compiles photos of persons, structures, and anything else of interest, including reconnaissance aircraft photos as well. Research of these photos and information can glean much, such as new installations, troop concentrations and movements, and also, with luck, secret information and/or blueprints for secret weapons.





A British woman named Lisa Trenten (she pronounces the first name Lie-ayza) runs this section. Lisa Trenten spent most of her life involved with photography of one type or another, and did much work in the book business before she had a government job offer. Always one to rise to a challenge, she accepted. When Germany started warring with other countries, her section handled photos that were gathered of the events. Lisa is 33 years old, a plain-looking woman, but her inner self more than makes up for anyone who cares to see beyond looks. She is a redhead with a temper and an expert in her field.

Ciphers and Code Breaking Section



The Ciphers and Code Breaking Section deals with decoding the enemy's coded messages and, in turn, coming up with codes for the Unknown Eagles units.

Matthew Greensburg, a man in his early thirties with a pencil-thin waxed mustache, oversees this section. It is said that he fled Poland with his wife when Germany invaded his country. For a man who handles secrets, he is very open and enjoys when

anyone takes any interest in his work, though he is careful never to give secrets away. He enjoys copious amounts of tea and collects different types from all over the world.

Interrogation Section

Enemy spies captured and delivered back to headquarters are subject to questioning by the Interrogation Section. The men and women of this section have been trained in the myriad ways to speak to a prisoner, which can cause the prisoner to reveal things the enemy wanted hidden. Well versed in psychology, members in this section will never resort to physical abuse. They carry out their jobs by using a question-and-answer technique to keep the enemy spy subject off balance, all the while reading undertones and listening for voice stress. Everyone in this branch is more than able to defend him or herself if a subject gets out of hand.

The Section head is Angel Jespers, a tall woman with blonde hair and green eyes. Now in her early twenties, she learned a great deal from her father who was a spy during the Great War (World War One). Other members of the branch have nicknamed her "Pretty Poison" for her ability to be such a gentle and inviting woman, and then in an instant all business.

Intelligence/Counter-Intelligence Section

This section works closely with the Report File Section and works primarily in areas such as media gathering, compiling reports from the Ciphers and Code Breaking Section, and deciding what actions, if any, need to be taken. The Counter-Intelligence side of this section deals with fieldwork and actions against spies and/or whole spy rings. This section is the final say when dealing with spies and/or enemy information. All members of this area are experts on the military and political climates of most countries.

Phernell Walters runs Intelligence/Counter-Intelligence. A man in his forties, Phernell has thick black hair with a touch of a silver streak in the center. Some say he got the streak because he is always worried about his work. Never one to be very so-



cial, if engaged in conversation his mind is already considering all the angles and wondering whom the person may work for. Coming from a long line of Pinkertons in the United States, Phernell is an expert in the field in almost all operations.

Transportation and Communications Section



This section is also known as MI9; its sole purpose is the rescue of Allied men and women trapped behind enemy lines. This includes supporting and helping to organize escape lines in cooperation with resistance fighters in occupied countries. All members of this section are trained in techniques of escape and evasion in unfamiliar territory. This section, more than any other, has a multitude of different nationalities working within it.

Transportation and Communications was founded in September 1939 and is currently run by Colonel Norman Crockatt.

Armory and Testing Division

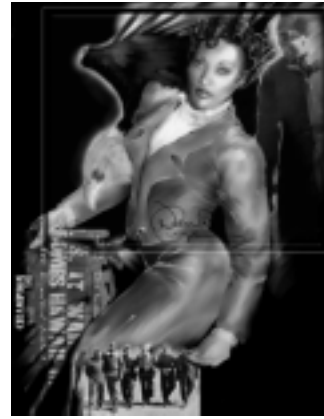


If the right tool or weapon for a job is needed, the Armory and Testing Division supplies it. The Armory and Testing Division deals with stocking standard weapons, such as pistols, rifles, machine guns, and explosives for the Unknown Eagles units. They also deal with other types of weapons and equipment that are not standard by anyone's terms. These include but are not limited to radio sets, hidden boot knives, and even many different types of poisons. The section also tests newly designed weapons, and tests and reports

on any enemy weapons captured by operatives.

A Japanese-American, Tetsu Nakahira, runs Armory and Testing. Nakahira is a man in his 40's, light of build, clean-shaven and dark-haired with some strands of silvery white. He is a brooding man who condemns what has transpired between the German and the Japanese nations. He throws himself into his work and is an incredible source of information for new types of weapons.

His assistant is head of the Testing Division, a black woman by the name of Wanda Page. Wanda had been in Africa researching a paper for the University of New York when the war broke out. The fighting spread to parts of Africa, causing her to leave before her work was finished.



Upon returning to the United States, she found that her boyfriend had joined up with the Unknown Eagles and headed to England. She knew he had yearned to be a pilot and, with the outbreak of war, he may have taken the

chance to become one. Packing her bags, she set forth to find him again, only to run into many dead ends. During this time, she encountered someone in the Unknown Eagles organization that took a liking to her spunk and ability to learn, and then apply her knowledge with an astounding turnaround time. The man hired her on, and she worked her way up to the Testing Division. Though she still has not found the man she wants to marry one day, she feels that he will return if she remains in the organization.

Aircraft Testing and Ferrying Section

The Aircraft Testing and Ferrying Section has a twofold job. Its personnel test new aircraft and try to find ways to boost performance in older aircraft. Also, this section has the dangerous job of testing enemy aircraft that have been captured, find out all they can about its workings, and then determine ways to combat the aircraft in an air-to-air confrontation. The flip side of this section is the Ferrying Service Section. The men and women in this branch ferry aircraft where needed for other operations. Also, personnel may be called on to tow targets for fighter pilots to practice against at one of the training bases.

The person in charge of both sections is Jerome Antoine. This Frenchman has an outgoing manner unless asked about the burn scars on both sides of his face or plastic nose. A crash-and-burn in a Spitfire almost killed him, and left him with scars. If asked about it, he will only smile a cracked smile and say, "Oh, just a crack up in a kite—that's all," and then leave it at that. Antoine escaped France just before the German war machine invaded, and was soon flying with a special unit. After the crash he was let out of service, but since he had background and ties with more than one resistance group in France, a highly-ranked officer in the Unknown Eagles project invited him in. Recognizing this as a chance to continue the fight against his country's enemies, he accepted and soon found himself in the Testing and Ferrying Section. Though for some this may have seemed a small part to play, not so for Jerome Antoine. He took to the



job with vigor, for he knows what could be at stake, and in this war there are no small parts. Aside from the scars, Jerome has dark eyes and close-cropped hair. A thin man who may have before looked like a living skull, with the scars and facial skin pulled back he now looks like a man risen from the grave.

The German Secret Corps — The Ghost Corps (Condor Legion)

The German Ghost Corps includes the best of the best of units such as the Waffen SS, the Luftwaffe, the Abwehr, units from Japan (Whitelotus) and Italy (Patriots). High standards are required for these elite forces, with higher-ranking positions requiring long enlistment periods of 10 years or more for officers. Like their counterparts or opposite numbers, the Ghost Corps (the Condor Legion) has several training camps established that house special training facilities for the corps. Training includes aspects of physical fitness, demolitions, hand-to-hand combat, weapons handling, and special weapons handling for the weapons of the spy (hidden daggers and other surprises). Vehicle handling and aircraft handling as well is covered, as are commando raids and coding and enciphering messages.

The German secret corps upholds the highest ideology of the Nazi party. They are trained to accept the basics of the Nazi philosophy: life is a struggle against all non-Aryans, and all inferior races are to be ruled by the Aryan race. There is unquestioning obedience to the leader of Germany, mental and physical hardness towards oneself, and the Nazi form of atheism called Gottglaubigkeit (belief in God). All of this is hammered into recruits in an almost brainwashing manner, combining to make a deadly weapon with an undying patriotic belief in Germany. The Ghost Corps is made up of men and women from not only German descent but from other peoples as well, including Japanese, Italians, and mercenary groups from many nations. The German High Command shares information with these other peoples when need be; certain branches are often kept in the dark. Like the Unknown Eagles, the Ghost Corps is organized into various support sections.

Internal Police

Gotz Von Wittman, who had been a Sturmfuhrer at one time in the Sanitats (Medical) SA, runs this section. His willingness to inflict pain rather than relieve it caught the attention of the commanders of the Ghost Corps. Von Wittman worked his way up and became leader of the Internal Police. The methods used by Von Wittman and his people make even the seasoned Gestapo cringe. Gotz Von Wittman is a large man of around 300 lb. with blue eyes and close-cropped blonde hair. He has jowls that move about when he gets excited or agitated.

Intelligence Section

The Intelligence Section gathers information about other countries as well as information about what's going on in the war. Keeping records, they piece together the information that may point to enemy agents in the field. When an operation is to be carried out, this is the section that gathers the information beforehand, such as the set-up of the target, security of the target, and pictures and floor plans of the target area. If the target happens to be human, they collect information about the person, including habits and day-to-day movements in hopes of establishing a pattern.

The head of this section is a man who works almost above and beyond the call of duty, Hans Kumph Zigglier, a man in his late 30's. With brown hair and eyes, he has a well-groomed mustache and very short hair. Hans feels that he must prove himself to his German heritage; though his father was German, his mother was Jewish. Accepted into the service after proving himself by turning in a seven-member underground fighting group, Hans went on to be one of the best intelligence people the German high command had ever encountered.

Espionage and Counter Espionage

This has several branches run by each Axis country, including Italian Military Intelligence, the German Ghost Corps, and the Japanese Lotus. The groups handle many of the dangerous assignments including assassination and spy work, espionage and counter espionage. These groups have infiltrated most of the Allies' secret organizations at one point or another. Most of the groups get along, for what that's worth. Germany and Italy have what is considered an uneasy alliance. Head of the higher section that deals with this most secret work is unknown at this time.

Aircraft Testing and Operations

Working on their own outside the Naval Aeronautical Research branch, this branch of operations is run by a man who envisioned the use of jets on aircraft. Harro Rossler, who had a short stint in the German Air Ministry, is a short man with light gray close-cropped hair. This is a surprise since he is only in his early thirties. Slight of build, Rossler has steel gray eyes that match his hair color. The only distinguishing mark he has is a round, brown half-inch birthmark under his right eye. He is a fanatic when it comes to German dreams of world conquest. He feels very strongly that some people were destined to rule others.

Naval Aeronautical Research Laboratory



This section is located in Japan, along the shores of the Miura Peninsula, which forms the western coast of Tokyo Bay. Most of Japan's main naval installations are located here as well. The main labs are located at Oppama and there is at least one known branch lab in Ka Nazawa-Hakkei. These labs take on the job of testing new weapons and aircraft built by private firms, under the supervision of the Naval Aeronautical Department of the Navy Ministry. The Ghost Corps of course has its ties and pulls strings when necessary. These research facilities work with the main four research and development centers for Germany, Peenemunde, Gottingen, and Lechfeld as well as Augsburg. Working on such projects as the V1 and V2 rockets, the research heads feel something like a jet aircraft is not long in the making. Work on the ME 163 and ME 262 is slow and last on the list of projects to develop. Japan has a jet fighter / bomber on its list, the Kikka, based on the ME 262 designs.

The head of projects at the Japanese end is Motoji Yamashi. A man of good nature for the most part, he feels that the higher-ups ask too much while not giving enough funds or materials for projects to be developed. Originally from Yokohama, Yamashi was asked to join in a secret organization that would help fend off his country's enemies. With his high grades in classes at the naval academy of sciences, the controller for his unit offered him a job in the research and development section in the hopes that Yamashi would design breakthrough work in aeronautical weapons. Standing at 5' 5" and looking none of his 45 years, Yamashi immerses himself in his work. He has been known to voice his dislike for the German allies traipsing around his labs.

Yamashi's German counterpart is a woman named Helena Broust. Helena is a tall, blonde woman with striking blue eyes. She is around 30 years of age and enjoys opera. Helena is known to have a record blaring one of her favorite operas as



she works in her home labs. She sports a 4-inch scar on her right hand; she got this when a gun misfired and exploded in her hand. Strong in character, she heads the section with an iron fist, letting nothing come before her work. Even though she is a top agent in her field, the higher-ups still keep a careful watch over what projects get worked on. Not long ago, Helena had an idea for taking the helicopter and advancing it enough to give close support of troops. The project was dismissed in favor of the V-1 flying bomb.



Codes and Encrypting

Roberto De Vecchi runs this section with unusual zeal. Deep within the headquarters and mobile command stations, dozens of agents work on cracking Allied codes, and in turn encrypting messages for the field commanders. Roberto enjoys the good challenge of cracking a code. A mathematician, his equations and methods have spotted many Allied codes, some within simple print that looks none too deviant. Roberto is in his mid-30's and is known to always carry a pistol.



The Underground

Intelligence Operations

The purpose of the Unknown Eagles organization is to fight the secret war. Operations are the process by which governments, military groups, businesses, and other organizations systematically collect and evaluate information for the capabilities and intentions of their rivals. Such information in-hand, the organization can protect itself and its charges (the country they represent) and also use an enemy's weaknesses against it.

A real danger in wartime is that a person without military ID, out of uniform, can be shot as a spy. Secrecy is of utmost importance for the agent to be able to operate in any environment. Agent characters would do well to not broadcast who they are in any fashion whatsoever.

Intelligence operations range into many realms, depending on the organization involved. Covert operations can pull in different forms of information, from strategic to national security concerns. This can include things that some may not even consider, such as a nation's economic and social trends. This kind of intelligence information can come in handy for the agent about to go behind enemy lines or into enemy-held territory. On the flip side of the coin, concerns with counter-intelligence vary in a wide range of activities. The simplistic view to counter-intelligence is protecting one's own sensitive information, while also penetrating and disrupting an enemy intelligence network.

Operation Types

Covert operations range the scale in a huge magnitude of operations, some of which are:

Analysis:

Analysis of enemy movements, tactics, codes, etc., ad infinitum, is a mainstay of intelligence/espionage operations, even if almost entirely "behind the scenes." Results from these analyses, if of any use to the front-line troops, would be passed on and made use of. Probably not something that the characters would be doing themselves (boring!), but an important part of the intelligence community nonetheless.

Assassination:

Self-explanatory: remove a key person from a key position at a critical time and watch the enemy stumble or fall. Lesser efforts may not require killing, though: at times, even just kidnapping someone, or knocking them out for a while suffices quite nicely. What happens to the victim when the *other* side finds out about it is *their* concern.

Courier:

These operations are simple: take this item to this person at this location, and don't get caught. Items that were moved by courier-agents during World War Two are too numerous to keep an accurate count of.

Defection/Recruiting:

What better way to figure out what the enemy's up to than by having one to ask? Inciting an enemy to desertion, through whatever means (blackmail was popular if "dirt" on the subject could be dug up), weakens the enemy in manpower (slightly), morale (a lot, if it's discovered), and can provide information to be had no other way.

Disruption:

The disruption of an enemy's intelligence organization or political process. Such things include propaganda, encouraging any dissidents, assassination, and also acts of sabotage.

Espionage:

Though one of the most dangerous of covert operations (spies have no real rights if captured, especially during wartime), sending an agent into the enemy's territory, to dredge up information by whatever means they can, has been one of the most-used methods since time immemorial.

Infiltration:

Another dangerous operation; the benefits of having one of your own people in the enemy's infrastructure are obvious.

Groups and Organizations

Agent characters will, no doubt, be involved in clandestine operations between standard military-type missions. These missions will be the ultimate test of skills. During these intelligence operations, the characters will need to rely on many different types of skills, including interaction with civilians (who in time of war are careful of any stranger) and interaction with other organizations. What follows is a short run-down of different groups and organizations that characters may at one time or another interact with.

The Polish Underground

The Polish underground resistance came about as the Polish realized they were in danger of German occupation. They gave much thought to getting an underground resistance in-place in advance. There were a few Polish who were prepared to work with the Russians that had occupied eastern Poland in 1939. Other underground networks are

based in France, Poland, Greece, and even in some parts of Africa and China.

Any underground resistance network will be invaluable to operatives, a good source of information, and help in achieving mission goals, whatever they may be. Whatever nationality an underground is, it will be a touchy situation for operatives from the Unknown Eagles unit. This is greatly affected by the political outlook of the persons they come in contact with. Men and women of the underground could be working for the enemy and operatives would not find out until it is too late. For the most part, any operative is considered a spy, for if the enemy captures anyone on the opposing side out of uniform, then that is what they are: a spy. If the enemy operatives know of the Unknown Eagles, the chance to learn more of the inner workings of the organization would be a boon to the Unknown Eagle operative; the usual fate for a spy is execution or long-term imprisonment. For those that have their spirits broken by whatever the enemy subjects them to, they are sometimes given one alternative: become a double agent and work for the enemy. This choice is a grim one indeed, for no one likes a turncoat—not even the new employer.

If the characters are going to deal with any of these groups, they had better know the ground rules. Not all groups accept a stranger with open arms, and most groups will be very cautious when dealing with the characters unless they are introduced by a well-trusted source.

British Broadcasting Corporation and German Broadcasting Organization

The BBC got its start in 1922. Incorporated in 1926, it has monopoly of broadcasting within the United Kingdom. The BBC stays on the air by funds partly from the treasury and partly from licensing fees and subscribers. At a meager 10 shillings per household, the licensing fee is paid by some 8.9 million in 1939, and rises to 9.9 million by 1945. The opposing broadcasting system of Germany runs at about the same size. The German Broadcasting system started out with eight powerful transmitters but it is doubtful that it has gone above fifty. The BBC in the other hand started out with twenty-four with a steady rise to 121 transmitters by 1945, several long and or medium range.

The BBC has a reputation for telling the truth no matter what, even when the tides of war are turning against the British. The BBC reports the facts. This form of broadcasting has struck a chord in the world of listeners, and has turned into a powerful weapon against an enemy that treats the truth as something to change as one would clothing. The BBC, in sticking to the truth and never knowingly lying, has gained a great amount of credibility; listeners have come to trust in the BBC. This can't be said for the radio Berlin.

Information sent about the resistance in occupied countries is at times imprecise due to the fact that getting information first-hand is not an easy task. The BBC has no on-the-spot coverage. Many people help morale by making broadcasts using the BBC. People such as Winston Churchill, Queen Wilhelmina and King Haakon make frequent broadcasts to their own countries. These and many other less-known people and exiles speak to their compatriots at home.

The BBC also has a role with organizing resistance forces and sending information in the form of personal coded messages. Such messages as "She is home tonight", or "The ribbon is blue" tells clandestine groups about operations, air or sea operations had been set for a certain day and hour. While highly public, the method is safe since the unknowing would not know what the intent of the message is about.

The Nazi war machine, in an attempt to stop the wave of morale boosts and propaganda that comes from the BBC, made it an offense to listen to any foreign broadcast station. Since the Nazi war machine is spread far and wide, they take this law with them. It is an act of resistance to listen to the BBC or other foreign broadcasting. Even with this restriction in place, many people tune in to the BBC and even the Swiss broadcasting system in secret.

Abwehr

The **Abwehr** (Amt Auslandsnachrichten und Abwehr), a branch of the OKW, (Armed Forces High Command), is engaged in information-gathering and counterespionage, and in keeping watch on information such as the military readiness of foreign nations. The Abwehr started soon after in 1933 in violation of the provisions laid down in the Versailles treaty. Wilhelm Canaris started as the Chief of the Abwehr in 1935. He drove the Abwehr to the very picture of efficiency.

Wilhelm Canaris, though the head of the Abwehr, is opposed to Hitler and the Nazis. Canaris is more and more horrified by what the Nazis are doing and uses his position to falsify reports and help victims escape. Canaris keeps a card file of all Nazi crimes, starting back in 1933. The file not only includes crimes of the Nazi party but of the leaders themselves.

Canaris was arrested by the Gestapo and executed at Flossenburg concentration camp on April 9, 1945. Before this date, if the characters run into him, it will not be known whether or not he will be in a position to help them or not. The Gestapo is a suspicious lot and Canaris must be careful. He loves Germany but not what the Nazis are doing to it. The psychology of it all is hard to fathom, since he plots against Hitler but at the same time takes part in espionage activities against the enemies of the Third Reich.

The Gestapo and SD

The SD came into being fully in 1931, with jobs which included the hunting of political enemies outside and dissenters on the inside of the Nazi party. In the spring of 1933, this portion of the SD's job was handed over to the newly-created Gestapo (Geheime Staatspolizei [State Secret Police]). Its duties include surveillance of enemies of the state or the Nazi party. The Gestapo carries out mass executions of war prisoners, and people or groups considered politically dangerous in any of the occupied countries.

After a time, the Gestapo came under the control of the SS and over time was absorbed altogether. Under Himmler's orders, head of the Gestapo Reinhard Heydrich unified and did a total reorganization of the police throughout the Reich. Come 1936, Heinrich Himmler was awarded the position of Chief of the State Secret Police. By 1939, Himmler combined the Gestapo and the criminal police into the Sicherheitspolizei (State Security Police), also known as the Sipo. Reinhard Heydrich was appointed to head the parent organization, the Reichssicherheitshauptamt (Central Security Office of the Reich), or RSHA.

Associated with the new RSHA is the Sicherheitsdienst Des Reichsfuehrers SS (Security Service of the SS Reichsfuehrers), also known as the SD. The SD, or Sicherheitsdienst, is the secret intelligence branch, as well as security for the Nazi party. Two sections exist of the SD, the foreign section commanded by Walter Schellenberg, and the domestic SD section commanded by Otto Ohlendorf.

The SD is responsible for internal surveillance and espionage on foreign soil. It is under the direct orders of Heinrich Himmler, but under command of Walter Schellenberg. Schellenberg over the years has been involved in uncountable intrigues of the Nazi regime. (By the end of the war Schellenberg will develop contracts with the Swiss and the Allies, and urge Himmler to negotiate a peace treaty.) The SD trespasses increasingly on the Abwehr's jurisdiction. As a result of this the two groups have an unbridled rivalry that character Unknown Eagles agents may use to some kind of advantage.

The domestic section of the SD deals with information gathering on political groups and social circles to make sure they remain loyal to the Nazi party. The foreign section deals with cultivating relations with political and fascist groups that are politically sympathetic or loyal to the Nazi party. The foreign office of the SD also directs or at least tries to direct the behavior of Germans living in other countries.

The SD has more than 5,000 agents and 13 major sections with 50 lesser subsections. In each and every occupied country and behind the front lines, Gestapo units are always established working as surveillance teams. These Einsatzgruppen (Mobile Squads) are also able to bring about mass executions in these occupied countries.

In 1943 after Heydrich's death, Ernst Kaltenbrunner took command of the Gestapo. Membership in these very feared units now amounts to more than 31,000.

British Intelligence (MI-5 and MI-6)

England also has two main agencies for working on military intelligence-gathering and counter operations: MI5 and MI6. MI5 deals with domestic security and MI6 works on foreign espionage, but more often than not the two agencies' operations overlap. These organizations match wits with increasing complexity and ferocity.

Some of the organizations (such as MI6) that deal with foreign affairs do their best to shroud their existence. They use bogus undertakings and fronts such as passport controls, rare book exchanges, and import/export auction houses. This of course goes for any countries that have secret organizations working in the field. Player characters dealing with such organizations will find them very secretive and protective of those secrets, and they will hold the characters in suspicion of any number of real or imagined plots.

U.S. Intelligence

The battle for secrecy continues on both sides, with more and more complex means. To pass on secret information and keep it safe from the enemy, codes and ciphers are used. Cipher machines are used, such as Purple by Japan and Enigma by Germany. Machines such as Ultra are used to decipher the German codes.

Also baffling to the enemy in the code wars will be the rare language speaker. Rare language speakers are used on the Allies' side, such as Navajo Indians. These soldiers send messages that Japan may never figure out. Elsewhere, other American Indians are enlisted in the communications core as well, such as Comanche and Chippewa. In the Native American Language, descriptive words were used to fill in gaps such as "bounded by water" to represent Britain, "floating lands" for the Philippines; an observation plane is coded "owl," and so on.

Codes, Ciphers and Sundry

Pilots and other enlisted and non-enlisted personnel may want to come up with codes themselves to pass information back and forth to command and other units. What follows is a bit of information on codes and other terminology that may be useful. Speak with other players about this; try to come up with codes that have a basis in logic. The Arbitrator will in most cases do the same. This will add a new dimension to your game play as you

embark on the road to cracking codes. Code words at times can and most times do have a pattern. In this case, keep records of certain words that pop up many times. After a while, you will be able to figure out what these words mean, and in the process piece together other parts of the code.

As a general rule, when a character creates a *code*, the character rolls against their Cryptography skill (or a general Intelligence roll, if they don't have the skill). In the HERO System, every point they make their roll by adds 1 to the difficulty of another to decrypt the cipher *without the key*; in Fuzion, the result of the roll is the Difficulty of the Cryptography roll someone without the cipher's key must beat on their Cryptography roll. *Breaking* a code without the key, or a piece of the original plain text is often impossible (Arbitrator's discretion) without the Cryptography skill.

Cipher Text:

Simple ciphers operate by consistently substituting one (code) letter for another (plaintext), such as replacing all "E"'s in the message with "L"'s. More complex ciphers using more than one letter in the substitution (i.e., "E" in the plaintext represented by "D", or "N" or "B") have existed as well. Anyone can create a cipher code, but for it to be useful, the recipient must have the cipher's key (something that is generally closely guarded). Generally, ciphers are the easiest of codes to break, and doing so does not require a skill roll (just some time and basic intelligence) *if* some portion of the plaintext is known—even a single letter-substitution pair. *If no* portion of the plaintext is known, a Cryptography skill roll is required to break the cipher. Simple-substitution ciphers are not difficult to break, even without skill, if *any* portion of the cipher or its plaintext is known or can be guessed. Certain common words, like "and", "I", "a", and many of the more common small words can often lend enough clues to allow a full decryption with nothing more than some time and effort.

Codetext:

This is written using symbols that stand for units of different length in the plaintext.

Steganogram:

This can be prepared using code or cipher and conceals the existence of the message altogether. One can use special ink that only shows up when heated (lemon juice is a well-known example), or when a certain chemical agent is introduced. Messages can also be marked with pinpricks over letters or words in a book, magazine or newspaper. Unless a character has reason to believe that there is a message concealed in this fashion and actually *tries* to look for it, there is effectively no chance to detect it. (An Arbitrator might allow a Perception roll to be made to see if the character notices a faint smell of lemon or an odd texture to the paper).

For the most part, operatives will deal with events that shape the world behind the scenes. The outcome of the secret war at times can have a telling effect on world events and even the war that transpires in the open. Espionage will play a key role at one time or another with missions the Unknown Eagles are engaged in. In this section, we will go over the framework of several secret organizations, both Allied and Axis. The Arbitrator and player will soon learn that often there is a gray line that separates allies and enemies. That line sometimes fades away, leaving players in a very deadly situation.

Types of Spies

In hard-core organizations there are, by rule of thumb, several categories of spies.

Moles/Sleepers

The Mole or Sleeper agent can be considered almost the same thing. They are agents that have infiltrated a country so well some years before that they, for all outward appearances, look like an average citizen. It is only when they are put into play that they become dangerous. Until that time, the job they have is to be a part of the life they started in an enemy country.

The Double Agent

This is a spy that had been captured and has been persuaded to work for the other side. Can also be a triple agent sent in to be captured and turned and then turned again to use against the enemy.

The Expendable Agent

This is an expendable person that is used to leak information to the other side. This information, not being the truth, can damage an enemy agency's intelligence network.

The Penetration Agent

This is an agent that would infiltrate a country, get whatever information was needed, and then get out again, returning with information for their side. Sometimes the agent would infiltrate and sabotage a military or scientific project, to slow or even stop the enemy government from advancing in something that would give them an edge over another government.

Spies Among the Enemy

Spies from within the enemy's command are by far the best — they have information that is more accurate and up-to-date than most that is obtainable by external espionage activities. Getting such a potential agent in the first place is difficult at best, and *motivating* them is another issue altogether. The three main motivating factors that have been

used to “recruit” spies from within the enemy's ranks have been:

Money:

Bribery, pure and simple, can garner a lot of information; though without some other controlling factor, the spy could easily give false information, or turn their contact over to their own side for interrogation.

Ideology:

Arguably the best spy among the enemy is the one who is spying because they disagree with what their government or military is doing. So long as the spy's ideology holds, they'll be a fairly reliable and motivated source of intelligence. A careful spymaster will try to ensure that the ideology *does* hold true.

Compromise:

A less polite (and perhaps more correct) term would be “blackmail.” Get information that would *ruin* the potential spy, then point out that so long as they continue to provide useful information on a timely basis, those negatives won't end up in the hands of the high command.

Codes of Conduct in War

As noted before, the Geneva Convention does not apply to spies or personnel out of uniform. Most spies are shot or hanged outright, unless a higher power in the chain of command feels they may be of some use.

Campaigning

Arbitrators and New Players

A WW2-based game can be difficult to run. A history buff playing this game may wish everything to be exact. This is all fine and well, but remember it's a game. Enjoy yourself. By all means do extra research—the libraries and the internet are filled with books and documents of historical information. While working on this game, we tried our best to include the basic history of the times, while adding twists of our own. We may not have hit everything, but our main goal was a fun game with a mix of fact and fiction.

When in doubt, trust the Arbitrator; you'll be in good hands. Be as helpful as you can with new players. This will only enhance your game enjoyment in the end.

Setting up an Unknown Eagles Campaign

There are a number of items that an Arbitrator may wish to consider while doing the foundation work for a game or campaign. Following are some of the points that we feel are worthy of consideration; by adjusting some or all of them, an Unknown Eagles campaign's flavor can be varied over a considerable range — anything from a harsh, gritty, "do-or-die" WW2-commando-movie style of game, to "Hogan's Heroes," if you so desire.

While the character-heroes should, of course, always be the focal points of a campaign, they may not be particularly significant in the game-world itself. This isn't necessarily a question of raw power, though it may very well reflect the power-level of the characters in comparison to the other (non-player) characters in the world. It might represent how significant the achievements of the characters *could* be, as a general rule. To some degree, this may also dictate how much and what kind of support to expect from others.

Unimportant

The PCs have little, if any real impact on the world as a whole (though this does *not* mean that their actions don't make some difference; it's just not the sort of difference that generally makes headlines, or gets a lot of credit or attention). Regardless of what the PC's actually *do*, the world will more-or-less go on as if they weren't there. (If they manage to shoot down the best enemy fighter pilot in the whole world, someone else who's nearly as good will appear to fill that NPC's place. If they try to assassinate Hitler [and actually succeed], it won't stop the war... at best it'll slow things down for a bit while a new commander comes into power over Germany). This level of character-importance would probably be the most realistic from the standpoint of keeping pretty true to real history, but could be a pretty grim setting — they couldn't realistically expect any more support than anyone else in their position, and maybe no appreciable support whatsoever.

Important

The characters are reasonably important in the context of the game-world, and can make significant differences in the world-picture in some area(s). For example, the characters' presence on their secret air base in the middle of the Pacific, while not of global importance, does keep the Japanese navy from overrunning some other nearby island that the Allies consider strategically useful (but not necessarily essential). The characters may, at this level, have significant impacts on the events of the world-at-large, but if so, it's probably a combination of a lot of hard work and being in the right place at the right time. This character-importance level is probably the best one for an Unknown Eagles game. The characters are important enough that, while the going is tough, they can expect *some* support from *someone*, regardless of who it is, and they *see* the results of their actions, and what differences they have made in other peoples' lives.

Very Important

Here, the characters are not only important, but they are among the most important people of their type. This importance-level is a good one for a world-ranging crack commando-team, the best of

the best, who only get called in on missions that no one else would even try, or for most any other “best of the best” character group. Characters in a campaign where they are Very Important can realistically be expected to have global-level effects of some duration and significance. If they blow up an installation on the Russian Front, it’s a key installation that allows the Red Army to sweep in afterwards and win a decisive victory for the Allies, and so on.

Characters might also be All-Important within the context of the game world, but the possible variations in this case are so numerous that it would be pointless to even try listing them, and, frankly, we can’t imagine any offhand that would be much fun, except maybe as a one-shot game. All-Important characters can make radical changes to the world, and do so with some degree of regularity. This would be more suited to a game where the characters are actually superhuman.

Campaign Tone

The overall tone of the campaign will have an effect on what kinds of characters are made for it, their outlook on life and on their adventures. Some key aspects of campaign tone, and what kinds of effects they could have are discussed below.

Morality

Morality in wartime is a sticky question at best, and deserves *very* careful consideration on the part of the Arbitrator before play begins. Characters (on *any* side) that overstep the codes of wartime conduct (see Codes of Conduct in War, page 39) can expect to be outcasts, court-martialed or tried by civilian courts, or tried afterwards for war-crimes, depending on the severity of their offenses. The punishments are *not* pleasant!

That having been said, the operative question for determining campaign-morality is “how clear are the moral choices that the characters are faced with?” This will affect both character design and reactions in many cases. If the question of good vs. evil is a black-and-white issue, then characters can rest assured that the enemies are evil to the core, and irredeemable to boot, and act accordingly. This level of morality is vastly oversimplified, and very unrealistic, though it does lend itself well to larger-than-life adventures.

On the other end of the spectrum, the answer to every moral question is, at best, a shade of gray — there is no “black or white” answer. Player characters in this sort of setting cannot assume that enemies are the villains. There may be individuals who are “unquestionably evil,” but these will be few and far between.

Realism

The realism of a campaign reflects how forgiving or unforgiving the world-at-large is. In a very realistic campaign, guns *kill* people with some degree of regularity (Player Character or not!), and combat is a no-nonsense affair: If you are mortally wounded, you die. If you grandstand, you get shot at (and probably hit). If you get wounded, you have to worry about bleeding to death, unless you got hit in the head — and the chances are that you won’t worry about *anything* anymore. In campaigns that are less realistic (“Romantic” campaigns), dramatic behavior, even if it’s unrealistic, is emphasized if not outright encouraged.

Outlook

Campaign outlook is a mixture of the overall attitude of the people in the world with the root causes of that outlook. In more pessimistic games, there will always be something that could be done to make the world a better place, and actually doing so is difficult or a short-term remedy at best. Optimistic campaigns allow characters to make long-term or even permanent beneficial changes, or changes that may be short-lived but are *really* beneficial. This aspect of campaign setup/planning and the character-importance item mentioned previously are interrelated to some degree.

Seriousness

How serious a campaign’s setting is makes a *lot* of difference in its mood, and how the characters will act and respond to events and situations. Giving careful thought to the seriousness of the campaign, and more importantly, to *why* it’s as serious as it is can provide any number of ideas for characters, adventures, etc.

Suggested Campaign Tone for Unknown Eagles

We suggest that characters be of some importance, but (at least initially) make it so that they aren’t by themselves doing anything that has any noteworthy global-level effects. That is not to say that they aren’t making a difference — just that they shouldn’t be regularly called upon to save the whole war-effort. Their support-infrastructure is, at best, unreliable or slow, and officially no one condones (or maybe even admits to) their presence or actions.

For the purpose of playability, we recommend that campaign morality be somewhere in the middle. There’s obviously evil afoot, and the characters are motivated by *something* to fight against it, but they have *very* clear boundaries (whatever they are!) that they *will not* cross, and might or might not bear *personal* animosity towards any given individual from the other side. This sort of mindset should allow for the almost-swashbuckling style of game that we think would work best

for Unknown Eagles: characters allowed to be bigger-than-life, but with some real-world concerns; without the game becoming hideously unrealistic or turning into a “Who do we kill this week?” game.

We also feel that campaign realism should fall somewhere in the middle: Characters are *heroes* and fate smiles kindly on them, but when they get *too* cocky, they *can* suffer for it. Campaign outlook is a bit on the pessimistic side — there will be a fairly steady stream of wrongs to right, missions to undertake and achieve, etc.. But at least occasionally some good will come of the characters’ actions that will last for a while, or make a real difference in the lives of the characters or others in the world. This assumes that the characters begin play near the beginning of WW2; as the war-effort progresses, it would not be unreasonable to have the campaign-tone become more and more optimistic.

Unknown Eagles is designed to be a serious campaign — it’s World War Two, and people are dying by the hundreds, thousands or millions. Freedom is being threatened on a scale the likes of which the world has never seen. It’s pretty hard to laugh about much of anything with all that is going on. Again, that doesn’t mean that every character should be a grim, humorless drone; just that the overall tone of the campaign is serious. Deathly, worldly serious.

Campaign continuity we’re not really going to make any suggestions on — that will depend entirely on what the Arbitrator and the players decide would be the most fun for them, and on what the Arbitrator can come up with in the way of adventures.

Creating Characters

Character Concept

Characters are more than just collections of statistics and abilities — they are *people*, whose backgrounds, upbringing, religion and any number of other factors have shaped the way they’ll act and react. These suggestions are meant to encourage the development of complex, realistic characters whose motivations and actions have *reasons*, even if those reasons aren’t immediately apparent to other people.

Character Background and History

Your character’s identity is a very important base for their personality, abilities, etc. Remember that Unknown Eagles characters can hail from any country in the world, though it may be unusual for characters working with Allied agencies to be from Axis countries and vice-versa. Many of this last sort may be mercenaries, strictly in it for the money,

regardless of the events going on in the world or around them.

Characters should probably be at least 20 years old, though the Arbitrator might make exceptions for really interesting or fun character concepts. The character’s gender is up to the player, though in more realistic games it bears noting that women were still considered second-class citizens through most of the war in most of the world. If you have any concerns on this matter, check with your Arbitrator!

Character background can provide the Arbitrator with any number of “hooks” for adventures, as well as providing explanations of just where a character *got* that unusual skill or ability. Some basic questions to ask about the character’s background include:

- Who *is* the character? What’s their family-background like? Where do they come from, and how has it affected their world-view? A character who came from the Deep South of the U.S. in the 30’s might secretly agree with the Nazi dogma of Negroes being “an inferior race;” someone from Poland after the Blitzkrieg campaigns will probably be *really* torqued at Germany just *because*.
- What did the character do before they got into the Secret Corps? If they had a job, they likely have skills or abilities from their profession. Some of these might even be reasons why they were approached to join the Secret Corps! Be sure to pick up any such skills or abilities when building the character—you never know when you might need that Language: Tagalog skill...
- What motivated them to get involved with the Secret Corps? Did they volunteer? Were they in a situation where they had no real choice (whether because of their own attitudes or something else...)
- How long have they been with the Secret Corps? Are they fresh out of training, or were they there when it all began?
- How does the character feel about the Secret Corps now that they know what it’s all about?
- What has the character given up or left behind in joining the Secret Corps? Is the girlfriend or boyfriend back home a reason that they’re doing this? Or maybe they were running from some criminal element, or were a criminal themselves...

The answers to any of these questions can provide a *lot* of background information that may be of use in creating adventures for the character, or in selecting Disadvantages or Complications for the character. Players and Arbitrators should take some time to flesh out the character’s background until they are both comfortable with it.

You may have a specific personality in mind for your character that might be difficult to remember if it’s significantly different from your own.

Don't hesitate to keep crib-notes on the character's general personality traits, or how the character reacts to certain things. Some suggestions: Does the character fidget? Do they play with a favorite knife? Do they play with any visible switches, dials, etc. even if there are no visible results? How do they react to the enemy? Do they have an accent, or try to fake having one they don't really have? Do they use specific phrases or words more than normal or when referring to a specific person/group/place/thing?

Try to be as realistic as you can. Playing the character to an extreme can help others believe in the character that much more. Finally, careful recordkeeping can be a great asset to player and Arbitrator alike. Also, in most role-playing games, it has become accepted practice that the Arbitrator's word is accepted, even if wrong. Try not to point any fingers until after the game. When you point out what you considered a wrong call your Arbitrator may have been unaware of, or a rule overlooked, there may be circumstances that the player was unaware of that the Arbitrator may bring you up to date on. It pays to have an open mind.

Using *Unknown Eagles* with *Fuzion*TM

Fuzion Parameters

SWITCHES:

Complications: ON

Wealth: OFF

Rule of X: OFF

Speed: ON

Impairing Wounds: ON

Superpower Rules: OFF

Mecha Rules: OFF

DIALS:

Characteristic Points: 35

Option Points: 35

Multiply Perk By: 2x. (Perks can become rather useful, for instance delays in shipping of equipment can be overcome or sped up)

Cost of Martial Arts: Martial Arts are very rare (3x cost) outside of their "native" cultures, where they are uncommon (2x cost).

Rule of X: N/A (since almost all attacks are through equipment, vehicles, etc.) [Rule of X, if such a control is needed, could be set at 9-12 depending on campaign levels/tone, with 9 being more realistic and 12 being high-level, near-fantastic capabilities (for normal folks).]

Modify Current STR by: -1

Autofire Ratio: Not used.

Knockback: Just knocked down.

Getting Started

Life Path

The steps for creating a character in Fuzion are streamlined and you may find that you prefer them to the suggested rules and suggestions listed in Character Background and History. That's acceptable; both provide a lot of leeway in creating a customized character that has a concept as well as a history. Fuzion's flowcharts help speed the process along at a much faster pace. Choosing from each

chart will start building the character's basic personality, their values, and their world-views. To have even more fun and a true touch of fate that tests your role-playing skills, use 2d6 instead.

We *strongly* suggest that fully random LifePaths be discouraged for any reasonably realistic game run in Fuzion, though "semi-random" ones where players can override the die-rolls for specific results might be acceptable.

Basic Personality: (Roll 2d6)

- 2 Shy & secretive
- 3 Rebellious, antisocial, violent
- 4 Arrogant, proud and aloof
- 5 Moody, rash and headstrong
- 6-7 Friendly and outgoing
- 8 Stable and serious
- 9 Silly and fluffheaded
- 10 Sneaky & deceptive
- 11 Intellectual and detached
- 12 Picky, fussy and nervous

Proceed to whom you value most.

Who Do You Value Most? (Roll 2d6)

- 2 Child
- 3 Brother or Sister
- 4 Friend
- 5-6 Lover
- 7 Yourself
- 8 Pet
- 9 Teacher or mentor
- 10 Public figure
- 11 Personal hero
- 12 No one

Proceed to what you value most

What Do You Value Most? (Roll 2d6)

- 2 Money
- 3 Honor
- 4 Knowledge
- 5 Honesty
- 6-7 Friendship
- 8 Your world/country
- 9 Love
- 10 Power
- 11 Having a good time
- 12 Vengeance

Proceed to worldview

<p>Your World View (2d6)</p> <p>2 Every person is a valuable individual.</p> <p>3 I like almost everyone.</p> <p>4 No One understands me.</p> <p>5 People are sheep that need to be led.</p> <p>6-7 .I'm neutral to most people.</p> <p>8 People must earn my respect.</p> <p>9 People are untrustworthy. Be careful whom you depend on.</p> <p>10 ..No one's going to hurt me again.</p> <p>11 ..People are wonderful.</p> <p>12 ..People are scum and should be wiped out.</p> <p>Proceed to Early Background</p>	<p>You MUST roll for these. 2D6</p> <p>2-3 Poor: Just scraping by, day by day.</p> <p>4-6 Middle class: Like most kids, you were pretty run of the mill.</p> <p>7-8 Well to do: You went to good schools, wore nice clothes, had lots of treats.</p> <p>9-10.. Wealthy: You had plenty of everything, even servants.</p> <p>12 Rich: You lived in the lap of luxury, lacking nothing.</p> <p>Roll 1D6</p> <p>1-3 A boring childhood (Go to Life Events)</p> <p>4-6 Go to Childhood Events</p>	<p>Childhood Events</p> <p>You had a crisis in your early youth, roll 1D6 to see how your family was affected:</p> <p>1-4 One or some family members were...</p> <p>5-6 Your entire family was...</p> <p>Now roll 1D6 to fill in the rest of the event.</p> <p>1-3 Enemies</p> <p>1 betrayed by a friend or relative and lost everything they had.</p> <p>2 exiled; you have returned under an alias.</p> <p>3 murdered before your eyes.</p> <p>4 Hunted by (Or involved in a long-standing vendetta) with a powerful person, group or organization.</p> <p>5 abducted or mysteriously vanished; you were inexplicably left behind.</p> <p>6 killed in the war, terrorism or disaster.</p> <p>4-6 Secrets</p> <p>1 Accused of a terrible crime they may (Or may not) have committed. ROLL 1D6, they were imprisoned for 1D6+2 years; 4-6, they escaped imprisonment but are still under the gun.</p> <p>2-3 considered having some kind of unique, birthright, skill, ability or status.</p> <p>4 unknown- you grew up alone, never knowing your true heritage.</p> <p>5-6 not the real thing- your adopted, and obsessed with finding your true family.</p> <p>Now go to Life Events</p>	
<p>Life Events</p> <p>Roll 2D6 +16 or choose to determine your age. For each year over 16 roll once below and go to the appropriate table.</p> <p>1-2 Good with the Bad</p> <p>3-4 Friends and Enemies</p> <p>5 Love and War</p> <p>6 Nothing happened that year</p> <p>After completion of all the years to the present, go to Current Situation to see where your at now.</p>	<p>Good with the Bad (Roll 1d6)</p> <p>1-3 Something Good. Roll and see below</p> <p>1 Make a Connection</p> <p>2 Gain a Mentor</p> <p>3-4 Someone owes you a Favor</p> <p>5 Gain a Membership in a select group</p> <p>6 Gain a financial windfall</p> <p>4-6 Something Bad. Roll and see below</p> <p>1 Imprisonment</p> <p>2 Falsely Accused</p> <p>3 Accident or Injury</p> <p>4 Hunted or an Enemy complication gained</p> <p>5 Mental or Physical Illness</p> <p>6 Emotional Loss</p>		
<p>Friends and Enemies (Roll 1D6)</p> <p>1-3 Make an Enemy. Roll and see below</p> <p>1 Bitter ex-friend or lover.</p> <p>2 Relative.</p> <p>3 Partner or co-worker.</p> <p>4-5 From rival group or faction.</p> <p>6 Powerful official or noble.</p> <p>4-6 Make a Friend: Roll 1D6 and see below</p> <p>1 Like a brother, sister or parent to you.</p> <p>2 Partner or Co-worker.</p> <p>3 Old lover (Choose which one)</p> <p>4 Old Enemy (Choose which one)</p> <p>5-6 Have common interests/ acquaintances.</p>	<p>Love and War (Roll 1d6)</p> <p>1-2 Had a happy love affair</p> <p>3-4 Had love trouble (Roll 1d6)</p> <p>1 Your lover's friends/family would use any means to be rid of you.</p> <p>2 You fight constantly.</p> <p>3 You've had a child! Roll for sex: Even=female; Odd=male</p> <p>4 One of you is messing around.</p> <p>5 You got married! Any further Love & War rolls refer to your marriage.</p> <p>6 It just isn't working out.</p> <p>5-6 Had a tragic romance (Roll 1d6)</p> <p>1 Lover died in accident or was murdered.</p> <p>2 Lover mysteriously vanished.</p> <p>3 Lover was kidnapped.</p> <p>4 Lover was imprisoned or deported.</p> <p>5 Lover went insane and is now "hospitalized."</p> <p>6 Lover committed suicide.</p>		
<p>Current Situation (Roll 2D6)</p> <p>2 You're involved in the underworld..</p> <p>3 You're involved in law enforcement.</p> <p>4 You're involved in government or other administrative duties.</p> <p>5-7 .You have a mundane day job.</p> <p>8 You're involved in business or high finance.</p> <p>9 You're a freelancer, you work for yourself.</p> <p>10 ..You're involved in craftwork or construction.</p> <p>11 ..You're involved in research or scientific study.</p> <p>12 ..You're involved in a brother or sisterhood for ancient goodness.</p>			

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Sample Character:
Marshall Kimble

This sample character will serve to show Arbitrators and players a finished character. The characters listed in the Unknown Eagles and German Secret Corps sections do not have stats. If an Arbitrator wishes to use them to any great extent in a game, stats can be quickly rolled up. This is why the basic background is given for those characters.

Here's the sample character specs/stats. The basic concept is a wannabe con-man type who got picked up by the Eagles because he was pretty well rounded, and likely to be loyal. He has a lot of personality-based skills (though only a few of them are above minimum). He has not been through military flight training, but has been a civilian pilot, and has a talent for aerobatics, bombing and dive-bombing, but no real training for it. He's a firm believer in what the Eagles stand for, and fully believes that it's his duty as a free man to uphold the freedoms of others. This last probably is one of the few things that make his arrogance and overconfidence tolerable for most people who work with him. Though he's actually a fairly talented guy, he's gotten where he is more on luck/Moxie than anything else is...

Marshall Kimble

2	INT		
4	WILL		
5	PERS		
4	TECH		
4	REF		
4	DEX		
3	CON		
3	STR		
4	BODY		
3	MOVE		
<hr/>			
6	SD	6	Run
6	ED	9	Sprint
2	SPD	3	Swim
6	REC	3	Leap
30	END	12	Resistance
20	STUN		
20	HITS		
(6	LUCK*)		
Complications		(Base 35 points + 20)	
Overconfident (Constant, Severe, Minor)		6	
Arrogant (Frequent, Strong, Minor)		4	
Sense of Duty (to Unknown Eagles)		10	
Skills and Talents			
6	Combat Sense (+2 initiative)		
3	High Pain Threshold (-2 STUN on all damage taken)		
3	Moxie		
3	Aerobatics (TECH)		
2	Bombing (TECH)		
1	Dive Bombing (TECH)		
1	Parachuting (TECH)		
2	Athletics (DEX)		
1	Bribery (PRE)		
2	Pistols (REF)		
3	Hand to Hand (REF)		
3	Melee Evade (REF)		
3	Ranged Evade (DEX)		
4	Pilot (DEX)		
2	Conversation (PRE)		
1	Interrogation (PRE)		
1	Oratory (PRE)		
3	Persuasion (PRE)		
1	Seduction (PRE)		
1	Streetwise (PRE)		
2	Wardrobe & Style (PRE)		
5	+1 Characteristic Point		

Characteristics

Primary Characteristics

Mental Group

Intelligence (INT): This is a measure of how bright the character is. Much more than sheer intelligence, it also covers cleverness, awareness, perception and the ability to learn; any kind of mental deficiencies don't become apparent until the character hits a 1 or lower.

Willpower (WILL): Reflects the ability to concentrate, to resist control by others, to resist reactions of the body against attacks both physical and verbal, pain, physical abuse, as well as stress and the ability to face down danger. This represents the character's courage and coolness under fire.

Personality (PRE): The character's ability to interact with other cultures, and other people, and the ability to impress and influence people with character and charisma.

Combat Group

Technique (TECH): The character's ability to manipulate tools or other instruments. Not the same as reflexes. This covers the knack of using tools or items.

Reflexes (REF): This reflects the character's response time and coordination, used in aiming, throwing and juggling.

Dexterity (DEX): This is the measure of the character's ability in such things as hand-eye coordination, balance, and the ability to control their bodies in stressful situations or highly fast-paced encounters. The overall physical competence of the character as pertaining to leaping, balancing, jumping, combat and most other athletic activities. Most important of all, this stat is used to avoid being hit.

Physical Group

Constitution (CON): Constitution is physical health, as well as resistance to exposure to harsh weather, heat, cold, etc., sickness and types of drugs or poisons.

Strength (STR): Strength is the measure of physical power, muscular strength, heavy lifting, or overpowering an opponent. The higher the strength, the more powerful the character's blows. This also comes into play when dealing with extreme combat conditions in single-seat fighters.

Body (BODY): The measure of how much physical damage a character can take before going down. In an Unknown Eagles game, a character can slip into negative points up to -5 or as far as -10 before they are considered beyond saving.

Movement Group

Movement (MOVE): This is the character's speed of movement, running, leaping, swimming, etc.

Derived Characteristics

Derived Characteristics are stats that are created by performing some kind of simple mathematical operation on the character's already existing Primary Stats. Listed here are the Derived Stats that are used in the Unknown Eagles game world. An Arbitrator may opt to use different stats and that is acceptable, but here are the ones we suggest.

Stun (CON x 4): This is how much stunning/brawling damage the character can take before being knocked into unconsciousness, calculated as points. Rule of thumb: if your CON stat is 0 or less, the character automatically has 3 hits.

Hits (BODY x 5): This reflects how much killing damage a character can take before dying. Any armor is subtracted from any stun damage taken. If BODY stat is 0 or less, the character automatically has 3 hits.

Stun Defense (CON x 2): This is a measure on how resistant the character is to stun damage. Stun defense is subtracted from any stunned damage taken.

Recovery (STR + CON): This stat determines how fast the character recovers from damage. The character gets back this many stun points each turn when at rest, and this many HITS back for each day of medical attention.

Run (MOVE x 3m), Leap (MOVE/2m), and Swim (MOVE/x1m): This shows how fast the character runs, leaps or swims from a standing start.

Luck (INT + REF): Luck is a measure of what to some would feel would be a divine being's favor towards the character. Also coined as Moxie, or, to some who do not believe in divine beings... dumb luck. Each game session a player can take points from this Derived Stat and use them in other places: add to important die rolls or subtract from damage. When the points have been used up, they are gone until the next game session. To coin the phrase, "You're out of luck."

Endurance (CONx10): This Stat represents how long the character can expend energy, whether in physical endurance or in the use of a special ability. It is spent in the same way as hits or stun points. When it runs out, the character is exhausted and can't do anything more except rest and recover. Generally, 1-2 point effect, 1 minute or hour of time (or 1 point of power used) spends 1 endurance point. Endurance returns whenever the character takes a recover action; this restores as much Endurance as Recovery.

Speed (1/2 of REF): This stat represents the character's reactions. Speed determines either when the character moves during the course of action or how many things the character can do in a specific action phase.

Maximums and Restrictions

As a general rule, no Primary characteristic should be allowed to exceed 5 without careful thought on the part of the Arbitrator, and should *never* exceed 7.

Talents

MOXIE

Moxie is a Talent, costing one point per level. Each point of Moxie a character has may be expended to increase the odds of a successful skill- or attack-roll. Moxie may be spent "on the fly," allowing a character to modify the die-roll after the roll has already been made on a one-to-one basis. Moxie affects any base die-roll (one which determines the success or failure of an action), but not damage rolls. Once spent, Moxie points are *gone, gone, gone*.

Optional Moxie Rule: Additional Moxie may be purchased with Experience Points as characters progress, but *only* as long as they have at least one Moxie remaining. Once it's all gone, that's it — no more Moxie *ever* again for that character. The Arbitrator should feel free to award Moxie in place of or along with Experience if they feel that the characters earned it. But be warned: Moxie is a *powerful* ability, and can *easily* lead to abuse!]

Standard Fuzion Talent List

In addition to Moxie, Unknown Eagles used the following standard Fuzion talents. These Talents costs 3 Option Points each, or 3 Options Points per level. You can find full descriptions of these Talents in the Fuzion rules. (And if you don't have Fuzion, you can download a *free* copy from <http://www.herogames.com>)

Acute Senses:

Ambidexterity:

Animal Empathy:

Beautiful/Handsome:

Blind Reaction:

Combat Sense:

Common Sense:

Direction Sense:

Double Jointed:

Eidetic Memory:

High Pain Threshold:

Immunity:

Intuition:

Lightning Calculator:

Light Sleeper:

Longevity:

Night Vision:

Perfect Pitch:

Rapid Healing:

Schtick:

Simulate Death:

Speed-Reader:

Time Sense:

Skills

What follows is a sample of a string of events in a game of Unknown Eagles. Attribute scores can have a telling effect in any given action. The Arbitrator should decide just how hard the action is and whether or not it is in the realms of the character's chance for success. For example:

Janet Beck, an agent character, is deep behind enemy lines on an assignment. She was supposed to scout out a V-1 rocket site that the reconnaissance and photo planes could not spot from the air. Lying in the deep bushes surrounding the base, she sees the German soldiers getting set to launch the V-1 rocket. As she starts to get the precise bearings so that a bombing raid can hit this target later, the Arbitrator makes a secret perception check for Janet. Janet has an Intelligence of 5, and the Arbitrator rules that she'd need to beat a DV of 18. The Arbitrator rolls exactly 18. A borderline success, Janet notices that the soldiers are pumping something into the housing of the rocket, and that a strange smell is in the air. Searching her memory (an Intelligence roll, and she rolls a 13), she can't recall what the smell is, but it doesn't seem right to her. She decides that whatever it is, it must be pretty bad.

Janet decides to take aim with her rifle and try to detonate the rocket. The shot is a good 80 yards, almost the length of a football field. She has a high skill (6) in the sniper rifle, but that's completely offset by the range to her target (-6), and the base DV is fairly low (3), since she's shooting at a large, immobile object, but she's also trying to hit something that'll make the V-1 explode. The Arbitrator decides that the careful aim she needs balances out against her taking extra time to aim carefully, leaving a total DV of 13 to hit the rocket. Taking aim with her rifle, she rolls a 10 on a 3d6—a failure. Janet decides to spend some of her Luck to make the attempt at least have some effect. She has 6 Luck remaining (having spent a couple points in the process of finding the position she's shooting from). Janet spends 3 of her remaining Luck, for a roll of 13 — a hit.

She fires, and the bullet speeds the distance and cracks at the base of the rocket. The shot alerts

the soldiers, and Janet decides it's best to hightail it. After getting out of the area, she hears the rocket go off and then sees it streak across the sky. It starts to trail an extra stream of flame from its side at the base—her bullet struck a fuel compartment. A second later, the rocket explodes far, far away from its target.

Janet smiles and continues her escape from the area.

Some New Skills

This list includes new skills as well as re-definitions for some already existing skills. These skill descriptions supercede the ones on the Fuzion rules.

Aerobatics (TECH)

Basic skill at getting out of the way of someone who is trying to shoot you down from another aircraft. Also, the ability to perform intricate and/or precision maneuvers in an aircraft. Roughly equivalent to Ranged Evade, but usable in aircraft.

Archery (REF)

Basic skill at using bows and crossbows.

Auto Weapons

Skill at using hand-held autofire weapons, such as submachineguns and battle rifles. Heavier autofire weapons, such as full-blown machineguns, is covered by the Heavy Weapons Skill.

Bombing (TECH)

The ability to drop a bomb in a relatively precise location from an aircraft. Includes all “level” bomb-run methods, but **not** dive-bombing. Used as the basic attack skill when performing a level bombing run.

Bugging (TECH)

The ability to properly implant and operate listening, visual, or other sensing devices (“bugs”). Before the advent of transistors and miniaturized electronics, eavesdropping equipment was generally limited to on-site recording devices, and often mechanical ones at that. Radio bugging, while not impossible, was not very practical under most circumstances. Characters with the Bugging skill are fully conversant with the tools of the era, know how and where to best place them, and because of the types of equipment they are generally limited to, and know how and where to best position *themselves* to *personally* eavesdrop, should they so choose.

Computer Programming (TECH)

The ability to program and operate computers. Computers existed during WW2 — in fact, the computer was one of the only reasons that the Allies broke the German Enigma Machine codes as quickly as they did. Nonetheless, computers were so rare, expensive, and limited in their functional-

ity that this skill should be unavailable except to a very few people.

Criminology (TECH)

You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on. Note that many of the modern criminalistic tools that are commonplace in the modern era were not available, or were (at the very least) quite a bit less useful. — Fingerprints, for example: Fingerprinting had been around for a good long time already by the onset of WW2, but its usefulness was severely limited due to the sheer amount of time it took to *manually* sift through hundreds or perhaps thousands of fingerprint cards.

Dive Bombing (TECH)

The ability to drop a bomb in a relatively precise location from an aircraft using dive-bombing methods. Used as the basic attack skill when performing a dive-bombing run.

Languages

In addition to the “normal” languages, certain common codes (Morse code, semaphore, etc.) can each be considered a single language-family.

Martial Arts

Standard Fuzion Martial Arts rules are in effect, though their cost varies depending on the society the character comes from (see Fuzion Switches and Dials on page 44).

Parachuting (TECH)

The ability to use a parachute, jump from a plane (or other high-altitude location), keep control of the ‘chute, and land safely on the ground.

Pistol

The basic skill for using all types of handguns.

Rifle

The use of all types of shoulder arms, including shotguns. This skill is used to resolve semi-automatic fire; the Auto Weapons skill is used for to resolve rifles that are autofiring.

Standard Fuzion Skill List

In addition to the skills listed above, Unknown Eagles used the following standard Fuzion Skills. You can find full descriptions of these Skills in the Fuzion rules. (And if you don't have Fuzion, you can download a *free* copy from <http://www.herogames.com>)

Acrobatics (DEX)
Acting (PRE)
Animal Handler (INT)
Athletics (DEX)
Autofire Weapons (REF)
Bribery (PRE)
Bureaucratics (PRE)
Business (INT)
Climbing (STR)
Concealment (INT)
Concentration (WILL)
Contortionist (DEX)
Conversation (PRE)
Cryptography (INT)
Deduction (INT)
Demolitions (TECH)
Disguise (TECH)
Driving (REF)
Education (INT)
Electronics (TECH)
Expert (INT)
Forensic Medicine (TECH)
Forgery (TECH)
Gambling (TECH)
Gunnery (REF)
Hand To Hand (REF)
Hand To Hand Evade (DEX)
Heavy Weapons (REF)
High Society (PRE)
Interrogation (PRE)
Inventor (TECH)
Lip Reading (INT)
Local Expert (INT)
Lockpicking (TECH)
Mechanics (TECH)
Melee Evade (DEX)
Melee Weapons (REF)
Mimicry (PRE)
Navigation (INT)
Oratory (PRE)
Paramedic (TECH)
Perception (PRE)
Persuasion (PRE)

Pilot (DEX)
Professional (INT)
Ranged Evade (DEX)
Research (INT)
Riding (DEX)
Science (INT)
Security Systems (TECH)
Seduction (PRE)
Shadowing (INT)
Sleight of Hand (REF)
Stealth (DEX)
Streetwise (PRE)
Surveillance (INT)
Survival (INT)
Systems Operations (TECH)
Tactics (INT)
Teaching (PRE)
Tracking (INT)
Trading (PRE)
Ventriloquist (PRE)
Wardrobe and Style (PRE)
Weaponsmith (TECH)

Package Deals

The character package deals are done in such a way that it covers most countries from a generic point of view. In the case of some armament familiarities, the country is named followed by the type of weapon they would be familiar with. When a line states several weapons from several countries, that does not mean that the character is familiar with every one of the weapons, but with the weapon from the country that the character is serving. All military personnel have to have some form of basic training; in this case the basic military training or enlisted personnel package is a prerequisite for all of the other military packages. Characters who have no military background may be built with the Civilian Expert Package Deal as a basis, but it is certainly not required (though it *does* help explain why the character is involved with the Unknown Eagles — civilian or not, they had *something* that the Eagles wanted or needed).

Generic Military Training Package Deal

Skills

- 2 Rifles
- 1 Concealment
- 1 Climbing
- 1 Paramedic
- 1 Expert: Enemy Forces
- 1 Tactics
- 2 Expert: Military Procedure, 11-
- 1 Standard military-issue weapon
- 3 3 points of MOS skills (see list below).
- 1 Perk: Member of Military (E1, Private or apprentice seaman 0)
- 1 Weaponsmith
- 3 Characteristics: +1 STR, +1 CON, +1 BODY

Disadvantages

- 6 Watched: Own military†
- 4 Military-trained mindset.

MOS Skills (choose 1 MOS):

Fighter or Bomber Pilot: Parachuting, Perk: Military Rank (to lowest officer-rank in that service-branch, 2 points)*, Pilot.

Commando** (Pick 3 points worth of Skills from the list): Parachuting, Demolitions, Education: Civil Engineering, Explosives, Weapons skills with “non-standard” weapons, Survival, Concealment, Education: Enemy Forces, Tracking, etc.

Spy*** (Pick 3 points worth of Skills from the list): Bugging, Demolitions, Electronics, Lockpicking, Mechanics, Security Systems, Bribery, Conversation, Interrogation, Languages, Persuasion, Shadowing, Streetwise, Disguise, Stealth, Education: Enemy Forces, Education: Enemy Commanders, Education: Enemy fortifications/installations.

Support Personnel (Line mechanics for airstrips, communications guys, etc. Pick two): Electronics, Mechanics, Driving, Systems Operation, and Inventor.

* At least for the U.S. - The Air Force was not in existence yet, and pilots were generally run through officer’s training in the Army.

** The U.S. did NOT have a recognizable commando-force until the formation of the Devil’s Brigade in late 1941. Purist Arbitrators might disallow this MOS for US-military characters. Also, Martial Arts training of any kind were very rare outside of Japan and a few other Asian nations.

*** Not every nation had spies trained in their military, but those that did should be built with this package deal instead of the generic “Spy” package.

Generic Spy Package Deal

Civilian experts can come from nearly any walk of life: Linguists, scientists, people who’ve lived in certain areas for most of their lives... the list of possibilities is nearly endless. The one thing they all have in common in Unknown Eagles is that they possess some ability, some skill that the Eagles have a need for — that is why they were recruited.

Skills

- 1 Pistols
- 1 Language of choice
- 1 Mimicry (Accents)
- 2 Expert: Enemy Organization
- 3 “Divisional” Skills - 3 points from list below
- 1 Systems Operation
- 1 Paramedic
- 1 Concealment
- 1 Stealth

Disadvantages

- 15 Hunted: Opposing forces
- 1 Mimicry only usable for faking accents

Divisional Skills

Technical/Surveillance: Bugging, Electronics, Lockpicking, Mechanic, Security Systems, another Language, Perk: Contact, Perk: Favor, Perk: Money;

Espionage: Bribery, Conversation, Interrogation, another Language, Persuasion, Shadowing, Streetwise, Disguise, Perk: Contact, Perk: Favor, Perk: Money;

Civilian Expert Package Deal

Skills

- 5 Expert, Education, Knowledge, Science or Language skills of player’s choice.
- 2 2 points of options from Options List below.

Disadvantages

- 3 Distinctive Features: Well-known among fellow members of their field(s)

Options List for Civilian Experts:

Linguist, Scientist, Well-Traveled, Well-Connected, Additional points in languages, sciences, perks, knowledge skills, area knowledge, etc.

Complications: What's Allowed and What Isn't

Complications are one of the elements of Fuzion that give a character... character. As such, we feel that they are pretty near critical for an Unknown Eagles campaign (some characters might not have any Complications, but everyone should have access to them). The difficulty is that though there are quite a few "stock" complications available to Fuzion characters in general, many of them could easily make a character unplayable. Arbitrators are advised to carefully review a character's Complications to make sure that characters do not have too many complications, or complications that would make it difficult for them to fit in or even function in the environment of an Unknown Eagles game. Additionally, if a Complication is taken on a character, it should be *worth* the points that they are receiving from it... Complications make life more... interesting (at the very least)... for a character, and often downright *dangerous*. As an Arbitrator, make sure that *you* are getting *their* points' values out of Complications!

Character Growth

Experience Points

The standard Fuzion experience-point system is used.

Keeping Characters Balanced

As characters gain experience, it is quite possible that the player will plow all of their Experience Points into one or two Skills, Abilities or whatnot, making them all but superhuman in that field of expertise. It's the Arbitrator's call as to whether or not to allow this sort of experience expenditure, but we recommend that no character should ever exceed maximum human levels in any Characteristics, Skills or Talents without *explicit* permission of the Arbitrator. If there were *that* many supermen in WW2, it wouldn't have taken *nearly* so long for the Allies to win the war, or it would've been a lot *longer*... If the Rule of X is being used, consideration to applying it to characters as they gain Experience should be given.



Using *Unknown Eagles* with the *HERO System*[®]

Getting Started

Unknown Eagles makes use of all the standard and many optional HERO System rules for both Hand-to-Hand and ranged combat (see the HERO System Rulesbook, p. 152, for a full explanation of combat maneuvers).



Base Points and Disadvantages

The number of points an Unknown Eagles character is built on will depend on the power-level the Arbitrator determines for the game. Though we suggest that they be constructed as Talented Normals (HERO System Rulesbook, pp. 10-11): 50 points as a base — they are, after all, supposed to be heroic, but not superhuman! If the Arbitrator wants to run a more realistic game, 25 points might be advisable, though at this level care must be exercised to make sure that the characters aren't woefully under-powered. A heroic- or super-heroic-level game might be fun as well, but may start radically diverging from reality, especially in the case of a super-heroic-level game.

Everyman Skills

Unknown Eagles characters begin with certain "Everyman" skills (HERO System Rulesbook, p. 19):

Familiarity with **Climbing** (8-)

Familiarity with **Concealment** (8-)

Familiarity with **Conversation** (8-)

Familiarity with **Deduction** (8-)

Familiarity with **Paramedic** (8-)

Familiarity with **Shadowing** (8-)

Familiarity with **Stealth** (8-)

Transport Familiarity (automobiles)

Native Language (4-point level)

Area Knowledge: Home

Weapon Familiarity: Clubs

Maximums and Restrictions

Since Unknown Eagles characters are reasonably normal (if very talented) human beings, they should not have many, if any, truly superhuman abilities. Accordingly, character-construction limitations should include:

- Normal Characteristic Maximas (HERO System rules, page 122) should be adhered to. Note that characters do *not* get any points from this disadvantage! Everyone else in the world has to deal with it as well, so it's not a disadvantage!
- Skill-rolls should generally not exceed 16- to 18- (though an Arbitrator should consider allowing exceptions if a player can come up with some justification for *why* their characters are so inhumanly good at... whatever... But it should be a *good* one!).
- Unbalanced talents (HERO System Rules, p. 46) should be allowed only with a very good reason; many of these Talents are bordering on superhuman, and a few are well and truly over the line between human capabilities and superhuman ones.
- Certain skills are not available, or at least severely limited in their availability or usefulness. Most of them, like Computer Programming, should be fairly obvious, and others, most notably Martial Arts, are restricted in some fashion (see the Skills section on this page, and Martial Arts on page 52, respectively, for details).

Skills

As mentioned, some Skills from the HERO System Rulesbook list are not available, or are restricted in some fashion. A quick breakdown of the significant changes in skills follows:

Bugging

Before the advent of transistors and miniaturized electronics, eavesdropping equipment was generally limited to on-site recording devices, and often mechanical ones at that. Radio bugging, while not impossible, was not very practical under most circumstances. Characters with the Bugging skill are fully conversant with the tools of the era, know-how and where to best place them, and because of the types of equipment they are generally limited to,

know how and where to best position *themselves* to *personally* eavesdrop, should they so choose. Concealment is a complementary skill for Bugging or Stealth if the character is eavesdropping personally.

Computer Programming

Computers existed during WW2 — in fact, the computer was one of the only reasons that the Allies broke the German Enigma Machine codes as quickly as they did. Nonetheless, computers were so rare, expensive, and limited in their functionality that this skill should be unavailable except to a very few people.

Criminology

Much of the criminological science in use today did not exist in the 1930s and 40s, though the fundamentals were well established before the outbreak of war in Europe. The usefulness of fingerprinting, though it had been around for decades, was severely curtailed by the length of time it took to manually sift through existing fingerprint records—even assuming that the subject's prints were on file! Criminology skills are limited to a maximum skill-roll value of 14-.

Forensic Medicine

As with Criminology, many of the techniques available to modern forensic scientists were not available, or at least were not as well understood. Forensic Medicine skills are also limited to a maximum skill-roll of 14-.

Martial Arts

Most “real” martial arts in the 1930's and 40's were virtually unknown outside the regions that they originated in: Japan and China for many, Savate in parts of Europe, etc. Some, like Aikido, weren't even really in existence yet. Characters wishing to have Martial Arts that aren't generally found in their country or region should be required to come up with some character-background reason why they learned them, and, far more importantly, *where* and from *whom*.

Talents

MOXIE

Moxie is a Talent, costing one point per level. Each point of Moxie a character has may be expended to increase the odds of a successful skill- or attack-roll. Moxie may be spent “on the fly,” allowing a character to modify the die-roll after the roll has already been made on a one-to-one basis. Moxie affects any base die-roll (one which determines the success or failure of an action), but *not* damage rolls. Once spent, Moxie points are *gone*, gone, gone.

Optional Moxie Rule:

Additional Moxie may be purchased with Experience Points as characters progress, but *only* as long as they have at least one Moxie remaining. Once it's all gone, that's it — no more Moxie *ever* again for that character. The Arbitrator should feel free to award Moxie in place of or along with Experience if they feel that the characters earned it. But be warned: Moxie is a *powerful* ability, and can *easily* lead to abuse!]

Standard HERO System Talents

All of the standard HERO System Talents may be used, but those marked with a magnifying glass or stop-sign in the rules should *definitely* be allowed only *very* cautiously!

Package Deals

Character package deals are done in such a way that it covers most of the countries from a generic point of view. In the case of some armament familiarity the country is named followed by the type of weapon they would be familiar with. So when a line states several weapons from several countries, that does not mean that the character is familiar with every one of the weapons, but with the weapon from the country that the character is serving. All military personnel have to have some form of basic training, in this case the basic military training or enlisted personnel package is a prerequisite for all of the other military packages. Characters who have no military background may be built with the Civilian Expert Package Deal as a basis, but it is certainly not required (though it *does* help explain why the character is involved with the Unknown Eagles — civilian or not, they had *something* that the Eagles wanted or needed). See the facing page for the package deal description.

Disadvantages

Most of the Disadvantages in the HERO System will fit into a realistic campaign like Unknown Eagles, though some, like Susceptibilities, should be restricted. As always, bear in mind that if the disadvantage doesn't inconvenience or threaten the character in some way at some time, then it's not a disadvantage. The only disadvantage that is not allowed is Normal Characteristic Maximas — everyone in the world has that disadvantage, so it's not a disadvantage.

The Arbitrator should carefully keep track of a character's Disadvantages, both to make sure that the characters have to deal with them often enough to warrant the points gained from them, and that they are appropriate to the style or setting of the game the Arbitrator is running. For example: If a character is Hunted by Axis Forces on a 14-, then about nine out of every ten adventures they will have to deal with hostile Axis Forces agents. This would be something difficult to justify if the char-

Generic Military Training Package Deal

Skill

- 1 Familiarity with Rifle
- 1 Familiarity with KS: Enemy Forces
- 1 Familiarity with Tactics
- 2 KS: Military Procedure (INT-based), 11-
- 3 +1 Level with standard military-issue weapon†
- 6 6 points of MOS skills.
- 1 Perk: Member of Military
- 1 Familiarity with Weaponsmith
- 10 Characteristics (Maximas increase as well): +1 STR, +1 CON, +1 BODY (Maximas: 21 STR, CON, BODY).

Disadvantages

- 10 Watched: Own military, More Powerful, Non-Combat Influence, on 8-, watching only.
- 10 Psychological Limitation: Military-trained mindset (common, moderate).
- 3 Package Bonus

† The specific armaments of different nations should be listed here, as the Skill Level only applies to ONE weapon (M-1 Garand for US forces, etc.).

MOS Skills (choose 1 MOS):

Fighter or Bomber Pilot: Fam. w/ Parachuting, Perk: Military Rank (to lowest officer-rank in that service-branch, 2 points)*, Pilot.

Commando** (Pick 6 points worth of Skills from the list): Parachuting (3 points), Demolitions (3 points), KS: Civil Engineering (1-3 points, INT-based, Complementary skill for Demolitions), Explosives (1-3 points, General, Complementary skill for Demolitions), Weapons Familiarities with "non-standard" weapons, +1 Skill Level with specific weapon-type (3 points), Survival (3 points), Concealment (+2 points), KS: Enemy Forces (+1-2 points), Range Skill Levels, Tracking, etc.

Spy*** (Pick 6 points worth of Skills from the list): Bugging, Demolitions, Electronics, Lockpicking, Mechanics, Security Systems, Bribery, Conversation, Interrogation, Languages, Persuasion, Shadowing, Streetwise, Disguise, Stealth, KS: Enemy Forces, KS: Enemy Commanders, KS: Enemy fortifications/installations.

Support Personnel (Line mechanics for airstrips, communications guys, etc. Pick two): Electronics, Mechanics, Driving, Systems Operation, Inventor (Repair).

* At least for the US - The Air Force was not in existence yet, and pilots were generally run through officer's training in the Army

** The US did NOT have a recognizable commando-force until the formation of the Devil's Brigade in (Year?). Purist GMs might disallow this MOS for US-military characters. Also, Martial Arts training of any kind were very rare outside of Japan and a few other Asian nations.

*** Not every nation had spies trained in their military, but those that did should be built with this package deal instead of the generic "Spy" package.

Generic Spy Package Deal

Skills

- 2 Familiarity with Small Arms
- 4 Language of choice, fluent, no accent
- 2 KS: Enemy Organization
- 9 "Divisional" Skills - 6 points from list below
- 3 Systems Operation
- 1 Familiarity with Paramedic
- 1 Familiarity with Concealment
- 1 Familiarity with Stealth

Disadvantages

- 20 Hunted: Axis Forces, More Powerful, Non-Combat Influence, on 8-.
- 3 Package Bonus

Divisional Skills

Technical/Surveillance: Bugging, Electronics, Lockpicking, Mechanic, Security Systems, another Language, Perk: Contact, Perk: Favor, Perk: Money;

Espionage: Bribery, Conversation, Interrogation, another Language, Persuasion, Shadowing, Streetwise, Disguise, Perk: Contact, Perk: Favor, Perk: Money

Civilian Expert Package Deal

Skills

- 6 Knowledge, Science or Language skills of player's choice.
- 3 3 points of options from Options List below.

Disadvantages

- 3 Distinctive Features: Well-known among fellow members of their field(s), small group, and minimal reaction.
- 1 Package Bonus

Description

Civilian experts can come from nearly any walk of life: Linguists, scientists, people who've lived in certain areas for most of their lives... the list of possibilities is nearly endless. The one thing they all have in common in Unknown Eagles is that they possess some ability, some skill that the Eagles have a need for—that is why they were recruited.

Options List for Civilian Experts

Linguist, Scientist, Well-Traveled, Well-Connected, Additional points in languages, sciences, perks, knowledge skills, area knowledge, etc.

acter is operating from a secret airbase on an island that doesn't show up on any maps of the Pacific, and seldom or never leaves it!

Character Growth

Experience Points

Standard HERO System experience rules are in use.

Keeping Characters Balanced

As characters gain experience, it is quite possible that the player will plow all of their Experience Points into a handful of Skills or other abilities, making them all but superhuman in that field of expertise. It's the Arbitrator's call as to whether or not to allow this sort of experience expenditure, but we recommend that no character should ever exceed maximum human levels in any Characteristics, Skills or Talents without *explicit* permission of the Arbitrator. If there were *that* many supermen in WW2, it wouldn't have taken *nearly* so long for the Allies to win the war, or it would've been a lot *longer*...

Optional HERO System Rules for Unknown Eagles

Wounding and Long Term Endurance Loss

In more realistic games, the use of Wounding rules (HERO System Rulesbook, page 162) for Non-Player Characters and Long Term Endurance

Loss (page 168) for all characters is recommended, but optional. Long Term Endurance Loss requires more bookkeeping, but allows an Arbitrator to set caps on the amount of activity a character can maintain, based on the character's abilities, before dropping from sheer exhaustion. This is something that could make a considerable difference to someone on the run behind enemy lines or who hasn't been allowed any down-time between flight-missions...

Hit Location, Impairing or Disabling Wounds, and Bleeding

When determining damage, use of the Hit Location Table is optional, but recommended for more realistic fights (especially firefights). It is also recommended that the Arbitrator make use of the Impairing and Disabling Wounds rules, and the rules for bleeding as well. While it does involve slightly more time and book-keeping to use these rules, they add a high degree of realism to the game and a greater sense of self-preservation to the PCs. Knowing they can die from bleeding will certainly make them want to get out of a fight and over to a hospital as quickly as possible! For a full explanation of each of the above rules, see pages 162 to 165 in the HERO System Rulesbook.

Knockback and Knockdown

Because Unknown Eagles is set as a campaign for Talented Normals, Knockback rules are not used—use the rules for Knockdown instead (p. 165 in the HERO System Rulesbook).

Other Rules and Systems for *Unknown Eagles*



Aerial Reconnaissance

It may well come to pass that a player's unit will pull Aerial Reconnaissance duty. This is a dangerous job, for the planes will many times be flying low over enemy-held land. It is the job of the reconnaissance flight to take photo shots of various mission objectives. Here is a run down of a few of the types of reconnaissance missions one can expect. It is noted that the Allies have these designations; though we know the Axis does in fact have reconnaissance flights, it is unknown what the designation codes are.

Tactical reconnaissance missions will fly at different altitudes for different missions, ranging from 6,000 feet on down to 3,000 feet. Many times it can be necessary to go below even 3,000 feet to make specific observationary runs, such as cargo on the flat bed of a train. Using the K-22 camera with a 12-inch cone, one can turn out detailed photos from 6,000 feet. The K-17, with a 6-inch cone, is used for reconnaissance below that range—most times around 3,000 feet. For missions that require oblique photography, the K-24 camera with either a 7- or 14-inch cone can be used, as can the K-22 with a 12-inch cone. The K-22 is best at taking photos via low-altitude oblique coverage of railways, and bridges. This is very important information to brief a bomber crew with.

The various types of aerial reconnaissance are:

Area search: Area search for search and rescue or target search.

Route: Best route search for ground based units.

Artillery adjustments: Artillery spotting; help guide artillery to target.

Photo reconnaissance: Photographing areas for reconnaissance duty or bomb damage assessment.

The types of aircraft used are as follows, including the fighter designations: F-4 (P-38); F-4A (P-38F); F-6B (P-51A); F-6C (P-51B or C); F-6D (P-51D).

Air Combat

Aircraft Weapons in Use

Most aircraft weapons are focused to converge to a point from 100 -250 yards ahead of the aircraft. This is called harmonization. To be effective with any attack, the player must close to at least 250 yards or better. *Skilled pilots *might* be able to hit their targets outside that range (no modifier to DCV or DV), but they generally *cannot* hit with more than half of the fixed-mount guns in their aircraft (see Aircraft Damage rules on page 58).

Aircraft weapons range from machine guns to cannons. For smoothness of play we have broken damage down. Those who wish can use this system, or an Arbitrator may wish to make a damage chart of their own.



Aircraft Hit Location Tables

Roll	Location	Odds
3	Port Wing-tip	1/216
4-5	Port Wing	8/216
6-7	Port Wing Root	16/216
8	Engine	11/216
9	Cockpit	13/216
10-11	Fuselage	30/216
12	Fuel tank	13/216
13	Control Surface	11/216
14-15	Starboard Wing Root	16/216
16-17	Starboard Wing	8/216
18	Starboard Wing-tip	1/216

Damage Results in Air Combat (HERO System)

An aircraft that is reduced to 0 BODY or 0 SDP, regardless of its condition, is *unflyable*. There are just too many bullet holes in it for its aerodynamics hold up.

Certain locations on the hit-location tables cause special problems when hit by enemy gunfire:

Cockpit/Crew:

The pilot may take Damage done to the cockpit or crew compartment of an aircraft, or it might knock out some of the cockpit control systems or other equipment. To determine what actually gets hit, roll on the following table:

Roll (1d6)	Item Hit
1	Pilot/Crewmember
2	Radio
3	Controls
4	Weapon
5-6	Fuselage

Control Surfaces:

Control surfaces are what allow a pilot to maneuver his airplane. When these have been damaged, it will affect the aircraft's performance. When a Control Surfaces hit is made, a roll of 8- (HERO System), or against a difficulty of 8 (Fuzion) indicates that the control surface is shot beyond the ability of the pilot to compensate for it. The plane can (technically) still fly, but it might be stuck in a loop, or turning to the left, etc. Chances are good that the end result will be a spin or a stall, and the plane is useless in combat. Every additional Control Surfaces hit increases the number rolled against by one (i.e., the first hit is an 8- roll (HERO) or DV 8 (Fuzion); the next is a 9- or DV 9; the next is a 10- or DV10, and so on...)

Controls:

Controls hits use the same system as Control Surfaces, except in this case the damage isn't to the outside of the plane, but to what the pilot uses to control the plane.

Engine:

Engine hits make the engine unreliable, or cause it to fail outright. Once a single engine hit has been made, the engine will fail sporadically every combat round on a roll of 8- (HERO System), or the Arbitrator must roll against a difficulty of 8 (Fuzion) for the engine to continue to function. Every *additional* hit on the engine thereafter increases the number rolled against to determine if it's still working. Any engine hit where this function-roll *immediately* fails indicates that the engine is *dead*. The pilot can bail out, or try to crash-/splash-land his craft, but it's not going to *fly* anywhere without replacing the engine. Multi-engine

planes can generally fly with half of their engines out, though they may have to ditch some payload or cargo to stay in the air. Multi-engine aircraft can move along with one engine still running, but speed and range are hindered.

Fuel Tank:

Roll on the following table. If the attacker used Tracer ammunition, add 1 to the roll, +2 if the attacker used Incendiary rounds, +1 (again) if the aircraft is already suffering from a Minor leak, or +2 (again) if it has a Massive leak:

Roll (1d6)	Effect
1	Minor leak
2	Minor leak
3	Massive leak
4	Massive leak
5	Fire
6+	Explosion!

Minor Leak:

The airplane is losing fuel, but the pilot *should* be able to get it back home again if he's careful (Pilot skill roll at -2 [HERO System] or +2 DV [Fuzion]).

Massive Leak:

The next hit you take to the fuel will start the aircraft on fire, if the pilot's *lucky*, and might very well blow it up completely! There's no way you can make it back to base unless you've still got more than half of your original starting fuel when you got hit, and you're using (and losing) twice as much fuel as you normally would.

Fire:

The aircraft is *on fire*, and the pilot should bail out *real* soon. Every round after the fire starts, re-rolls on the Fuel Tank hit result table (above), disregarding any results but Explosion!

Explosion:

The aircraft blows up in flight, doing 3d6+1 Killing (HERO System) or 8 DC Killing (Fuzion) at ground zero (often right behind the cockpit)

Fuselage:

Fuselage hits are raw damage; in most cases, apart from noting how much of the aircraft is still there after the damage has been done, nothing needs to be done.

Landing Gear:

No immediate obvious effects, but the landing gear has been damaged. When a Landing Gear hit is made, a roll of 8- (HERO System), or against a difficulty of 8 (Fuzion) indicates that it is shot beyond the ability of the pilot to compensate for it. The plane can still fly, but landing it will require a Pilot Skill Roll at -1 (HERO System) or +1 DV

(Fuzion) for every such hit taken, unless the pilot decides to just crash- or splash-land it without using the landing gear.

Pilot/Crewmember:

The pilot or a crewmember takes any damage that got through the plane's armor.

Radio:

The radio in the aircraft is shot, and cannot be used.

Weapon:

When a Weapon hit is made, a roll of 8- (HERO System), or against a difficulty of 8 (Fuzion) indicates that the weapon(s) at that location is no longer usable.

Wing (Port or Starboard):

If the wing takes BODY damage, the systems, weapons, etc. in the wing may be affected. Roll on the following table for random damage-effects:

Roll (1d6)	Effect
1	Weapon or Engine
2	Control Surface
3	Landing Gear
4-6	No special effect

Wing Root (Port or Starboard):

A hit on a wing-root will have the same effects as a hit on the main wing (check for damage-effects as if a wing-hit were made). In addition, the damage is checked against half the aircraft's BODY (HERO System) or against half the normal location-SDP (Fuzion): if the damage done exceeds that number, the wing has been completely **blown off** (obviously, the aircraft is going *down*).

Wing Tip (Port or Starboard):

While the wing-tips aren't as vulnerable, an aircraft's performance will suffer if they aren't there or have been so severely mangled as to be useless. If a wing tip is destroyed or rendered useless, piloting the plane will be more difficult (-2 to Pilot Skill Roll in HERO, +2 difficulty to Pilot in Fuzion, and these results are cumulative!). Once a single wing-tip hit has been made, a roll of 8- (HERO System), or against a difficulty of 8 (Fuzion) indicates that the wing tip is non-functional. Additional hits on a still-functional wing tip increase the number to be rolled against.

Aircraft Maneuvers

To add a little flavor to your game, here is an explanation of a few combat flight maneuvers. As combat pilots, you will have to know how to handle your machine in combat. Survival depends on it. If you're going to survive in this war and win one for the folks back home, you'll need to keep a constant eye out. Look around, check instruments, and then look around again. If enemy fighters are in the area, never fly in a straight path for more than thirty seconds.

Some of the fighter-to-fighter maneuvers that agent characters learned in fighter school will be tested out in combat; that's when things will matter the most. It will not be uncommon for a player to exhaust their Moxie points in a fighter or bomber mission. Most maneuvers will be decided, whether success or fail, by a skill roll. When in combat, factors may be added. The piloting skill level measures maneuver success. See the Aircraft Maneuver Modifier Table, below.

If the player's aircraft stalls out at less than 5,000 feet, the chances of crashing are very high.

Chandelle

This maneuver is executed by putting the aircraft into a slow climbing turn through 180 degrees. From level flight pull the stick left or right, pulling back gently at the same time. In this move you reverse your direction and gain altitude. Minimum Altitude: 2,000 feet.

Break Turn

This maneuver is used when your flight spots enemy aircraft and is maneuvering out of formation to the attack, or if an enemy is on your six and someone in your flight is lining up the enemy fighter that is lining you for the kill. The break turn is used when you want to change direction quickly; it also has the advantage of turning your plane into the enemy's line of attack—it can make them overshoot. Minimum Altitude: 1,000 feet.

Aircraft Maneuver Modifiers Table

Maneuver	Skill Roll Modifiers		Defensive Bonuses	
	HERO	Fuzion	+DCV (HERO)	+DV (Fuzion)
Chandelle	+2	18 DV	N/A	N/A
Break Turn				
Lag Pursuit	±0	20 DV	N/A	N/A
Immelman	±0	20 DV	+1	+1
Loop	+1	21 DV	-1	-1
Barrel Roll	-2	22 DV	+2	+2
Wingover	-1	21 DV	+1	+1
Scissors	-1*	21 DV*	+2	+2
Head On Pass†	-1	21 DV	-2	-2

* Every pilot must make Roll involved. If *anyone* fails their roll, the other pilots must make a successful Pilot skill check to keep from colliding in midair!

Lag Pursuit

This maneuver can be used as a counter to the Break Turn. The lag pursuit will keep your plane from overshooting your target. This is performed by holding a path just below and behind the enemy craft, while pulling into slight climbs at intervals to reduce speed and thereby remaining on the enemies six, seven, or five o'clock position. Minimum Altitude: 1,000 ft.

Immelman

This is a maneuver that started in the first world war and still is used. This is a climbing half loop with a 180 degree roll. This brings the aircraft to a higher altitude and reverse direction. If you pass beneath an enemy craft that is going in the opposite direction, this maneuver is a good one for pursuit. Minimum Altitude: 3,000.

Loop

With this maneuver, you are doing a full 360 rotation in pitch, so you will need plenty of speed before beginning a loop. If an enemy fighter is at your six o'clock and his closure rate is high, pulling the move will put you behind him. A loop also makes a craft lose speed. Minimum Altitude: 5,000 feet.

Barrel Roll

This maneuver, if done correctly, will cut a corkscrew path across the sky. This move can be used as a defensive maneuver when a bogie is on your tail. Minimum Altitude: 2,000 feet.

Wingover

This maneuver makes your aircraft react like a ball going up a hill. It begins in a steep climb, and when close to a stall the pilot uses full rudder, pulling the plane over until the nose is pointing down. This is good in a dive attack where the pilot wants to come back around for a second fast attack. Minimum Altitude: 14,000 feet.

Scissors

This maneuver works well in a one-on-one fight but even better when you have a fellow pilot flying your wing. This is used when the enemy gets on your six and is going for a kill. With two planes beginning side-by-side, the craft on the right starts a turn to the right, and the craft on the left starts a turn to the left, and then back respectively. This is done with a series of hard bank turns, alternating right and left. If the plane doing the move is more maneuverable than the attacker, this move can slow your craft down and cause the enemy to overshoot, thus putting you in position for a flame. This move can be done without a wingman, but the backup helps. As the enemy fighter is set on one craft, the wingman comes in from the enemy's six and flames him. Minimum Altitude: 3,000 feet.

Head On Pass:

This move requires great willpower, and perhaps a lot of Moxie! This is much like playing chicken, only with an even deadlier intent and very real bullets or cannon shells. If you don't score a hit on the first pass, the plane with the tightest turning arc will, with skill, end up in a good position to paste (or flame) the other one. Minimum altitude: 1,000 feet.

Emergency Procedures in the Air

What follows are emergency procedures in case of problems while in an aircraft. Ditching, parachuting, and other types of emergency landings are covered here, as well as the dangers of high-altitude flying. Elsewhere are random dice roll tables for that twist-of-fate effect.

Parachutes

There are three types of personnel parachutes: the back type, seat type, and chest type. When possible one can find in use nylon instead of silk. Nylon fiber does not disintegrate with age as fast as silk fiber. Some crewmen in the ball turret on bombers use a quick attachable chute. This chute rolls up in a small pack and snaps onto a D-ring which is part of the harness worn on the chest.

Oxygen Equipment

For chute jumps from high altitudes, a bail-out bottle is used. They are strapped to the leg and have 10 minutes of oxygen. This is enough in most cases to allow a parachutist to descend safely past the upper air. All crewmen, including those in fighter craft, are instructed to use oxygen above 10,000 feet.

Oxygen Mask

Masks are fitted for the contours of the user's face to guard against leaks. They have a small built-in microphone to hook up to the interphone on bombers and the radio communications unit. Masks are connected via hose to the central oxygen system.

Aviation Medicine

When a human goes up in the air above 10,000 feet air pressure, temperature, gravity and inertia can run to extremes and sometimes past a body's breaking point.

Bailouts and Crash Landings

A plane may end up getting forced down by damage of one kind or another, by enemy action, mechanical malfunction, or even human failure. To better prepare for such events this section will deal with emergencies dealing with an aircraft in flight. Such things as flak damage or attack from an enemy aircraft can cause a problem to the extent of the aircraft just won't fly very far and is going down one way or another.

Bailing Out

No one wants to think about it, but all characters should be ready. For a light, medium or heavy bomber the best thing to do is to get the aircraft on a level course and get the air speed down. Crewmember bail-out exits are located in accessible sections of the aircraft. Fires on the inside of the aircraft may cause a problem with this; it is up to the Arbitrator. For a fighter pilot, the ideal bail-out is to get the plane turned over if possible. This helps the pilot get loose from seat belts and push out with the feet.

Some enemy aircraft have the deadly habit of strafing a bailed-out pilot. To avoid enemy fire, the pilot does a long free fall, falling below the level of the enemy's plane, and only then opening the chute. At high altitude, a free fall is best, for it speeds the pilot's decent past cold and rare air. Landing on the ground, the pilot should hit legs bent and run forward with the wind behind, pulling on the shroud to collapse the chute. In a water landing it is best to bring the knees up and get out of the chute as soon as possible, inflating the Mae West life jacket in the process. If a life raft is available inflate that as well, check supplies after getting into the raft, and check for leaks. Coming down in the trees, the pilot needs to cross the arms at the chest and tuck the chin. If hung up, work at getting out of the straps and to the ground. Arbitrator should check to see if any enemy pilots are inclined to follow a pilot down and strafe, and check to see if any of the bailed-out pilot's flight group sees the danger and heads down to assist.

In a bailout there are many things the Arbitrator should check for. Has the chute been damaged by shrapnel in the enemy attack? Does the pilot character drop far away from the slipstream of the aircraft before opening the chute? If not, does it become fouled on the tail surfaces of the crashing aircraft? Moxie can come into play here, if the character cuts free from the chute and tries for a free fall towards another chute of a friend or foe. This should be far and between, and can spend a lot of Moxie in the process.

An EGO roll (HERO System) or an Easy Willpower Roll (Fuzion) is required for a character to steel themselves up for jumping out of the plane. From that point on, all they need do is keep control of their 'chute (Parachuting skill) until they land. Note that a character must have 2,000 feet or more to do a safe bail-out and have time for the chute to open. The chances of an accident increase depending on an aircraft's attitude to the horizon.

If the aircraft is in a spin of any sort, roll:

3d6 Roll	1d20 Roll	Effect
3-10	0-10	The character does a clean bail out, no problems.
11-13	11-15	The character gets hit with some part of the aircraft but may still be coherent. 5d6 Normal damage from the impact
14-16	16-19	The character is thrown around violently, and may or may not be coherent as a result. 9d6 Normal damage from the impact.
17-18	20	The chute is fouled up into the falling aircraft. The character is probably doomed unless they can cut or break themselves free and fall back on their secondary 'chute.

Crash-landings

When the aircraft is over jungle, arctic or desert, and in distress, it is best to crash-land. The outline of an airplane is easier seen by a search plane than a person on the ground. The aircraft can also provide shelter, fuel, and other material for making improvised weapons. Coming in with a wheels-up belly landing is best to avoid snagging and tipping the aircraft. Ditching an aircraft in a body of water, the crew would (in a large bomber) take action to get ready for the event. All loose items in the aircraft such as guns, ammo, and any other added weight is thrown out before hitting the water. Bombs or depth charges are also jettisoned. Emergency equipment is placed close to escape hatches; bomb doors are closed to prevent an inrush of water that could sink the aircraft quickly.

Bringing the plane in under power rather than gliding is best; after hitting and the plane stops its forward motion, the crew should exit through the hatches. The Arbitrator may wish to check if the character or characters carry any of the emergency equipment along. Life rafts in a water landing are a must! Rafts are equipped with things like rations, first aid kit, fishing tackle, flare pistols, an apparatus for making sea water drinkable and a sea marker, and vials that dye the water around the raft a bright yellow green—making the raft easier to spot by rescue craft.

When a plane crashes, the people inside it may take significant damage from the impact if the crash cannot be controlled. On the up side, however, the aircraft will still protect the occupants somewhat. If the pilot can maintain any control over the crashing plane, he can keep the angle of impact shallow, and the only worry they will have is obstacles on the ground. In an *uncontrolled* crash, especially if the plane is mostly nose-down (coming in at an angle of over 45°), the impact can be brutal, if not outright lethal. Use the Falling rules to determine the base damage that the *aircraft* is taking from the impact. Any damage that gets through the plane's structure should be halved and then applied to the occupants. If there is someone in the crashing plane who is not secured in some fashion to the plane itself (seat belts, etc.), then the damage is *not* halved. Bouncing around like a ball bearing in a paint-mixing machine is *not* healthy!

Post-crash survival in any condition will depend on training. The Unknown Eagles Corps trains its men and women in many aspects of survival under

many conditions. Survival until S and R finds the character can be an adventure in itself. For more information about weather conditions and other skills, see other areas of this book. After the third day adrift, attribute rolls must be made against fatigue and exposure. The attributes in question are body, constitution, reasoning, dexterity and all of the secondary attributes under it. A willpower check after the third day must be made once a day afterwards.

Whatever the reason or wherever the character has gone down, they must now survive. Evading the enemy is just one of the hazards to consider.

Character Health in the Air

The air we breathe is 78% Nitrogen, 21% Oxygen and 1% other gases. The amount of oxygen, which is absorbed by the blood, is governed by the quantity of air in the lungs. This in turn is governed by atmospheric pressure. As a body goes higher; the pressure falls and the atmosphere becomes rarefied. Air content for the lungs becomes smaller, as does the oxygen content. The term for this is “oxygen want” or “anoxia.” To counter this, the oxygen system is relied on. At 34,000 feet, 100% oxygen must be breathed; above this height, even 100% oxygen does not provide sufficient oxygen. This does not become a critical deficiency until 40,000 feet. Above this, even pure oxygen will provide consciousness only for a short while before unconsciousness and then death. Another type of problem faced by fliers is called aeroembolism. This happens at 30,000 feet and above. Gases in the blood form bubbles in the joints and tissues—for divers this is known as the bends. The result is very painful. One can get relief by descending to 25,000 feet or lower. Done in time, this can prevent serious injury. If this happens, the player must make an EGO

Roll (HERO System) or Willpower roll (Fuzion) to see if they can withstand the pain enough to take action. Unless the roll is made by 4 or more, they are at -2/+2 DV on all Skill and Attack Rolls.

Blackouts and Redouts.

If a character is subjected to a prolonged pull greater than the force of gravity, that character may not function properly. Depending on the degree of force that is exerted, it is measured in terms of number of Gs, such as 2gs, 4gs and so on. Centrifugal force is a force that pushes an object outward when moving in an arc of greater than 1g. When a character piloting a plane goes into an inside loop, or pulls out of a dive or climb, the centrifugal force

has an effect on the character's body. The forces push the blood to the lower parts of the body. Blood, forced away from the head, leaves the brain without its much-needed oxygen. First the character will get a graying of vision. Any increase in the force results in a blackout. Most times the pilot will not become unconscious during a high G encounter, but may if the forces are continued.

An outside loop or sudden termination of a climb makes the blood move in the opposite direction, towards the head in a great rush. If the forces are strong enough, the first thing that happens is a great painful throbbing in the head. The eyes feel as if they will bulge from the head, and vision is washed with a red tinge. Blackouts and redouts occur only in high Gs pulled. To guard against this, a pilot needs to learn to level off gradually out of climbing or diving movements in the plane. At high altitudes there is a chance of the pilot regaining motor function of the body and also getting proper vision back before any real danger (unless an enemy fighter has the pilot in their sights and flames them). Blackouts or redouts at lower altitudes of 1,000 feet or less can be deadly, and can result in the pilot flying into the ground or even a building, tree, or mountain. To resist a blackout or redout a character must make a successful CON roll.

Strength required to move under varying G-forces and CON- or WILL-roll-modifiers to remain conscious:.

G-Force Table

G-forces	HERO STR	Fuzion STR	CON Roll		Damage*
			HERO	Fuzion	
1g	10	2	±0	DV: 21	N/A
2g	15	3	-1	DV: 22	1d6 Normal
4g	20	4	-2	DV: 23	2d6 Normal
8g	25	5	-3	DV: 24	3d6 Normal
16g	30	6	-4	DV: 25	4d6 Normal
32g	35	7	-5	DV: 26	5d6 Normal

* Sustained g-forces (more than a few seconds duration) will begin to do damage to a character every phase. The character's PD or SD does not modify the STUN damage.

Every 5 STR (Hero) or 1 STR the character uses to overcome the effects of g-forces applies a -1 modifier (Hero) or +1 DV (Fuzion) to any skillroll that requires physical movement . Characters can Push their Strength (as normal) to overcome the effects of gravity.

Temperature

The temperature at high altitudes can be a problem for a flyer as well. Altitudes of 25,000 to 30,000 feet can be 20 to 50 degrees below zero. Body warmth ranks up there with oxygen. A body part exposed to 20-50 below zero can become frostbitten within a few moments. Heavy frostbite is enough to ground a pilot or gunner of an aircraft

for weeks. A fleece-lined leather flight suit and the alpaca flying suit are enough to provide the flyer with maximum protection from the below-zero temperatures. A winter flight suit includes felt boots and leather gloves, and they can all be worn over other layers of clothing. Tight fitting clothing is to be avoided, since circulation is needed to keep the hands and feet warm. This is not enough for prolonged exposure, the solution for which is cabin heating. This is effective in fighter planes and enclosed compartments of some bombers, but next to useless in exposed portions of a fuselage, such as in a B17. Electrically heated suits, boots and gloves are used to protect waist, tail and turret gunners in such bombers.

Fatigue

This is yet another problem that can sneak up on a character, and flying fatigue is a doubled problem. Hard work, extreme cold or even accidental anoxia causes immediate fatigue. For a character on constant alert or the emotional strain of a single mission, chronic fatigue is brought on by accumulated nerve wear. This is a mental condition, and when it happens the best thing is complete rest, no strain, or even a change of scene. If fatigue persists and goes untreated, or worse unnoticed, the character could be in great danger on a mission, or even a danger to others. Fatigue will affect constitution, mind and all of the secondary attributes under it, dropping the scores by as many as minus 2 points, arbitrator's discretion.

Sooner or later the character or even the whole unit will pull night flying duty. In this event, they are vectored via radio from ground unit radar, or even from the aircraft itself if it has built-in radar. Night flying is one of the most dangerous flight missions a character can get assigned. Pilots read instruments rapidly during a night flight, so they are not exposing the eyes to the lighted panel for any great length of time. If they stare at something that is lit too long, then night vision is affected. In a night mission, all skill concerning aircraft flight and operations including weapons release are considered with a difficulty roll of 3 added. On aircraft carriers and ready rooms during a night mission, the rooms are lit with red lighting, which least affects night vision. A supply of vitamin A is also essential to night vision, and without a supply via foodstuffs or pills the character can be at a severe disadvantage in a night mission.

Long Term Endurance Loss rules can simulate this reasonably well. Assume that just *flying* an aircraft in *potential* combat situations requires 1 END per phase, and in full combat, the character will use their full STR (and the associated END cost) unless they specifically try not to.

Injury while Flying

In a high-speed dogfight against other aircraft, a pilot may end up being injured in the battle but be still flying. In this case, a modifier of -1 to -3 (HERO System) or +1 to +3 DV (Fuzion) may be added to all Skill and Attack rolls at the arbitrator's discretion.

Checking in each maneuver on attributes, a Strength roll in controlling the aircraft will be called for as well as willpower if injured. The chance of blacking out is raised to 3% if an injury takes place. Getting the aircraft landed is high on the list, or bailing out before blacking out. If the character blacks out they have one chance per 20 feet the aircraft drops to regain their senses until they crash and die.

Rules for falling may be found in the HERO System Rulesbook or in the Fuzion rules. Characters get one chance every phase to recover and either bail out or re-establish control over their aircraft up to the point where they crash and die. If an aircraft is still reasonably intact, it probably won't reach the maximum falling velocity (subtract 5"/second [HERO System] or 10 yards/second [Fuzion]) *unless* the aircraft is pointing nose-down (then *add* the same amount to the maximum velocity). [In HERO, a phase is generally from three to six seconds, depending on the character's SPD. 1g free-fall accelerates a falling body by 5"/second to a maximum of 30"/second. A free-fall from 20,000 feet to 0 (splat!) takes about three and a half minutes.]

Equipment, Weapons and Vehicles

Equipment

Miscellaneous Equipment

Hair of the hound: A small bottle with a mix of cocaine and dried blood. Used to throw off dogs on the hunt.

Makeup kit: A kit including some minor rubber and shades as well as hair to make a beard or mustaches; enough for several mustaches or one full beard and mustache.

Melee Weapons

Double Edged Fighting Knife or Bayonet: 1d6+1 HKA (HERO), 2d6 Killing Attack (Fuzion)

Small Fighting Knife: 1d6d6 HKA (HERO), 1d6 Killing Attack (Fuzion)

Sleeve Dagger (Worn in a special sheath on the forearm well hidden): 1d6d6 HKA (HERO), 1d6 Killing Attack (Fuzion)

Lapel Knife (Sewn into the lapel of a jacket well hidden): 1d6 HKA (HERO), 1d6 Killing Attack (Fuzion)

Frisk Knife (FLAT bladed knife that can be worn in a leg sheath under the trouser well hidden.): 1d6d6 HKA (HERO), 1d6 Killing Attack (Fuzion)

Smatchet (A broad bladed heavy knife that can penetrate thin layers of steel such as those used in steel helmets.): 1-1/2d6 HKA (HERO), 3d6 Killing Attack (Fuzion)

Spring Cosh (telescopic spring weapon, like a steel club) 4d6 Normal (HERO), 4d6 Damage (Fuzion)

Garrote (A thin bit of steel wire with handles at either end to strangle an enemy with): 1d6 HKA (HERO), 1d6 Killing Attack (Fuzion)

Close Combat Weapon (Combination club, dagger and garrote): 1d6 HKA (HERO), 1d6 Killing Attack (Fuzion)

Brass Knuckles: +2d6 Hand-to-Hand damage (HERO), +2d6 Hand-to-Hand damage (Fuzion)

Small Arms

The various generic firearms in your main rules will suffice for every standard-issue and many non-standard weapons as well. Here are information and secondary suggestion rules for Unknown Eagles and firearms. For gun-specs, use baseline standard-HERO damages, etc. If guns should be LETHAL, add an additional 2 damage-classes to all damage (+2d6 in Fuzion, or see Damage Class rules, HERO System Rulesbook, p. 158).

For secondary rules suggestions using percentile dice roll for the range that the character or NPC is firing from, if they make it within the number range that means it's a success. Then roll the damage chance to see what kind of wounding is done from the gunfire.

Listed here are just a few firearms to be found during the war; other types will be written of in later expansions. For now this will give a good mix of mayhem.

GERMANY

Model: Mauser C93 Automatic Pistol

Magazine: 10 round Integral box.

Ammunition: 7.63mm Mauser patrone

Weight: 2l.. 14½ oz.

Muzzle Velocity: 1425ft/sec.

Malfunction: 5%.

Rate of Fire: 2

Damage chance: Graze: 01-10 Mild: 11-25. Medium: 26-60. Lethal: 61-00.

HERO Damage: 1d6+1K

Fuzion Damage: 3d6K

Luger PO8 Automatic Pistol

Magazine: 8 rounds detachable box.

Ammunition: 9mm pist patr 08.

Muzzle velocity: 1150ft/sec.

Malfunction: 2%.

Rate of Fire: 2

Damage chance: Graze: 01-10 Mild: 11-25. Medium: 26-60. Lethal: 61-00.

HERO Damage: 1d6+1K

Fuzion Damage: 3d6K

Walther P38 Automatic Pistol

Magazine: 8 Round detachable box.

Ammunition: 9mm pist patr 08.

Muzzle velocity: 1,150ft/sec.

Malfunction: 2%.

Rate of Fire: 2

Damage chance: Graze: 01-10 Mild: 11-25. Medium: 26-60. Lethal: 61-00.

HERO Damage: 1d6+1K

Fuzion Damage: 3d6K

Infanteriegewehr Model 1898 Rifle (Mauser 98)

Magazine: 5-round internal box.

Ammunition: 7.92mm Gewehr patrone 1898

Muzzle velocity: 2850ft/sec.

Rate of Fire: 1 (Bolt Action)

Damage chance: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

HERO Damage: 2d6K

Fuzion Damage: 5d6K

Gewehr 43 Rifle (G43)

Magazine: 10 round detachable box.

Ammunition: 7.92mm Gewehr patrone 98

Muzzle velocity: 2450ft/sec.

Rate of Fire: 2

Damage chance: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

HERO Damage: 2d6K

Fuzion Damage: 5d6K

Maschinen pistole 34/I (Bergmann MP 34) [SMG]

Magazine: 24 or 32 detachable box.

Ammunition: 9mm Parabellum

Muzzle velocity: 1250ft/sec.

Rate of Fire: 10

Damage chance: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

HERO Damage: 1d6+1K (Autofire)

Fuzion Damage: 3d6K (Autofire)

Maschinen Pistole 40 (MP40) [SMG]

Magazine: 32 round detachable box.

Ammunition: 9mm Parabellum.

Muzzle velocity: 1250ft/sec.

Weight: 8lb 12oz.

ROF: 10.

Damage chance: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

HERO Damage: 1d6+1K (Autofire)

Fuzion Damage: 3d6K (Autofire)

Maschinengewehr 34 (MG34) [Machinegun]

Magazine: 50 rounds belt or 75 round saddle drum.

Ammunition: 7.92mm Gewehr 98.

Muzzle velocity: 2480ft/sec.

Weight: 26 lb 11 oz.

ROF: 10 (Sustained fire heats the barrel and a new one has to be replaced for further use, which takes 4 Phases to change; 7 Phases to change a barrel in the dark.)

Damage chance: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

HERO Damage: 1d6+1K (Autofire)

Fuzion Damage: 2d6K (Autofire)

Maschinengewehr 42 (MG42) [Machinegun]

Magazine: 50 rounds belt.

Ammunition: 7.92mm Gewehr patr 98.

Muzzle velocity: 2480ft/sec.

Weight: 25 lb 8 oz.

ROF: 20

Damage chance: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

HERO Damage: 1d6+1K (Autofire)

Fuzion Damage: 3d6K (Autofire)

Italy**Pistole Automatica Glisenti Modello 1910 Pistol**

Magazine: 7 round detachable box.

Ammunition: 9mm cartuccia pallatola.

Muzzle Velocity: 1050ft/sec.

Weight: 1lb 13oz.

Malfunction: 5%.

Rate of Fire: 2

Damage Change: Graze: 01-10 Mild: 11-25 Medium: 26-60 Lethal: 61-00.

Hero Damage: 1d6+1K

Fuzion Damage: 3d6K

Pistola Automatica Beretta Modello 1934 Pistol

Magazine: 7 round detachable box.

Ammunition: 7.65mm automatic pistol 9mm short.

Muzzle Velocity: 825ft/sec

Weight: 1lb 7.5oz.

Malfunction: 5%.

Rate of Fire: 2

Damage Change: Graze: 01-10 Mild: 11-25. Medium: 26-60. Lethal: 61-00.

Hero Damage: 1d6K

Fuzion Damage: 2d6K

Fucile Modello 1891 Rifle

Magazine: 6 round integral box.

Ammunition: 6.5mm cartuccia pallatola Modello 1895

Muzzle Velocity: 2400ft/sec

Weight: 8lb 6oz.

Rate of Fire: 1 (Bolt Action)

Damage Change: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

Hero Damage: 1d6K

Fuzion Damage: 2d6K

Moschetto Atomatico Modello 1938A [SMG]

Magazine: 10,20,30 or 40 round detachable box.

Ammunition: 9mm cartuccia pallatola Modello 38a

Muzzle Velocity: 1370ft/sec.

Weight: 9lbs 4oz.

Rate of Fire: 10

Damage Change: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

Hero Damage: 1d6+1K (Autofire)

Fuzion Damage: 2d6K (Autofire)

Breda Modello 1930 [Machinegun]

Magazine: 20 round box.

Ammunition: 6.5mm Cartuccia Pallotola Modello M95.

Muzzle Velocity: 200ft/sec

Weight: 22lbs 8oz.

Rate of Fire: 10

Damage Change: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

Hero Damage: 1d6K (Autofire)

Fuzion Damage: 2d6K (Autofire)

Breda Modello 1937 [Machinegun]

Magazine: 20 rounds strip.

Ammunition: 8mm Cartuccia Pallotola Modello M35

Muzzle Velocity: 2600ft/sec.

Weight: 43lbs

Rate of Fire: 10

Damage Change: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

Hero Damage: 1d6+1K (Autofire)

Fuzion Damage: 3d6K (Autofire)

Fucile Anticarro Solothurn da 20mm Anti-Tank Rifle

Magazine: 10 round detachable box.

Ammunition: 20mm special.

Muzzle Velocity: 2591ft/sec.

Weight: 222.2lbs

Armor Penetration: 40mm at 100m at 90 degrees.

Rate of Fire: 1

Damage Change: Graze: 01-5, Mild: 6-9, Medium: 10-75, Lethal: 76-00.

Hero Damage: 2d6K AP

Fuzion Damage: 5d6K AP

Japanese Weapons**14 Nen Shiku Kenju Pistol (type 04 Nambu)**

Magazine: 8 round detachable box.

Ammunition: 8mm Taisho 14

Muzzle Velocity: 1050ft/sec.

Weight: 2lbs.

Malfunction: 5%.

Rate of Fire: 2

Damage Change: Graze: 01-10 Mild: 11-25, Medium: 26-60, Lethal: 61-00.

HERO Damage: 1d6+1K

Fuzion Damage: 3d6K

94 Shiki Kenju Pistol (Type 94)

Magazine: 6 round detachable box.

Ammunition: 8mm Taisho 14

Muzzle Velocity: 1000ft/sec.

Weight: 1lb 12oz.

Malfunction: 5%.

Rate of Fire: 2

Damage Change: Graze: 01-10 Mild: 11-25, Medium: 26-60, Lethal: 61-00.

HERO Damage: 1d6+1K

Fuzion Damage: 3d6K

Arisaka Model 1905 Rifle

(Meiji 38th year type)

Magazine: 5 round integral box.

Ammunition: 6.5mm Meiji 30.

Muzzle Velocity: 2400ft/sec.

Weight: 9lbs 8oz.

Rate of Fire: 1 (Bolt Action)

Damage Change: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

HERO Damage: 1d6K

Fuzion Damage: 2d6K

100 Shiki Kikanatanju (Type 100) [SMG]

Magazine: 30 round detachable box.

Ammunition: 8mm Taisho 14.

Muzzle Velocity: 1100ft/sec

Weight: 8lb 8oz.

Rate of Fire: 10

Damage Change: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

HERO Damage: 1d6+1K (Autofire)

Fuzion Damage: 3d6K (Autofire)

Nen Shiki Kikanju 1922 (type 11)

[Machinegun]

Magazine: 30 rounds hopper.

Ammunition: 6.5mm Meiji Reduced loads.

Muzzle Velocity: 2300ft/sec.

Weight: 22lbs 8oz.

Rate of Fire: 20

Damage Change: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.

HERO Damage: 1d6K (Autofire)

Fuzion Damage: 2d6K (Autofire)

Shiki Kikanju 1939 (Type 99) [Machinegun]
Magazine: 30 rounds; detachable box.
Ammunition: 7.7mm Shiki 99.
Muzzle Velocity: 2350ft/sec
Weight: 23lbs.
Rate of Fire: 20
Damage Chance: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.
HERO Damage: 1d6+1K (Autofire)
Fuzion Damage: 3d6K (Autofire)

British Weapons

Webley and Scott MK VI Revolver
Magazine: Six round Cylinder.
Ammunition: .455in saa ball.
Muzzle Velocity: 650ft/sec
Weight: 2lbs 6.5oz.
Malfunction:: 5%.
Rate of Fire: 2
Damage Chance: Graze: 01-10 Mild: 11-25. Medium: 26-60. Lethal: 61-00.
HERO Damage: 1d6+1K
Fuzion Damage: 3d6K

Enfield Revolver
Magazine: 6 round cylinder
Ammunition: .380in SAA Ball.
Muzzle Velocity: 650ft/sec
Weight: 1lb 11oz.
Malfunction:: 5%.
Rate of Fire: 2
Damage Chance: Graze: 01-10, Mild: 11-25, Medium: 26-60, Lethal: 61-00.
HERO Damage: 1d6+1K
Fuzion Damage: 3d6K

Browning Hi-Power Pistol
Magazine: 13 round detachable box.
Ammunition: 9mm Parabellum
Muzzle Velocity: 1110ft/sec
Weight: 2lbs 3oz.
Malfunction:: 5%.
Rate of Fire: 2
Damage Chance: Graze: 01-10, Mild: 11-25, Medium: 26-60, Lethal: 61-00.
HERO Damage: 1d6+1K
Fuzion Damage: 3d6K

Rifle No.1 (SMLE)
Magazine: 10 round detachable box
Ammunition: .303in SAA
Muzzle Velocity: 2200ft/sec
Weight: 8lbs 2oz.
Rate of Fire: 1 (Bolt Action)
Damage Chance: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.
HERO Damage: 1½d6K
Fuzion Damage: 4d6K

Machine Carbine 9mm Sten Mark II [SMG]
Magazine: 32 round detachable box.
Ammunition: 9mm SAA ball (9mm Parabellum.)
Muzzle Velocity: 1250ft/sec.
Weight: 6lbs 8oz.
Rate of Fire: 10
Damage Chance: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.
HERO Damage: 1d6+1K (Autofire)
Fuzion Damage: 3d6K (Autofire)

Lewis Gun [Machinegun]
Magazine: 47 or 97 round pan.
Ammunition: 9mm SAA ball.
Muzzle Velocity: 2450ft/sec.
Weight: 26lbs.
Rate of Fire: 20
Damage Chance: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.
HERO Damage: 1d6+1K (Autofire)
Fuzion Damage: 3d6K (Autofire)

Bren MK 2 [Machinegun]
Magazine: 30 rounds; detachable box.
Ammunition: .303 SAA ball.
Muzzle Velocity: 2400ft/sec.
Weight: 22lbs 5oz.
Rate of Fire: 10
Damage Chance: Graze: 01-8, Mild: 9-19, Medium: 20-52, Lethal: 53-00.
HERO Damage: 1½d6 (Autofire)
Fuzion Damage: 4d6K (Autofire)

Special Equipment and Weapons

Spies and espionage agents occasionally have need of weapons and other devices that are not what they seem. Here are a few such items taken from the real world. Weapon statistics are approximately equivalent to the standard "Generic" weapons found in the main rules. The concealed firearms are close-range weapons *only* and have double or triple the normal range modifiers for longer-distance attacks.

Stinger (ink pen that fires one .22 bullet)
En-Pen (pen that fires a single .22 bullet)
.22 caliber cigarette (fires one shot .22 bullet)
Pipe Pistol (same as above)
Cigar Pistol (same as above)
Liberator (single shot/can be reloaded .45 caliber gun, small gun and very short barrel)
Silenced .22 automatic (.22 automatic with a sound-suppression barrel attached, for assassin work)
Belt Gun (.32 caliber gun rigged on a belt to be hidden under a jacket. Can be fired via a wire running from the weapon up the sleeve, connected to a ring worn on the finger)
Bigot (modified colt .45 pistol that fires a dart-like projectile for up to 15 feet with no muzzle flash)
Dart Pen (A pen that fires a dart up to 40 feet can be reloaded)

Explosives and Incendiaries

Pocket Incendiary M1 (A flat black case that looks like a cigarette holder; in truth filled with two special time-delay fuses and jellied petroleum. It's a fire-starting device for sabotage. Needs a long flame burn time.)
Large Thermite Well (An explosive that can punch into steel machinery up to 3' or 4' thick. Dimensions are 7 5/8" x 3 3/4" x 2 1/8"). Thermite burns under water (it burns hot enough to "crack" the water into hydrogen and oxygen). A Large Thermite Well will generally be a 4-5d6 Armor Piercing Killing Attack with Explosion (HERO) at ground zero. Though the damage drops off substantially (treat as an Explosion, but reduce the damage by 1 *die* rather than 1 *damage class*/inch away) until it reaches 1d6, at which point it proceeds normally. Note that a human being who's too close to burning Thermite can fry their lungs out just breathing the air! It burns *hot*! In Fuzion, the base damage would be 9d6 Killing!
Small Thermite Well (Same as above only smaller, like a brick that fits in the hand.) Starts at 3-4d6 (HERO) or 6d6 (Fuzion) Killing, but otherwise acts as above.
City Slicker (Oil slick igniter. A sealed waterproof container the size of a cigarette pack that floats on water and will ignite in a fire and burn hotter, igniting any oil slicks. Can be used on water.)
Capsules H (Chemical reactive capsules; pills that cause a chemical fire if added to sulfuric acid. The acid takes two hours to eat through the plastic caplets and ignite the powder within.)
Limpet Mine (Waterproof, plate-encased mine for use against ships. Has a time-delayed fuse for a delay of a few hours on up to two days.)

Making Your Own

At some point, a character will doubtless want to try and come up with some sort of spy weapon or tool of their own design. The primary skills required to actually *create* one of these toys are Concealment, Mechanics, Electronics, Weaponsmith and (sometimes) Inventor. The Concealment skill is what's actually used to *hide* the thing, making it look like some innocuous, everyday item. The other skills are generally used when *building* it — these are the skills that make the thing *work*. The Arbitrator should carefully review any proposed gadgets before allowing them — if it can't be done, it can't be done (though if the character insists on trying, let them!).

Example: *Mitchell decides that he needs to build a miniature camera so that he can take surveillance photos of a German officer that his unit is planning on knocking out and impersonating for a while. This officer always goes by a certain park in the morning where people congregate and play chess. A chessboard would be a good place to conceal the device! He has Mechanics and Concealment, and reasonable access to all the necessary tools, so first he rolls his Mechanics skill. It's a close call, but he succeeds on the roll and figures out that he could hide a Minox miniature camera just so inside the board. He makes a second Mechanics roll to actually build the compartment and mechanisms to trigger the camera, and makes a Concealment roll to determine how well the camera was hidden. He rolls a 13, a minimal success. It's not incredibly well concealed, but it's not obvious; someone would have to actively look for it to see it.*

The next day sees Mitchell and a hired stooge "playing chess" in the park. The stooge is unaware of what's going on, but is eager to take Mitchell's money. Unfortunately there's also a flock of Hitler Youth around him, watching the "chess game." When the officer walks by the park, Mitchell moves one of his pieces into a spot where it will trigger the camera. It's an illegal move, and someone in the Hitler Youth crowd starts getting suspicious, makes a Perception roll—a 12—and doesn't notice the "click" of the camera, or the pinhole where the lens is. Mitchell takes back the move, looks at his watch, and announces it's time for him to "go to work." Whew.

Aircraft Weapons

Damage levels can be found on the following table for the weapon calibers used in the aircraft in this book. In aircraft combat, rolling even 5 dice for damage for each of 4 or 6 or 8 machine-guns in an airplane may become very cumbersome, especially with autofire rules. If you want to speed things up, we suggest rolling the base damage-dice for a single weapon, and adding an additional Damage Class for every other gun after that. If there's still a gun left over at the end of this every-other-gun addition, add 1 to the total of the die-roll. The airplanes presented in Unknown Eagles have been optimized with this in mind.

Example (Fuzion): *David in his P-47 Thunderbolt has 8 50-cal. machine-guns firing at the bogie he just cut loose on. Rather than rolling 10d6 eight times and calculating the damage from each gun separately, he rolls 10d6 (50-cal machine gun damage) +1d6 (second and third machine-guns) +1d6 (fourth and fifth) +1d6 (sixth and seventh guns) for a total of 13d6. He rolls 47, and adds 1 (for the last of his 8 guns) for a total of 48 damage.*

Example (HERO): *David in his P-47 Thunderbolt has 8 50-cal. machine-guns firing at the bogie he just cut loose on. Rather than rolling 3d6+1 eight times and calculating the damage from each gun separately, he rolls 3d6+1 (50-cal machine gun damage) +1 Damage Class (second and third machine-guns) +1 Damage Class (fourth and fifth) +1 Damage Class (sixth and seventh guns) for a total of 4d6+1 K.. He rolls 17, and adds 1 (for the last of his 8 guns) for a total of 18 BODY damage.*

Weapon	HERO Damage	Fuzion Damage
7.7-mm Cannon	4d6+1 K	12 DC
20-mm Cannon	5d6 K	14 DC
23-mm Cannon	5d6 K	14 DC
30-mm Cannon	5d6+1d6 K	15 DC
37-mm Cannon	5d6+1d6 K	15 DC
57-mm Cannon	5 1/2d6 K	16 DC
7.5-mm Machinegun	2d6+1 K	6 DC
7.9-mm Machinegun	2 1/2d6 K	7 DC
12.7-mm Machinegun	4d6 K	11 DC
13-mm Machinegun	4d6 K	11 DC
15-mm Machinegun	4 1/2d6 K	13 DC
30-cal. Machinegun	3 1/2d6 K	10 DC
50-cal. Machinegun	4d6 K	11 DC

American Guns

America makes use of two main types of machine guns, and they will be found in fixed and trainable (meaning they can be aimed on a mount). The mainstay of machine guns is the design from Browning and put into production by Colt. The range of caliber runs from medium to heavy caliber machine guns.



American Cannon

For the most part America shies away from cannon except in specialized nose installations in some aircraft, the P-38 and the Bell P-39 being examples.

British Guns

The most well-known and most important British machine gun in use is the 0.303in (7.7mm). The 0.303in comes in three types, the Vickers which is belt fed and recoil operated. The Lewis and the Vickers G.O. are both belt fed.

British Cannon

At first the British preferred a battery of fixed, forward-firing machine guns. The Cannon was finally adopted in late 1930's and is now a reliable weapon.

French Guns

France had been using two British types of guns until the early 1930's. They have since switched to a pair of French designs with the standard French Caliber of 0.295 (7.5mm). These are the Darne and the Chatellerault M1934; both are lightweight but very effective as machine guns.

French Cannon

The Hispano HS 9 is France's standard cannon. This, alongside the Hispano-Suiza HS 404 in 20mm, are both devastating weapons.

German Guns

Germany perhaps has the most diverse weapons on aircraft of any country. Variants to the machine gun used are the Rheinmetall-Borsig MG 15 in 7.92mm firing ball ammunition and having a saddle magazine of 75 rounds. Rheinmetall-Borsig MG 17 early models use a non-disintegrating belt of 100 rounds of ammunition; new models have a 500 round disintegrating belt fed ammunition. The Mauser MG 81 has a high rate of fire using the same ammunition type. The Rheinmetall Borsig MG 131 is the standard, heavy caliber machine gun used on aircraft. Its caliber is 13mm; it is belt fed with 100 rounds per disintegrating belt.

Next comes the Mauser MG 151, the smallest caliber cannon used by the Luftwaffe in 100-round belts. The Mauser MG 151/20 is the MG 151 enlarged to fire the 20mm caliber, again in 100 round belts. The 151/20 can also be fitted to fire the 15mm used against tanks, as it can penetrate 43mm of armor at 55 yards. Oerlikon MG FF was made in Switzerland, and built by license in Germany. It has a slow rate of fire and holds either 45, 60, or 100 rounds in a drum magazine. It is used between the cylinder banks of a fighter and fired through the propeller shaft. Rheinmetall-Borsig MK 103 is the heavy of the bunch, using a 30mm caliber. Its bulk and weight make it a difficult weapon to affix to wing mountings. In this case it's used in the nose of some twin engine aircraft. Rheinmetall-Borsig MK 108 is a smaller and lighter weapon and is the most effective heavy caliber weapon that Germany has for Aircraft.

Italian Guns

The Italians use four main types of machine gun: the Lewis in 7.7mm caliber, the Breda-SAFAT in 7.7mm caliber, the Breda-Safat in 12.7mm caliber and the Scotti in 12.7mm caliber.

Japanese Guns

The Japanese use a gas-operated method with a belt feed for their guns. Variants are plentiful. The Type 89 is was the standard trainable machine gun used on aircraft in the early part of the war. Its caliber is 7.7mm fed from a 69 round flat drum magazine.

Type 89m2 is now the standard used; it's a derivative of the British Vickers gun. The Type 89m2 has a caliber of 7.7 (0.303 in.). The feed is from link belts that are disintegrating.

Type 92 is a standard trainable machine gun, a derivative of the British Lewis gun. Again it's an 0.303 (7.7mm caliber). This weapon is fed from a 47 or a 97 round flat drum magazine.

Type 97 is a fixed machine gun which is very similar to the type 89. In 7.7mm caliber and fed from a disintegrating link metal belt.

Type 98 is a trainable machine gun and is a derivative of the German MG 15. The caliber is 0.312 known better as 7.92mm fed from a 75 round saddle drum.

The Imperial Japanese Navy Air Force uses type 1. It's a trainable weapon having a caliber of 0.5in (12.7mm). Feed is from a disintegrating link belt.

Type 2 is a belt-fed trainable machine gun used by the Imperial Japanese Navy Air Force. Its caliber is 0.51 (13mm).

Type 3 is intended to replace the type 97 machine gun as a fixed weapon. Caliber for the gun is 0.512 (13.2mm).

Ho-103 is a trainable machine gun used by the Imperial Japanese Army Air Force. The caliber is 0.5in (12.7mm).

Ho-1 and Ho-3 are the standard trainable can-

non used by the Imperial Japanese Air Force. Its caliber is 20mm and it is fed from a disintegrating metal link belt.

Ho-5 is a lightweight cannon used by the Imperial Japanese Air Force; its caliber is 20mm.

Type 99 is the standard for the 20mm cannon used by the Imperial Japanese Navy.

HO-105 is a fixed cannon of 20mm used by the imperial Japanese Army Air Force.

Type 5 is the largest caliber cannon in any of the Japanese Navy warplanes. The caliber is 30mm fed from a disintegrating link metal belt.

Type 98 is a heavy caliber weapon used on Imperial Japanese Army Air Force planes. The caliber is 37mm.

Ho-203 is a recoil-operated cannon installed in several types of Kawasaki heavy fighters for the Imperial Japanese Air Force. The caliber is 37mm and its feed is from a magazine holding 25 rounds.

Ho-301 Another heavy hitter. Its purpose is for a bomber destroyer. Fitted only in some of the Nakajima KI-44 Shokai fighters of the imperial Japanese Army Air Force. The caliber for this weapon is 40mm being fed from a disintegrating link metal belt.

Soviet Guns

Variants for Soviet guns are as follows.

DA (Dyegtyaryev Aviatsionnyi) is an older model introduced in 1928. It's a recoil-operated weapon used in trainable aircraft installations. Its caliber is 0.3in (7.62mm). Its feed is from a 60 round flat drum magazine.

PV-1 (Pulyemet Vozdushnii) Basically it has similarities to the DA and it was introduced the same year. For the purpose of being used on fixed and trainable craft. The caliber is 0.3in (7.62mm).

ShKAS introduced in 1932 this weapon is gas operated and is the standard Soviet machine gun. The ShKAS (Shpitalinyi/Komarnikskii Aviatsionnyi Skorostrelinyi) has a powerful punch.

UB (Universalinyi Beresin) is the standard heavy machine gun for the Soviets. The weapon uses the standard 0.5in (12.7mm) round.

ShVAK was introduced in 1936. The ShVAK (Shpitalinyi/Vladimorov Aviatsionnyi Krupnokaliber) has a very high rate of fire for a 20mm cannon.

MP-20 was introduced in 1936. This is another 20mm cannon, almost identical to the ShVAK in all respects.

Vya-23 was introduced in 1940. This is a 23mm cannon from Vya (Volkov/Yartsyev). Its main purpose is the destruction of armored fighting vehicles. It can penetrate 25mm of armor at a slant range of 1,095 yards.

Ns-37 introduced in 1942 is a 37mm cannon able to penetrate 25mm of armor at a slant range of 1,095 yards.

NS 45 was introduced in 1944. This 45mm cannon is a potent antiarmor weapon. It can penetrate

45mm of armor at an impact of 45 degrees at medium or long ranges.

OKB-16-57 was introduced in 1944. This is the largest caliber aircraft weapon in the Soviet arsenal. This 57mm cannon was rarely used because it could damage the structure of the aircraft firing it.

Different ammunition types are available as well:

Ammunition Type	Availability	Effects
Armor-piercing	Rare	Armor of target is halved. Damage -2 DC (Fuzion) or x2/3 (HERO)
Armor-piercing Incendiary	Very Rare	As Armor-piercing; starts target on fire on critical hit, modifies fuel-tank hits
Ball slugs	Common	+1 Damage Class
Explosive	Very Rare	+4 Damage Class
Tracers	Very Common	Normal damage, Cumulative +1 OCV (HERO) or +1 AV (Fuzion) every combat turn, lose all to-hit bonuses if target gets out of firing arc.

Bombs and Bomb Types

There are many types of specialized bombs in use, including fragmentation, armor piercing, incendiary, semi-armor piercing and general-purpose bombs. Destructive force varies from size to size of the bomb and high explosive content. Bomb racks and release mechanisms are also something to consider. Internal bomb racks carry all sizes of bombs in use except for the 4,000 pounders; these are carried on special external racks. Due to the danger of transporting such cargo, the wait time after ordering can be of great lengths. It will be arbitrator's judgment.

Incendiary Bombs: Incendiary bombs are general-purpose bombs designed for the destruction of material targets. The destructive effect is produced from the violence of detonation, though fragments can cause additional damage—especially when the detonation happens above ground. Incendiary bombs are generally released in a cluster that disperses after dropping from the aircraft. Different chemical fillings are used; the construction of the target determines what mix is employed. Many times, high explosive bombs are dropped on a target first, followed by the incendiary bombs, then more explosives. The result of this is flaming debris that ends up scattered throughout the target area, causing additional destruction from fires and perhaps fuel sources igniting that did not explode in the first attack. Armor piercing and semi-armor piercing bombs are designed to punch into the deck armor of battle ships and other highly resistant targets.

200, 400, and 100-lb bombs: 5d20 damage.

Fragmentation Bombs: 20 and 260-lb bombs: 7d20 damage.

Antipersonnel 4-lb Bombs: 4d20 damage

General Purpose Bombs (100, 250, 500, 1,000, 2,000, and 4,000 pound bombs): 9d20 damage

Armor piercing: 1,600 pound bombs: 12d20 damage

Depth Bombs: Depth bombs for antisubmarine patrols have a transverse fuse operated by the pressure of water. Depth bombs with contact

nose fuses are used against caves on shorelines for their blast effect.

Torpedoes: Properly used, the aerial torpedo must be dropped from a slow-moving aircraft at about 90 knots. Even then, the torpedo has an occasional a problem with malfunctioning exploder mechanisms. The aerial torpedo, like its submarine counterpart, does not always run true to the target, but the blast of such a weapon when all conditions are good is a sight to see. An explosion below the waterline of a target ship will cause it great damage; taking on water, it will begin to sink. Note that any plane coming at such a slow speed, and so low to the water, will draw a lot of fire from shipping. Most times before the torpedo planes start their attack, the target ships are softened up by a dive-bombing attack. Most torpedoes will do 10D20 of structural damage

Navy special weapons,

Most torpedoes will do 10D20 of structural damage

Torpedo: Depending on the setting, torpedoes move along at 30 to 45 knots. The G7a speeds along at 44 knots, but since it is compressed-air driven, it leaves a wake of bubbles that gives away an underwater vessel's position. Worse, this old-style torpedo is famed to explode early at times, be a dud, or even pass under the target and explode opposite it. These are due to problems with its internal depth equipment, as well as its nose-mounted triggering device. The updated torpedo, the G7e, has batteries and an electric motor. This electric torpedo reaches a speed of 30 knots and does not leave the bubble trail of the G7a. The one problem with this electric type is that unused torps need to have the battery charged every three days; the Arbitrator and players may want to keep track. The G7e Type

Three is a looping torpedo. After being fired, it does a sort of wandering zigzag course with 180 degree turns. When fired at a convoy, it should hit something. The danger with the G7 Type Three is that there is a danger of it targeting the submarine that fired it, so great care should be taken when using this weapon. G7e Type Fives are acoustic torpedoes, and came into play in 1943. These lethal Eels, as they were called by the U-Boat crews, home in on a propeller's sound. There is a chance of the Type Five being diverted by a noise maker decoy.

Japanese forces use the Type 95 as well as what they term "Long Lance" torpedoes, and use both oxygen and electric types. The Type 92 electric carries a 660lb warhead which is good for 7,660 yards at a 30-knot clip. The Type 95 can propel a 900lb warhead 10,000 yards at a surprising 45 knots. The large advantage for Japanese torpedoes is that they do not leave a bubble trail.

The Allies have their headaches as well with the Mk steam torpedoes. This torp has a range of between 4,500 yards and 9,000 yards depending on its speed, which varies from 31—46 knots. The Mk XIV is a rough equal to the Japanese Type 95. Americans arm their torps with the smallest charge warhead (500lb) of any nation. In 1944, there is a mix of 75% electric torps and 25% steam torps.

Britain and Japan hold the lead when it comes to torpedoes. The Japanese use of pure oxygen, though, overtakes the British. British torpedoes are made at the Naval Torpedo Factory at Greenock and Alexandria, near Dumbarton, and the Vickers Armstrong works at Weymouth also at Bournemouth and Staines; in the USA, firms such as Morris Motors and Bliss, Stone and Platt, Templeton, Nairn, and Bullards are used. Torpedo research and development for the British is carried out at Greenock.

Torpedoes for either side take one to two weeks to get ordered, and depending on the location of the unit that ordered the items, (like on sea patrol), perhaps longer. Milch Cows, large submarines, are used to rearm and refuel German subs; flying boats are also used depending on what supplies are needed.

Percussion Mine: These large, oval-shaped mines with iron bodies packed with explosives can be set at different depths. They are attached to a chain which holds it in an area until a ship brushes against it (or snags the chain, pulling the mine to the ship's body), thus striking one

of the many detonation pins on the mine. The resulting explosion is enough to rip a hole in the side of most ships. Mines of this type take one week at most to be ordered in any bulk.

Magnetic Mine: Though not a German invention, Germany uses this type of mine most often. This type of mine are not cleared by mine-sweeping ships. They sit on the bottom, in the mud, until a large iron ship passes over, and then rising and striking the bottom area of a ship and doing great damage. These types take two weeks to order, due to the more complex unit. Some types of mines have been outfitted by Germany with parachutes and dropped during bombing raids. These mines are very dangerous and no Allied country is known to use such a weapon. This type requires one or two week's order time.

Bombs and Torpedoes: Damage by Weight



(See the table on the facing page.)

When damage for a bomb is rolled, *both* parts of the damage (normal and killing) should be rolled and applied separately to everything in the target area. The Killing damage part of the bomb-blast represents both shrapnel and the "fast concussion" wave of an explosion that does most of the damage to unyielding structures such as buildings. Normal damage represents the "slow concussion" wave of an explosion, which throws things around and blows things over. Arguably the most common bomb in WWII, a *single* 500-pound bomb is perfectly capable of shattering a stone or reinforced concrete wall on even a near hit. On a *solid* hit (and closer to maximum damage), that same bomb could utterly *destroy* a reinforced concrete building the size of a large house.

Weight	Damage (HERO)	Damage (Fuzion)
6-lb	6d6 N Explosion + 3d6 K Explosion	6d6 N Explosion + 8d6 K Explosion
12-lb	7d6 N Explosion + 3d6 K Explosion	7d6 N Explosion + 8d6 K Explosion
25-lb	8d6 N Explosion + 3d6 K Explosion	8d6 N Explosion + 8d6 K Explosion
50-lb	9d6 N Explosion + 3d6 K Explosion	9d6 N Explosion + 8d6 K Explosion
100-lb	10d6 N Explosion + 3d6 K Explosion	10d6 N Explosion + 8d6 K Explosion
200-lb	11d6 N Explosion + 3d6 K Explosion	11d6 N Explosion + 8d6 K Explosion
250-lb	11d6 N Explosion + 3d6 K Explosion	11d6 N Explosion + 8d6 K Explosion
400-lb	12d6 N Explosion + 4d6 K Explosion	12d6 N Explosion + 11d6 K Explosion
500-lb	12d6 N Explosion + 4d6 K Explosion	12d6 N Explosion + 11d6 K Explosion
750-lb	13d6 N Explosion + 4d6 K Explosion	13d6 N Explosion + 11d6 K Explosion
800-lb	13d6 N Explosion + 4d6 K Explosion	13d6 N Explosion + 11d6 K Explosion
1000-lb	13d6 N Explosion + 4d6 K Explosion	13d6 N Explosion + 11d6 K Explosion
1250-lb	13d6 N Explosion + 4d6 K Explosion	13d6 N Explosion + 11d6 K Explosion
1600-lb	14d6 N Explosion + 4d6 K Explosion	14d6 N Explosion + 11d6 K Explosion
2000-lb	14d6 N Explosion + 4d6 K Explosion	14d6 N Explosion + 11d6 K Explosion
2500-lb	14d6 N Explosion + 4d6 K Explosion	14d6 N Explosion + 11d6 K Explosion
3000-lb	15d6 N Explosion + 5d6 K Explosion	15d6 N Explosion + 14d6 K Explosion
5000-lb	15d6 N Explosion + 5d6 K Explosion	15d6 N Explosion + 14d6 K Explosion

Incendiary bombs do 2 less Damage Classes *Killing* damage in the initial explosion. Armor-piercing bombs do 2 DC less *Normal* damage. Anti-personnel mines are generally equivalent to 6 to 25-lb bombs, while anti-ship mines are approximately equivalent to a bomb of the same weight/mass. Torpedoes are generally equivalent to a bomb of 1/2- to 3/4 their weight (with the balance of their mass made up in power supply and motor).

Aircraft Parts and Weapons

A pilot getting used to a new aircraft would do well to learn its characteristics and emergency procedures for malfunctions. Logging flight time in any given aircraft will raise the person's skill in its use; here is a page of a blank mission log that can be used to keep records:

See the Aircraft Log Sheet on page 74.

Radio Codes

Radio codes for most Allied forces are as follows:

Angels: Height in thousands of feet. (Angels + 10 = A height of 10,000 feet)

Bandit: Enemy aircraft.

Bogey: Unidentified aircraft.

Buster: Maximum cruise speed.

Gate: Maximum speed. (Limited to five minutes or risk engine burnout)

Liner: Economical cruise speed. (Throttle 50—60%)

Orbit: Circle a set point or present position.

Pancake: Land, refuel, and rearm.

Saunter: Minimum cruise speed. (Lowest speed before stall)

Scramble: Take off.

Tally ho: Going to attack. Also used by a pilot announcing that they have spotted enemy aircraft.

Vector: Course to steer.

Getting Hold of Parts

Those "extra things" in an aircraft can give it a bit of an edge on the enemy. The heads of the AAF\UE take steps to keep equipment up to date and modernized. If this is not done, equipment would become obsolete when the enemy builds newer equipment for themselves. Aircraft can be dressed up or stripped down depending on the military needs of the equipment. Weather conditions in the theater of operations are a factor as well. Planes sent to areas of Arctic climate are completely winterized. Dust filters are installed in craft destined to be shipped out to dry countries. The airplane is made up of three major components: the engine, propeller and airframe. Everything else on an aircraft is considered accessory equipment. This section will deal with things that the crew chief and anyone else who does upkeep or armament work for aircraft should know. It also deals with air-to-air and air-to-ground combat as well.

What follows is a listing of supplies that a ground crew chief would need for missions, upkeep and all-around repair for aircraft.

Note: *Here's where Perks might come in handy: Having a Contact with, or Favor owed by someone who has access to the parts, or who could otherwise speed delivery. This might make it really difficult to limit the rate at which a unit could get parts. These contacts while helpful, should have limits. If they draw suspicion, that contact could be arrested for dealing in the black market. Any such contact will be very careful and not be able to over-use their position.*

[illegible]

Airframe

This is the load-carrying structure of the craft. This includes the wings, metal or fabric skin surface, fuselage and control surfaces. Most times the outer skin of the airframe would be aluminum alloy with stainless steel. Plastics and impregnated plywood are sometimes substituted for metals in some airframe types. Non-metal materials, however, are not as reliable in extreme changes of temperature. (This part is almost never ordered out in the field, but will come assembled. It does take at least a month for an order of new aircraft in most places. In areas that are hard to reach, such as close to the enemy, it may take longer. It is the Arbitrator's call on this one.)

Airfoil

The largest airfoil is the wing, but an airfoil is any flat or curved surface designed to obtain reaction from the air through which it moves. (Time until order is filled may depend on how many are ordered. One set or even two would take around three weeks to a month. More than two may take up to three months.)

Drop Tanks

Drop tanks help give a fighter aircraft longer range, which is a must on escort missions. Some aircraft carry extra droppable fuel tanks under each wing and under the fuselage. Drop tanks are streamlined and tear-drop shaped. Once used, the pilot just releases the tanks and switches to the internal wing tanks. Also, the fighter pilot can drop the tanks if going into combat, to give the aircraft better performance. Capacity of drop tanks varies anywhere from 50, 75, 150 to 300-gallon tanks. (Order time on single or bulk runs around two to three weeks.)

Propellers

The power plant of an aircraft is more than just the engine. The propeller transforms the energy into thrust and pulls the aircraft along. (Two weeks order time in most places in Europe, four to eight in the Pacific.)

Flaps

Landing flaps are lowered from the trailing edge of the wing to increase lift and lower stalling speed. Fowler flaps protrude beyond the trailing edge surface of the wing, increasing total wing area. Other types fit on the underside of the wing. Dive brakes or dive flaps are used on fighters, fighter-bombers and torpedo bombers. These help to slow an aircraft in a dive, which gives the pilot more chance to sight the target, permits a steeper dive approach, and slows pull-out time. Maneuvering flaps are used as extra control surfaces that facilitate the making of sharp turns by high-speed aircraft. The pilot controls all flaps from the cockpit. (Flaps are plentiful, taking a week to two weeks in some cases to order.)

Tires

Aircraft tires wear out rapidly due to high take-off and landing speeds, and due to the increased weight as well of wing and underbelly loads. This is a doubled problem since aircraft are using crushed rock, dirt, coral, and metal runways. (There are tire shortages and all rubber is going into the war effort; aircraft tires still take at least five weeks to arrive on order.)

Engines

Altitude, speed, performance and the amount of weight that an aircraft can sustain in flight depend upon the horsepower of the engine. These days there are two types used: in-line liquid-cooled, and radial air-cooled. Aircraft engines are hard to transport; in some areas of extreme weather they can arrive needing cleaning out or fixing due to weather changes. This is even with weatherizing. Super charged engines need oxygen to mix with gasoline in order to obtain a combustible mix in the cylinders. There are two types: the geared supercharger and the turbo supercharger. The force of engine exhaust gases operates the turbo supercharger. Gears drive the geared supercharger. Both function up to 43,000 ft. (Superchargers are hard to come by; most orders take at least six to eight weeks.)

Aviation Fuel

All aircraft (except for those with low horsepower engines) use a special high octane fuel. (Ordering aviation fuel is no problem in most parts of Europe. The Pacific islands, on the other hand, have a problem: fuel must be brought in by transport plane or ship, taking in some cases up to nine weeks. In Europe (England) it takes a week.)

Electrical Systems

Electrical systems provide power for more than one hundred systems and accessories on an aircraft. This includes fuses as well as wiring. They control a large portion of an aircraft, even more so in bombers, including the smaller motors that turn gun turrets. (Order time two to three weeks.) Piping for the hydraulic systems operates throughout the aircraft, and includes such things as landing gear, flaps, bomb bay doors, and engine cowl flap. Hydraulics help give extra force which easily and smoothly motivates some of an aircraft's systems as well as some weapons. (Order time can be six to eight weeks.)

Self Sealing Gas Tanks

This type of gas tank helps prevent ignition of gas tanks by enemy gunfire. The tank may not be bulletproof, but there is less explosion danger due to a hit from enemy fire. These also help keep fuel loss lower in the case of a leak due to a hit (or several hits). (Order time for something like this single or bulk can be at least five weeks.)

Vehicles

In this book we will only be able to put a few choice aircraft; later expansion books will have new aircraft and equipment for the player and Arbitrator.

Similar to human characters, vehicles and aircraft have an attribute for body structure. This measures the stress and damage the superstructure and systems can take before being beyond repair or, worse yet, failing in the middle of combat. These are called Body structure points. A vehicle will take 25% damage before showing any real internal damage and 45% before systems start to fail. Stats also include Maneuverability, Firepower, and Durability.

Maneuverability is a measure of how well the aircraft performs in turns and aircraft handling.

Firepower is a measure of how much firepower the aircraft is armed with, and what kind of punch the type of armament has.

Durability is a measure of how much punishment the aircraft can take; a craft might have a bit extra added to how much damage it can take. Depending on the measure scale, extra points can be added to Body Structure points which range from Excellent (+15), Good (+10); Average and Poor have no extra numbers added to the score. The measured scale for the above stats range from:

Excellent: A stat within this range is at the highest standard.

Good: A stat within this range is acceptable and is better than most.

Average: A stat in this range is pretty standard and nothing special.

Poor: This is the low end of the rung, and a stat in this range is almost substandard.

Aircraft

Junkers Ju 52

Entered service in the European Theater in 1936 3-seat Transport from Germany.

Junkers Flugzeug Und Motorenwerke makes one of the workhorses of the German Luftwaffe, the JU 52; the head office is located in Dessau. The aircraft is not always armed but it can have machine guns mounted for protection of the aircraft. The cockpit is an enclosed type with a seat for pilot and copilot; a radio operator seat is a fold up type just behind the pilot, or near the window gun mounting. Just behind the cockpit is a large compartment with enough room for up to eighteen (18) fully armed troops; plane can instead be fitted to carry twelve (12) stretcher cases. This three-engine plane has one prop engine on the nose and one on each wing. The plane's maximum speed of 165 miles per

Junkers Ju 52

Maneuverability:	Poor
Durability:	Poor
HERO System Stats	Fuzion Stats
SIZE	9 x 15
DCV	-7
MASS	8502
KB	-6
DEF	8
BODY	15
DEX	8
SPD	1
MOVE	117
MAX	468
Armament:	
* 13.1-mm MG 131 or 7.92-mm MG 15 machinegun (dorsal)	
* 7.92-mm MG 15 machinegun (upper forward)	
* 7.92-mm MG 15 machinegun (port beam)	
* 7.92-mm MG 15 machinegun (starboard beam)	

hour at sea level make it a flying death trap if fighters find it without escort. Even with the armament the gunners will be hard-pressed to hold fighters back.

Junkers Ju 87B-1 ("Stuka")

Entered service in the European Theater in 1938 2-seat Dive-bomber from Germany.

Stuka

Maneuverability	Mediocre
Durability	Poor
HERO System Stats	Fuzion Stats
SIZE	6 x 7
DCV	-7
MASS	3499
KB	-5
DEF	8
BODY	16
DEX	12
SPD	3
MOVE	52
MAX	636
Armament:	
* 7.92-mm MG 17 machinegun (port wing)	
* 7.92-mm MG 17 machinegun (starboard wing)	
* 7.92-mm MG 17 machinegun (rear cockpit)	
* 1 1,102-pound bomb (center fuselage)	
* 2 110-pound bombs (port wing)	
* 2 110-pound bombs (starboard wing)	

The first actual production prototype of the JU-87 was completed in autumn, late 1936. Modifications were minor from the first test JU-87. The JU-87 proved to be a rugged, easy to handle machine. Best of all the JU-87 can dive almost vertically, hitting targets with great accuracy with the right pilot at the controls. As was the custom of the Luftwaffe, the JU87 versions (according to designations) got nicknames, using contemporary service radiotele-

phone phonic alphabet. The “A” version was nicknamed “Anton” and the “B” got the nickname of “Bertha”. The new “B” version trials ran with little incident for a mere 12 months. The new “B” version has major offensive improvements over the “A” model. The “B” series carries double the bomb load, though it has a reduced range due to the higher fuel consumption of a now heavier-loaded bomber. By the time the “C” version came around 1941-1942, further improvements were added. The plane’s ability to stay afloat in case of a water landing was improved. The “R” version “Richard” came around in 1940; it is a re-equipped “B” aircraft body with structural changes that allowed for two additional fuel tanks. The “R” version is a good anti-ship craft. Characters coming against a JU-87 will have trouble in a rear-end attack due to the craft’s rear gunner. The only safe place is behind and below the rear gunner’s field of fire; this of course is tricky if there are more than one craft: gunners will try to give each other support fire to cover the blind spots. The JU87 also has a psychological edge in the form of spinners attached to the wheel covers that give off a screaming sound in a dive. This eerie sound is heard, then the crackle of the bombs, followed by the blast of the detonation.

Messerschmitt Bf 109F-4

Entered service in the European Theater in 1941
1-seat Fighter from Germany.

ME109 F-4			
Maneuverability	Average		
Durability	Mediocre		
HERO System Stats		Fuzion Stats	
SIZE	4 x 5		
DCV	-5	MOVE	194 (388 mph)
MASS	2645	KD	19
KB	-4	SDP	128
DEF	10		
BODY	21		
DEX	16		
SPD	4		
MOVE	76		
MAX	1032		
Armament:			
* 2 7.92-mm MG 17 machineguns (fuselage)			
* Optional 20-mm MG FF cannon (firing through propeller shaft)			

The F Model 109 was the most common in 1941. The 109 was the most important version of the fighter family of classic fighters available to the Luftwaffe in the early years of World War Two (1939-45). It was instrumental in the Luftwaffe’s success in winning and then retaining air superiority over the Polish, Scandinavian and North-West European battlefields between September 1939 and June 1940. It is only when the type was committed at longer range in the Battle of Britain (summer 1940) that the limitations began to be appreciated more fully.

In June 1936 the new Bf 109 V3 differed from the Bf 109 V2 only in having the fuselage-mounted armament of two MG 17 machine guns with 500 rounds per gun.

German analysts make note of the overall similarity between the Bf 109 and Spitfire, together with the latter’s heavier armament. It was believed at that time that the spitfire had four 0.303 in (7.7 mm) machine guns mounted in the wing leading edges outboard of the disc swept by the propeller. It was able to fire at a higher rate than the fewer though synchronized weapons in the German fighter.

This caused worries about the Bf 109 inferiority in armament to both the new British modern fighters, namely the first-generation Hawker Hurricane and second-generation Spitfire. It was decided that the Bf 109B-0 pre-production aircraft should be completed with three 0.312in (7.92mm) MG 17 machine guns, with the third weapon (with 500 rounds) added in the angle between the engine’s cylinder banks and firing through the hollow propeller shaft. The 109 in the hands of a skilled pilot is an awesome aircraft.

de Haviland Mosquito FB VI Series 2

Entered service in the European Theater in 1943
2-seat Fighter-bomber from Great Britain.

Mosquito			
Maneuverability	Average		
Durability	Average		
HERO System Stats		Fuzion Stats	
SIZE	6 x 8	FORM	
DCV	-7	MOVE	190 (380 mph)
MASS	7667	KD	13
KB	-6	SDP	199
DEF	7		
BODY	30		
DEX	17		
SPD	4		
MOVE	76		
MAX	1020		
Armament:			
* 4 20-mm Hispano cannon (nose)			
* 4 .303 Browning machineguns (nose)			
* 2,000 pounds of bombs, or 1,000 pounds of bombs and 8 60-pound rockets			

The Mosquito has a few pitfalls for the unskilled pilot. For a skilled pilot it can perform some impressive things, such as carrying a 4,000lb bomb. The Mosquito was originally conceived as a small bomber in 1938; it was to rely on its speed for safety rather than any armament. Its construction of wood is based on this, as well as for industrial economy and speed of production. The wood construction also makes this aircraft a bit easier to bring down. The aircraft when fitted with rockets is ideal for anti-ship strikes.

Hawker Hurricane I

Entered service in the European Theater in 1937
1-seat Fighter from Great Britain.

Hurricane I			
Maneuverability		Average	
Durability		Poor	
HERO System Stats		Fuzion Stats	
SIZE	5 x 6		
DCV	-6	MOVE	164 (328 mph)
MASS	2556	KD	15
KB	-4	SDP	87
DEF	8		
BODY	15		
DEX	11		
SPD	4		
MOVE	64		
MAX	876		
Armament:			
* 4 .303 Browning machineguns (port wing)			
* 4 .303 Browning machineguns (starboard wing)			

The Hurricane is a powerful high performance machine, a low wing monoplane with retractable landing gear and flaps. While flying the Hurricane, one gets the feel that the name is accurate. If the pilot has the canopy open the craft is sluggish and heavy at the controls and shakes like a leaf in a gale. Later models have more punch in the form of 20mm Cannons. Before the cannon, the Hurricane's eight guns grouped in two batteries of four guns each were very efficient. Many planes crumble from the onslaught of the Hurricane's guns; aircraft like the Junkers 88 seem to have the ability to absorb a great many rounds of the Hurricane's .303 rounds from the rear. First version Hurricanes came equipped with a TR9 radio unit, which is a unreliable radio. There is a 20-25% chance that this type of radio will fail when needed. Most pilots find the Hurricane to be a rugged, stable plane and forgiving even with an inexperienced pilot at the controls. The Hurricane can take on massive amounts of enemy fire and still fly.

Supermarine Spitfire IA

Entered service in the European Theater in 1938
1-seat Fighter from Great Britain.

Most Spitfires built before mid-1940 were alike in many ways. Super charged Merlin engines can identify the first major variant group. The super charge is accomplished by a single centrifugal impeller stage, similar enough in layouts to be interchangeable with other Spitfires. The Spitfire IA is the original Spitfire, armed with eight .303 Browning machine-guns. Later variants of the Spitfire are armed with four Browning and two MK 1 Hispano 20mm cannons. This is the B version and was put into service in later 1940. It is a surprise to some pilots to find that the quick earlier Spitfires had a two-bladed propeller; the MK1A's use the same or sometimes a triple-bladed propeller with metal blades. The Spitfire has the high speed, high rate of climb, and agility that enable the craft to make repeated attacks on a target.

Spitfire 1A

Maneuverability		Average	
Durability		Poor	
HERO System Stats		Fuzion Stats	
SIZE	5 x 6		
DCV	-6	MOVE	181 (362 mph)
MASS	2403	KD	15
KB	-4	SDP	96
DEF	8		
BODY	16		
DEX	12		
SPD	4		
MOVE	72		
MAX	972		
Armament:			
* 4 .303 Browning machineguns (port wing)			
* 4 .303 Browning machineguns (starboard wing)			

Mitsubishi A6M2 Model 21 Reisen ("Zeke")

Entered service in the Pacific Theater in 1941
1-seat Fighter from Japan.

Zeke			
Maneuverability		Average	
Durability		Mediocre	
HERO System Stats		Fuzion Stats	
SIZE	5 x 6		
DCV	-6	MOVE	166 (332 mph)
MASS	2045	KD	19
KB	-4	SDP	128
DEF	10		
BODY	21		
DEX	16		
SPD	4		
MOVE	66		
MAX	888		
Armament:			
* 20-mm Type 99 cannon (port wing)			
* 20-mm Type 99 cannon (starboard wing)			
* 2 7.7-mm Type 97 machineguns (fuselage)			
* 2 66-pound or 132-pound bombs			

The Zeke has standard communication and navigation equipment, plus a reflector gun sight. Several Zero fighters have the radios removed so that the performance of the aircraft is heightened. Pilots flying these types without radios rely on hand signals. In the hands of a skilled pilot, the A6M is the ultimate killing machine. It's fast, light and agile. Characters fighting against the Zero would do well not to try to out-turn the aircraft. The Zero can out-turn anything the Allies have: in a climbing or turning fight the Zero will come out on top. Many pilots find out that the best tactic is to hit and zoom away, making use of the wingmen to cover each other's tails. Experienced Japanese pilots know that while the A6M3 could, when well handled, hold its own against Allied fighters at low altitudes, it is outclassed at medium and high altitudes.

Mitsubishi G4M Model 24b
("Betty")

Entered service in the Pacific Theater in 1941
7-seat Bomber, Transport from Japan.

Betty			
Maneuverability	Mediocre		
Durability	Mediocre		
HERO System Stats		Fuzion Stats	
SIZE	10 x 124		
DCV	-7	MOVE	136 (272 mph)
MASS	10333	KD	19
KB	-6	SDP	164
Firepower	DEF 10		
BODY	24		
DEX	14		
SPD	2		
MOVE	91		
MAX	732		
Armament:			
* 2 7.7-mm Type 92 machineguns (nose)			
* 20-mm Type 99 Model 2 cannon (dorsal)			
* 20-mm Type 99 Model 2 cannon (port beam)			
* 20-mm Type 99 Model 2 cannon (starboard beam)			
* 20-mm Type 99 Model 2 cannon (rear turret)			
* 2,205 pounds of bombs or one 1,764-pound torpedo			

The Betty, near the end of the war, was a carrier for the Baka suicide bombs. Used in several duties such as a land-based bomber or a reconnaissance plane, the Betty is a versatile plane that can carry either bombs or torpedoes (only one 1,760-lb. torpedo, but it can carry up to 4,840 lb. of bombs). When bombs or torpedoes are carried, no bomb bay doors are fitted. The Betty is not very popular with the pilots since defense of the aircraft was second to range and weight by the designers, who were ordered by the Imperial Japanese Navy to carry certain design specs out. As a result, the Betty is highly vulnerable: once intercepted and hit by an enemy fighter, the Betty goes up like a torch. The Mitsubishi G4M, nicknamed Betty by the Allies, also received an unofficial nickname by the fighter pilots who fought against it: "The One-Shot Lighter." The Betty got its first official flight for war as the G4M2 in November 1942; earlier models got the first flight as early as 1939.

Mitsubishi Ki-67 Hiryu ("Peggy")

Entered service in the Pacific Theater in 1944
First flight beginning of 1943
6-seat Heavy Bomber from Japan.

Designed in February of 1941 by a team led by Dr. Hisanojo Ozawa, this army bomber met the demand for higher speed but also proved itself to be very maneuverable. In fact, it can be looped and also has excellent turning power, better even than some Japanese fighters. Perhaps the best all-around bomber produced by Japan, it has armor and

Peggy			
Maneuverability	Mediocre		
Durability	Average		
HERO System Stats		Fuzion Stats	
SIZE	9 x 11		
DCV	-7	MOVE	167 (334 mph)
MASS	11210	KD	19
KB	-6	SDP	181
DEF	10		
BODY	27		
DEX	16		
SPD	2		
MOVE	111		
MAX	888		
Armament:			
* 20-mm Ho-5 cannon (dorsal)			
* 12.7-mm Type 1 machinegun (nose)			
* 12.7-mm Type 1 machinegun (tail)			
* 12.7-mm Type 1 machinegun (port beam)			
* 12.7-mm Type 1 machinegun (starboard beam)			
* 1,764 pounds of bombs, or 1,764-pound or 2,359-pound torpedo			

armament to defend itself. The KI-69 escort fighter version was developed parallel to the bomber version, but during 1942 it had to be shelved due to delays of the bomber and material shortage. By 1944 only 15 types had been built, all a bit different in design in some way or another. In 1944 production during this time began in earnest, with 727 built. The KI-67 Hiryu (Flying Dragon) was first used as a torpedo bomber in the Philippine Sea battle. During this time it earned the Allied nickname of "Peggy." Later, its operations thrust it into battle during Iwo Jima, the Marianas, Okinawa, and then at last to the defense of Japan itself. Its service ceiling of 31,070ft keeps it well lower than the B-29, so during the defense of Japan it could do little against the B-29. The main bomber version is considered a heavy bomber, but during suicide attacks the Peggy was also put to use as a special attack model against Allied ships. This version was unarmed and had a crew of only 3 (three). A long rod projected from the nose which tripped a switch to explode two 1,760lb bombs on impact with a target. Both versions carried the bombs in internal racks. For torpedo use, the bomber was fitted with a form of crutch to carry one standard naval torpedo.

Nakajima B5N2 ("Kate")

Entered service in the Pacific Theater in 1939
3-seat Torpedo-Bomber from Japan.

In its day, the B5N2 was an advanced and bold design. Japanese designers studied the stressed-skin aircraft of Northrop, Douglas and Clark and in no time copied new features into the aircraft. Ahead of its time, the B5N2 has a variable pitch propeller and hydraulically retracting landing gear. The aircraft went into service in time to serve in the Sino-Japanese war. Some of the rival fixed-gear

Kate

Maneuverability	Mediocre
Durability	Poor

HERO System Stats		Fuzion Stats	
SIZE	5 x 8		
DCV	-7	MOVE	118 (236 mph)
MASS	3040	KD	17
KB	-4	SDP	105
DEF	9		
BODY	18		
DEX	13		
SPD	3		
MOVE	51		
MAX	624		

Armament:

- * 7.7-mm Type 92 machinegun (rear cockpit)
- * 1,764 pounds of bombs or a 1.764-pound torpedo

Mitsubishi B5n's were bought as well. In the attack on Pearl Harbor, 103 of the bombers took part. 40 of the newer attack B5N2 torpedo planes also took part, many of them finding their torpedo mark. Armed both in the front and with a rear gunner, the Kate can be a dangerous aircraft to attack, especially in formation with cover fire from other aircraft.

Mikoyan-Gurevich MiG-1

Entered service in the European Theater in 1941
1-seat Fighter-bomber from Soviet Union.

MiG-1

Maneuverability	Average
Durability	Mediocre

HERO System Stats		Fuzion Stats	
SIZE	4 x 5		
DCV	-5	MOVE	196 (392 mph)
MASS	2848	KD	19
KB	-4	SDP	128
DEF	10		
BODY	21		
DEX	16		
SPD	4		
MOVE	78		
MAX	1044		

Armament:

- * 12.7-mm Beresin BS machinegun and 2 7.62-mm Sh KAS machineguns (nose)
- * 3 82-mm rockets, or 220 pounds of bombs or chemicals (port wing)
- * 3 82-mm rockets, or 220 pounds of bombs or chemicals (starboard wing)

A fine fighter aircraft that can be armed with rockets or bombs, the MiG-1 is hindered somewhat by its long, heavy engine. A fair performer as a fighter, it can be crashed by someone without the skill to handle the plane's tendencies. A most problematic tendency is for the aircraft to swing to the extremes on takeoffs and landings. No real match for Luftwaffe fighters, only a skilled character should even attempt to go into combat with this aircraft.

Yakovlev Yak-1

Entered service in the European Theater in 1940
1-seat Fighter-bomber from Soviet Union.

Yak-1

Maneuverability	Average
Durability	Mediocre

HERO System Stats		Fuzion Stats	
SIZE	4 x 5		
DCV	-5	MOVE	182 (364 mph)
MASS	2575	KD	17
KB	-4	SDP	116
DEF	9		
BODY	19		
DEX	14		
SPD	4		
MOVE	72		
MAX	972		

Armament:

- * 20-mm Sh VAK cannons (propeller shaft)
- * 2 7.62-mm Sh KAS machineguns (nose)
- * 3 82-mm RS 82 rockets (port wing)
- * 3 82-mm RS 82 rockets (starboard wing)

In the hands of a skilled pilot the Yak-1 can be a deadly machine. Surprisingly, the plane is constructed using a mix of metal, wood and ply covering, with fabric-covered ailerons. The Yak-1 is a stable and easily maintained aircraft with excellent handling.

Boeing B-17G

Entered service in the European and Pacific Theaters in 1943

10-seat Heavy Bomber from United States.

B-17 Flying Fortress

Maneuverability	Mediocre
Durability	Average

HERO System Stats		Fuzion Stats	
SIZE	11 x 16		
DCV	-7	MOVE	144 (288 mph)
MASS	20674	KD	21
KB	-7	SDP	221
DEF	11		
BODY	31		
DEX	14		
SPD	2		
MOVE	96		
MAX	768		

Armament:

- * 2 .50 Browning M2 machineguns (chin turret)
- * 2 .50 Browning M2 machineguns (ventral turret)
- * 2 .50 Browning M2 machineguns (dorsal turret)
- * 2 .50 Browning M2 machineguns (tail turret)
- * 2 .50 Browning M2 machineguns (waist, both sides)
- * 2 .50 Browning M2 machineguns ("cheeks", both sides)
- * 17,600 pounds of bombs

The Fortress is a good aircraft, but operations at high altitudes in rarefied air places great strain not only on the aircraft but the crew as well. Engine temperatures run to critical limits and have to be monitored on a constant basis, and operations in sub-zero temperatures can cause equipment to seize up and become jammed due to frost. Early B-17s have this problem more often than later ones. The engines in zero temperatures cause the hydraulically-actuated turbo superchargers to freeze up or not work at all. To prevent these, characters piloting a B-17 will have to work the mechanisms often to keep them from freezing. For the offensive role, a wide variety of explosives and incendiary bombs can be carried by the B-17 in both its internal bomb bay and on wing racks. The wing racks are used only occasionally and only for special weapons. Later in 1944 and 1945, some of the B-17's are used for photo recon and weather recon. Characters will often find themselves hitching a ride to parachute into an occupied area, or flying bombing missions. Either way, the B-17 is a strong aircraft. By itself it can't defend for long against fighters, but in a formation of B-17s it is much more powerful. Most times, command will try to provide escort fighters for protection.

Boeing B-29 Superfortress

Entered service in the European and Pacific Theaters in 1944

10-seat Heavy Bomber from United States.

B-29 Superfortress			
Maneuverability	Mediocre		
Durability	Average		
HERO System Stats	Fuzion Stats		
SIZE	15 x 22		
DCV	-7	MOVE	179 (358 mph)
MASS	46197	KD	21
KB	-8	SDP	292
DEF	11		
BODY	37		
DEX	15		
SPD	2		
MOVE	120		
MAX	960		
Armament:			
* 4 .50 Browning machineguns (upper front turret)			
* 2 .50 Browning machineguns (upper rear turret)			
* 2 .50 Browning machineguns (lower front turret)			
* 2 .50 Browning machineguns (lower rear turret)			
* 2 .50 Browning machineguns and 20-mm M2 Type B cannon (rear turret)			
* 20,000 pounds of bombs			

One of the major achievements in aviation history is the Boeing Model 345, the B-29 Superfortress. This new bomber is equipped with a pressurized cabin and can fly higher than many enemy aircraft. On August 6, 1945, a special unarmed Enola Gay is the aircraft which drops the

first atomic bomb on Hiroshima. First combat missions for this new bomber come about in June 5, 1944 by the 58th Bomber wing. It is a strong and stable craft that dwarfs all others.

Consolidated PBV-5 Catalina

Entered service in the European and Pacific Theaters in 1940

7-seat Flying Boat from United States.

Catalina			
Maneuverability	Mediocre		
Durability	Mediocre		
HERO System Stats	Fuzion Stats		
SIZE	10 x 16		
DCV	-7	MOVE	95 (190 mph)
MASS	9858	KD	17
KB	-6	SDP	149
DEF	9		
BODY	22		
DEX	13		
SPD	2		
MOVE	63		
MAX	504		
Armament:			
* .50 Browning machinegun (port waist)			
* .50 Browning machinegun (starboard waist)			
* .30 Browning machinegun (bow turret)			
* .30 Browning machinegun (ventral turret)			
* 4,000 pounds of bombs, 2 torpedoes, or 4 325-pound depth-charges			

The all-purpose patrol flying boat, crewing a normal 7-man crew, the Catalina pulls several duties as patrol craft, rescue craft, and sub hunter. The Navy also uses it as a mail and cargo-hauler. Several countries use the Catalina, including Brazil, Austria, Canada, Chile, Netherlands, New Zealand, Norway, the Soviet Union, the UK, Uruguay, and of course the United States Navy and Marines.

Curtiss SB2C-1 Helldiver

Entered service in the European and Pacific Theaters in 1942, the Pacific in 1943.

2-seat Dive-bomber from United States.

Helldiver			
Maneuverability	Mediocre		
Durability	Mediocre		
HERO System Stats	Fuzion Stats		
SIZE	6 x 8		
DCV	-7	MOVE	141 (282 mph)
MASS	5771	KD	19
KB	-5	SDP	161
DEF	10		
BODY	25		
DEX	17		
SPD	2		
MOVE	94		
MAX	756		
Armament:			
* 2 .50 Browning machineguns (port wing)			
* 2 .50 Browning machineguns (starboard wing)			
* 2 .303 Browning machineguns (rear cockpit)			
* 1,000 pounds of bombs			

This craft may be considered the workhorse of the Navy, for it saw major action in most of the Pacific battles. The carrier-borne Helldiver suffered from several design constraints from the beginning, placed by the requirements of the Navy. In the long run, the Helldiver figured prominently for the U.S. forces during the last two years of the Pacific war.

Douglas C-47B Skytrain

Entered service in the European and Pacific Theaters in 1935
4-seat Transport from United States.

C-47B Skytrain			
Maneuverability		Poor	
Durability		Poor	
HERO System Stats		Fuzion Stats	
SIZE	10 x 15		
DCV	-7	MOVE	115 (230 mph)
MASS	10027	KD	13
KB	-6	SDP	92
DEF	7		
BODY	14		
DEX	8		
SPD	1		
MOVE	153		
MAX	612		
Armament:			
* None			

The DC-3 or C-47 is the most widely-used transport in the military. The C-47 is used as a tug, a paratrooper plane and transport for both personnel and cargo. It has a strong cargo floor and large double doors. It is a very reliable craft and has excellent wheel brakes. On the downside, it needs two pilots to taxi it safely in confined areas. In an emergency, a wheels-up landing for the sky train is a simple task, much more so than other planes of its size.

Grumman F4F-3 Wildcat

Entered service in the European and Pacific Theaters in 1939
1-seat Fighter-bomber from United States>

Wildcat			
Maneuverability		Average	
Durability		Poor	
HERO System Stats		Fuzion Stats	
SIZE	4 x 6		
DCV	-6	MOVE	166 (332 mph)
MASS	2791	KD	17
KB	-4	SDP	105
DEF	9		
BODY	18		
DEX	13		
SPD	4		
MOVE	66		
MAX	888		
Armament:			
* 2 .50 Browning machineguns (port wing)			
* 2 .50 Browning machineguns (starboard wing)			
* 200 pounds of bombs			

Characters flying this aircraft will find that the F4F Wildcat is not a great fighter in terms of its performance, but it is of vital importance to the Allies as the mainstay aircraft for the U.S. Navy and lend lease to the British. The F4F is a good U-Boat hunter. Characters will find that with the aid of radar (see radar section), U-Boat patrol in the Atlantic Ocean is a mission many will go on again and again. In the Pacific Ocean and the war against Japan, characters will find out the hard way that the Wildcat is not as good a fighter as the Mitsubishi A6M Reisen Zeke, its primary Japanese opponent in the decisive days of 1942. In the hands of skilled pilots with high piloting skill and air combat, it is able to balance the Japanese fighter in better performance and firepower through a combination of determination and exploitation of the Wildcat in structural strength and adequate protection. In October 1941, just two months before the USA enters into World War Two (1939-45), the F4F was officially named Wildcat, and this started the series of cat-named Grumman fighters for the U.S. Navy

Improvements added during the course of production (or as retrofits to in-service aircraft) included self-sealing fuel tanks, 150 lb. (68 kg) of armor protection for the pilot and vital systems, a 27-lb. (12.2-kg) toughened glass windscreen, and eight- rather than two-segment cowling flaps for improved engine cooling. Also developed to meet U.S. Navy demand for extra range are a pair of non-jettison 42 U.S. gal (35 Imp gal, 159 liter) tanks carried under the outer wings. These are not used operationally by naval squadrons. The U.S. Marine Corps do make limited use of the tank, converted for jettison carriage under the aircraft's centerline. One of the things many pilots do not like about the Wildcat is a problem with radios. Wildcat radios go bad, it seems, sooner than and more often than other aircraft.

Grumman F6F-5 Hellcat

Entered service in the European and Pacific Theaters in 1944
1-seat Fighter-bomber from United States.

The Hellcats are a far cry above the Wildcat it was designed to replace. (During the war years the Hellcat ends up having the best kill-to-loss ratio of any fighter during the war.) Designs for the Hellcat began in 1940. After Pearl Harbor, big production of the Hellcat started but it would not be until a year later that a Hellcat Pilot scores a first kill in the Hellcat. A fast, sturdy plane that delivers impressive firepower on a stable weapons platform, the additional armor behind the pilot helps protect against most rounds from enemy craft.

Hellcat			
Maneuverability	Good		
Durability	Average		
HERO System Stats		Fuzion Stats	
SIZE	5 x 7		
DCV	-7	MOVE	193 (386 mph)
MASS	4912	KD	21
KB	-5	SDP	194
DEF	11		
BODY	31		
DEX	21		
SPD	4		
MOVE	76		
MAX	1032		
Armament:			
* 3 .5 Browning machineguns (port wing)			
* 3 .5 Browning machineguns (starboard wing)			
* 2000 pounds of bombs or 6 5-inch rockets			

Grumman TBM-1C Avenger

Entered service in the European and Pacific Theaters in 1942

3-seat Torpedo-Bomber from United States.

Avenger			
Maneuverability	Mediocre		
Durability	Mediocre		
HERO System Stats		Fuzion Stats	
SIZE	6 x 8		
DCV	-7	MOVE	129 (258 mph)
MASS	6117	KD	19
KB	-5	SDP	161
DEF	10		
BODY	25		
DEX	17		
SPD	2		
MOVE	85		
MAX	684		
Armament:			
* .50 Browning machinegun (port wing)			
* .50 Browning machinegun (port wing)			
* .50 Browning machinegun (dorsal turret)			
* .30 Browning machinegun (ventral turret)			
* 22-inch torpedo, or up to 2,000 pounds of bombs			

This three-seat torpedo bomber is a massive plane. In the beginning, it got off to a near-fatal start as it was pounded in the Battle of Midway. It did go on to become one of the most dependable aircraft of the U.S. Navy. Avengers had a place in all major air/sea engagements during the Pacific war. A large heavy plane, the Avenger requires a skilled pilot to even get it off the carrier deck.

Lockheed P-38J Lightning

Entered service in the European and Pacific Theaters in 1943

1-seat Fighter-bomber from United States.

Lightning			
Maneuverability	Average		
Durability	Average		
HERO System Stats		Fuzion Stats	
SIZE	6 x 8		
DCV	-7	MOVE	207 (414 mph)
MASS	6869	KD	21
KB	-6	SDP	199
DEF	11		
BODY	30		
DEX	17		
SPD	4		
MOVE	82		
MAX	1104		
Armament:			
* 20-mm AN-M2 cannon and 4 .5 Browning M2 machineguns (nose)			
* 3200 pounds of bombs or 10 5-inch rockets			

Many pilots like the P-38 Lightning. Two engines power it; the propellers are counter-rotating so as to eliminate frame shudder. As a result, the P-38 has a very low stall speed. The craft has turbochargers recessed into the tops of the tail booms, and it tricycle landing gear. The main nacelle houses the pilot and in its nose are the firepower: four machine guns and a 20-mm cannon. Most craft placed in the gun sights of the P-39 will be destroyed with a good burst. Combat pilots soon find that the separate buttons for firing the .50 caliber machine guns and the 20mm cannon are unnecessary; many pilots have the cannon and guns wired to one button so that they fire together. A character who wants to have more room in the cockpit and lighten the load can opt to remove heavy equipment located near the left knee in the cockpit. This equipment is for charging a gun that jams; in combat you do not have time to figure out if one of the .50 calibers is not firing.

Characters moving into flying a P-38 will find that it takes twice as much flying time (when compared to flying other aircraft) to get to a level of skill to take full advantage of the capabilities of the P-38. In vertical dives, the P-38, if allowed to build up speed, cannot be controlled. Once in an uncontrolled dive and speed builds up past the safe dive speed there is a 10-15% chance of something coming apart every combat round. As noted, though, many characters will find the P-38 to be a very stable plane. The counter-rotating props eliminate any torque problems while passing through a wide range of speeds. Characters will find that the P-38 can generally outmaneuver anything else, Axis or Allied, between 18,000 and 31,000 feet. Below 18,000 feet it is touch and go. Many times the pull-out response of the aircraft has saved pilots during

low-level dogfights. The aircraft's configuration is also a boon. The placement of the engines helps provide extra cover against enemy fire for a pilot during low-level attacks. The plane is rugged and can take a phenomenal amount of damage and still fly. Maintenance is found to be very easy. The aircraft and its engines are easy to maintain.

While the Lightning is regarded as an effective combat aircraft in other theaters of war, it is a miserable disappointment in Europe. Faced with long flight time above 30,000 feet during escort duty, P-38s do not have enough heat to defrost the windshield. In freezing temperatures a character will find themselves quickly numb from the cold. It takes a great amount of effort to fly and even more so to fight in this condition. Also in the European climate, the intercoolers in the superchargers cause failures and are prone to over boosting the engines.

North American P-51D Mustang

Entered service in the European and Pacific Theaters in 1943

1-seat Fighter-bomber from United States.

P-51D Mustang			
Maneuverability	Exceptional		
Durability	Average		
HERO System Stats		Fuzion Stats	
SIZE	5 x 6		
DCV	-6	MOVE	219 (438 mph)
MASS	3907	KD	21
KB	-5	SDP	177
DEF	11		
BODY	28		
DEX	19		
SPD	5		
MOVE	69		
MAX	1164		
Armament:			
* 3 .50 Browning MG 53-2 machineguns (port wing)			
* 3 .50 Browning MG 53-2 machineguns (starboard wing)			
* Up to 2,000 pounds of bombs or 10 5-inch rockets			

There can be little doubt that the Mustang is the finest fighter to see service on either side in World War Two (1939-45). The aircraft combines phenomenal performance in speed, climb and range, good acceleration, very good maneuverability, and an extremely sturdy airframe.

Much later in the war 1944-45 character will be able to get their hands on the D Model. This is the definitive multi-role version of the Mustang. The D Model, by war's end, will be built in larger numbers than all other Mustang variants combined. The P-51D, known by the manufacturer as model designation NA-109, may be regarded as the definitive version of the P-51B and P-51C with the Packard V-1650-7 engine. The fuselage fuel tank is for additional range. A number of detail improvements come about during the production of this

aircraft. A moderate forward extension of the wing's leading edges in the region adjacent to the fuselage was added. Provisions for a wing-mounted armament, of six 0.5 in (12.7 mm) MG53-2 fixed forward-firing machine guns with 1,880 rounds, or four such guns with 1,600 rounds, were included as well. In its P-51D-5 definitive form, it has a tear-drop canopy and a small dorsal fillet extending the leading edge of the fin onto the upper part of the cut-down rear fuselage for improved directional stability. The inspiration to the development of this model was the level of complaints voiced by pilots about the relatively poor fields of vision provided by the Mustang's original canopy.

Earlier Mustangs have a framed unit that constituted a forward extension of the raised rear turtle-deck. Character flying the earlier versions the A and B's will find impediments to lateral and rearward vision.

The Mustang is a fast plane with the range to take characters on longer air missions. The only problem with it is that hits to the engine will bring it down faster than most planes because of the engine design.

Republic P-47D Thunderbolt

Entered service in the European and Pacific Theaters in 1943

1-seat Fighter-bomber from United States.

P-47d Thunderbolt			
Maneuverability	Exceptional		
Durability	Average		
Maneuverability	Good		
Durability	Average		
HERO System Stats		Fuzion Stats	
SIZE	5 x 6		
DCV	-6	MOVE	220 (440 mph)
MASS	5880	KD	21
KB	-5	SDP	177
DEF	11		
BODY	28		
DEX	19		
SPD	4		
MOVE	87		
MAX	1176		
Armament:			
* 4 .50 Browning machineguns (port wing)			
* 4 .50 Browning machineguns (starboard wing)			
* 2,500 pounds of bombs or 10 5-inch rockets			

There was some difficulty with the initial design of the Thunderbolt's main landing gear; these had to be installed inboard of the machine gun armament, which included long outboard channels carrying the belted ammunition. The considerable power of the Double Wasp radial engine required the use of a four-blade Curtiss Electric metal propeller of the constant-speed type with a diameter of 12 ft 0 in (3.66 m). The need to provide the tips of these blades with adequate ground clearance meant that the main landing gear legs were too long

to be retracted into the span left inboard of the machine guns. The Republic design team had to therefore devise a system that shortened each leg by 9 in (0.23 m) as it retracted.

Such groups as the 61st, 62d and 63d Fighter Squadrons of the 56th Fighter Group began to convert to the new fighter in June 1942. During 1942, if a character ends up flying a P-47, it will be this model. P-47C was delivered from September 1942 to the extent of 602 aircraft; this was the first fully operational variant of the Thunderbolt series. The P-47C is powered by the R-2800-59 version of the Double Wasp radial engine rated at 2300hp (1715kW) at 27,000ft (8230m). It was aided by a system to inject water from a 30 U.S. gal (25 Imp gal; 113.6 liter) tank installed ahead of the engine firewall. The fuselage ahead of this point was lengthened by 8in (0.203m) to increase overall length to 36ft 1.25in (11.00m): this provides the volume for this tank and caused the engine to have to be moved slightly forward. As a result there is a shift in the center of gravity for an improvement in the P-47C's maneuverability. This change also makes its possible to add a centerline hard point for the carriage of a drop tank, which could be of 75, 110 or 200 U.S. gal (62.45, 91.6 or 166.5 Imp gal; 283.9, 416.4 or 757.1 liter) capacity.

The main visual identification of the P-47C (as the replacement of the P-47B), apart from the longer forward fuselage, is its forward-raked radio mast. It has a vertical mast in the same position above and behind the cockpit.

A character flying a Thunderbolt can not only out-dive their German opponents, but also overtake the Focke-Wulf Fw 190 and Messerschmitt Bf 109 in level flight. He can out-fly them at heights above 15,000-ft (4570 m), and inflict heavy damage on the enemy, with even a very short burst of fire from any range inside 300 yards (275 m). Later during the war, for the Thunderbolt, which is now in all the theaters in which the Allies are fighting, the need for camouflage has begun to be less important. It is decided that from the P-47D-21-RA and P-47D-28-RE the aircraft will be delivered in their natural metal finish, with the some minor paints acting as a black anti-dazzle ahead of the cockpit. Most characters having an encounter with or piloting this plane will notice its size before anything else. The P-47 for all intents and purposes is a flying tank, and can take a massive amount of battle damage and still get its pilot back to a friendly base.

Vought F4U-1D Corsair

Entered service in the European and Pacific Theaters in 1943

1-seat Fighter-bomber from United States.

F4U-1D Corsair			
Maneuverability	Good		
Durability	Average		
HERO System Stats		Fuzion Stats	
SIZE	5 x 6		
DCV	-6	MOVE	213 (426 mph)
MASS	4703	KD	21
KB	-5	SDP (total)	
DEF	11		
BODY	28		
DEX	19		
SPD	4		
MOVE	85		
MAX	1140		
Armament:			
* 3 .50 Browning machineguns (port wing)			
* 3 .50 Browning machineguns (starboard wing)			
* Up to 2,000 pounds of bombs, or 8 5-inch rockets			

Built by Chance Aircraft division of the United Aircraft Corporation and also later put into production by the Brewster Aeronautical Corp., who in July of 1944 failed to meet the requirements of the U.S. Navy and lost the contract. They had delivered only 735 planes by that time. The Goodyear Aircraft Corp had better luck and began production of the aircraft. By mid 1945 Goodyear delivered 3,000 Corsairs, and Chance Vought by that time delivered well over 6,000.

In 1940 the first prototype was delivered to the U.S. Navy. After testing, the Corsair was ordered in quantity in 1941. The first production craft from production flew as the F4U-1 in June of 1942. Until the end of 1944 the U.S. Navy used the Corsair and Marine Corps as a land-based fighter in the Pacific. During all these years the aircraft is under constant development and revision. One such revision is to get the Chance Vought Corsair prepared to meet all U.S. Navy deck landing requirements.

The Corsair is a tough plane to fly; its powerful engine has a lot of torque. If a pilot gives it rapid or sudden full throttle while sitting on the runway, it could well flip the plane over. Easing up to speed is best, until the rudder takes hold and gives the pilot control. The Corsair has a tendency to spin; only characters with a high stat in piloting should even attempt to fly it. Some people have given this aircraft another nickname: the Ensign Eliminator. Other well-known nicknames are Hose Nose, Hog and CornCob.

The Corsair's fireproofed internal fuel tank is rubberized to aid in sealing leaks; wing tanks are not fireproofed. The guns are charged individually from the cockpit. In combat, one or two of the guns often jam up and have to be recharged.

Aircraft Attack Tactics

Some attacks are very much the same whether it be in the Europe or Pacific theater. Some, such as torpedo attacks, are only done against water-based targets. Conditions that would affect attacks such as weather, aircraft damage, attacking planes, and flak are outlined elsewhere in this book. Most attacks are covered via a skill roll but with arbitrator's judgment in some cases as harsh weather, injury to the agent character, or damage to the aircraft. A difficulty roll may be added. A strength or willpower roll may also come into play, checking how close the character brings the craft to the target while dropping an explosive. When applicable, ranges are noted. If a character brings an aircraft too close to the target when dropping an explosive they can be hit in the blast effect.

Level Bombing

Aircraft such as light, medium, and heavy bombers carry out level bombing. On a bomber mission, gunners have to keep watch for enemy fighters. While the bomber is on final approach to the target, the bombardier takes control of the plane (the pilots do not have control of the plane at this time). The bombardier keeps the craft level and steady, all the while keeping an eye looking into the Norden bombsight, until calculating and locking in the target and dropping the bombs. Conditions such as heavy flak, damage, even smoke screens can throw off bombing attack accuracy. Low altitude bombing raids with bombers coming in at several hundred rather than several thousand feet will make attacks more accurate. Low level attacks also give antiaircraft batteries less time to react, but it also makes the AA fire more accurate once the AA crews are set.

Dive Bombing

Dive bombing, unlike level bombing, is done from a fighter-bomber aircraft. It is closer to being pinpoint accurate as well. Aircraft with dive flaps and dive breaks are best suited for dive bombing. In a dive, the plane can pick up great speed—making it very hard to pull up out of the dive. In this type of an attack, the pilot spots the target and begins the dive as the plane is nearly over it. If the starting altitude is below 5000ft, the pilot may have a hard time pulling up after the attack.. 1500 to 5000 feet is a safe height to drop the bomb or bombs and still be able to pull out and avoid the bomb blasts. For dive bombing against a ship, whether it be naval or freighter, an approach from 14,000 feet is a good idea. Lining up with the ships stern will give a pilot the largest target area for a longer period of time, dropping the bomb or bombs at 2000 and 1500 ft. This is often the case for naval aircraft such as the SBD Dauntless, and the Curtiss Helldiver.

Rocket Attacks

In the Pacific, the Americans exclusively use rockets. Against both ground targets and ships, they fire off the rockets at 800 to 1000 feet from the target and pull up out of the range of the blast. Rockets are also used against bomber formations to break bombers up from the safety of the formation, making them easier to down. Since rockets will fly in a forward and downward path, aiming a few feet above and ahead of a flying target is best. The Luftwaffe, when it comes to attacking Allied bombers, has at least three weapons for which to break up bomber formations. The air-to-air bomb, a fragmentation bomb, is time-fused to around four to five seconds. A fighter dropping an air-to-air bomb would have to be several hundred feet above the intended targets. Jagdfaust rockets launch vertically and the rockets, once armed, fire from being activated by the shadow of the bomber. A fighter using these would have to come in several hundred feet below target. And also then is the GR 21 rocket. Fired from wing tubes, the best shots would be coming up on the six o'clock of the bomber formation (though some fighters make head-on attacks). Since these types of rockets have a trajectory much like a cannon shell, the fighter would fire a bit above the target and almost lob the weapon to target.

Strafing

There are two ways to strafe a ground target. The first is to come in low (to try for surprise on the side of the attackers), and throw off the aim and readiness of any AA and machine gun crews in and around the target. The other is to use a high-level approach at around 12,000 feet and come in at a graduated diving attack, building up speed and using that speed to pull up and make another pass if need be. The pilot, using the gun sight, walks the machine gun fire across the target.

Skip Bombing/Glide Bombing

This type of attack is safest for those pilots who are not skilled in dive bombing, for the skip bombing attack is easier to pull off. This style of attack is far less accurate than the dive bombing attack, though fighter-bomber pilots use it, and torpedo planes loaded with bombs can as well. This attack can be pulled off as low as 1000 feet. The attacking craft flies level and fast, dropping the bombs just as the craft is a few hundred feet from the target. The bombs fall in a forward motion striking the target, if the pilot has calculated the correct time for bomb release.

Sub Patrol/Depth Charge Attacks

Planes such as the PBY are used for sub patrol. For this type of attack, the plane will be just a few hundred feet above the water. The depth charges are dropped as the plane is 40-60 feet away from target.

Torpedo Bombing

A torpedo run is a very dangerous attack, for the pilot has to bring the plane in from a medium altitude and then level out over the water at about 100-150 feet. The plane must be flying at a slow speed as well, 100-110 mph. It drops the torpedo around 1,000 yards from target and then pulls out and away.

Victory Claims, Kill Markings and Mission Markings

For the Allies, five aircraft confirmed makes the flyer an ace. Unknown Eagles units attached to the AAF need five aerial kills before becoming an ace. In early to late 1944, the Arbitrator can opt to be historic and do what the AAF command did: kills on the ground were also counted. This was a controversial decision. Strafing attacks are very dangerous, and no Air Force other than the AAF opted for ground kills counting towards aces. For the Germans, British, French, Japanese and Italians attached to any of the secret groups, the kill number to aces is ten. As German command will say, it is ten kills that make the Experten (ace).

Air victory claims are not so easy to claim. Hitting another aircraft with a burst is not enough to claim a victory. Seeing pieces of the target aircraft come off or smoke pouring from it is not enough for a kill claim—after all, look at some of the craft and the states they made it back to base in. Large sections were torn off the airframe, tail or wings. With holes all over the place, and engine or engines on fire, they still made it back to base to be repaired and sent back up again later. It bears to reason that this is the case all around.

Claims to a victory can sometimes be confirmed by the gun camera footage or another witness. Even then, one or more events will have to take place before a kill score is confirmed for the pilot or gunner.

- A) The target has to blow up and go to pieces in the air.
- B) A large enough part from the craft must come off to make it unflyable in the future, and enough to ensure it will not make it back to base, but be on its way to a crash. In other words, a whole wing, the whole tail section, or the engine has to be observed falling from the main body.
- C) The pilot must be observed bailing out.
- D) Someone has to observe the aircraft crashing.
- E) Gun camera must prove without a doubt that the target craft is doomed.

Naming your Aircraft

Many pilots and crews named their aircraft, and sometimes included pieces of art on the nose or body as well. Naming an aircraft can be a personal thing, in honor of a girl back home or a very straight message to the enemy. An extra sheet of paper can

be used to depict the side or other section of a pilot character's craft. With this they can make their insignia, and name the craft as well as keep score of missions and claims.

Kill Markings

U.S. Forces

From the start of their involvement in the war, American pilots have had a wide diversity of markings and symbols for their aircraft. This section deals with kill markings that the character can use on aircraft and vehicles if they so wish. The more common ones are in the Pacific; pilots use a rising sun symbol as a kill mark. For pilots fighting in Europe, a swastika is the mark used. These of course are the more common ones. Character pilots and crews can use different symbols altogether. Mission and kill markings are a huge morale boost to ground crews and other members of the unit, and to civilians, as well. Bomber crews near the start of the war view the markings much like marking time off in prison, since bomber crews have a higher fatality, the kill markings are a sign of prestige and a huge morale boost. Characters in the Pacific will have a harder time of it since many times naval pilots won't fly the same aircraft each mission. Pilots will fly the aircraft that they get assigned. Other than scoreboards on naval aircraft, personal markings such as naming the plane are rare. Many times an aircraft is repainted with the names and score of aces for press releases only.

Great Britain and the Commonwealth

The high command of the Royal Air Force frowns upon personal markings or victory markings, especially on fighters. The reason behind this is that enemy aircraft, spotting a decorated plane, would pay more attention to that aircraft. As a rule of good taste and also to leave the lions of command asleep, British and other Commonwealth aircraft should keep the markings small, less obvious to enemy craft. Pilots from Commonwealth countries are more apt to use markings than pilots flying in and around the British Isles. High Command gives bomber crews a bit more leeway when it comes to kill marks and personal decoration of craft. Some of the more common ones are windmills for food or agent drops, full moons for night mission symbols and ice-cream cones or cakes with a candle for easy missions.

Italy

Officially the high command of the Italian Air Force does not look kindly on the practice of kill markings; therefore it is not as widespread. Both kill and personal markings can be found on a few aircraft.

Germany

Luftwaffe pilots keep kill markings simple and in one location. For the most part a bar is used. Variations on the theme are of course widespread. Bomber crews are more flamboyant when it comes to recording kill marks on their craft.

Japan

Victory markings are very popular on both Japanese navy and army planes. The major difference in awarding kills marks is that the kill score is awarded to the aircraft and not to the pilot of the craft. Higher-ranking pilots have the luxury of having their own plane, and their own kill markings and personal symbol on an aircraft: a personal kanji (marking) is found alongside the kill score mark-

ings. Both army and navy craft carry the markings on the left side only, under the cockpit, fuselage, or on the fin of the plane. Many times a lightning bolt is added through the symbol to illustrate a destroyed aircraft.

Soviet Air Force

Soviet pilots use victory marks on several types of aircraft. Most of the time the markings denoting a kill come in the form of the Soviet star. Variations are limited to placement of the stars on the craft, color and using the stars as borders. If the pilot has won a medal, they will paint a symbol for the medal onto the aircraft also. Common placement of kill marks is on the fin and rudders, the rear of the cockpit, or just under the canopy. Personal symbols are permitted.

Glossary

- A Force:** British organization; function is the exfiltration of escaped POWs.
- A-2:** Air Force intelligence.
- AA:** Anti Aircraft.
- Abwehr II:** Sabotage division of the Abwehr.
- Abwehr III:** Counter-espionage division of the Abwehr.
- Abwehr:** German military foreign intelligence service.
- ACC:** Allied Control Commission.
- Agent Provocateur:** An agent planted by the controlling authorities of a country to associate with (and in doing so uncover) foreign agents.
- All-Ways:** A fuse that is designed to function regardless of the angle at which it impacts the target. Used in grenades and some mortar bombs.
- Annulus:** Recessed part surrounding the percussion cap of a small arms cartridge, most times colored for identification.
- AP:** Armor Piercing.
- APC:** Armor Piercing, Capped. This is a steel projectile that has a cap over its tip to aid in penetration.
- APCBC:** Armor Piercing, Capped, Ballistic Capped. This is an APC projectile with additional thin windshield that gives better ballistic shape to the nose of the round.
- APCNR:** Armor Piercing, Composite, Non-Rigid. Tungsten-cored projectile that is used with a taper bore weapon, thus reducing the size of the round as it passes up the weapons barrel.
- APCR:** Armor Piercing, Composite, Rigid. Piercing projectile that uses a tungsten core built up to caliber with light steel and alloy components. It gives a high muzzle velocity but poor carry power.
- APDS:** Armor Piercing, Discarding Sabot. A tungsten-cored projectile consisting of a core and sheath made up to caliber by light alloys forming a sabot. Leaving the muzzle, the sabot is discarded leaving the sub projectile of the core and sheath to go to the target.
- Auxiliary Field:** A field close by a large airport, used for practice flights.
- B-4 bag:** Canvas luggage that converts to a hanger bag.
- Baksheesh:** Slang term for easy mission with no enemy encounters.
- Bandits:** Enemy planes.
- Barnstorming:** Flying around the country and stopping at small airfields to do air shows or to give passengers rides.
- Base leg:** Part of a flight's landing pattern. The base leg follows the downwind leg and proceeds the final approach to landing.
- Bathtub:** Ball turret on bomber.
- Bays:** Rooms with barracks. Each bay houses eight bunks.
- BBC:** British Broadcasting Corporation.
- BCRA:** Bureau Centrale de Renseignement et d'Action (de Gaulist secret intelligence agency).
- Beam:** A radio sound made up of combined dot-dash and dash-dot Morse code sound. Making a solid hum, this leads a pilot to the airport runway.
- Belly landing:** Landing without wheels.
- BI:** Dutch secret Intelligence.
- Big friends:** Bombers.
- Big jeep:** Large bomber.
- BIS:** Bureau of Investigation and Statistics (Chinese National Government's internal security and counter-Intelligence service).
- Biscuit gun:** This is an imaginary appliance to shoot food to pilots who are having difficulty landing.
- Blackout:** Unconscious state resulting from blood draining from the head, caused by pulling excessive G-forces.
- Blind:** Infiltration without prearranged reception.
- Blow:** Exposed, or revealed (blown cover).
- Blowback:** A system of operation of a weapon that the breech unit is opened by the pressure in the chamber, forcing the empty cartridge case backwards.
- Bogie:** Unidentified aircraft.
- Bomb up:** Loading up with bombs.
- BOQ:** Bachelor officers quarter.

Buzzing: Flying an aircraft fast and close to the ground.

CAA: Civil Aeronautics Authority.

Cadet widows: Girls that date many cadets.

Cannelure: This is the groove that is machined around the body of a bullet, most times for attachment of the cartridge case.

CAS: Civil Affairs Division (War Department).

Cattle wagon: A large open-windowed van used to transport personnel.

CD: OSS branch whose job is camouflage, censorship, and documentation intelligence.

CE: Counter Espionage.

CEA: Controlled Enemy Agent.

Cemetery: A place where all the beyond-fixing damaged aircraft are placed.

Chairborne troops: Non-flying personnel.

Chandelle: An abrupt climbing turn.

Chauffeur: Pilot.

Chinese landing: Landing with one wing lower than the other.

CI: Counter Intelligence.

CIS: Czechoslovak Intelligence Service.

City Team: Units of the OSS that are dispatched to enter newly liberated cities.

CLN: Comitato di Liberazione Nazionale (Italian resistance central committee).

Clocks: Instruments on panel in cockpit of aircraft.

Coffee grinder: An aircraft's engine.

Commercial license: A federal issued certificate allowing a pilot to carry passengers, or haul freight for hire.

Compensator: A gas deflector on the muzzle of a weapon that deflects some of the muzzle blast upward. In doing so, it forces the muzzle down and compensates for the tendency of the muzzle to rise during full auto fire. Found on some submachine guns.

Cone of silence: The air space above the intersection of four beams, where no signal is heard. Most times this is a point near a beacon close to an airport.

Conk: Sudden stopping of an aircraft engine during flight.

CPT Program: Civilian Pilot Training Program. A federal program to help people learn to fly aircraft.

Crab: An obvious sideways motion of an aircraft with respect to the ground, flying in a skid or sidewind.

Cross controls: A pilot uses opposing control surfaces to achieve an effect, like a skid or a slip or a crosswind landing.

Cyclic: Rate of fire of a weapon if fired continuously.

Deuxieme Bureau: French intelligence service of the French army, corresponding to G-2.

Dodo: Aviation cadet, one who has not yet soloed.

Double Agent: An agent that is working for one intelligence service, but is actually under the control of another.

Downwind leg: Part of the traffic pattern on an airfield. This parallels the runway opposite the direction of landing, and is the first leg of a flight.

Dry run: Practice, or rehearsal for a military operation.

Eggs: Bombs.

Fans: Propellers.

Fence hopping: a buzz-type maneuver where a pilot flies an aircraft so low, he has to hop the plane over any fences encountered.

Final approach: Last leg of the flight pattern, where the pilot descends the aircraft from the pattern altitude to the runway, most times into the wind.

Fixed round: A round of ammunition in which the projectile is rigidly attached to the cartridge and is loaded in one piece. The propelling charge is sealed off and can't be adjusted.

Flak happy: A condition that is a result of combat fatigue.

Flaps: A part of the aircraft's control surfaces, at the trailing edge of the wings. When lowered they cause increased lift and drag, allowing the aircraft to be flown more slowly.

Flying coffin: Dilapidated aircraft.

Gaggle: A group of aircraft in formation.

Geese: Bombers in formation.

Get cracking: Hurry up, show some action.

Glory wagon: Flying Fortress (B17).

Grasshopper pilots: Pilots who fly small aircraft, and land and take off from grass fields.

Greenhouse: The glass enclosure on a bombardier compartment.

Ground gripper: Non-flying personnel.

Ground Loops: High-speed skidding turn of an aircraft on landing, most times caused by loss of control.

Hang out the laundry: Dropping off paratroops.

Hangar flying: Conversation about flying.

Hangar pilot: Someone who does their best flying in conversation only.

Hanging on props: The near point of stall of an aircraft.

HE: High Explosive.

Headstamp: This is the stamping on the base flat end of a cartridge case that indicates the type of round and the maker.

HEAT: High Explosive, Anti-Tank. This is the abbreviation for hollow charged ammunition.

Hedge hop: Flying below the level of obstacles and popping up over them.

Hemp stretcher: A member of a balloon outfit.

Hit the silk: Bail out, jump from aircraft.

Hollow charge: A high explosive that uses its force to penetrate armor by forming the face in contact or close to the target with a conical or hemispherical hollow lined with metal.

Horizontal stabilizer: Fixed part of the tail section on an aircraft which helps stabilize the vertical axis, or pitch of an aircraft.

Hot pilot: A fighter pilot whose ability is recognized as superlative, or a fighter pilot who shows off or brags.

Hot plane: Aircraft that requires careful handling, in need of high take off or landing speeds.

In the drink: Forced landing in the sea.

Instrument Conditions: No visible horizon, or when the ceiling is lower than what is allowable for safe visual flying. The pilot flies via using instruments only.

Instrument rating: A federal rating allowing a pilot to fly legally in instrument weather conditions such as a storm.

Junior birdman: Recipient of air medal.

Junior prom: A hot mission.

Kiwi: A non-flying officer

Lazy eight: A maneuver that requires the utmost in skill and coordination, in which the aircraft's nose is made to do figure eight patterns, sideways of the horizon.

Link trainer: A device used in training, also known as the simulator. It has aircraft instruments and controls that can allow a pilot to train in instrument flying without ever leaving the ground.

Madhouse: The control tower.

Mae West: An inflatable life vest.

Milk run: A routine mission.

Mixture control: control switches in the cockpit of an aircraft that will allow the pilot to adjust the fuel air mix in the engine.

Mothballed: The term is used for old aircraft or equipment being put away for later use or even for sale.

Mustard cluster: The mythical award for poor bombing.

Muzzle break: A muzzle attachment for a weapon, which deflects some of the emerging gas to the side or slightly to the rear, causing a reduction in the recoil.

On the beam: Acting effectively.

On the deck: Minimum altitude flying of an aircraft, near ground level or water level.

Pad the log: This is the act of adding flight hours to someone's logbook. This requires permission from flight instructor, to sign for the time.

PDI chaser: Pilot.

Peashooter: Fighter pilot or fighter plane.

Peel off: Harsh turn of a corner, or leaving a group of friends.

Pencil pusher: A navigator.

Photo joe: A pilot of a single-seat recon photo plane.

Picklebarrel: The target in bombardier training.

Pitch: This is the up and down motion of the nose of an aircraft, over its lateral axis.

Pop ups: These are small sticks along the leading edge of the wings in some types of aircraft that show the pilot the flap position.

Private License: This is the federal license given to a pilot who has shown sufficient skill, and is allowed to carry passengers, only not for hire.

Prop control: A control in some aircraft that have variable-pitch propellers that regulates the overall pitch of the propeller blades.

Prop wash: Gossip.

Prop wash: The wind caused by the spinning propeller of an aircraft; sometimes this can be hazardous to aircraft taxiing, on takeoff or landing. This can be a real danger while attacking a large bomber formation from the rear.

Purple Heart corner: The outside plane in the lowest flying element of a bomber formation.

Rainmaker: A meteorologist.

Raunchy: A sloppy flying technique.

Redout: This is the form of semi-consciousness to unconsciousness caused by extreme negative G forces. This can be caused by high speed maneuvers in dog fighting, and sends too much blood to the head.

Ribbon happy: A pilot or airman with over-interest in his decorations and medals, and over-interest in collecting them.

Roger: I understand, or Message received.

Slow roll: This is a maneuver in which the aircraft is rolled along its longitudinal axis at 360 degrees, then returned to level flight.

SNAFU: Situation normal, all fouled up.

Snap Roll: This is an abrupt rolling maneuver in an aircraft which is done by pulling back the stick and rapidly applying full rudder in whatever direction of the desired roll. This results in a fast horizontal spin.

Socked in: Weather to the point that the ceiling is zero.

Solid bundle of blitz: Any large formation of enemy aircraft.

Spin: This is a maneuver done while descending; the aircraft descends vertically, spinning around on its vertical axis. This also can be a danger if it happens in combat.

Spinning your wheels: Wasting time, accomplishing nothing.

St. Elmo's fire: This is the phenomenon sometimes that can be seen in stormy weather at prominent points on an aircraft, ship or even land. It's the nature of a discharge of electricity.

Stall: This is a condition when the aircraft is put into a maneuver that exceeds the wing's capability to provide lift. This causes the nose of the craft to drop and the plane to lose flight speed.

Static bender: The radio operator.

Stick: The control device in an aircraft that operates the ailerons and the elevators. In some aircraft it is in the form of a U-shaped control column.

Stooge: The copilot.

Stratosphere Joe: A tall guy.

Stuff: Weather, also clouds.

Sweat it out: What the ground crew does, in other words wait expectantly.

Tail-end Charlie (Low-hole Charlie): Wingman in formation.

Togglier: The bombardier.

Tojo: A soldier who reads a lot of technical orders.

Tokyo tanks: Auxiliary fuel tanks.

Truck driver: A transport pilot.

Vertical stabilizer: This is the vertical section of the tail of an aircraft, attached to the rudder.

WAAC: Women's Auxiliary Army Corps.

WAC: Women's Army Corps.

WAFS: Women's Air Force Ferry Service.

Wash out: A person who has been eliminated from flight training school.

Washing machine: A flight commander's airplane for aviation cadet qualification flights.

WASP: Women's Air Force Service Pilots.

WAVES: Women's Appointed Volunteer Emergency Service.

Wilco: Will comply, or will do.

Wind tee: A movable structure on the ground used to show wind direction to aircraft.

Yaw: This is an aircraft's motion from side to side, around its vertical axis.

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Television/Video

Wings, Discovery Channel—History, details and anecdotes about various aircraft, sometimes from people who actually *flew* them.

Great Battle Of WWII Video (7-Volume set) Tells of the Navy and Marine Battle in the Pacific.

Die Deutschen Panzer Videos (Group of Eight Videos each one showing and giving information on the weapons of the German Army weapons.)

Single-Player Adventure: The Battle of Britain

1

The sun shines brightly as you look up from your lounge chair at the Debden Aerodrome, home of NO. 85 fighter squadron. It is August 18th, 1939 and you have been flying hard in the defense of Britain for a week now. Right now things are quiet; you are playing a nice quiet game of chess with squadron leader Peter Townsend. He was just telling you for the umpteenth time about how to beat a Bf 109. "I will never forget what I learned over Dunkirk, never climb, never dive, always turn." You and he had served together in 73 Squadron defending the Dunkirk withdrawal. Of course you hadn't been stationed in France for that, you are a member of the Unknown Eagles. You were on the continent for the sole purpose of obtaining a Nazi Fuel injector and you failed. The Bf 109 has a fuel injection system, which lets it climb and dive at rates that will cause your own Hurricane to stall, understandably fatal in combat. However, when the

Krauts invaded France, your services as a pilot were needed more than your attempts to try again to obtain a Messerschmitt Fuel injector. After the evacuation of Dunkirk you were reassigned to No. 85 with Townsend, and now after the German's latest series of attacks you and your mates have been run ragged, flying sortie after sortie, on alert for 12 hours a day. Townsend prattles on as he always does, trying to bore you into stupefaction so he can beat you at chess, again. He moves his Bishop to put you in check when the siren cuts through the still summer air, SCRAMBLE!

You leap from your chair, "accidentally" upsetting the chess game, sending pieces flying this way and that. There is a small secret grin on your face you run for your hurrie. You clamber in and the armorer finishes clamping down the plates for the ammunition as you strap in. Over your headset you can hear control already vectoring you towards a group of Heinkels at 10,000 feet or so. Following after your squadron leader you climb to 15,000 feet knowing that sometimes the gals at WAAF (Women's Auxiliary Air Force) get the altitudes wrong, and that could get a chappy dead. Shortly you spot the He 111 heading north. Crying "Tally Ho!" Townsend rolls in and dives on the bombers.

Choose:

A} Pounce on the bombers—Go to 13

B} Check your "6" for fighters—Go to 25

2

Turning, the Messerschmitt sails harmlessly by you and as it turns for another pass you easily slide in behind it and open up with your own guns. Roll a gunnery check/attack against a DV of 18 (DCV of 4)

A} Succeed, Go to 62

B} Fail, Go to 51

3

One of the other enemy fighters heads towards you, his own guns blazing with a fury to match your own. He flashes by you as you realize you've been hit. Blood oozes from your side where at least one piece of Nazi steel pierced your flesh. You suffer a +2 DV (-2 roll) penalty on future die rolls from the wound in your side, and you are basically out of action for this go-round. You turn towards home.

A} Go to 7

4

You roll in on a 109 and just when you are about to get your licks in, shots ring out from behind you and to your right as trip hammer blows rock your hurrie. There is a sudden and disturbing quiet as the engine seizes up and bursts into flames! Parts of your aircraft spray all over the countryside, oil pressure drops and you are barely able to control the unpowered plane as it plummets earthward. You regain enough control to put the plane down in only a half dozen pieces or so. Walking rather unsteadily from the wreck you make your way back you the aerodrome.

A) Go to 7

5

You go into a steep dive, hoping to lose your pursuer. Ominous sounds fill your ears as your super-charged but non-fuel injected engine strains and finally stalls. Managing to keep control of the plane as it plummets earthward unfortunately makes you an easy target for the Luftwaffe pilot on your tail. Taking full advantage of the opportunity, the enemy pilot fires a devastating fusillade. They right wing of your plane snaps off and sends your hurricane cart-wheeling out of the sky. Unable to bail out by the centrifugal forces and wounds sustained from the enemy barrage you die as your plane slams into the English countryside, marring an otherwise pretty little hill. THE END

6

Closing in on the furball, you spot a 109 that has strayed slightly from the rest. If you don't miss your guess he is busy looking for easy pickings of his own and you are able to sneak up on him. In a rather unsporting manner you wait until the last possible moment before opening up, so as to be as close as possible and do as much damage as humanly able. Roll a gunnery check/attack against a DV of 18 (DCV of 3).

A) Succeed, Go to 17

B) Fail, Go to 29

7

You arrive at the aerodrome tired. The Jerries have been running you guys ragged, and now is the quiet time, a wonderful short slice of peace between the intensity of the day and the chaos of night. You can see the pilots of the night fighters and bombers prepping their planes. But right now with the sun setting no one is in the sky. You begin to stretch out in a lounge chair to enjoy the brief respite from the war in the cooling English air. But no sooner are your eyes closed than someone is shaking you rather violently and shouting in your ears! Looking up you see one of the young apprentice armorers, "Sir! Sir! There are some men in the officer's lounge that want to see you right away. They said they would give me a quid if I fetched you right away!" At this the youth has such a large grin on

his face you half believe the top of his head is going to become separated from the rest of his body and fall to your feet. Standing and stretching you have an idea what the two mysterious gentlemen want. "All right Ricky, take me to them." The boy tries to hide his smile as he escorts you to the officer's lounge, enjoying being called by his nickname.

Entering the lounge you see the two men in suits and thank Ricky. Ricky however has different ideas, standing there with one hand palm up, coughing slightly. Exasperated you say to one of the men, "Just give him the quid or we will never hear the end of it." Laughing the taller of the two steps forward and drops the coin in Ricky's palm, causing him to scramble out with an even larger grin plastered across his face if such a thing is possible. Turning to the two gentlemen you are about to speak when the shorter of the two raises his hand. "You know why we are here, you are needed in London, ASAP." Handing you a large manila envelope and an electric torch, he continues "This is the background, read it on the way." With this you get into their car and take the drive into London. What would normally be an hour-long drive drags on for god knows how long. Between the nearly non-existent light cast by the blacked out head lamps, the road blocks, and getting lost repeatedly because all the road signs had been yanked up, it was quiet late by the time you pulled into Unknown Eagles Headquarters. (The HQ is on the outskirts of a quiet residential area. The building itself is a squat brick building, with a large banner across the front reading "Jones's Shipping".)

Along the way you were able to get quite a background and briefing on the task at hand. Seems that Germany has been working on a system to guide their bombers to their targets at night. RAF night fighters are proving ineffective and the anti-aircraft guns are more for morale than knocking enemy bombers out of the sky. The saving grace has been that Germany has had little luck hitting targets at night, and with the chain-home system, vital targets can be protected during the day. It seems that the Nazi scientists have managed to come up with a system that allows them to hit targets at night with great accuracy; it is called Knickebein. The Germans had recently tested the device against an oil refinery in the midlands. There was nothing left, putting the RAF into dire straits if shipments of oil from America did not continue. The Unknown Eagles know that there is a bigger target: Fighter command at Bently Priory. There is a spy somewhere, known only by the code name Hugin, named for one of Odin's ravens, who went out to bring him wisdom. The report in front of you is pretty sure that German intelligence has a spy in England who is vital to the targeting of the Knickebein system. Bently Priory is the hub of the chain home radar defense network, and if it gets knocked out, the battle for Britain may well be lost at a blow. Your mission is quite simply to stop this

spy with whatever means are available to you. You finally arrive at UE HQ and begin to confer with your associates as to the first step in catching this spy. After several hours of discussion, three options present themselves:

Choose:

A) Go after the spy with radio triangulation, Go to 19

B) Send a fake message to arrange a meeting, Go to 31

C) Try to find him with good old-fashioned detective work, Go to 43

8

You go to the local hotel and get a room. You come down the stairs and are heading towards the lobby when you catch a noise. It resembles a clicking noise, like Morse code or something similar, and it is coming from room 12.

Choose:

A) Burst into room 12, Go to 10

B) Talk to the manager to see who is in room 12, Go to 22

9

It takes you very little time to get the car south of Bently Priory, and you begin to look for an out-of-the-way place to put your car so the home guard doesn't find it and complicate matters. As you search you find a perfect spot, but it's taken! To your great surprise, there is a small car backed into a corner of the woods with branches and leaves obscuring it. You park your car boldly in front of the other guy's car and pop all his tires. Whoever the blighter is, they aren't going anywhere. With that small task taken care of, you grab your RF detector and head into the woods following the beam. After no more than 15 minutes you hear a voice speaking in low tones to your left. You of course creep in that direction, pistol drawn. As you get closer, you see a clearing up ahead, and you slowly approach it. Make a stealth roll at DV 20 (± 0 to Stealth Roll)

A) Made it! Go to 59

B) Muffed it! Go to 12

10

With your gun drawn you try the handle and find it locked. Raising your foot, you give the door a mighty kick. There is lots of splintering but the door stands; with a second kick you can see parts of the room through the splintered door, which stubbornly refuses to yield. With a great and final heave you kick and the door gives way, breaking away from its hinges and making a great clapping noise as it hits the floor. Surveying the tiny room you see a small bed, a writing table covered in wires, vacuum tubes, and every kind of junk. There is a small window next to the bed. As you begin to advance into the room, the barrel of a machine gun pokes its muzzle above the bed and begins to fire wildly in your direction.

Choose:

A) Return fire with your pistol, Go to 54

B) Run from the room, Go to 66

C) Drop to the floor, Go to 24

11

Dropping down under the heavy wooden table, you avoid the man's bullets as they strike the table and bench where you had been sitting. Drawing your own gun you peek out, intent on catching the man. When you come out from under the table he is just dashing out of the building. You hurry to catch him, but he eludes you. You search for more than an hour before deciding to give up the chase.

Choose:

A) Use radio triangulation to track Hugin, Go to 19

B) Do some detective work to track Hugin, Go to 43

12

You try creeping through the woods but apparently you are somewhat rusty, because as you get within sight of the clearing, you hear a voice shout "Who's there?!?!". Ducking down you try to think. You can see the man; he has a small hold-out pistol in his hand and radio gear at his feet. Thinking quickly, you reach down and grab a goodly sized rock and toss it off to your left. The nervous man fires two shots in rapid succession at the area the noise came from. You then step out of concealment with your gun trained on him. Each of you knows that his gun only had two shots, and they are both gone. You order him to turn off the radio gear and pick it up. He does so and lugs it back to your car. From there you radio Unknown Eagles HQ and in twenty minutes a small nondescript van pulls up and several men in various military uniforms hop out. They quickly take Hugin and handcuff him, and load all of his gear into the truck. You go to his hotel room and confiscate all the codebooks, ciphers, and everything else there in the room. With this data and equipment you will be able to fake Hugin's conversations with Berlin and the Knickebein systems. It is believed that with this catch, the Unknown Eagles will be able to delay the successful implementation of the Knickebein system until the boys in the lab can come up with a countermeasure. Congratulations on a mission well done. THE END

13

As you begin your dive on the bombers, you hear Peter's urgent voice nearly shouting "JERRIES, WE'VE BEEN BOUNCED LADS!" You look around like crazy and see a Bf 109 diving on you from about 7 o'clock, guns blazing.

Choose:

A) Continue your attack on the bombers, Go to 37

B) Turn left towards the enemy fighter, Go to 2

C) Dive to evade the enemy fighter, Go to 61

14

You dive in on the bombers, sliding right in front of the incoming German fighters. Heck, one of them had to pull up suddenly to avoid having you smash into him! The lads are breaking up the Heinkels; you can see them dropping their bombs onto an empty field so they can run home faster. Of course that doesn't help you much with this 109 on your tail firing wildly. Your only hope is to outfly him. Make a Piloting or Aerobatics (whichever is better) check against a DV of 24 (-4 to Roll).

- A) Pass a piloting skill test, Go to 37
- B) Fail a piloting skill test, Go to 61

15

With guns chattering you head towards the 109, and scant seconds before you collide with the other guy he bursts into a tremendous fireball. The plane suddenly pulls to the right out of your intended flight path. You sail by as the Jerrie explodes and rains debris on a thankful Britain. However, your own poor hurrie has taken a beating, and you realize that you are barely going to be able to nurse her home, let alone try to re-engage the Nazi bastards. So slowly you turn for home. Add one kill to your tally.

- A) Go to 7

16

You roll in on one of the bombers, staying out of the way of the unmanned tailgun, which begins firing blindly. Suddenly you start taking hits, the dashboard explodes and bullets rip through your body. Your hurricane slowly rolls over as consciousness ebbs from your body on a crimson tide. In slow motion you see the 109 that was behind you do a victory roll. THE END

17

The enemy plane slides into your reticule and you open up, sending a frightening amount of bullets at your opponent. Bits of fine German engineering spatter off your windscreen as the Nazi's plane starts to break up. Then with a sudden catastrophic explosion the Bf 109 explodes and you find yourself flying through a cloud of burning gas, jagged bits of plane, and exploding 20 mm shells. As you turn to rejoin the furball you find it's broken up already. The bombers are heading for home as fast as they can, their payloads dropped on an empty English field, and you doubt that all the 109's will make it home across the channel. Add one kill to your tally.

- A) Go to 7

18

There is a big furball and the bombers are unattended! It looks like everyone is so busy trying to get a victory against another fighter, that they have forgotten the bombers. Winging by the fight you close in on the disorganized Heinkels as they are

turning around heading for home. Their self defense guns fire inaccurately and you are busy trying to hit them while not being nailed yourself. Roll a gunnery check/attack against a DV of 22 (DCV of 7)

- A) Made it! Go to 30
- B) Missed it! Go to 42

19

You catch a quick nap and, as dawn breaks over London, you head off to Bently Priory. There are all sorts of equipment in the trunk of the small sports car you are issued. It does not take you long to reach Bently Priory, and you begin to think about where to set up your equipment and how to use it. You know that Hugin only makes short transmissions, but sends such messages several times in a period of about 2 hours, right around 1 o'clock. You think of 3 places to try your equipment from:

Choose:

- A) In an unused portion of Bently Priory, Go to 55
- B) At the local tavern, Go to 67
- C) From a local hotel, Go to 8

20

You are sitting very comfortably sipping some tea and glance at a clock down the street. Doubt begins to creep into your stalwart heart. Taking another sip, you try to reassure yourself that your contact will show up. Fix the carnation in your lapel. Have some more tea. Stay calm. He will come. You fidget nervously as your contact grows ever later. Perhaps they aren't coming. "Have you come to see the elephants?" a voice behind you says in an incredibly calm voice. Whirling at the sign, the counter sign begins to form on your lips when you see the man. He is a pale skinned man in a gray suit, with a wide hat obscuring his face to most of the people in the restaurant. He also has a Luger pointing at your head. Scrambling for your gun you try to out draw him. Make a Fast-draw check (or REF check if you don't have Fast Draw — DEX roll for HERO System)

- A) Made Fast Draw at DV 24 or REF at 26 (Made Fast Draw roll by 4 or DEX roll by 6): Go To 34
- B) Made Fast Draw at DV 20 or REF at 22 (Made Fast Draw roll, or made DEX roll by 2): Go to 46
- C) Failed: Go to 58

21

You quickly come up with a fantastic story about how you were serving in Debden with 85 Squadron when you were scrambled to meet an incoming Luftwaffe bomber group. While you were up there you saw a strange plane, which was much faster and more agile than anything else in the sky. You begin to draw liberally from every scientific bit of gobbledygook and science fiction story you ever read. You finish by telling them that when you gave your report to your superiors they must have

passed it on up, because the next thing you knew you had orders to report to Bently Priory ASAP! Between the scientific double talk, the thin veil of believability and the masterful rush of sheer verbiage you convince the gents to let you pass. You quickly stow your car, grab your gear and head inside.

Choose:

A) Go to a quiet part of the mansion and set up your radio direction finding equipment, Go to 35

B) Have a look around the grounds first, Go to 36

22

You go to the front desk and inquire after the manager, who is quickly summoned. You explain that you are a special adjunct to the RAF, and have been sent to check on anyone with radio or high tech equipment. "Just keeping everyone honest if you know what I mean." The manager nods and gives you a wink. "Keeping them honest, I am will be ever so glad to be of as much assistance as I can. Let me go get the ledger, and I can tell you about all of our guests." He leaves and returns shortly, "The only guest we have who had anything like what you're talking about is Mr. O. Don Hugin, a reporter from America. He is staying in Room 12." Thanking the man you hurry towards Room 12.

Choose:

A) Kick in the door, Go to 10

B) Knock on the door and say "room service," Go to 60

23

You try to draw your pistol but you can't reach it in time. In a far off and distant way you hear shot after shot. There is a ripping and tearing sensation as the slugs from the Luger slice through your body. You begin to slide to the left, leaving a bloody trail marking your descent. The last thing you see is the man in the gray suit running from the scene. Ashes to ashes, dust to dust. THE END

24

Dropping to the floor the barrage of bullet flies harmlessly over your head, ruining the decorations. Suddenly the bullets stop flying and you hear him trying desperately trying to reload his gun. You stand and cover him with your pistol. Seeing no option he surrenders, and within minutes of your calling Unknown Eagles HQ a van is out front and a half dozen men in plain suits show up to room 12 and discretely 'escort' Hugin to their van. You also confiscate his materials, the codebooks, ciphers, and everything else there in the room. With all this data and equipment you will be able to fake Hugin's conversations with Berlin and the Knickebein systems. It is believed that with this catch, the Unknown Eagles will be able to delay the successful implementation of the Knickebein system until the boys in the lab can come up with a countermeasure. Congratulations on a mission well done. THE END

25

As your mates swoop in for the easy pickings you take one last look around and spot fighters. German fighters! "Company ladies, Jerry's come to play." And with this bit of bravado you:

Choose:

A) Turn into the group of fighters, Go to 49

B) Dive in on the bombers, Go to 14

C) Dive to evade the enemy fighters, Go to 61

26

The sky is a buzz with action, the bombers have been scattered by the lads, and with numerous air duels being fought, and you have the luxury of being unengaged, so you can either:

A) Engage an enemy fighter, Go to 6

B) Engage an enemy bomber, Go to 18

27

Neither you nor the Messerschmitt pilot manages to hit the other guy with enough bullets to do much damage, and you zoom by one another. The Nazi continues on towards the main furball brewing behind you.

Choose:

A) Go after a 109 turning away from the bombers, Go to 4

B) Make a go on the bombers, Go to 16

C) Check your "6", Go to 28

28

When you check your "6" you see a Bf 109 closing in on you, with a few precious seconds to react and take evasive action. He is sweeping in from 4'oclock.

Choose:

A) Turn left, Go to 40

B) Turn right, Go to 52

C) Climb, Go to 64

D) Dive, Go to 5

29

You make several passes at the Jerry, and each time he is able to elude your guns. You dance in the sky, trying to get him in your gun sights and he is somehow always able to evade the righteous wrath of your guns. Finally with both his and your fuel running low the Nazi turns tail and runs. Unfortunately the 109 is faster than your Hurricane and you are forced to let him escape.

A) Go to 7

30

Dodging the bursts of gunfire from the bombers, you are able to get in close and hammer one of the bomber engines. Suddenly it bursts into flames and the plane pitches dramatically towards that side. Smoke and flames billow from the wing, as the Heinkels begins to lose altitude precipitously. You can see the crew bailing out of the stricken craft, parachuting into the waiting arms of the home guard. The other bombers start running for home,

as do the rest of the 109s. Unfortunately their greater speed allows them to outrun your pokier Hurricane. Add one kill to your tally.

A) Go to 7

31

Knowing the frequencies Hugin transmits on, it is possible that you will be able to arrange a meeting, and simply arrest Hugin when he/she shows up. With it decided the message is sent, and the meeting time arranged. You are to wear a carnation in your lapel and wait for Hugin in a local restaurant. Hugin will reveal himself with the sign phrase "Have you come to see the elephants?"; the counter sign is "No it isn't elephant season." You climb into the sports car issued you for this mission, its trunk filled with all sorts of goodies. The only things on your person are your pistol and the carnation. You arrive at the restaurant 5 minutes before the meet is set, and discover there are a number of places where you can sit.

Choose:

A) Take the table by the window, Go to 20

B) Take a booth in the far corner, Go to 32

C) Take a seat at one of the outdoor tables, Go to

44

32

Settling into the thick oak seat and table, you order some tea and pull out a cigarette, determined to wait for your contact. As you sip time passes, and as the time for the meet goes beyond the scheduled time you get a little nervous. But soon enough a pale man in a gray suit with a large hat enters the cafe. He scans the assembled patrons and locks his eyes on your lapel (and yellow carnation contained there), and then with you. With no delay he hurries over to your table, and when he arrives there is a split second when you realize this is not your contact. Without notice you realize he has a Luger in his hand, and his hand is coming up towards you.

Choose:

A) Duck under the table, Go to 11

B) Draw your gun, Go to 23

33

You mumble and stutter to the guards, trying to convince them that you need to get inside. "My...my.... My sister is in there! Yeah, she called me and told me that she's real sick and needs me. So you chaps got to let me in!" The old farmer just shakes his head, saying "Sorry that isn't going to cut the mustard, I would say that you will have to do better than that, but I won't have to will I 'cause I won't never see you again will I?" With this he pulls back the hammers on the double barrel shotgun, and they are incredibly loud. You nod and drop your car into reverse and back away from the crazy old farmer. Well you blew that, so now what?

Choose:

A) Go to a local tavern and see what you can turn up there, Go to 67

B) Check out a local hotel, see what turns up, Go to 8

34

He's fast but you are faster. In a single smooth motion you draw your pistol and fire, striking the man in the chest. Shock and surprise wash over his face as the blood rushes out of his features. The police rush to the scene and begin to cordon the area off and are busy interrogating you when the MI5 shows up and completely takes over. After some 40 minutes of grilling by the MI5, an officer sticks his head in and orders the two men grilling you out. He then locks the door behind them and turns to you, "I don't know what is going on here, but when I mentioned your name to the higher-ups they informed me that whatever was going on you were innocent of wrong doing and that I should give you all the information we had accumulated in our investigation. Well I say it stinks to high heaven, but I don't have much of a choice. We know that the guy you shot, his name is Franz Hoffman, and he's been involved with a number of the riots that broke out in Poland and other countries before the Nazis rolled in. We suspected that he was here for the same sort of mission; he's big, strong, and charismatic, but dumb as a post. When we searched his apartment, we found just what we expected, guns, knives, and propaganda." You know that this man is not Hugin; he doesn't have the brains to pull off the Knickebein coordination. He also didn't have any radio equipment. The real Hugin must have known it was a set-up and got Berlin to send Franz to kill whoever showed up to the meet. You thank the MI5 official and hurry back to town, only now you have to decide what to do next to catch your opponent.

Choose:

A) Use radio triangulation, Go to 19

B) Do some detective work, Go to 43

35

Finding a quiet little corner of Bently Priory isn't much of a problem, considering how large the place is. You begin to set up your equipment and suddenly realize that you are receiving a signal from outside! With some quick work you determine that the source is in the woods to the south of Bently Priory, and not too far distant. Abandoning your equipment, you grab your pistol and dash out to where Hugin is. You dash across the lawn and enter the woods with as much stealth as you can manage. Heading in the direction of the transmission you soon come across a small clearing and are amazed to find radio gear of all descriptions just lying about. Could Hugin have simply set this stuff up here and abandoned it? You kneel down to inspect the equipment when you hear three pops in rapid succession. You don't know what happened

for several seconds, until you realize that your body isn't responding to your commands anymore. You collapse onto the ground, feeling a warm wetness spreading over your body. Through your quickly closing eyes you see the man that must be Hugin, and you realize that you may have just cost the Britain Isles their freedom. With great guilt over your failure you draw your last breath. Ashes to ashes, dust to dust. THE END

36

Casually strolling the grounds of Bently Priory is not nearly as easy as one might expect. Avoiding home guard patrols and roaming eyes, you soon find yourself in the woods south of the mansion. You continue wandering looking for a clue when you hear it, a voice speaking low and in an foreign tongue. You begin to creep towards the noise.

- A) Pass a stealth test, Go to 59
- B) Fail a stealth test, Go to 12

37

Diving towards the Heinkels with a Messerschmitt on your tail is no easy task. Firing your guns in long streams on the bomber, you try to keep your guns on target while evading your Nazi shadow. You are about to dive right through the center of the German bomber group; make a Piloting check (Attack Roll) at DV 20 (DCV 5)

- A) Pass, Go to 38
- B) Fail, Go to 50

38

Streaking by the dazzled bomber crews, you manage to lose the 109 temporarily. Soon you see him coming towards you; guns blazing from about 4 o'clock high, he streaks down past you.

Choose:

- A) Dive after him, Go to 68
- B) Turn after him, Go to 39

39

The Messerschmitt begins a wide turn, coming up after you. Pulling in tighter than the Nazi can manage, you pull up behind him and struggle to get him in your sights. Make a Gunnery check (Attack Roll) at DV 20 (DCV 5)

- A) Pass, Go to 62
- B) Fail, Go to 51

40

The Messerschmitt pilot is unable to track your hard turn with his guns, and flies past. You pull in behind him and onto his tail. Make a Gunnery check (Attack Roll) at DV 20 (DCV 5)

- A) Pass, Go to 17
- B) Fail, Go to 29

41

As you pull back on the stick and throttle your plane slows down dramatically, and the Nazi pilot is taken aback, and flies right under your plane. You push the throttle to the stops and dive in on the 109 guns blazing. Make a Gunnery check (Attack Roll) at DV 20 (DCV 5)

- A) Pass, Go to 17
- B) Fail, Go to 29

42

You close in on the bombers and try to get your licks in. But it's like trying to run barefooted through a briar patch. While their fire is inaccurate the sheer volume is enough to give you a thorough scare as a string of bullets dance across the cowl of your hurricane and onto the bulletproof windscreen. Veering away from that stream of death you manage to avoid being shot out of the sky, but at the same time you lose your chance to down a Heinkels, this time at least. They flee homeward, as do their 109 escort fighters, though how many of their fighters will make it back home is unclear, as many will run out of petrol somewhere over the channel.

- A) Go to 7

43

You know that Hugin is operating in or around Bently Priory. You also know that the Knickebein system is turned on for almost 1 hour a day at 4pm. Unknown Eagles also knows that the frequency the beams come in on and their directions, namely in a nearly south-north pattern. You pick up a RF signal detector, and set out to Bently Priory. You stop on a road near Bently Priory, and put on the head set for the signal detector. Right as a nearby church bell announces the hour, a piercing beeping emits from the headphones, nearly deafening you. Quickly turning the volume down to a low roar, the beeping tells you that you are somewhere east of the signal.

Choose:

- A) Go north and work your way south down the beam, Go to 56
- B) Go south and work your way north up the beam, Go to 9
- C) Go to Bently Priory and have a look around, Go to 55

44

You are sitting outside enjoying the fresh summer air. The breeze carries to you the scent of baking cakes, and your mouth begins to water slightly. You relax with your cigarette and tea and watch people walk up and down the lane. Glancing at a large clock you notice that your contact is a few minutes late. However you are not terribly concerned, after all on a nice day like this, who could blame the chappy for being slightly tardy? Suddenly you hear a voice behind you say "Have you come to see the el-

ephants?" Turning to greet your contact you instead find yourself staring down the barrel of a large bore pistol. This is also the last thing you ever see.

THE END

45

You walk up to the bartender, and put a fiver on the counter. "Stouts and keep them coming." Without a word he pours the stout into a pint glass and slams it down in front of you, sending suds and beer everywhere. You also notice that the five-pound somehow managed to vanish in the same movement. After you down the first pint in record time a second miraculously replaces it. "Ain't you supposed to be up in the air, flyboy? Knocking Nazis out of the air stead 'o pounding back stouts like there is no tomorrow?" You look him dead in the eyes, and say "Give me something better than that. I am looking for a feller, don't know what he looks like but he has a lot of high tech stuff with him. Seen anyone fitting that description?" The bartender shakes his head, returning to the same glass he's been cleaning for 3 days you would guess, "I ain't never seen nobody." You produce a 20-pound note from your pocket and let its soft crinkle catch the bartender's attention. "But," the bartender continues, "I do got quite an eye for fancy gizmos, and I did see a lad with whole bunches of the stuff check into the hotel across the way. The guy who works their bar told me the blighter wanted to know if he could use the roof to send radio reports to America about the war. Apparently the guy is a Yankee reporter. That's all I seen, and your tab's run dry." He rather pointedly accentuates this point by picking up a baseball bat and setting it atop the bar. Taking the point you leave and head to the bar, inquiring with that bartender if he knows where the Yankee reporter is staying. Fortunately this bartender is in much better spirits and after only 5 pounds tells you that he hasn't seen him go out today, and his room is number 12. Thanking the man profusely you head up to room 12.

Choose:

A) Kick in the door, Go to 10

B) Knock on the door gently and say "room service", Go to 60

46

Your sudden movements throw his aim off slightly and his shot hits you in the left shoulder, but you barely feel it. Adrenaline pumping through your body, your pistol sights on his left eye. You see a look of horror pass through his face before you pull the trigger. You don't even hear the gun's report, you just see the man in the gray suit vanish from your gun sight. You stand and look down on what is left of the man, and as you stare down he starts to move. In fact, everything starts to shift and spin; you try to keep your feet but the ground underneath you tilts as a precipitous angle and you collapse. Dark spots dance across your vision and you

finally cease struggling to hold onto consciousness. When you awake you are in a hospital bed, your arm and shoulder are bound tightly against your body. You look up through gummy eyes and see a nurse stand and leave the room. Seconds later two men enter, both in plain brown suits, and they identify themselves as MI5. "We don't know what the story with you is, but we were told to tell you everything we learned about that man you shot. But first we got some questions for you, such as your name, rank, and what the hell happened." Still a little dazed you give your name and rank, and tell them that you were on leave, and decided to spend the day in the country, away from airfields and such. Next thing you know this guy comes up to you and pulls a gun. You of course drew your service revolver and returned fire. The two men shake their heads and sigh, "That's the story you are going to stick with, I assume." The talkative one comments. Sighing again he continues, "Well that 'guy' that just decided to shoot you is named Franz Hoffman, and he's been involved with a number of the riots that broke out in Poland and other countries before the Nazis rolled in. We suspected that he was here for the same sort of mission. He's big, strong, and charismatic, but dumb as a post. When we searched his apartment, we found just what we expected: guns, knives, and propaganda." You know that this man is not Hugin, he doesn't have the brains to pull off the Knickebein coordination, and he also didn't have any radio equipment. The real Hugin must have known it was a setup and got Berlin to send Franz to kill whoever showed up to the meet. You thank the MI5 official and hurry back to town, only now you have to decide what to do next to catch your opponent. Keep in mind however that since you are injured, all future rolls will be with a +2 DV (-2 roll) penalty.

Choose:

A) Use radio triangulation, Go to 19

B) Do some detective work, Go to 43

47

Heading into the woods, you stealthily travel south. After a few minutes you hear footsteps crunching through the undergrowth. There are voices too, and you realize that this must be a British patrol and you quickly take cover. You see them tromp by, not 3 meters from your hiding spot. You realize that these men are British Army and not just home guard units. They quickly pass by and when you think they are gone you continue on your way. Just as you begin to get under way, you hear a shout behind you "Halt or we'll shoot!" Knowing that time is vital and that you don't have time to explain yourself to both these guys and catch Hugin, you run for it. Several shots ring out but they are shooting blindly, the thick forest giving you ample cover. You dash out of the woods and hop into your car, driving away as fast as you can. When you are safely away you slow down and think about your

next move.

Choose:

A) Try to pick up Hugin's trail in town, Go to 43

B) Try to arrange a meeting with Hugin, Go to 31

48

The door is locked, and you decide to kick it in. With a single good kick, the door slams open, the wooden frame giving way. You enter the room with gun drawn, but find no one in the small space. It is apparently empty.

Choose:

A) Try room 12, Go to 10

B) Try room 14, Go to 53

49

You turn into the enemy fighters, and they are apparently taken by surprise by this bold move. Many scatter trying not to collide with this suicidal Englishman. Now is the perfect time to show off your gunnery and piloting skills. Make a Piloting check/skill roll at DV 20 (± 0) and a Gunnery check (Attack roll) at DV 22 (DCV 7)

A) Pass Both, Go to 62

B) Pass Gunnery/attack roll only, Go to 15

C) Pass Piloting roll only, Go to 27

D) Fail Both, Go to 3

50

Trying to control the plane, dodging gunfire from both the bombers and the fighter on your tail proves too much. Miscalculating the speed the Heinkels were traveling at, you slam into one instead of diving between them. The bomber spins out of control, her crew scrambling for the exits, but you are not so lucky. Your Hurricane becomes a funeral pyre tumbling out of the sky earthward. Ashes to ashes, dust to dust. THE END

51

You are unable to draw a bead on the 109 pilot and he manages to get away from you, using his better speed to get away and back into the main furball brewing behind you.

Choose:

A) Go after a 109 turning away from the bombers, Go to 4

B) Make a go on the bombers, Go to 16

C) Check your "6", Go to 28

52

The Luftwaffe pilot swings onto your tail and starts firing. Mind racing, you try to figure out what your next move is, and what to do to keep from getting shot to pieces.

Choose:

A) Pull back throttle and stick, Go to 41

B) Dive and pull to right, Go to 5

C) Turn right, Go to 65

53

You try the knob for room 14 and find it is open. Throwing the door wide you burst in, gun drawn. Unfortunately this is not Hugin's room; it belongs to some very nice lady who was in the process of getting dressed when you burst in. She screams in terror not once but twice, the first time at having someone burst into her room the second time upon seeing your gun. After she starts the second scream she faints dead away, hitting the floor with a not-so-soft whump. You lock the door and close it, re-entering the hall.

Choose:

A) Try room 12, Go to 10

B) Try room 16, Go to 48

54

With bullets flying wildly all around you, you draw your pistol and begin to take aim on where Hugin is. Then the barrel of the machine-gun drops and sweeps across the room, hitting you in the chest and abdomen. You collapse from the hits and look up into Hugin's face as he comes out from behind the bed. "Which one you with, huh? MI5 maybe? OSS? Doesn't matter, not for you at least." With that, he pulls out a small hold-out pistol and shoots you once in the head. Ashes to ashes, dust to dust. THE END

55

You begin to pull up to the mansion that is Bently Priory (and HQ for all of Britain's air defenses), when you come upon a roadblock. It is manned by three men from the home Guard. A grizzled old farmer in overalls armed with a shotgun mans the sawhorse roadblock, and a pot bellied business man with a WWI-vintage machine gun. A spindly kid barely 12 stands armed with a pitch fork down the road. You pull over and the farmer comes up to you and politely a demand "Name and business." Now of course you are a pilot officer. Where air defense HQ is located is a secret most are not privy to, and this calls for some fast talking. Make a Persuasion check/roll at DV 20 (± 0 roll) or a PRE check at DV 22 (-2 roll)

A) Pass, Go to 21

B) Fail, Go to 33

56

In a few short minutes you have driven north of Bently Priory, and find a relatively secluded place to stash your car. Wouldn't do for the home guard to find it before you were done. With your RF detector in hand you begin to head south, following the beam. You notice as you travel that it seems to move around somewhat, and you are not sure why. At first you chalked it up to a city boy in the woods, but after 20 minutes you are sure it's moving. After an hour you come within sight of Bently Priory.

Choose:

A) Head into Bently Priory and take a look around. Go to 35

B) Head into the adjoining woods, Go to 47

57

After setting up your monitoring equipment, you are expecting a long vigil when you suddenly realize that your equipment is detecting a signal nearby. You fiddle with knobs and dials, trying to fix in on the signal. You manage to determine that it is coming from the hotel across the street, from the first floor, facing south. You dash over to the hotel, leaving your equipment at the booth, and enter the hotel. Walking down the corridor where all the guest rooms are, you see that there are 3 south facing rooms, numbers 12, 14, and 16.

Choose:

A) Go into room 12, Go to 10

B) Go into room 14, Go to 53

C) Go into room 16, Go to 48

58

Reaching for your gun, you tug at it ineffectually. The man in the gray suit very calmly blows your brains out. You tumble out of your seat, knocking your cup of tea over, and making a mess on the floor, not that you care—you are past caring about such things. Ashes to ashes, dust to dust. THE END

59

With great stealth and finesse you creep out of the woods and see a man with headphones on talking into a microphone, both of which are attached to a great mass of radio gear of all descriptions. This man is Hugin, and when you get close enough you pick up a rock and toss it at him. The contact jolts the man like an electric shock; he jumps, dropping the microphone and yanking the headset off and starts to reach for a gun in a shoulder holster. However, when you sees you with your gun drawn he instead slowly raises his hands. "Hugin I presume?" you ask in a only slightly sarcastic manner. You order him to turn off the radio gear and pick it up. He does so and lugs it back to your car. From there you radio Unknown Eagles HQ and in twenty minutes a small, non-descript van pulls up and several men in various military uniforms hop out. They quickly take Hugin and handcuff him, loading all of his gear into the truck. You go to his hotel room and confiscate all the codebooks, ciphers, and everything else in the room. With all this data and equipment you will be able to fake Hugin's conversations with Berlin and the Knickebein systems. It is believed that with this catch, the Unknown Eagles will be able to delay the successful implementation of the Knickebein system until the boys in the lab can come up with a countermeasure. Congratulations on a mission well done. THE END

60

As you head up to room 12 you grab an empty tray, and a large white napkin which you drape over the tray. You reach room 12 and with your pistol in your waistband knock on the door, "Complimentary room service sir." You intone with as much class as you can muster. Then you withdraw your pistol and place that hand at your back. The man in the room opens the door and is about to ask what is going on when you slam the tray into his face, pushing him back into the room. Quickly you overwhelm Hugin, and tie him up. Within five minutes of your calling Unknown Eagles HQ a van is out front and a half dozen men in plain suit show up to room 12 and discretely 'escort' Hugin to their van. You also confiscate all his materials, the codebooks, ciphers, and everything else in the room. With all this data and equipment you will be able to fake Hugin's conversations with Berlin and the Knickebein systems. It is believed that with this catch, the Unknown Eagles will be able to delay the successful implementation of the Knickebein system until the boys in the lab can come up with a countermeasure. Congratulations on a mission well done. THE END

61

As you begin your dive to evade the enemy fighters, your piston-driven engine stalls. As you think about it in the few short seconds you have, you really should have expected it. Bullets rip through your hurrie and the engine explodes into flames. Knowing you can get another plane, you decide it's time to hit the silk. Flames biting at your flight suit, you pull back the canopy and start to climb out, when a second barrage slams into both you and the plane. Your limp body slides back into the cockpit as the plane falls earthward. Ashes to ashes, dust to dust. THE END

62

The 109 comes into your sights and you open up, your full barrage of machine guns ripping the other guy's plane into pieces. The left wing suddenly comes off in a spray of burning petrol and lubricants. The Messerschmitt tumbles briefly until the other wing comes off and the fuselage drops to the ground like a stone. Add 1 kill to your tally

A) Go to 26

63

HEY! No peeking, keep your eyes on your own work! You are only supposed to read the sections you are directed to! GIVE ME 20 PUSH-UPS NOW, RECRUIT!!! COME ON WHAT ARE YOU WAITING FOR!!!!

64

The stick fights in your hands as you haul back on it, causing your hurrie to climb. The Nazi fuel injection system in the Messerschmitt is your undoing—that and a hail of cannon fire. Just before your

engine gives out the Nazi gets a bead on you and starts pounding your plane without mercy. You wisely hit the silk before something less pleasant hits you. You watch as you slowly descend earthward the battle that rages about you. Eventually the bombers get turned around and run home, their bombs dropped on empty fields, and the 109s also begin to retreat home. No doubt some won't make it, running out of fuel somewhere over the channel. This thought warms you as you descend, imagining the fellow who shot you down floating somewhere in the channel.

A) Go to 7

65

You pull your Hurricane violently to the right, hoping that the sudden move will throw the Luftwaffe pilot off. It doesn't. Shells rip through your plane, damaging several important-sounding parts. Smoke billows from the engine and the plane takes on a violent and disturbing shake that pops out at least one of your fillings. You are lucky enough to have some limited control over the plane, and apparently the Luftwaffe pilot is happy enough with downing you. You manage to make a not-so-gentle landing on a small country road, coming to rest 50 yards from an ambulance crew on a lunch break. They rush to the smoking plane and drag you out, in spite of your claims of being uninjured. After they check you out, they give you a lift to your aerodrome.

A) Go to 7

66

Diving for the door, you just manage to avoid the worst of the barrage the spy throws at you. However, you still take a hit in the shoulder, and between that and leaping into the door jam you manage to make a pretty convincing corpse. You awaken in the room some time later to the wail of police sirens. Deciding that this is not the place to be when they show up, you struggle to your feet and out of the hotel. After a little bit you make your way to your car, clean and dress your shoulder wound, which turns out to not have been as bad as it could have, and put on a new shirt. Thus, looking once again like a member of the living, you commence back to your task: find and catch Hugin.

Choose:

A) Try to get him by radio triangulation, Go to 19

B) Arrange a fake meeting, Go to 31

67

You walk into the local tavern. It is dark and a slight haze fills the air. It is early yet, so there are not many patrons here yet. The bartender looks up from the glass he was "cleaning" when the light from the open door spills into this dark cave. He looks at your uniform for a moment, then snorts derisively and

goes back to "cleaning" the glass.

Choose:

A) Talk to the bartender, Go to 45

B) Take a booth and set up your RF detector, Go to 57

68

You dive after the 109, but suddenly your piston driven engine gives out, and your plane begins to free fall. Desperately you try to restart the motor but it won't give. Knowing that the plane is doomed you decide to hit the silk, instead of the ground. Your plane had fallen so far out of the sky that no one was chasing it. This is both a good and a bad thing, good because there isn't a Nazi pilot aiming for you whilst you are helpless in a parachute, but the other hand it means that you are going to slam into the ground really hard. When you do hit the ground you are surprised at just how little damage you managed to do to yourself. You only suffer a +2 DV (-2 roll) penalty on future die rolls from your sprained ankle.

A) Go to 7

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Late 1998-early 1999

Bright Future Source Book 3: To the Stars. (Space is a dangerous place; this book tells you why. New races, planets, equipment and adventures.) 1999 by Dave Newton.