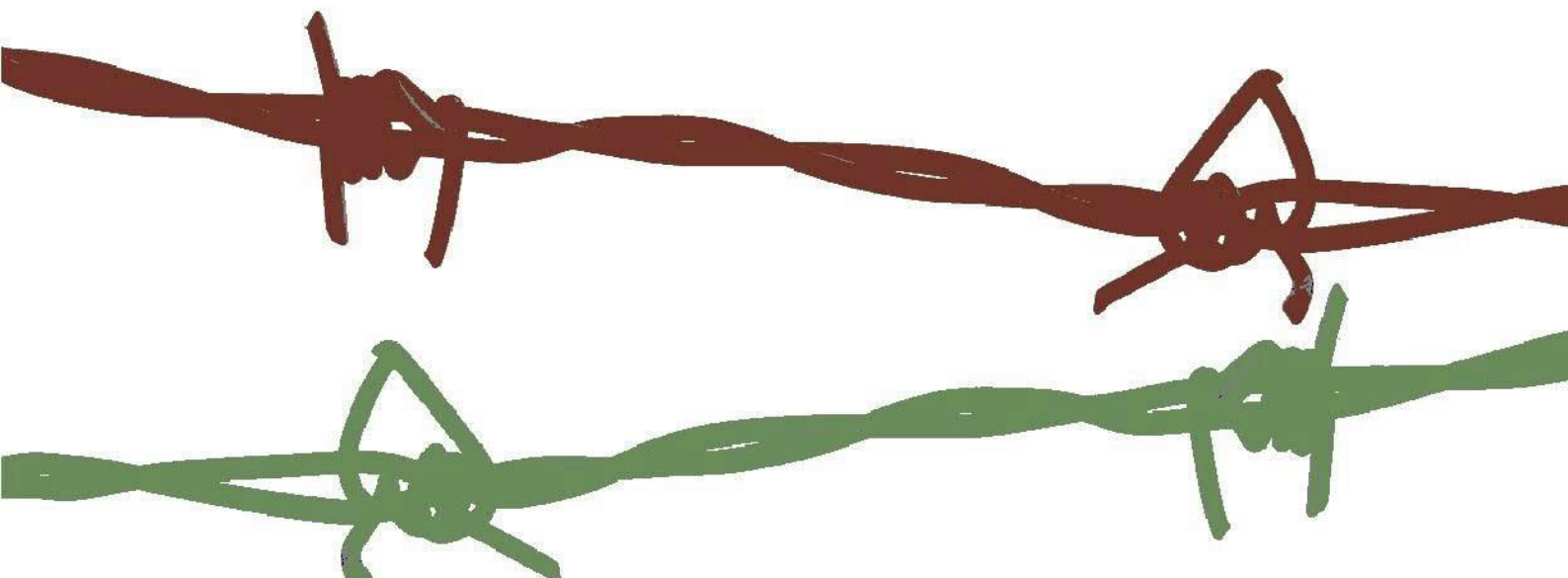




# Over the Top

Character Primer



**Labyrinth Lord**  
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2364: The war, mostly on the continent of Magos, between the Elven Compact and the Alliance of Many. Now nearly a year old, the Great War has seen trench lines divide Magos and war divide her nations. Across the continent the magic of Magos' antiquity mixes with the industry of her today, producing monstrous mechanisms for a conflict with no end in sight.





## The Great War

### History

In the year 2363 the Great War began. Nearly a decade ago, when Svartheim formed from the Elven Princedoms, it entered into a compact with Alheim - a neighbouring, Elven ruled kingdom, creating the Elven Compact. The other industrial kingdoms, fearing a consolidation of Elven power prompted Albion, Keltion and Durwuz Ruf to form the Alliance of Many. Both the Compact and the Alliance had mutual defence clauses.

Plans were made, arms were built. But war never came until Alheim began to expand into the Border Crowns - an area that acted as its buffer with Durwuz Ruf which the latter thought of as its own but never formerly recognized. Alheim expanded into politically neutral territory. Durwuz Ruf responded to the invasion. In accordance with their mutual defence pacts, Svartheim declared war on Durwuz Ruf while Albion and Keltion declared war on both Elven kingdoms. The advances of the Compact were checked in the east in Durwuz Ruf and the west in Keltion. Trench lines were formed. What began as a war on the move became a war of attrition.

### The Alliance of Many

#### Albion

Notables: Prime Minister Jasper Winthrop, Queen Aeridel Churchill the First (formerly Durinhel the Third, but changed to distance themselves from Svartheim).

Demographics: 52% Human, 41% Elf, 7% Other.

National Emblem: A silver Unicorn.

The Giant, Albion. Over the last hundred years Albion has built herself an Empire from colonizing the kingdoms of the world beyond Magos. An Elven crown with a human parliament, the Elven monarchy is thoroughly intertwined with their predominantly human government. While Albion sports a massive army, it is scattered into woefully small forces across the face of their empire.

#### Keltion

Notables: President Pierre Sussure, a Human.

Demographics: 23% Dwarf, 23% Elf, 23% Halfling, 23% Human, 8% Other.

National Emblem: Rooster.

A mixed society, since its revolution some quarter-centuries ago Keltion has featured a broad intermixture of races - Humans, Dwarves, Elves and Halflings. A democratic and industrial society, Keltion rewards education and labour. With trench lines now stretching across its body, however, Keltion is treated rudely by the circumstances of the Great War.


#### Durwuz Ruf

Notables: King Gunni the Twenty-Second.

Demographics: 86% Dwarf, 14% Other.

National Emblem: Dire Bear.





Frozen land of the Dwarves, their ice imbedded cities have long been industrial and their society staunchly feudal. The nobles and their King own all the industry, and the peasants are naught but extensions of the factory and its functions. For years, however, the Dwarf society has had an underground resistance brewing. With trenches now on the borders of their land, perhaps the fires of rebellion are about to spark.

## **The Elven Compact**

### **Alheim**

Notables: Grand Duke Zurithun Neesther.

Demographics: 26% Human, 24% Dwarf, 23% Halfling, 18% Elf, 9% Other.

National Emblem: Eagle.

An Elven monarch ruling over a population of other races, Alheim is an old and yet still growing empire. Its current ambition, however, has been something of a catalyst for the state of warfare across the globe with their rapid expansion into lands bordering Durwuz Ruf seeing the two Kingdoms and their allies bump heads.

### **Svartheim**

Notables: Grand Chancellor Utheran Mar the uniter of Svartheim, Crown Prince Seron Durnhel

Demographics: 83% Elf, 17% Other.

National Emblem: Two-headed Owl.

Land of the Elves, a kingdom of mana and iron. Svartheim has existed for little more than a decade, having being united a short time ago (especially in Elven terms) from over three hundred or so individual Elven crowns. A nation of nations, Svartheim became the model society, balancing industry and magic, nature and urbanization, in equal measures. The war tests this blend.

## **The Western Front**

The Western Front is a series of trenches that run from coast-to-coast across Keltoin, at times veering into Svartheim and running through Alheim. The trenches themselves are ditches deep enough to stand in, zigzagging their way across the landscape. On both the Alliance and Compact sides of the front, there are machine gun nests dotting the landscape, cutting down any soldier foolish enough to put his head over the top. Artillery stationed behind the front lines rains down maelstrom of shrapnel and gas for periods stretching from mere seconds to a few days at a time.


### **Geography**

#### *Monkel*


In the days of Magos' antiquity, Monkel was a city built and ruled by Giants who held other races as food and slaves. Eventually, the Giants were slain by the hero Brabo and his army. Currently held by Compact forces, the port-city of Monkel was heavily fortified even before the War.

#### *Mors*

A lumber town built during the Age of Industry, Mors was built on the back of demand for the arcane wood from the Morwood Trees. As such, Mors was both growing and thriving at the onset of the war and its construction was both recent and sturdy. With the treacherous Morwood at its back, Mors has become a prime tactical position in No Man's Land, a hold outpost and foothold halfway to the enemy lines.







## *Morwood*

Morwood was a dense and heavy woodland within Keltoin. In Magos' antiquity, Morwood was part of the kingdom of the Woodland Elves and known as a wild place of magic and monsters. Despite the independent nature of its inhabitants, Morwood joined Keltoin at the dawn of the Industrial Age. The rich, arcane, lumber of the Morwood trees were garnered a hefty sum – one too high for the Elves to ignore. While logging was permitted in Morwood after this time, it was strictly controlled by the Elves themselves fostering the transformation of the Woodland Elf into the Workshop Elf and the foundation of Mors, a nearby village supported by Morwood's lumber industry. Both became abandoned early in the war and Morwood has regained some of its old, wild magic.

## *River Nails*

Chocked with dead and waste from the fighting, between Mors and the Compact trenches the River Nails has become something of a makeshift dam. The Damnation soldiers have colloquially called it. Here the dead – new, old and extremely old – have been rising in mass, forming something of a makeshift army of the dead – all they wait for is a powerful Necromancer or similar force to step in and take command.

## *The Kingdom of Sion*

A freehold city-state in its antiquity, while Sion had joined Keltoin the "Sionese" were always regarded as something of an odd bunch. Early in the war, the armies of Svartheim attempted to occupy the city of Sion. They found the gates locked and the skies of Sion obscured by arcane thunderstorms that harrow any aircraft that approach. The Alliance forces found the same and in the end it has proven easier to fight around Sion than enter it. No one knows what is going on inside Sion and the city has since been nicknamed the Kingdom of Sion for its impregnability.

## *Themar*


Like Mors, Themar was one of Keltoin's many small, regional villages with a folkish history all its own. In the days of antiquity Themar, legend said, had a hidden treasure dwelt within the village. This brought much trouble to Themar and the villages built a fearsome Golem to protect themselves. During the Age of Industry, things settled down a bit and Themar turned into a tourist destination with many visitors now coming to see the town's Golem protector and have their photograph taken with it. While Themar lay abandoned in No Man's Land during the war, its Golem has vanished and many suspect it lays hidden in the village still protecting the fabled treasure.

## *Ulth*

Since before Magos' antiquity Ulth has been a holy site of Bast, the feline goddess and the Cathedral of Cats, along with its surrounding township, was once the seat of her worship. Ulth was thus a site of pilgrimage for devotees of Bast along with those seeking to learn martial prowess or relief from diseases. The great Cathedral still stands, for the most part, but its halls lay absent and empty of Bast's Clerics. Prior to the war Ulth was rife with cats, however, and if reports are to be true the area's feline inhabitants still remain within the cathedral and town.

## **Distances**

The units of distance used on the maps of Magos are Hand, Bone and Nails. The system of measurement was created by Keltoin's Queen Maria Ajaccio X in 2262 as a means of codifying the varied metric systems of Magos. As a general rule of thumb, a single Nail is roughly equivalent to what we might call a Mile. Following this logic, 100 Nails equates to a Bone, and 9.5 Bones equates to a Hand.





## Your Hero at War

### The Squad

The armies of the Western Front are made up of Divisions, Brigades, Regiments, Battalions, Companies, Platoons, Sections, and finally: the Squad. The Squad is generally four-to-ten soldiers (in other words, the same number of people required to play a Table Top RPG). The majority of a squad will generally be line infantry, with a number of specialist soldiers incorporated for support with magic or heavy weaponry. Naturally, with casualty and circumstance, the proportions can get a little skewed.

### *Cleric*

A mixture of medic and monster-hunter, Clerics are a key support soldier and most squads will contain at least one. With so much death on the battlefields of Magos, undead and other monsters are ever-present. To combat the menaces of the battlefield, the Cleric will typically be armed with magic to heal injured soldiers along with detecting and deterring magic and monsters.

Typical Equipment: Backpack, Bedroll, Boots, Canteen, Cap, Gas Mask, Helmet, Mace, Pants, Potions of Healing x2, Scale Mail, Shirt, Trench Shovel.

### *Dwarf or Halfling*

A Dwarf or Halfling is typically designated as assault troops. Armed with shotguns, grenades and shields, the Dwarf or Halfling is intended to both suppress enemy assaults and sweep seized trenches of survivors. Their shields can typically be interlocked to form a phalanx or wall, essentially creating an additional barrier against assault or a bottle neck in narrow enemy trenches. Likewise, both types of Demi-Human are also employ as ambushers – albeit with different stances. Dwarves are employed as under-miners – burrowing under No Man's Land and into enemy trenches – while Halflings act as ambushers in No Man's Land itself.

Typical Equipment: Backpack, Bedroll, Boots, Canteen, Cap, Dagger, Gas Mask, Grenades x2, Helmet, Leather Armour, Pants, Potions of Healing x2, Shield, Shells x20, Shirt, Shotgun, Trench Knife, Trench Shovel.

### *Fighter*


On the battlefields of the Great War, the standard Fighter is considered the “stock standard” soldier, armed with a rifle. While they can and sometimes do assume a variety of roles and positions on the battlefield as per the whims of their generals, the Fighter typically is given the task of storming across No Man's Land and taking the enemy's trench.


An Elf may also fulfil the Fighters role on the battlefield.

Typical Equipment: Backpack, Bayonet, Bedroll, Boots, Canteen, Cap, Gas Mask, Helmet, Leather Armour, Magazine x3, Pants, Potions of Healing x2, Rifle, Shirt, Trench Knife, Trench Shovel.

### *Magic-User*

The Magic-User brings terror to the battlefields of the Great War. Trained in magic, the Magic-User's role is generally not to kill the enemy (though they are frightfully good at that) but to demoralize them. Lightly armored, Magic-Users are generally not deployed at the forefront of battle as a Fighter might be but rather at the rear of the Squad or in Magic-User only ambush squads. Though their effects can be terrifying when unleashed at short range, once the element of surprise is over the Magic-User's ability becomes limited.





An Elf may also fulfil the Magic-User's role on the battlefield.

Typical Equipment: Backpack, Bedroll, Boots, Canteen, Cap, Dagger, Gas Mask, Magazine x3, Pants, Pistol, Potions of Healing x2, Shirt, Spell Book, Trench Shovel, Wand of Detecting Enemies.

### *Thief*

The Thief is intended to be a scout, spy, guide and trap master all in one in the trenches of Magos. An all-important and somewhat precious position in the trenches of the Great War, the Thief is responsible for spotting and disarming traps such as barbed wire. They also use their stealth to sneak into the enemy trench, disabling their sentries, or spending hours in a snipers nest.

Typical Equipment: Backpack, Bayonet, Bedroll, Boots, Canteen, Cap, Dagger, Gas Mask, Helmet, Leather Armour, Magazine x3, Pants, Potions of Healing x2, Rifle, Shirt, Thieves Tools, Trench Shovel.

### **National Variations**

Since the war began, the Alliance of Many Races and Elven Compact have been spoken of in broad strokes as two monolithic rivals. As far as who is shooting at who is concerned, this is true. At the same time, while the squad itself is "standard" to Magos, each nation and their culture have produced a variation based on their demographics, history and the makeup of their military. And while the Alliance and Compact are currently battle-brothers with a joint command, each is in truth individual nations bound together to make a whole. Their armed forces, while allied are distinct.

### *Albion: The Hodge-Podge*


At the dawn of 2363, the armies of Albion mostly consisted of an expansive navy, various colonial militia and the Queen's Guard – a small but elite standing cavalry army, exclusively made of Elves. When Svarthheim crossed into Keltoin, the Queen's Guard responded and was promptly shredded by enemy machineguns. Since the loss of the Queen's Guard, Albion has expanded its core continental army to include a standing force of mainly infantry with cavalry providing logistical support. Most members of the Albion forces today are no sooner recruited – mostly through conscription – than shipped off to the front line. While its cavalry is still mostly Elf, its infantry is largely a hodgepodge. While a difference in race and personal ability is recognized by the quartermasters and in issuing equipment, the units themselves contain a rather fluid mixture and it is not uncommon to see a Human Rifleman fighting with a Dwarf, Cleric and Magic-User for instance.


### *Alheim: The Imperial and the Commoner*

The army of Alheim has traditionally had two arms. The Imperial Cavaliers, an elite cavalry guard exclusively made of Elves. Many of these Elves are of noble stock, though many are not and in this way the Imperial Cavaliers provide racially specific social mobility. None of the Imperial Cavaliers are found in the trenches of the Great War, though they are employed in for specific offensives, they are not the rank and file soldier who live day-to-day in the trenches. This role is reserved for the Commoners Guard, a collection of every non-Elf race dwelling in Alheim. Thus every day squads for Alheim generally contain a varied collection of Human, Halfling and Dwarf.

### *Durwuz Ruf: The Trench-Stormers*

The Jarls and Thaners of Durwuz Ruf are largely concerned and bound up in the conflict on the Eastern Front. Here the majority of squads occupy either a staunchly Dwarf core of assault storm troopers or a collection of





conscripted peasant minorities, the latter being largely disposable. With a conscript rush across the frozen No Man's Land as a distraction, a fast approaching Dwarf phalanx can make a fearsome opponent indeed.

### *Keltoin: The Elite*

The armies of Keltoin had been divided along the lines of race and ability into distinct corps. Martial minded Humans and Elves formed a Warrior Corps (rifleman infantry) while Elves and Human Magic-Users formed the Mage Corps (counter-espionage). This is followed by a Cleric Corps (hospital and support), Dwarf Corps (crewing machine guns, artillery, tanks and so forth), Halfling Corps (guerrilla skirmishers) and Thief Corps (espionage) and so forth. As such, Keltoin's squads are exclusively of made of one soldier Class rather than many. Small and elite, the various divisions of the Keltoin army made its military small and equipping it expensive. But the nation makes up for its lack of numbers with the Keltoin Legion, an expansive and disposable mercenary army paid for by the nation and welcoming anyone into their ranks, no questions asked.

### *Svartheim: The Magier*

Arising from the Elven Princedoms, the army of Svartheim had been stripped down to its base, modernized with soldiers organized into a rank and file based on Race and ability. At its core, the Svartheim army is made of a component of Elf citizen-soldiers, demanding reserve military service from one adult Elf from every couple. Capitalizing on the Elf's natural abilities, these soldiers are termed Magier and are trained in both martial and magical arts. Fully mobilized, Svartheim's forces present a highly skilled and numerous force.

### **Pay, Supply and Rewards**


Remember that heroes in the Party are soldiers in their nation's army. They are not roguish adventurers roaming the land on some noble quest. In that vein, heroes earn for their efforts roughly one Gold and ten Silver each time they go on a mission. Likewise, at the start of each week they are resupplied with ammunition, grenades and Potions of Healing (along with any other disposable goods they carry) up to their original quantity. Each day as well, soldiers are given a ration of food.

### *The Usual Stuff*


Generally speaking, a Party will be rewarded for their service with Medals, leave, privileges (such as booze or extra food) and other "every day" items. Yet, the Party are bound to come across gold, magic items and other typical treasures found in the course of a fantasy adventure. While they may claim these treasures, strictly speaking the Party are not supposed to as specified in military regulations and if found "pillaging" the heroes may face a military tribunal. In short, keeping quite can mean keeping the loot. Likewise, savvy commanders may use their quartermasters to dangle extra rewards – gold or magical items – in front of a Party as an extra motivation.

### *Medals*

For their service in the Great War, heroes may be awarded medals as the Game Master sees fit. Usually these should be handed out at the end of a campaign or after performing some amazing and exceptional act on the battlefield. Nearly all medals are magical and their award ceremony is actually a subtle form of enchantment that bonds the magical effects of the medal with the recipient. The effect sees the soldier benefit from the effect so long as they are not stripped of the medal.







<u>Roll D6</u>	<u>Medal</u>
1	Death Medal
2	Honourable Medal
3	Medal of Armour
4	Medal of Life
5	Medal of Threat Detection
6	Spell-locked Medal

**Death Medal:** A gristly medal awarded, generally, to soldiers who kill quite a lot of enemies in battle. The Death Medal grants its recipient +1 on all Attack Rolls.

**Honourable Medal:** An Honourable Medal is generally awarded to a soldier for exemplary conduct and honour on the field of battle. It grants the recipient a -2 on all reaction table rolls for both monsters and retainers.

**Medal of Armour:** Typically formed in the shape of a shield, this Medal offers its recipient additional protection from direct harm in battle. A soldier with the Medal of Armour gains -1 Armour Class.

**Medal of Life:** This Medal imbues its recipient additional life-force, filling their body with extra blood to be spilt and additional life to be lost. When the hero awarded this medal is first wounded in a day, they may roll their hit dice and reduce the damage taken by the result.


**Medal of Threat Detection:** When awarded, this Medal enchants its recipient with a sixth sense allowing them to detect danger and enemies. Once per day the hero awarded this medal may notice any threats that represent a clear and present danger (explosives planted, oncoming gas, enemies, etc). They see this figures as a glowing, red aura.

**Spell-locked Medal:** The Spell-locked Medal creates a zone of magical defence around the recipient. A soldier that has been awarded this medal gains a +2 on Saves vs. Spell.

## Ben

Ben had hesitated when the call was given to fall into line. Good Ben, a Halfling from Albion, had taken a step back when the call had been given to step forward. Plump, homely, stout and short like all of his race, the knowing glance of the officer and sideways looks from his squad-mates may have persuaded Ben to do something he otherwise would have been against. That is to say, Ben climbed the trench ladder and joined the mad flurry running and screaming across No Man's Land. All the soldiers in the line that day, and a good many others - till shellshock and madness set in, numbing the senses - thought and felt as Ben did. But the word "coward" was brandished about quite liberally in the trenches in those days, and so was the phrase "firing squad." The wisest amongst them were just the poor and simple people, plucked from the fields and factories of their homeland for the promise of a grand crusade... People like Ben. The Great War for them was simply a misfortune into which they were dragged, and had Ben and his fellows been more aware of into what they had been dragged, they would have resisted instead of resigning themselves with joy to the prospect.

*Continued on the following page...*



## Equipment

### Transport

	Cost (purchase)	Cost (ticket)	Crew Required	Feet per round	Miles per day	Cargo (lbs.).	Armour Class	Structural Hit Points
Automobile	2,000 Gp	NA	1	396	237	1,200	9	30
Biplane	4,000 Gp	NA	1	1,144	686	1,000	9	25
Motorcycle	800 GP	NA	1	176	105	50	9	14
Tank	6,000 GP +weaponry	NA	4+weaponry	35	21	10,000	0	200
Train	65,000 Gp	5 Sp per mile	2	1,100	660	220,000 per car	4	180
Zeppelin	30,000 Gp	5 Cp per mile	24	704	422	191,799	7	125

**Automobile:** Four wheeled, internal combustion driven connivance – land based. May have a ram or mounted machine gun attached.

**Biplane:** Dual winged, propeller driven air vehicle. May have a mounted machine gun attached.

**Motorcycle:** Two wheeled, internal combustion land driven connivance. May carry cargo or one passenger, not both.

**Tank:** Tracked armoured vehicle. A tank suffers no penalty for rough or difficult terrain. Generally a Tank will carry an artillery piece and machine gun, along with the crew for both, twenty shells and ten belts of ammunition.

**Train:** Track-orientated, wheeled land vehicle. Flatbed cars may carry catapults or other large artillery.

**Zeppelin:** Large, balloon lifted flying connivance. May have machines guns turrets attached or carry ballista.

Strangely, because of his race – the Halfling’s natural aptitude with the wilderness – Ben advanced across No Man’s Land more swiftly than the other soldiers. He soon found himself in front of his peers, gone quite barmy with the moment. His fellow soldiers paid no mind to it, not even pausing as Ben was shot in the face. They left him there, twice over. The first time they simply bolted past Ben, caught up in the rush of the attack. The second time they scrambled back past him, lost in the madness of retreat. They all assumed Ben was dead until that afternoon, when he was seen staggering back towards the Alliance trench lines, screaming. Half Ben’s face was missing and he was blind. The wound had not killed him, but left him blinded and mad with pain. Ben could not see and made no attempt to find cover as he staggered and screamed. The noise attracted a military Cleric, whose gestures and words of turn undead did not put our minds or souls at ease for they held no effect on Ben – indicating that the Halfling with half his face missing was not undead, but still very much alive. In the end, one of the officers took a rifle and shot Ben dead before anyone could contemplate going and fetching him or other fool act.

That night, however, and several others after, there have been sightings of Ben staggering about No Man’s Land. This time even the Cleric hadn’t the heart to turn Ben away.

## Weapons


	Cost	Damage	Short Ranger	Medium Range	Long Range	Weight (lbs.)	Shots
Artillery	200 Gp	By shell.	15,000	30,000	45,000	1,013	1/3 rounds
Artillery Shell, Gas	50 Gp	NA.	NA	NA	NA	12	NA
Artillery Shell, Shrapnel	10 Gp	4d10	NA	NA	NA	12	NA
Flamethrower	100 Gp	1D6	Special	Special	Special	45	40
Flamethrower fuel tank	5 Gp	NA	NA	NA	NA	27	NA
Gas Mask	10 Gp	NA	NA	NA	NA	5	NA
Grenade	5 Gp	2D10	10	20	30	1	1
Machine Gun	125 Gp	1D10	150	300	450	28	250
Machine Gun Belt (250 bullets)	7 Gp	NA	NA	NA	NA	NA	NA
Mortar	150	By shell	150	300	600	200	1
Mortar Shell, Gas	25 Gp	NA.	NA	NA	NA	12	NA
Mortar Shell, Shrapnel	5 Gp	2d10	NA	NA	NA	12	NA
Parachute	20 Gp	NA	NA	NA	NA	38	NA
Pistol	16 Gp	1D8	50	100	150	2	10
Pistol Magazine (10 bullets)	5 Gp	NA	NA	NA	NA	1	NA
Rifle	40 Gp	1D10	200	400	600	8	5
Rifle Magazine (8 bullets)	3 Gp	NA	NA	NA	NA	NA	NA
Shotgun Shells, Box (20 shells)	3 Gp	NA	NA	NA	NA	NA	NA
Shotgun	25 Gp	1D10	10	20	30	4	2
Trench Knife	20 Gp	1D8	NA	NA	NA	2	NA
Trench Shovel	3 Gp	1D6	NA	NA	NA	10	NA

**Artillery:** Large canon, requiring a crew of three to operate. Double the number of rounds between shots for each missing crewman. Depending on the type of Shell used, Artillery has the following effects:

- ❖ **Shrapnel:** Artillery does damage in a 10 radius circle from the point at which they landed. All those within the blast radius must make a save vs. shrapnel or suffer damage.
- ❖ **Gas:** Poison gas will cover a 10' area, and can move 30' each turn with the wind. The gas will dissipate in 1D6 rounds but anyone caught within the cloud must make a saves against poison or death. Failure means death for the character.

**Flamethrower:** Flamethrowers shoot a burst of flame 10' long and 8' wide. Those caught within the burst must make a Saving Throw vs. Breath Weapons or suffer 1D6 damage. Any creature successfully struck with a flamethrower continues to burn and must make a Saving Throw vs. Death each round for 1D6 rounds or die. A flamethrower is a large, two-handed weapon due to the size of its accompanying backpack. If used in a





team of two – i.e. one person carries the backpack and another carrying the nozzle – it counts as a one-handed weapon.

**Gas Mask:** Sealed mask worn over the face to protect from gas. Gas Masks add +10 to saving throws against poisonous gasses (including those caused by monsters). Specially made gas masks are available for horses and other mounts. The cost and bonus is the same, but these variants cannot be worn by humanoid creatures.

**Grenade:** Single thrown bomb. Once thrown, a Grenade cannot be used again. Grenades do damage in a 3 radius circle from the point at which they landed. All those within the blast radius must make a save vs. shrapnel or suffer damage.

**Machine Gun:** A machine gun takes a belt feed of ammunition and fires a spray of four shots per round and may target up to four adjacent squares (or the same square four times), rolling separately for each shot. -2 to attack rolls with a machine gun if not mounted on a turret or tripod. Requires 2 Crew. -2 to attack rolls if second crew is missing.

**Mortar:** Mortar's lob bombs over a distance. Generally speaking, a single Mortar requires a crew of two to operate, but a battery of four can be covered by a crew of five safely. Should a crewmember be lost, the Mortar takes an additional round to reload. Mortar's do damage based on their shell type:

- ❖ Shrapnel: Artillery does damage in a 5' radius circle from the point at which they landed. All those within the blast radius must make a save vs. shrapnel or suffer damage.
- ❖ Gas: Poison gas will cover a 5' area, and can move 30' each turn with the wind. The gas will dissipate in 1D6 rounds but anyone caught within the cloud must make a save against poison or death. Failure means death for the character.

**Parachute:** A parachute will stop a character taking any damage from falling so long as the cord is pulled in time for the parachute to open. The minimum working distance for a parachute is 100 feet.


**Pistol:** Magazine fed single-shot, single-handed firearm. May fire six shots before reloading is required.

**Rifle:** Magazine fed single-shot, two-handed firearm. May fire two shots before reloading is required. Rifles may be fixed with a bayonet. A bayonet counts as a Spear when attached to a Rifle and dagger when not. Dwarves and Halflings may use rifles.

**Shotgun:** Double barrelled firearm using buck-and-ball loaded shells. Shots will scatter, targeting two adjacent squares. May fire two shots before reloading is required. Both barrels may be fired at once, doing 2D10 damage and exhausting both shots.

**Trench Knife:** A large knife designed to incapacitate an enemy soldier at close quarters, as encountered in a trench line. A Trench knife also contains a large guard over the wielder's knuckles that may be used brass knuckles, dealing 1D4 damage.

**Trench Shovel:** Standard issue for all soldiers of the Great War, additionally useful as a bladed weapon or club in close combat. If used as a bladed weapon, the shovel does D6 damage. If used as a club, D4.



## New Rules

### Battles

Battles are decided by the roll of a single d20. Assign each side in the battle the designation of Aggressor (A) and Defender (B). On a roll of 1-10, Side A wins. On a roll of 11-20, Side B wins. Should one side have a gain over the other, the Game Master should assign one point of Advantage for gain. Possible gains include vastly superior numbers, higher ground, clever tactics or ploys, superior weaponry or magic and so forth. Should both sides have multiple gains, then each Advantage point on Side A cancels one from Side B and vice versa. A Side may have a maximum amount of 5 Advantage points. In a battle where one side has an Advantage over the other, roll and consult the table below.

Advantage	Side A	Side B
0	1-10 Side A Wins 11-20 Side B Wins	1-10 Side A Wins 11-20 Side B Wins
1	1-12 Side A Wins 13-20 Side B Wins	1-8 Side A Wins 9-20 Side B Wins
2	1-14 Side A Wins 15-20 Side B Wins	1-6 Side A Wins 7-20 Side B Wins
3	1-16 Side A Wins 17-20 Side B Wins	1-4 Side A Wins 5-20 Side B Wins
4	1-18 Side A Wins 19-20 Side B Wins	1-2 Side A Wins 3-20 Side B Wins
5+	1-19 Side A Wins 20 Side B Wins	1 Side A Wins 2-20 Side B Wins

For example, a push is planned to by Albion command to take a trench held by Svartheim. Svartheim has more soldiers than Albion in this theatre of the war granting them 1 advantage, they also have heavy fortifications and spies in Albion's command, alerting them to the attack. This grants Svartheim a total of 3 advantages. But Albion plans to undertake a heavy artillery barrage of the enemy trench prior to sending their troops across No Man's Land. They additionally plan to have a unit of Wizards cast Teleportation Spells on the soldiers to begin the advance, giving them an element of surprise. Both these advantages give Albion an advantage of 2, reducing the Svartheim advantage to 1 consequentially. As the attack begins the Labyrinth Lord rolls a D20, getting a result of 3. Against the odds, Albion's soldiers take the Svartheim trench!

### Controlling Vehicles

Dogfights in the sky, out-maneuvring an enemy tank, dodging machine gun fire on a motorbike... There are countless instances when a hero may lose control of their vehicle. In these circumstances, the Labyrinth Lord should feel free to ask the player to attempt an Intelligence Check to maintain control. Should a character fall out of a flying vehicle, they gain 1D6 per every 10 feet fallen. If this fall is above 100 feet, they should make a Save versus Death.

### Firearms for Dwarf and Halfling Characters

As specified in the Labyrinth Lord book, Dwarf and Halfling adventurers cannot use two-handed weapons or longbows due to the short stature of these Demi-Humans in comparison to those types of weapons. In regard to firearms, rifles are counted as the only strictly "two handed" or "large" firearm type that is prohibited from use by a Dwarf or Halfling. The logic of this is the nature of how a rifle is used - set with two hands, pointed and aimed at a precise target. In comparison shotguns and flamethrowers simply spray an area. Indeed, the hardy, stocky build of a Dwarf makes them perfect to carry the flamethrower's backpack. Machineguns and artillery by comparison operate from a fixed position and require a team to operate efficiently. As such, there are no prohibitions on Dwarves or Halflings using these weapons so long as they are fixed and not carried.





## Fronts

Most of the action in the Great War will likely incorporate a Front. A Front is the front line of battle, two opposing trench lines and the space between, aptly titled No Man's Land. Eventually, the Party should have to venture out into No Man's Land, when they do they may expect to find some common hazards and features:

*Barb Wire:* Lines of barb wire are often strung across No Man's Land to hinder crossings. Any character passing through or adjacent to a square with barbed wire should make a Save vs. Paralysis or become tangled, reducing their movement to zero until untangled with a successful Dexterity roll.

*Crater:* Artillery shells, particularly large ones, tend to leave craters behind. In a pinch, a crater can be a good place to hole up – providing the same benefits as a trench.

*Mud:* Mud is everywhere in No Man's Land, with the earth churned up from constant artillery shelling. Reduce all movement by half for characters in No Man's Land.

*Traps:* While not technically a dungeon, both sides of the war equip No Man's Land with traps.

## Save vs. Shrapnel

Artillery, grenades and other effects will occasionally ask players for a Save vs. Shrapnel. A Save vs. Shrapnel employs the same figure as Save vs. Breath Attack, representing the threat of an area-based effect.

## Trenches

Trenches generally provide protection and safety from attacks. Any character inside a trench gains a character +2 to Saving Throws and -2 to their Armour Class. Naturally, should the attacker be located within a trench also, the character does not gain any benefit.

## Wandering Monsters

Battlefields both attract and produce monsters, and in the No Man's Land of the Great War, there are more than a few places in the tangled mess of fortifications and yesterdays objectives for a monster to lair and numerous corpses, unwary or rattled soldiers to prey upon.

<u>Roll</u>	<u>Monster</u>
1	Beetle, Carnivorous
2	Carcass Scavenger
3	Centipede, Giant
4	Elemental (Fire)
5	Fly, Giant Carnivorous
6	Gray Worm
7	Green Slime
8	Harpy
9	Insect Swarm
10	Invisible Stalker

<u>Roll</u>	<u>Monster</u>
11	Leech, Giant
12	Rat (Dire)
13	Rat (Ordinary)
14	Rot Grub
15	Shadow
16	Spectre
17	Spider (Giant, Black Widow)
18	Wight
19	Wolf (Dire)
20	Zombie











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