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Mike's Dedication: This book is dedicated to the Greatest Generation, to the soldiers, sailors, and airmen of the Allied nations that fought in World War Two, and to my father, who saw it all and made it through.

Shane's Dedication: To the fantastic artists who paint the worlds between our words, and to DC Comics' classic war tales—*G.I. Combat, Sgt. Rock, the Haunted Tank, the Unknown Soldier, the War That Time Forgot,* and most importantly *Weird War Tales.* If you haven't read these and you're looking at this book, we highly recommend finding back issues or trade paperbacks at your local comics store.



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Near the Vistula, Poland, September 1939–The last message from headquarters wasn't good. The Germans had steamrollered the Polish infantry and were charging for the bridges on the Vistula. The young cavalry lieutenant at the head of his squadron knew there was no escape—the Russians were approaching from the east as well. His horse seemed in high spirits though, and if they could just get into a good position from which to attack they just might have a surprise for the Germans.

As the Polish cavalry topped the next rise, the lieutenant saw he'd gotten lucky. A German mechanized unit was pulled up for a rest in the valley below. The charge was sounded and the cavalry advanced. The Germans, caught off-guard and dismounted from their vehicles, were cut to pieces. The lieutenant was exhilarated—until the supporting panzers rolled into view. The cavalry was trapped and massacred. The lieutenant, determined to die fighting and in the saddle, spurred his horse toward the tanks, blowing the charge on his bugle. Then he noticed the spectral figures of dozens of medieval Polish knights riding alongside him...

Over the English Channel, August 1940–The Spitfires of No. 17 Squadron climbed into the sky, passing above the cliffs of Dover and out over the Channel. The pilots were exhausted, for this was the fourth sortie today. The squadron was down three planes for this fight: two stuck on the field with engine trouble and one lost to a Messerschmitt ace, one of the "Abbeville Boys," in the morning's engagement.

But the Luftwaffe was pressing the attack and for the pilots of the RAF there was no rest for the weary. The squadron leader ordered the formation to close up. Rising from the clouds ahead was the German bomber formation. But where were the escort fighters? Then paratroopers began to drop out of the bomb bays. Only they weren't paratroopers. Whatever they were, they were small and fast, and there were a lot of them—headed right for No. 17 Squadron... **Tobruk, Libya, June 1941**–The early morning was the only pleasant time in the desert; the only time when it was cool and the air wasn't choked with clouds of dust and biting flies. The tank crews pulled their maintenance checks, swabbing out the barrels of their Crusader's guns, topping off the petrol tanks, and making sure all was ready for the coming fight.

As the sun rose, so too did the dust on the horizon. Rommel's Afrika Korps was coming! The 7th Armored stood ready to hold them here, at some nameless spot of sand in the Libyan desert. The regimental commander lowered his binoculars and ordered his crew to make ready. The 7th advanced into battle. Then the Germans opened fire, the range extreme—they were using their powerful 88mm guns. Within thirty seconds six tanks were smashed. The British tanks accelerated to close the distance. Out of the dust the enemy line became visible. But where were all the German tanks? There were only two. And they were not panzers looming up out of the dust. They had arms and legs and rock-hard skin—and were the size of small buildings...

Stalingrad, October 1942—The burned-out ruins of apartment and office buildings looked like scorched bones. In the rubble of this tortured city Hitler and Stalin's armies were locked in a vicious death struggle that knew neither mercy nor pity.

The Russian defenders of the Barrikady Factory fought from behind mounds of their own dead. Their backs to the Volga, there was nowhere to run—death or victory was the only release. Elite German Pioneer units were moving into position to assault the Russians and take the factory. A salvo of artillery stirred the rubble near the Russian positions, announcing the start of the assault. Russian machineguns chattered in reply, scything down the charging German troops. But to the horror of the Red Army troops, the "dead" Germans got back up! The fascists kept coming even with their limbs shot off and



their bodies mangled; nothing could stop them. Seconds later, the Germans were among the Russians and those who weren't torn apart fled for their lives.

Inside the factory, a runner staggered into the command post to report, his face a mask of terror. "The Germans have raised the dead against us!" Outside on the lines, the piles of bodies—friends and foes—began to stir...

New Guinea, March 1943–Under the starlit skies of the South Pacific, one could be forgiven for thinking the world was at peace. But as the column of Japanese ships steamed into "the Slot" heading for Guadalcanal and the American PT boats began their attack, all thoughts were turned toward surviving the next five minutes. The PT boats charged home first, launching torpedoes at the Japanese transports. Return fire from the destroyers found its mark and several of the smaller craft were blown to splinters. Hours later the crew from PT-43 crawled ashore on a nameless island. The ragged survivors were glad to meet the natives who seemed to melt out of the treeline to greet them. As the crew walked off toward the village, the shaman turned to the sea and raised his arms in tribute, his sharktoothed smile promising to appease the gods of the sea...

The Ardennes Forest, December 1944–The Germans had broken through the American lines all along the front. Groups of battle-worn GIs held their positions despite the onslaught and the bone-numbing cold. The last time the Germans attacked they used dogs, or at least that's what Smitty said before he died from his wounds. Doc didn't think dogs could make wounds like that—maybe it was a wolf or a bear. Sarge just rolled his eyes and told Doc not to scare everyone with crazy ideas. But for the past hour strange noises and low growls drifted in on the midnight wind. It sounded like a pack of animals out there circling the lines. The Germans were getting ready for another attack, and the noises in the darkness were getting closer and closer...

Okinawa, April 1945–Seaman 1st Class Sullivan always kept a sharp lookout at dawn. That was when the kamikazes came in. He didn't believe it at first—why would the Japanese waste good lives and airplanes trying to crash into American ships? But when he saw the *Colhoun* slip beneath the waves two days ago, sunk by a kamikaze bomber, he changed his mind. The kamikaze were desperate but effective he had to admit. For them it was a war of spirit versus industry. Sullivan scanned the horizon and focused on a fog bank miles away. That was strange. He looked closer. Suddenly a huge shape loomed out of the fog and Sullivan recognized the unmistakable prow of the *Yamato*, Japan's largest battleship, wreathed in a strange blue glow. The great vessel was heading straight for the American carriers at the center of the fleet. The appearance of the ship was a shock, but even more shocking was that the *Yamato* had been sunk by American carrier planes a week ago...

WELCOME TO THE WAR!

The world is in flames-and things are lurking in the smoke and shadows, unnameable, unspeakable things made from the stuff of nightmares and born from the fear and violence of war.

The forces of totalitarianism and fascism are on the march and it's up to the soldiers, sailors, and airmen of the Allied nations to stop them. This means you, soldier! Your country needs you. The world needs you. This is a time when ordinary people will do extraordinary things. All you need to do is sign on the bottom line, raise your right hand, and repeat after me...

FIGHT THE GOOD FIGHT!

Welcome to the war! *Weird War Two* is a dark conspiracy/horror setting for Pinnacle's *Savage Worlds* roleplaying game. In this book you'll find everything you need to create exciting World War Two roleplaying adventures.

The scope is epic, covering every theater of the war from 1939 to 1945, from the battlefields of Western Europe and the frozen hell of the Russian Front, to the steaming jungles of Southeast Asia and the windswept atolls of the Pacific.

You'll be able to create adventures for any environment—land, air, or sea. *Weird War Two* has an arsenal of tanks, planes, and ships for you to do battle with. You can play the game "straight" without any weirdness or you can dive right into the strangest stories your imagination can come up with. You'll learn about bizarre Nazi occult rituals, secret Japanese experiments, and why monsters come alive in the carnage and mayhem of battle.

Fight hard and your hero might even become part of the supersecret Allied units set up to combat them.

Grab your gear and move out soldier! We've got a war to win!

EDITOR'S NOTE

The book you hold in your hands is a re-envisioning of the original *Weird Wars: Weird War Two* created by Pinnacle in 2000. That game had a much deeper backstory told over seven books covering each theater as well as the air war. This is not that *Weird War Two*. It's similar in many ways, but not the same.

Besides being written for the system it was born to be played with, this edition follows the "less is more" route. We've given you just enough backstory to get things rolling. The rest of it is up to you.

Here are the essential changes for fans of the original game:

• The "Office of Supernatural Investigations" is a poor title for an agency trying to deny the supernatural exists. It is now the "Office of Special Investigations."

• Haunted vehicles are a great concept, and an homage to DC Comics "Haunted Tank" stories, but don't work very well in actual play. You'll find a new Arcane Background called "Haunted" that fits our setting better, is more personal, and doesn't depend on a vehicle the rest of the characters may not be invested in.

• OSI Adepts make *Weird Wars* feel too much like "swords & sorcery," and don't really fit the theme. They've been removed. Characters might find ancient tomes that allow them to tap into magical energy, but it's no longer a character type players can choose.

• Nazi rune mages are now synonymous with blood mages. They're meaner, nastier, and much tougher to fight.

• Some of the less-serious monsters have been removed, and there's a bit less emphasis on everything being created by the Axis. The premise of *Weird Wars* is that things rise spontaneously from the violence of war. The Axis has tapped that dark energy, but its terrors are still vastly outnumbered by those fiends that rise of their own accord.

-Shane Hensley March 2009

CHAPTER ONE: CHARACTERS

"Wars may be fought with weapons, but they are won by men."

- General George Patton Jr.

YOU'RE IN THE ARMY NOW!

Or the Navy. Or the Air Corps. Or the Marines. Whichever service you end up in, you are part of your country's military forces, and dedicated to the defeat of the Axis powers. Maybe you were drafted. Maybe you volunteered. Regardless, your military service starts here.

UNIT ORGANIZATION

Weird Wars is about action, combat, and eventually things you're best off not knowing about just yet, but another central theme is the challenge of command. Unlike most settings where everyone is equal, here there is a definite chain of command.

At least one player needs to take the Rank Edge, though he may be an Officer or a Non-commissioned officer. For those unfamiliar with military life, officers are the leaders who tend to plan and organize, while non-commissioned officers (sergeants) handle more tactical, hands-on leadership—often by example. Everyone else is considered an "enlisted man," or "private" in most armies.

Officers are required to have some education. Sergeants aren't, though at the higher grades they tend to catch up. Troops tend to see their officers as either bumbling eggheads trying to get them killed, or more rarely, inspiring paragons destined for greatness.

Troops tend to see sergeants more like angry mothers with machineguns. Sergeants are the ones who yell at them, kick them, and push them forward into battle—but they're also the first ones to rush out and grab a soldier if he's been wounded.

COMMAND

Even the lowest level officers and NCOs are meant to command platoons of about 20-50 men rather than squads, but in the game, necessity should place the officer with the squad on its missions. This is a conceit of the game to some degree, but can also be seen as the officer hand-picking the squad he wants for special duties. Later on, he might stay with one specific squad because of the strange experiences they've shared—there's no reason to expose others to such horrors if it can be helped. The squad might also be the officer's "headquarters" squad assigned as his scouts, bodyguards, and staff.

EXTRAS

Most squads assume the officer and NCOs are player characters. A few of the enlisted men are as well, and the rest are Extras. Though the officers are in command, in combat, control of the Extras should still be shared by all the *players* as usual.

SQUAD COMPOSITION

The exact composition of your party depends on the nature of the game the War Master intends to run. Here are some examples:

• **Infantry Squad:** One officer, one NCO, three or more privates. These are part of a platoon of 20 to 50, which may sometimes be placed under the officer's command as well.

• **Tank Crew:** One commander (officer), two or more enlisted (any one of which can be an NCO).

• Long Range Desert Group: Half patrol of one officer, often two NCOs, and up to 20 other men in five vehicles.

• Fighter Squadron: Each man is an officer with his own plane. If the fighter has a second seat (such as a rear-gunner), that character should usually be an Extra.

• **Bomber Crew:** Pilot (officer), co-pilot (officer), navigator (officer), bombardier (officer or NCO), multiple gunners (enlisted men), depending on the actual aircraft.

• **PT Boat Crew:** One or two officers and another 12 men, including some NCOs.

• **Ship:** A ship is too large to work as a constant unit in *Weird Wars,* but players might start out on a ship in various roles and later find themselves forming a "squad" for specific tasks, because they were shipwrecked on a mysterious island, etc.

YOUR CHARACTER

Creating a character for *Savage Worlds: Weird War Two* is easy. Just follow the steps below through the training process.

1. RACE

Everyone is human (despite Nazi propaganda to the contrary). All characters receive a free Edge during character creation.

2. NATIONALITY

You may choose your nationality from any of the Allied nations. Be sure to check out the new National Identity Edge as well.

3. CHOOSE SERVICE

Decide if your hero is in the Army, Navy, Air Corps, or Marines. Again, your War Master may require your character to be in a specific service to better fit the campaign.

4. CHOOSE MILITARY OCCUPATIONAL SPECIALTY (MOS)

Within your service branch, decide what job your character performs (see page 8).

5. ATTRIBUTES

Define your hero's attributes as normal. Keep in mind some military specialties may require minimum starting attribute levels.

Sanity: Those who face the mind-blasting horrors of war are sometimes pushed over the edge. When this occurs a variety of unpleasant consequences can follow. The Sanity statistic is a derived trait that lets you monitor your character's mental health and wellbeing. A soldier's starting Sanity is 2 plus half his Spirit die type unless modified by Edges and Hindrances. As a character faces the horror of war and other weirdness his Sanity may fluctuate. If a character increases his Spirit after character generation, it also increases his current Sanity by one point.

Sanity can also go down, of course. This may eventually lead to a Section 8 or worse. The War Master has more information on Sanity on page 93.

6. SKILLS

In Savage Worlds: Weird War Two, starting characters get 15 points for skills as usual. However, you must take certain skills determined by the character's service branch and job specialty. Using this system creates characters that are suited to their roles within the military. The War Master may allow you to create characters outside these guidelines if desired.

Basic Training: To ensure that every soldier, sailor, airman, and marine has the basic skills needed to function in the military, every recruit goes through Basic Training. Record the Basic Training skills appropriate to your service branch and pay the costs to purchase them.

MOS Training: Once you've purchased Basic Training skills, take any skills required by your MOS.

Spend Extra Points: Leftover skill points may be spent as usual, and often reflect the character's life prior to armed service.

7. EDGES & HINDRANCES

All starting characters begin play with one free Edge of their choice. Some Edges go particularly well with a given MOS. These are listed as Useful Edges, but you are not required to take them.

You may take one Major Hindrance (worth 2 points) and two Minor Hindrances (worth 1 point each). If you take any Hindrances, you may use the points gained from them for the benefits listed below.

For 2 Hindrance points you can:

- Raise an attribute one die type.
- Choose an Edge.

For 1 Hindrance point you can:

• Gain another skill point.

8. RANK

All military personnel have a rank or rating. Unless your War Master says otherwise or if you have not bought the Rank: NCO or Rank: Officer Edge, your character's starting rank cannot be higher than E-4. See the Rank Tables in Chapter Three for the ranks appropriate to your character's nationality and service branch.

If a squad has two officers of the same rank, the two players must decide which is senior (often decided by the earliest enlistment date).

9. GEAR

The basic gear issue varies greatly from country to country, but unless the War Master says otherwise, your character is issued his uniform, a bedroll, mess kit, and basic weapon (see page 14). (Ammunition is usually handed out at the front as needed.)

Any additional equipment required by your MOS is listed in its description on the following pages.

Characters have \$50 worth of personal gear or cash as well.

Shipboard Navy personnel generally do not have personal firearms while on duty. When necessary, firearms are issued from a shipboard arms locker. These weapons include the standard small arms (rifles, pistols, submachine guns, and light machine guns) used by that particular country. The War Master should determine the type and number of weapons available in a ship's arms locker.

Air Corps personnel are generally armed, if at all, with the standard issue pistol for their country.

10. BACKGROUND

Come up with a history for your character. Was he drafted or did he volunteer? Where is he from? What did he do before the war? What about his family? What kind of personality does he have? Some of the answers to these questions could help you choose what service your character goes into and even what job he might end up doing.

PLAYING THE AXIS

So you want to play or run a game where the characters are soldiers of the Axis powers? Go right ahead. Be forewarned that it can be difficult (if not distasteful and offensive to some) to play characters serving in the armies of Hitler, Mussolini, and Emperor Hirohito. But it's your game, and if you and your players are mature enough to handle it, it can be very intriguing—particularly in short games or "one shots." In any event, it is advisable to ask players how they would feel about this kind of game first.

It should also be understood that the average soldier in the German or Japanese army didn't see things with the hindsight we have today. Heroes in this kind of campaign are likely out to serve their country—not destroy the world. The campaign might even involve Axis soldiers attempting to stop their leaders' evil. Operation Valkyrie, for example, was a German plot to kill Hitler, and would make a fascinating and tense adventure.

Bear in mind that the adventure seeds may not be particularly useful in an Axis campaign since they're fairly specific to the Allied side. The Mission Generators will also need some re-working. Character generation can be done without modification.

Finally, note that even the Allies didn't always play nice. The Red Army was particularly ruthless during the German retreat from Russia, and there were certainly a few groups of British, American, and French soldiers who let the violence of war get to them. The game should be about heroes fighting great evil, but an occasional foray into more complicated scenarios can also be quite interesting.

SERVICE BRANCHES AND MOS PACKAGES

A character's service branch determines the basic skills he's taught and the particular jobs available. Start with Basic Training and make sure your character meets the Attribute and Skill Requirements. If no die type is listed, the character must at least have a d4 in the associated skill.

Gear is the equipment a recruit is issued under normal circumstances. Note that "normal circumstances" can vary greatly by nation and campaign. Russian soldiers recruited for Stalingrad, for example, are lucky to get a weapon. They almost certainly won't be issued uniforms, bedding, gas masks, and so on.

After "passing" Basic Training, move on to your character's particular Military Occupational Specialty (MOS). The MOS packages here are provided as a quick way to make up characters who are likely to be on the front lines. There are of course more occupational specialties within the military than listed here, but most of those are support or administrative functions that don't bring such personnel out on the front lines.

WOMEN AND MINORITIES

Women and minorities suffered blatant discrimination during World War II (though many women served in the Soviet Union as snipers, AA gunners, and even pilots). This situation existed even as the western democracies fought against the virulent racist ideologies of the Axis powers. This only highlights the great sacrifices, heroism, and patriotism of women and minorities in Allied countries during the war. Our setting assumes these basic stereotypes are in place just as they were in history.

The War Master should think a bit about how to integrate racially and sexually diverse groups. This might happen out of circumstance as platoons and civilians become mixed up in the chaos of battle, or as certain horrible truths are revealed and shadowy organizations like the Office of Special Investigations recruit anyone capable of handling such horrors.



BASIC TRAINING

ARMY & MARINES

The Army is usually the backbone of a nation's military. In WW2, armies swelled to tremendous size—millions and millions of men (and a fair number of women, particularly in the Soviet Union) served in the Axis & Allied armies.

- Attribute Requirements: US Marines require a d6 in Spirit.
- Skill Requirements: Fighting, Shooting.

• **Basic Gear Issue**: Steel helmet, bayonet or knife, web gear (web belt, suspenders, 4 ammo pouches), backpack, bandage, mess kit, canteen, gas mask, entrenching tool, spare uniform, boots (or shoes with leggings), 4 pairs socks, bedroll, rain poncho, shelter half. Total Weight: 46 lbs.

NAVY

Naval forces during the war literally decided the fate of nations. They ferried vital materiel and armaments across the oceans, brought massive firepower to bear on coastal targets, and delivered waves of marines to distant and bloody shores.

- Attribute Requirements: Agility d6.
- Skill Requirements: Boating, Shooting, Swimming.
- **Basic Gear Issue**: Duffle bag, spare uniform, and shoes. Steel helmet, life preserver, flak jacket (usually worn when topside during battle). Total Weight: 35 lbs.

AIR CORPS

Military air forces came into their own in World War Two. Bombing raids crippled production and massed formations while airdrops of army paratroopers secured vital targets—such as the crossroads beyond Normandy on D-Day. Strafing fighter planes also solved the army's constant dilemma—the much tougher German tanks—by destroying them from above. Truly, whichever side had air superiority—barring poor weather—had a massive advantage.

- Attribute Requirements: Smarts d6.
- Skill Requirements: Repair, Shooting.

• **Basic Gear Issue**: Leather flight helmet, goggles, oxygen mask, spare uniform, flight jacket, boots or shoes, electrically heated suit, leather flight suit (jacket, pants), shoulder holster, life preserver, survival kit, knife, parachute. Total Weight: 63 lbs.

ARMY & MARINE MOS PACKAGES

The Army and Marine MOS packages are grouped together because, in most cases, they are the same—an infantryman in the Army essentially does the same thing as an infantryman in the Marines (but don't tell them that!).

ARMORED VEHICLE CREWMAN

Your tanker is a member of an AFV (armored fighting vehicle) crew. He might be the driver, gunner, or commander. Vehicle crews cross-train on each position in case one of their comrades is disabled. Each crewman knows the basic maintenance procedures for the vehicle, how to drive, and how to load and fire its weapons.

- Attribute Requirements: None.
- Skill Requirements: Driving, Repair.
- Useful Edges: Ace, Bullseye, Steady Hands, Mechanically Inclined.
- Special: None.
- Additional Gear: Tanker's helmet, goggles.

ARTILLERYMAN

You are a member of an artillery unit or mortar section and you serve on a gun or mortar crew. You know how to limber and unlimber (set up and take down) the weapon, and how to load, aim, and fire it.

- Attribute Requirements: Strength d6.
- Skill Requirements: Knowledge (Artillery), Repair.
- Useful Edges: Fire For Effect, Mechanically Inclined.
- Special: None.
- Additional Gear: None.

COMBAT ENGINEER

Combat engineer characters are usually attached to the HQ unit and sent out on missions as necessary. They know how to handle common construction tasks and demolitions (including setting and disarming charges of all kinds).

- Attribute Requirements: Smarts d6.
- Skill Requirements: Knowledge (Demolitions), Knowledge (Engineering), Repair.
- Useful Edges: Jury Rig, Mechanically Inclined.
- Special: None.
- Additional Gear: Toolkit.

INFANTRY

They are called dogfaces, groundpounders, grunts, and poor bloody infantry. They're also called the "Queen of Battle," because only they can truly hold ground and take objectives. All those other service branches are there for the grunts.

The infantry's job is to close with and destroy the enemy via fire and maneuver. That's what the book says. Most just want to survive the war in one piece and go home. But the only way home for your killer is through the enemy lines. Good luck, soldier.

- Attribute Requirements: None.
- Skill Requirements: Notice,
- Throwing.
- **Useful Edges:** Infantrymen need all the Combat Edges they can get!
- Special: None.
- Additional Gear: None.

MEDIC

Most people on a battlefield are concerned with putting holes in other people. Your hero is concerned with patching them up. He's a combat medic trained in battlefield first aid. Whether or not he carries a weapon is up to you. Note that the USMC does not have medics. The US Navy provides medics, called "corpsmen" to US Marine combat units.

- Attribute Requirements: None.
- Skill Requirements: Healing, Knowledge (Medicine), Notice.
- Useful Edges: Fleet-Footed, Healer, Medic.
- Special: None.
- Additional Gear: Field medical kit.

WHY NO SKILL MINIMUMS?

ບັບບານຜູ້ບໍ່ບັບບານ

winning

You may have noticed that for the most part, there are no required skill minimums for Basic Training or required MOS skills (though there are some). The reason for this is simple—given the massive mobilization of manpower among combatant nations within a relatively short period of time, training was often quite spotty, inadequate, or in the worst cases, non-existent. So, every branch and MOS has skills characters are required to have, but in the end it's up to the players to allocate points among those skills as they see fit. So if someone puts more points into their soldier's Shooting skill at the expense of their Notice roll, don't let 'em cry when they fail to spot the ambush on the road ahead!

OFFICER

Officers make decisions on strategy and tactics, and look after the welfare of their men. Some are academy graduates, others are "90-day wonders," the product of a fast-paced (and not necessarily comprehensive) officer-training course. The best officers are often "mustangs," promoted from the ranks on or near the field of battle.

• Attribute Requirements: Smarts d6.

• Skill Requirements: Knowledge (Battle), any one skill appropriate to the job. For example, an armor officer might take Driving, whereas an engineering officer should take Knowledge (Engineering) or Knowledge (Demolitions).

- Useful Edges: Any Leadership Edge is, of course, useful.
 - **Special:** Characters starting play as officers must take the Rank (Officer) Edge during character creation.
 - Additional Gear: Pistol holster, binoculars, compass, map case.

PARATROOPER

Airborne paratroopers are trained in the use of parachutes to get into battle. Paratroopers undergo far more difficult training than standard grunts as they're expected to drop deep behind enemy lines and operate with little to no support.

• Attribute Requirements: Strength d6.

- Skill Requirements: Notice, Stealth, Throwing.
 - Useful Edges:
 - Paratroopers must take the
 - Jump Qualified Edge.
 - Special: None.
 - Additional Gear: None.

SCOUT

Scouts operate far ahead or on the flanks of main combat units. They might be infantry or cavalry scouts (cavalry includes both actual horses and light vehicles at this point).

Scouts must be quick, quiet, observant, and independent. They're heavily trained in navigation so that they can lead heavier forces to contact (or away from) the enemy.

• Attribute Requirements: None.

• Skill Requirements: Driving or Riding (for cavalry scout), Knowledge (Navigation), Notice, Stealth.

- Useful Edges: Danger Sense, Fire For Effect.
- Special: None.
- Additional Gear: Binoculars, compass, map case.

SNIPER

As a sniper, your marksman's job is to take out key enemy personnel—officers, non-coms, radio operators, and so on. She might operate with a squad or larger unit providing accurate fire when needed, or she might be sent off on her own to take out a specific target, or wreak general havoc.

- Attribute Requirements: Spirit d6.
- Skill Requirements: Notice, Shooting d8, Stealth, Survival, Tracking.
- Useful Edges: Danger Sense, Dead Shot,

Marksman, Trademark Weapon.

- Special: None.
- Additional Gear: Rifle scope.

NAVY MOS PACKAGES

The following MOS packages cover mostly shipboard personnel.

ENGINE-MAN

These tough souls work with a lot of heavy machinery in the cramped spaces of the engine room or boiler room, and know how to fix things when they break down.

• Attribute Requirements: Vigor d6.

• Skill Requirements: Knowledge (Marine Systems), Repair.

• Useful Edges: Jury Rig,

Mechanically Inclined.

- Special: None.
- Additional Gear: None.

GUNNER'S MATE

Gunners operate all shipboard guns, from machine guns and anti-aircraft guns up to the big naval artillery pieces that rattle the ship with their recoil. Gunners usually operate in crews servicing one weapon, and each weapon is often part of a battery of weapons directed by a gunnery officer. Your gunner knows how to operate a particular type of gun mount, including basic maintenance, and loading and firing.

• Attribute Requirements: None.

• Skill Requirements: Knowledge (Gunnery) or Shooting, Repair.

• Useful Edges: Bullseye, Fire For Effect, Rock n' Roll, Steady Hands.

- Special: None.
- Additional Gear: None.

HELMSMAN

Helmsmen have their hands on the ship's wheel, but it's the captain who tells them where to go. Your sailor knows how to maneuver his vessel through difficult waters (like channels, inlets, ports, shoals, and shallows), stay on course in bad weather or heavy seas, dock the ship or stay in formation, and maneuver during combat.

- Attribute Requirements: None.
- Skill Requirements: Knowledge (Marine Systems), Notice.
- Useful Edges: Ace, Alertness.
- Special: None.
- Additional Gear: None.

MACHINIST'S MATE

A machinist's mate is handy with tools. They're trained to work on particular ship systems, but can also handle most mechanical work without too much trouble. Machinist's mate is a catchall MOS that

covers the many shipboard technical specialists including electricians, fitters, and mechanics of all sorts.

- Attribute Requirements: None.
- Skill Requirements: Knowledge (Marine
- Systems), Notice, Repair. • Useful Edges: Jury Rig, Mechanically Inclined.
- Special: None.
- Additional Gear: Toolkit.

NAVAL OFFICER

Your character received officer training at the Academy or in the Officer's Training Course. Officers of flag rank (admirals) are found commanding fleets and task forces. If not in command of a ship, naval officers command a section or division of the crew.

- Attribute Requirements: Smarts d6.
 - Skill Requirements: Knowledge (Battle), any one skill appropriate to your job. For example, a Gunnery Officer should take Knowledge (Gunnery). An Engineering Officer might take Knowledge (Marine Systems).
 - Useful Edges: Any Leadership Edge is of course useful.
 - Special: Characters starting play as naval officers must take the Rank (Officer) Edge during character creation.
 Additional
 - Gear: None.

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RADAR/SONAR OPERATOR

Radar and sonar operators use detection equipment to plot the positions of the enemy. They know how to use radar or sonar equipment (choose one when creating your character). While most can't build a set themselves, they usually know how to fix most problems if they have sufficient parts to cobble from.

• Attribute Requirements: None.

• Skill Requirements: Knowledge (Radar or Sonar), Notice, Repair.

- Useful Edges: Alertness, Jury Rig, Mechanically Inclined.
- Special: None.
- Additional Gear: None.

TORPEDO-MAN

Your sailor is trained in the use and maintenance of torpedoes. He knows how to load, fire, and perform maintenance on both the torpedo firing tubes and the torpedo itself. He also knows how to calculate firing solutions.

- Attribute Requirements: None.
- Skill Requirements: Knowledge (Torpedo), Repair.
- Useful Edges: Bullseye, Jury Rig, Mechanically Inclined.
- Special: None.
- Additional Gear: None.

AIR CORPS MOS PACKAGES

"Air Corps" includes both Army and Navy air arms.

AIRCREW

Your character is an aircraft crewman attached to a particular squadron. Most often these are gunners on large bombers. He knows the ins and outs of several types of planes, including their weapon systems and basic piloting controls. He probably hasn't actually flown, but he probably could in a pinch.

• Attribute Requirements: None.

- Skill Requirements: Knowledge (Aircraft Systems), Notice, Shooting.
- Useful Edges: Alertness, Bullseye, Jump Qualified, Killer Instinct, Steady Hands, Mechanically Inclined.
- Special: None.

• Additional Gear: Bomber crews may also wear flak jackets and steel helmets if they care to bear the weight.

BOMBARDIER

Bombardiers have a big responsibility—get the bombs on target! Bombardiers are found on medium or heavy bombers but may also be part of torpedo and dive-bomber crews.

- Attribute Requirements: Smarts d6.
- Skill Requirements: Knowledge (Bombardier), Notice.

• Useful Edges: Alertness, Bullseye, Jump Qualified, Pickle Barrel, Steady Hands, Mechanically Inclined.

• **Special:** Characters starting play as bombardiers must take the Rank (Officer) or Rank (NCO) Edge (depending on service and nationality) during character creation.

• Additional Gear: None.

MECHANIC

Aircraft mechanics spend a lot of time working on their assigned planes. Rain or shine, under fire at a forward airstrip, on the pitching deck of a carrier, or at a rear area base, he must get the job done. He might also be a flight engineer, on board an aircraft and keeping an eye on everything during a mission.

- Attribute Requirements: None.
- Skill Requirements: Knowledge (Aircraft Systems), Repair.
- Useful Edges: Alertness, Bullseye, Jump Qualified, Jury Rig, Steady Hands, Mechanically Inclined.
- Special: None.
- Additional Gear: Toolkit.

NAVIGATOR

Navigators plot a plane's course, constantly determine its position, and estimate distances and travel times using a variety of navigational tools, including celestial navigation (looking at the stars at night) and dead reckoning. They can figure the aircraft's speed, range, weight, fuel load, the weather, and many other factors in order to plot the most efficient course.

- Attribute Requirements: Smarts d6.
- Skill Requirements: Knowledge (Navigation), Notice.
- Useful Edges: Alertness, Bullseye, Jump Qualified, Steady Hands, Mechanically Inclined.

• **Special:** Characters starting play as navigators must take the Rank (Officer) or Rank (NCO) Edge (depending on service and nationality) during character creation.

• Additional Gear: None.

PILOT

Your flyboy is a pilot, one of the most highly skilled members of his nation's military forces. He might fly bombers or fighters, but either way, he's worked hard to get his wings. He's responsible for everyone aboard his craft, and knows that the payloads he delivers are vital to his nation's survival.

- Attribute Requirements: Smarts d6, Agility d6.
- Skill Requirements: Notice, Piloting, Knowledge (Bombardier) for single seat aircraft pilots, optional for bomber pilots; Knowledge (Navigation) for single seat aircraft pilots, optional for bomber pilots.

• Useful Edges: Ace, Alertness, Barnstormer, Bullseye, Killer Instinct, Jump Qualified, Pickle Barrel, Mechanically Inclined.

• **Special:** Characters starting play as pilots must take the Rank (Officer) or Rank (NCO) Edge (depending on service and nationality) during character creation.

• Additional Gear: Some fighter pilots may use early model "G-suits."

THEATERS OF WAR

Through this book some abbreviations are used for different theaters of war around the world.

ETO (European Theater of Operations): This covers all of Western Europe, including Germany and England.

PTO (Pacific Theater of Operations): This covers the entire Pacific Ocean, and includes Japan, the Philippines, Indonesia, and Australia.

CBI: Includes China, Burma, and India.

CIVILIAN PACKAGES

The very nature of "World War" means civilians are frequently dragged into bloody conflict. Below are two packages for those who received no formal military training.

Rather than having required skills like military personnel (who are specifically trained), the civilian character types described below have recommended skills reflecting their varied backgrounds and experiences. It's up to the player to decide which skills best fit his hero.

CIVILIAN

Civilian characters can be anything from blue-collar factory workers to housewives, doctors, politicians, or company executives.

- Attribute Requirements: None.
- **Recommended Skills:** Any, but one should be related to your profession. A doctor, for instance, should take Healing.
- Useful Edges: Any.
- Special: None.

• Gear: Civilian characters have \$200 (War Master's discretion) to purchase their equipment and belongings.

RESISTANCE FIGHTER

Resistance movements sprung up in nearly all countries occupied by the Axis powers during the war. Some, like the French resistance, were an active and major part of the Allied war effort, providing valuable intelligence to US and British planners.

Resistance agents also sabotaged roads, bridges, and depots that tied up large numbers of enemy resources. Some carried out assassinations that, at least temporarily, crippled Axis operations.

- Attribute Requirements: None.
- **Recommended Skills:** Notice, Shooting, Stealth, Streetwise (if from an urban area), Survival (if from a rural area).
- Useful Edges: Any.
- Special: None.

• **Gear:** Rifle or pistol appropriate to theater, knife, \$200 to purchase personal equipment and belongings.

SCIENTIST

During wartime, technology advances quickly. With the tremendous budgets and the full power of modern economies bent towards creating war-winning technologies, there's more than enough work for the nations' brain-trusts. Occasionally, this work even leads scientists to the front lines.

- Attribute Requirements: Smarts d8.
- Recommended Skills: Any Knowledge, Investigation, Notice.
- Useful Edges: Any.
- Special: None.

A careless word...

• **Gear:** Scientist characters have \$500 (War Master's discretion) to purchase their equipment and belongings.

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BASIC EQUIPMENT

A selection of the most common items carried and used by World War Two military personnel is given here.

CLOTHING

Boots: Most troops wear ankle boots with canvas leggings or wool puttees. Calf-high combat boots were introduced late in the war. Paratrooper boots were like combat boots but had a distinctive toecap. Weight: 4 lbs.

Cap: A baseball style cap or woolen beanie. Weight: 1/2 lbs.

Coveralls: Often worn by vehicle crews. Weight: 3 lbs.

Electrically Heated Suit: A special undergarment used by aircrew to keep them warm at high altitudes. Plugs into an outlet at the crew station. Weight: 4 lbs.

Flight Jacket: Issued to aircrews. Weight 4 lbs.

Flight Suit: Heavy leather flight jacket and pants, lined with sheepskin. Weight: 15 lbs.

Greatcoat: A long, heavy wool coat that often doubles as a bedroll. Weight: 6 lbs.

Rain Poncho: Water resistant but not waterproof. Weight: 2 lbs.

Uniforms: Combat fatigues consist of wool or cotton pants and shirt and come in a myriad of styles, weights, and colors (typically olive drab, khaki, or brown for army personnel, and white or blue for navy personnel). Camouflage uniforms also were used by some troops. Most troops had a dress uniform as well, only worn while in garrison or while on leave. Weight 4 lbs.

ARMOR

Other than steel helmets to protect from artillery bursts, armor is very rarely worn by the soldiers of World War II. It is bulky, uncomfortable, and wouldn't stop a bullet anyway.

Flak Jacket: This is a bulky padded vest with steel plates inside. Infantry don't use it because the protection it provides is not worth the weight and bulk. Aircraft and ship crews use it, however. Covers the torso. Armor: +2/+4. Weight: 20 lbs.

Flight Helmet: Made of leather and comes with goggles, builtin headphones, and fittings for an oxygen mask. Not so much a helmet as a protective covering for the pilot's head. Weight: 3 lbs.

Steel Helmet: Has a 50% chance to protect against a head shot. Armor: +2. Weight: 5 lbs.

Tanker's Helmet: Padded leather helmet with headphones. Usually worn by tank crews to protect their heads while their vehicle is bouncing over rough terrain. Armor: +1. Weight: 3 lbs.

GEAR

Aircrew Survival Kit: Fits in the pocket of the pilot's emergency vest. Contains chocolate, hard candy, dehydrated cheese and crackers, bouillon cubes, sugar, cigarettes, iodine tablets, and instant coffee. Weight: 1 lbs.

Ammo Pouch: Part of a soldier's web gear. Can attach to a standard web belt. Can hold two magazines, four clips, or 30 rounds of loose rifle or pistol ammo. Weight: 1/2 lbs.

Backpack: All soldiers are issued a heavy canvas backpack. Generally it is used to carry spare clothing, mess kit, rations, and other personal items. Normally, the backpack is left behind when on patrol, but taken with the soldier when on the offensive. They are dropped if a fight breaks out, allowing the soldier to move faster. Removing a backpack in combat takes one action. Weight: 3 lbs.

Bedroll: Wool blanket or sleeping bag. Weight: 4 lbs.

Binoculars: Issued with a leather or canvas case and lens caps. Weight: 4 lbs.

Canteen: One-quart metal canteen with a metal cup and canvas cover that can attach to a standard web belt. Weight: 1 lbs. empty/3 lbs. full.

Compass: Military lensatic compass with canvas pouch. Weight: 1/4 lbs.

Duffle Bag: The military equivalent of a suitcase. Also known as a sea bag to sailors. Weight: 2 lbs.

Entrenching Tool: A small short handled shovel with a folding blade. The blade can also be used as a pick. In an emergency, it can also be used a weapon (Str+d4). Weight: 3 lbs.

Field Stove: A small metal stove that folds flat for transport. Usually used small cans of solid fuel but could use wood. Each squad usually has one for boiling water or heating rations. Weight: 6 lbs.

Flashlight: Small battery-operated flashlight with angled head. Emits light in a cone template that eliminates darkness penalties to attack any target within. Weight: 1/2 lbs.

Gas Mask: Many soldiers discarded their gas masks to use the case as an extra storage pouch after it became apparent that the use of poison gas was unlikely. Weight: 3 lbs.

Goggles: Protects eyes from wind and dust. Worn by aircraft and ground vehicle crews. Weight: 1/4 lbs.

Life Jacket: Aircrews wear inflatable life jackets, known colloquially as "Mae Wests." They are inflated by small cartridges of CO2 or by mouth and weigh 6 pounds. Solid life jackets are often found on ships and weigh 10 pounds.

Map Case: Water-resistant. Weight: 1/2 lbs.

Mess Kit: Two aluminum plates, one divided into two sections for hot or liquid foods. The kit also comes with a knife, fork, spoon, and a small metal strap to hold it all together. Weight: 2 lbs.

Metal Detector: Battery-operated metal detector used to find land mines. Adds +4 to notice rolls made when trying to detect mines. Does not grant any bonus when trying to detect special wooden mines made to defeat these detectors. Weight: 15 lbs.

Parachute: For airborne operations and bailing out of aircraft. Weight: 30 lbs.

Pistol Holster: Leather pistol holster that can be attached to the standard web belt. Weight: 1 lbs.

Portable Toolkit: Allows Repair rolls with a -1 on the die roll. Must be specified like a regular toolkit. Weight: 15 lbs.

Shelter Half: Half of a standard pup tent (two men each carry one half). Made of canvas and includes two poles, stakes, and tie down lines. Weight: 9 lbs.

Shoulder Holster: Leather shoulder holster used by aircraft and vehicle crews. Weight: 1/2 lbs.

Suspenders: Standard canvas web belt suspenders with clips for attaching other pieces of equipment, including ammo pouches and grenades. Weight: 2 lbs.

Toolkit: Contains a complete set of tools for working on various types of machinery or systems (you must specify the type—automotive, aircraft, marine, electronics, etc.). The tools are stored in a metal box or boxes. Use of a toolkit allows Repair rolls without penalty. Weight: 100 lbs. (a portable tool kit weighs 20 lbs.).

Web Belt: Heavy canvas belt pierced with small metal grommets. Most equipment holders have metal hooks designed to fit in these grommets to attach the item to the belt. Weight: 1 lbs.

COMMUNICATIONS EQUIPMENT

Backpack Radio: A backpack radio with a flexible antenna. Used by units in the field to talk to headquarters and by artillery observers to call in fire missions. It has a maximum range of about 10–12 miles, but this is greatly dependent on the weather and terrain. In mountainous or hilly terrain, the range is halved unless broadcasting from on top of an elevated position. It uses batteries weighing 4 lbs. each, with a duration of about 1 hour. Weight: 25 lbs. (not including batteries).

Communications Wire: Communications wire is usually strung on poles between fixed positions like observation posts and headquarters to allow communication by field telephone. New wire is strung from spools that hold about 1,000 yards of cable. These spools have wire handles that allow the soldier carrying them to drag them behind him when he is laying the wire in dangerous areas. Weight: 20 lbs.

Field Telephone: A small telephone handset carried in a canvas cover with a shoulder strap. A few turns of a small crank on the side generates an electrical charge and rings the phone on the other end of the line (thus the phone is often called a "sound powered" telephone). When connected with a communications wire, the phone can be used to communicate with any other phones connected to the wire. Often a central switchboard somewhere is used to route calls. Weight: 3 lbs.

Walkie-Talkie: A handheld battery-powered transceiver with about a two-mile range. The batteries last about 30 minutes and weigh 3 pounds each. Walkie-talkies are rare and used only by US troops. Weight: 4 lbs.

RATIONS

C-Rations: The basic field ration consists of enough food for one man for one day. It has three canned "meat units" and three canned "bread units." It also includes nine cigarettes, water purification tablets, matches, toilet paper, chewing gum, and a can opener. Weight: 2 lbs.

K-Rations: K-rations were for paratroopers at first but were later approved for all troops. It contains a breakfast, dinner, and supper packet. Each contains a selection of canned and dehydrated foods, water purification tablets, matches, candy, cigarettes, and the ubiquitous can opener. Weight: 1 lbs./packet.

MEDICAL EQUIPMENT

Bandage: Each soldier carries a field dressing and sulfa powder (to be sprinkled on wounds to prevent infections) in a small pouch on his web gear. Usually, you use the wounded soldier's field dressing instead of your own (because who knows when *you'll* be needing it!). Weight: 1/4 lbs. **Field Medical Kit:** A canvas bag with a carrying strap containing an assortment of medical instruments (scalpels, clamps, needles, etc.), 10 morphine syrettes, IV needles, saline solution (in glass bottles), sulfa powder, gauze, and medical tape. A fully stocked bag has 10 applications. See **Medical Supplies** (page 28) for details. As long as there is at least one dose of supplies left, the field medical kit adds +2 to Healing skill rolls. Weight: 5 lbs.

Stretcher: Two poles with a canvas sheet stretched between them, for carting the wounded (or dead) off the battlefield. Weight: 8 lbs.

EXPLOSIVES

Blasting Caps: Caps are used to set off explosives. There are electrical and non-electrical types. Electrical caps require an electric current to set them off. Non-electric caps require a burning fuse or a sharp blow to set them off. Weight: 2 lbs. (box of 20 caps).

Detonator Wire: Comes in 500-foot spools. Multiple lengths of wire can be connected together. Weight: 5 lbs.

Electrical Detonators: Used to set off electrical blasting caps. A small detonator can be held in one hand and has a small handle that is twisted to generate the current to fire the cap. It can generate enough current to fire five caps at once. A large detonator is a box about a foot tall with a large plunger handle. This detonator can set off up to ten caps at once. Weight: 8 lbs. (small), 15 lbs. (large).

Dynamite: Comes in eight-inch sticks. Dynamite explodes if exposed to flame or takes a sudden blow. For each turn dynamite is exposed to flame roll 1d6. On a 5–6, it explodes. If caught in the blast radius of another explosion, it goes off on a 4–6. Old dynamite or dynamite that has been frozen goes off on 6 if dropped. Weight: 1 lbs./stick.

Fuse Cord: Fuse cord is used to ignite non-electrical caps. Slow fuse burns at a rate of two feet per minute. Fast fuse burns two feet per round. Weight: 1 lbs./20' spool.

Plastic Explosive: Plastic explosives were not available before 1942. Plastic explosives do not explode if exposed to flame but will burn if set on fire. They must be set off with blasting caps. Weight: by the pound or ounce.

Satchel Charge: A satchel charge is a pre-fused charge of TNT in a bag with a carrying strap. It can be used against vehicles or fortifications and thrown like a grenade. Satchel charges come in two sizes. Small charges weigh 2 pounds and large charges weigh 15 pounds. Large satchel charges can also be thrown but not very far.

TNT: Issued in half-pound blocks in small metal tins with a tearoff lid.

WEAPON ISSUE

The basic weapon issued to a soldier depends on his service and his job within it. The table on the next page shows the standard weapons that may be issued to a character. Where multiple options are listed, a hero gets to pick one weapon. Naval personnel tend to be armed the same as infantry if they must deploy a shore party from their ship. Aircrews usually never carry anything heavier than a pistol.

WEAPON ISSUE

WEAPON ISSUE			
MOS	United States	United Kingdom	Soviet Union
Armor Crewman	M1911, M3 SMG, Thompson SMG	Enfield No.2 Mk1	PPSh-1941
Artilleryman	M1911, M1 Carbine	Enfield No.2 Mk1	PPSh-1941
Combat Engineer	M1 Carbine, Thompson SMG	Lee-Enfield No.4, Sten SMG	PPSh-1941
Infantryman	M1 Garand, M1 Carbine, BAR	Lee-Enfield No.4, Bren Gun	Model 1930 G, PPSh–1941, DP1928
Medic	M1911	Enfield No.2 Mk1	Tokarev TT-33
Officer	M1911, M1 Garand, M1 Carbine, Thompson SMG	Enfield No.2 Mk1, Lee-Enfield No.4	Tokarev TT–33, Model 1930 G, PPSh–1941
Paratrooper	M1 Carbine, M1 Garand, Thompson SMG	Lee-Enfield No.4, Sten SMG	PPSh-1941
Scout	M1 Carbine, Thompson SMG	Lee-Enfield No.4	Model 1930 G, PPSh-1941
Sniper	M1911, M1903	Lee-Enfield No.4	Model 1930 G
	MIAI Thompson Sh Mi Tomm Lee-Enfield Mk.1 (UK	T-33 MG (US) MI911 Colt (US) y Gan" (US) No.4 Sten	
	Rifle	(US) PPSh-	M3 "Grease Gun" (US)
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SKILLS

All skills from the *Savage Worlds* core rules are available. A few have special rules in this setting, and are noted below.

LANGUAGE BARRIERS

(This setting rule directly affects skill use and so is detailed here rather than Chapter Three.)

Attempting to use relatively complex equipment such as aircraft, artillery pieces, ships, or vehicles with instruments in a language your character doesn't speak, or taunting or intimidating a foe who doesn't speak your language, incurs a -2 penalty. The War Master should use common sense here. Intimidating a foe by pointing a weapon at him shouldn't incur the penalty, but simply telling him to do so in a tongue he doesn't understand does.

BOATING

Boating covers all mundane aspects of handling boats, ships, and even submarines, including steering, basic navigation, and maintenance. In *Weird Wars*, the War Master should sometimes treat this like Common Knowledge. A sailor who spent most of his time on submarines, for example, might suffer a –2 penalty for his few days aboard a battleship, or the first few hours he attempts to steer a PT boat. Briefly noting your character's experience in his background should help figure out exactly when and when not to apply any penalties.

GUTS

Guts isn't used in *Weird Wars*—Spirit rolls are made instead. The War Master has more details on fear and sanity on page 93.

DRIVING

The Driving skill works as usual. Characters are assumed to be familiar with wheeled vehicles such as trucks and cars. The first few hours spent in a tracked vehicle, motorcycle, or other type of unfamiliar vehicle should be accompanied by a -2 penalty. Characters with appropriate backgrounds, such as Armored Vehicle Crewmen, ignore this penalty in tanks as well as wheeled vehicles.

KNOWLEDGE

Knowledge skills are very important in the *Weird Wars* setting. Many military specialties directly depend on a specific Knowledge skill focus. Some common Knowledge skills are listed below.

Artillery: The Artillery skill covers the use and maintenance of crew-served indirect fire weapons like mortars, artillery pieces, rockets, naval guns, and torpedoes—weapons that can be fired at targets out of line of sight. Usually, a character with this skill is part of a crew. He knows the basic firing and gun-laying procedures for his weapon but cannot operate the gun alone. The War Master should decide when this is or isn't possible. For example, one man can load and fire a mortar, but readying a 16" naval gun is not something one man can do alone (the shells alone are too heavy). If it's important (and possible), figure it takes a single person as many rounds as the gun typically has in crew to load such a weapon alone.

Battle: This skill is used to employ military units in combat. Battle is broken down into Aerial, Land, and Naval specialties, with each one a separate skill. An Army officer knows how to maneuver a platoon of infantrymen for example, but wouldn't be able to do anything with a squadron of PT boats. The skill is used to resolve mass engagements using the Mass Battles system. It can also be used to analyze an enemy battle plan or other subjective uses.

Bombardier: This covers the dropping of bombs or torpedoes from aircraft. This skill may be taken by both pilots and crew members but is not a necessity for the pilots of large strategic bombers (like the B-29). The skill allows level, dive-bombing, and skip-bombing (where pilots come in low and fast over water and "skip" their bombs, like a flat stone on a pond, toward their target) as well.

Communications: The use and maintenance of wireless radio equipment and landline communications devices is covered by this skill. Those who have it also know Morse code. Successful use of Knowledge (Communications) means that messages the operator sends are clear and accurate, while failure indicates the message was garbled or incomplete in some way. When receiving a message, success means the operator can pick a message out of the static, or more finely tune the receiver to get a clearer signal.



Cryptography: Those who use encoding and decoding devices (like the Enigma machine) have this skill, which also covers knowledge of the history and theory of cryptography. Characters can also create their own codes and attempt to break codes for which they do not have a key.

Demolitions: This skill covers all aspects of demolitions and the use of high explosives. It can be used to set and defuse charges, and to estimate the amount of explosives necessary to demolish buildings and structures. See the sidebar above for more information.

Espionage: This ability covers aspects of spycraft such as setting up and running surveillance and counter-surveillance, running spy networks, and tradecraft, which involves things like arranging clandestine meetings and "dead drop" transfers. Use of this skill generally determines your character's success or failure at spotting or recognizing other agents' handiwork, or the quality of his own espionage activities.

Gunnery: This skill works like Knowledge (Artillery) but applies to the use, knowledge, and firing of large naval guns (anything larger than anti-aircraft weapons). See **Naval Operations** in Chapter Two for more details.

Language: For the Allied forces, obviously, speakers of German and Japanese are in great demand. There is also a need for personnel who can speak Russian, Italian, French, and Chinese. Each language is a separate skill. A d4 skill means the character can say basic phrases, while a d12 is fluent enough to mimic regional accents.

Navigation: This is an especially important skill for any combat officer or non-com in any branch of the service, and it certainly can't hurt for an enlisted man to know how to use a map and compass. Navigation can be used to determine position, plot a course, or determine how long it will take to get to a destination. Failure on a Navigation roll means the character is either lost, off course, or will take longer to get to a destination than planned (which can be dangerous if one's vehicle is low on fuel).

Occult: Knowledge of the mysterious and supernatural falls under Occult. Those who have dabbled in this field know something about the history of secret societies, magical traditions (like kabbalism, voodoo, tribal, or shamanic magic), and the paranormal. It is different from the Arcane Background Edge in that it represents only knowledge of the occult, not the ability to do anything with that knowledge.

Sonar: Your hero is trained in the use of sonar equipment to detect ships and submarines at sea. Good sonar operators can determine the speed and bearing of a contact, its type, know when it has launched weapons (torpedoes and depth charges), and identify and separate other background "noise." See **Naval Operations** in Chapter Two.

PILOTING

Piloting handles all aspects of flying and routine maintenance of aircraft, from transports to fighters and bombers.

Like Boating, working with new equipment should inflict a -2 penalty until the pilot gets used to the craft. Most penalties should disappear after 10 hours of flight time in the new machine. A few remarks in your character's background about the types of aircraft he's flown or worked on should help decide when penalties should be incurred.

REPAIR

Repair works as usual, but particularly complex or specialized jobs outside a character's regular background suffer a penalty of -2. An aircraft mechanic, for example, might suffer the penalty when working on a submarine's hydraulics. After a few days of working things out, the War Master can eliminate the penalty.

SHOOTING

Shooting covers all types of direct fire weapons including personal firearms from pistols up to heavy machineguns, man-portable rocket launchers, flamethrowers, and aircraft mounted machineguns, cannon, and rockets. This also covers crew-served tanks, anti-tank, and anti-aircraft guns.

Indirect fire weapons, mortars, and artillery pieces use the Knowledge (Artillery) skill. Naval guns use Knowledge (Gunnery).

SURVIVAL

A character with the Survival skill knows the basics of survival in most situations. Note which climates your hero is familiar with such as arctic, desert, temperate, or mountain. When the character is out of his element, he typically incurs a -2 penalty on his rolls.

DEMOLITIONS

Someone once said, "There are few problems that can't be solved by a charge of high explosives." If you believe that then demolitions is your answer. Below are the things you can do with the always risky Knowledge (Demolitions) skill.

Set Charge: This covers the setting of a single charge to be detonated by fuse or handheld detonator. If a series of charges is to be set off at the same time from a single fuse or detonator, the Knowledge (Demolitions) die roll for each charge after the first is modified by -1. Setting a charge takes a single action.

Booby Traps: The die roll modifier is the same when setting booby traps. Spotting such a trap requires an opposed Notice roll vs. Knowledge (Demolitions) roll. Each additional minute used to set up the booby trap allows it to be more sophisticated, and adds +1 to the Knowledge roll when it's opposed by Notice (to a maximum of +3).

BOOM! A critical failure when setting a charge indicates the explosive detonated. The character and anyone in the burst radius suffers full damage.

Defuse Charge: A character may automatically defuse his own charge as an action, unless it's so complicated the War-Master determines a roll is necessary. A 1 on the Knowledge die, means the charge detonates immediately.

Defusing a charge set by someone else requires a Knowledge (Demolitions) roll at a -2 penalty. If the roll succeeds, the charge is disarmed. If the roll is failed, the explosive detonates as designed.

Estimate Charge: The mark of a pro is using the right amount of explosives to get the job done. A successful roll allows a character to know how much explosive to use for a particular job.

HINDRANCES

While every Hindrance from the Savage Worlds rules is available in Weird Wars, War Masters must use their discretion in what Hindrances they allow the characters to take. Most regular armies won't accept Elderly or Young characters, for instance, and soldiers with disabilities like One Arm are more likely to serve as rear echelon troops, if they serve at all. Those are perfectly appropriate Hindrances for civilians, however, or for soldiers with specialized knowledge the brass can't afford to lose.

BULLET MAGNET (MAJOR)

Some soldiers are just in the wrong place at the wrong time. This character makes a habit of it. This unfortunate soul is hit by accidental fire (using the Innocent Bystander rules) on a 1-2 for single-shot weapons, and a 1-3 for shotguns or full-auto fire. He's also hit on a 1-2 under Heavy Fire (see Setting Rules).

DOUBTING THOMAS (MAJOR)

Besides the description presented in Savage Worlds, Doubting Thomases are just not prepared to deal with the things that make Weird Wars...weird. Characters with this Hindrance suffer double Sanity loss when such an event occurs. On the plus side, they start with a Sanity of +2 for their stubborn faith in the mundane.

FANATIC (MAJOR)

Your hero believes so strongly in his country, political party, philosophy, or religion that he'll do almost anything for it, and often tries to persuade, cajole, convert, or browbeat those who don't subscribe to his beliefs into doing so. Fanaticism motivates some enemy troops (SS troops, and many Japanese soldiers), but it can also manifest among elite Allied troops like commandos, paratroopers, or US Marines, as well as the regular rankers.

If your character is ordered to do something that serves or is motivated by his beliefs, he must do it, however foolish or dangerous it might be. His attitude among friendly troops may be disadvantageous depending on the situation, and the War Master may apply a -2 Charisma modifier when appropriate.

Within Manueritan Statistic

MURPHY'S LAWS OF COMBAT

- 1. No plan ever survives contact with the enemy.
- 2. If the enemy is in range, so are you.
- 3. Tracers work both ways.
- 4. Never share a foxhole with anyone braver than yourself.
- 5. Friendly fire isn't.
- 6. The easy way out is always mined.
- 7. Try to look unimportant; they may be low on ammo.

8. Anything you do can get you shot, including doing nothing.

9. Incoming fire has the right of way.

10. Teamwork is essential; it gives the enemy someone else to shoot at.

GOLDBRICK (MINOR)

In a word, your hero is lazy. It's difficult for him to get up and get motivated about work or other responsibilities. He actively tries to dodge assigned tasks and tries to get someone else to do his work for him. When forced into doing something, his effort is half-hearted and he tries to finish whatever he's doing as quickly and effortlessly as possible.

A character with this Hindrance has a hard time getting promotions (-2 to Promotion rolls). His reputation for being a shirker may also not sit well with his squadmates or superior officers, so he has a -2to his Charisma with them.

REPLACEMENT (MAJOR)

Your soldier is fresh from boot camp and has just been assigned to his unit. To make things worse, his training didn't take as well as it should have. Most of his squad thinks he's only good for walking point and carrying spare ammo for the machineguns.

The newbie is never dealt cards on the first round of any combat (he's always "surprised"). In addition, he subtracts 2 from Notice rolls made to detect ambushes or booby traps, as well as most Common Knowledge rolls related to his theater of operations. To top it off, he'll be assigned the worst duties in the platoon-latrine detail, filling sandbags, KP, and walking point, to name a few. Of course, a newbie doesn't stay new forever. The reason the Hindrance is so awful is it can go away.

After each relatively active month of service, the hero makes a Smarts roll at -2. If the roll is successful, he drops one group of penalties-either the action card penalty or the -2 to Notice and Common Knowledge rolls. He may roll again after another active month to rid himself of the other penalty, at which point he's no longer a replacement. Note that not every soldier who steps off the plane or ship has this Hindrance-only those knuckleheads who take a little longer to adjust to the realities of war.

SHELL SHOCKED (MINOR OR MAJOR)

Modern warfare puts tremendous stress on those on the front lines. Some soldiers are able to deal with it better than others, but in the end, everyone has a breaking point. Once that point is passed, psychological breakdown begins. Soldiers call it "the shakes," "shell shock," or "flak happy."

At a Minor level, the Shell Shocked Hindrance means your character has -1 to his Sanity and tends to stare a lot. As a Major Hindrance, Sanity and Charisma suffer a -2 penalty.

At either level, whenever the character suffers Sanity loss he must make a Spirit roll or be mentally Incapacitated for 1d6 rounds (2d6 rounds as a Major Hindrance).

SLOW (MAJOR)

Not everyone was born with cat-like reflexes. This soldier is just a little slow on the uptake, or maybe freezes up when lead starts flying. He draws two cards in combat and acts on the worst. If he draws a Joker, he uses it normally and ignores his Hindrance for the round.

Slow characters cannot take the Quick Edge, but they can actually improve their reaction time by taking the Level Headed Edge (but not during character creation). For this soldier, Level Headed allows them to draw one card and act normally. Improved Level Headed grants them two cards and they act on the best of the two.

EDGES

The following Edges are not recommended for use in *Weird War Two*: all Arcane Backgrounds (but three new ones are presented on page 23). Champion, Holy/Unholy Warrior, Mentalist, Wizard. Rich, Filthy Rich, and Noble can be taken but will have little use here.

BACKGROUND EDGES

ACADEMY GRADUATE

Requirements: Novice, Smarts d6+

Your character is a graduate of one of his country's prestigious military academies, and among officers is considered part of the "special club." The extensive regimen of military training has prepared him for combat as well as the rigors of military politics.

This future general adds +2 Charisma when dealing with "Headquarters"-type officers (rather than field officers) of the same service branch (Army or Navy), in addition to any other bonuses they may have for other social Edges. This officer also ignores the Rank requirement for Leadership Edges.

Unfortunately, most enlisted troops have a dim view of "ringknockers" and his Charisma is at -2 with enlisted soldiers until he reaches the rank of Captain. Such malcontents will frequently disobey orders and cause mayhem when they can get away with it.

ARCANE EXPOSURE

Requirements: Novice, Smarts d8+

At some point in the past your character had an encounter with the supernatural. Maybe it was the haunted house he spent the night in on a dare, or perhaps he read strange tomes from the locked trunk in grandpa's attic and learned something he shouldn't have. However it happened, your character has a sense that strange and fearsome things really do exist in this world, and unlike many, this knowledge has made him stronger. Add +2 to Sanity, and +2 to fear rolls caused by supernatural events.

COLLEGE BOY

Requirements: Novice, Smarts d8+

This soldier spent some time in college before being drafted or enlisting. He has an additional 4 skill points to spend on any Smartsrelated skills. At least one of these must be a Knowledge skill at d6 or better (his Major).

GRIZZLED

Requirements: Novice, Smarts d6+, Spirit d6+, Vigor d8+, Fighting d8+, Shooting d8+

This veteran has already "seen the elephant" and survived it. He begins play Seasoned to represent his previous experience, and his military rank is two grades higher than normal.

Grizzled soldiers get four Advances immediately upon character creation, just as if they had earned 20 Experience Points. The price is that the advancements must be repaid. The next 20 Experience Points your hero earns are forfeited to pay back the debt.

An enlisted character with this Edge begins at E–3. Combining Grizzled with Rank (NCO) begins at E–7. A character who combines Grizzled with Rank (Officer) begins at O–3. See the Rank Tables for rank grades and titles for different nationalities.

NATIONAL IDENTITY

Requirements: Novice, Wild Card

soldiers of The each nation in the war had an "identity" associated with them. Americans were "lucky," British were "plucky," and the Russians seemed fatalistic for most of the conflict. Soldiers with this Edge are what make this identity iconic, and may choose one of the special abilities below.

Over 100 nations fought in World War II but only a few are listed below. If your warrior is from a nation not

represented here (such as Greece, the Philippines, Romania, etc.), you may choose any of the abilities listed below after discussing it with the War Master to ensure it fits the national stereotype. Of course you might also make up an appropriate effect with the War Master's permission.

• British Pluck: The British "stiff upper lip" made them incredibly resilient under even the most dreadful circumstances. "Tommys" add +2 to Spirit rolls made to resist Fear, Intimidation, or arcane powers. It does not add to Spirit rolls made to recover from being Shaken.

• **Canadian Heart:** The young nation of Canada was the first of the Commonwealth nations to join England in their war on Germany. Their soldiers are eager to prove themselves, and get +3 on trait and damage rolls when dealt a Joker rather than +2.

• French Élan: Those French who resisted their Germans occupiers were at terrible risk. Spies were shot on sight while those seen as collaborators would find themselves quietly targeted by their neighbors. Learning to live under such circumstances was only possible with incredible spirit. If a Frenchman with this Edge spends a benny to make a roll, he rerolls any result of 1. Note that this is different than the Élan Edge (page 20), though the two work together for particularly proud individuals.

• Polish Pride: Poles suffered terribly under Nazi occupation. Though their home army was defeated in the Blitzkrieg of '39, they later fielded resistance fighters, special forces (such as those who accompanied British forces at Operation Market Garden), and entire divisions in France and Africa. The desire to regain their country makes these fighters extremely resilient. Polish characters add +1 to their Toughness (after 1939).

• Soviet Fatalism: Many "Ivans" seemed resigned to inevitable suffering, whether in the trenches, in captivity, or back at the collective farm. Yet they struggled on, even while waiting for the British and Americans to re-ignite the Western Front. Soviet characters with this Edge are somewhat numb to their fate and ignore one level of wound modifier.

• **US Luck:** The rest of the world couldn't help but see the smiling American GI as extremely fortunate. Lady Luck often smiled on the "Yanks" in combat as well. Whenever the character spends a benny, roll a d6. On a 6, he gets the benny back immediately (it may even be spent on the same roll he spent the first one on).



COMBAT EDGES

BLOOD AND GUTS

Requirements: Veteran

This warrior has seen his fair share of gore and carnage and grown jaded to it. He automatically passes fear tests caused by gore. In addition, his savagery grants him +1 damage in bloody close combat.

BULLSEYE

Requirements: Seasoned

Many of the enemy's fighting machines are terribly formidable, but well-trained and experienced gunners know just where to aim in order to hit a vehicle's weak spot. Characters with this Edge may modify vehicle critical hit die rolls result by 1, up or down, when rolling for a critical hit.

IMPROVED BULLSEYE

Requirements: Heroic

As Bullseye, but the critical can be modified by up to 2 points.

DIG IN!

Requirements: Novice, Smarts d6+

This canny grunt is good at making himself small and getting the most out of any cover he is in. While in cover, foes suffer a -1penalty to any physical attack rolls against him. The hero also adds +1 to his Toughness against area effect damage as long as he is prone or in cover.

IMPROVED DIG IN!

Requirements: Seasoned, Dig In!

As Dig In!, but foes subtract 2 from attack rolls, and the hero gains +2 Toughness versus area effect attacks if prone or in cover.

ÉLAN

Requirements: Novice, Spirit d8+

Your character has a distinctive and vigorous fighting spirit. He has confidence in his abilities and the determination to overcome all obstacles. Where others just want to get the job done, a character with the Élan Edge goes about it with flair and dash.

When a character with the Élan Edge spends a benny on a trait roll (including a soak roll), he adds +2 to the final total.

FIRE FOR EFFECT

Requirements: Novice, Smarts d8+

This soldier has a knack for zeroing in fire support. When calling for artillery with Support Tokens, he reduces all deviation rolls by 2". Whenever he receives Support Tokens, he gains one additional token.

GRAZING FIRE

Requirements: Seasoned, Rock and Roll!, Shooting d8+

This edge allows your character to use a machine gun more effectively in suppressive fire mode. Targets who roll a 1 or 2 on their Spirit checks are hit and take damage.

HOSE 'EM DOWN

Requirements: Novice, Shooting d8+

Machine-gunners with this Edge can suppress an area more effectively than the typical gunner. When using a braced medium or heavy machinegun, this killer can suppress an area equal to two Medium Burst templates. The second template must be adjacent to the first (in any direction), and the weapon burns through double its usual amount of ammunition.

IMPROVED HOSE 'EM DOWN

Requirements: Seasoned, Hose 'em Down

This edge allows an MG gunner to suppress an area equal to three Medium Burst templates, at triple the usual amount of ammo spent. Each additional template must be adjacent to the first.

INCOMING!

Requirements: Seasoned

After a while, many veterans are able to distinguish the sounds of different kinds of artillery fire, both friendly and enemy, and determine if it is "outgoing" or "incoming" mail. Whenever a character with the Incoming! Edge is under artillery attack, he may throw himself prone before the shell impacts, reducing damage from the attack by -2. This is cumulative with Dig In!

KILLER INSTINCT

Requirements: Heroic

Your soldier doesn't like to lose. If he ties on an opposed roll of any sort, he wins. In addition, if his skill die on an opposed skill roll is a 1, he can reroll it (but must keep the second result, even if it's another 1).

PICKLE BARREL

Requirements: Novice, Knowledge (Bombardier) d6+ or Piloting d6+

The primary goal of tactical and strategic bombers is of course, getting their "eggs" (bombs) or "fish" (torpedoes) "in the pickle barrel" (on target). This Edge helps the pilots and aircrew of these kinds of planes do just that. Characters with this Edge receive a +2 on skill rolls to hit with bombs or torpedoes.

TANK HUNTER

Requirements: Novice

To an infantryman a tank is a near-invincible, armored, firebreathing monster. To a character with the Tank Hunter Edge, a tank is just a large target.

When attacking armored vehicles, your hunter knows how to hit the weak points and adds +4 to the AP value of the weapon. This bonus applies to attacks with ranged anti-tank weapons or to closeup weapons like limpet mines, bundles of grenades, and Molotovs.

IMPROVED TANK HUNTER

Requirements: Novice, Tank Hunter

The Tank Hunter adds a d6 to any damage roll versus a vehicle with Heavy Armor.

LEADERSHIP EDGES

A FEW GOOD MEN

Requirements: Heroic, Smarts d8+, Command, Inspire

The hero knows how to get the best from the troops at his disposal. When the War Master checks to see which of the commander's troopers are alive or dead after a battle, he may reroll any failures. This Edge affects up to 12 men (a typical squad), and does not stack if multiple characters have the ability.

If the leader is the overall commander in a Mass Battle, roll a d6 whenever a token is lost. On a 6, the token isn't lost.

A FEW MORE GOOD MEN

Requirements: Heroic, Smarts d8+, A Few Good Men, Command, Inspire

As A Few Good Men, but the commander can affect up to a platoon's worth of men (no more than 24).

ART OF WAR

Requirements: Novice, Smarts d8+, Knowledge (Battle) d8+

Some commanders have an intuitive grasp of strategy and tactics. They also have a keen insight into the minds of their enemies and can easily outmaneuver and outfight more mediocre opponents. Characters with the Art of War Edge are the ones whose quotations end up in the history books. Your character adds +2 to Knowledge (Battle) rolls during Mass Battles.

COMMAND VOICE

Requirements: Novice, Command, Rank

A booming voice, effective hand signals, or simple training as a unit results in a much more effective combat element. At the center of that element is the field officer in tactical command. An NCO or officer with this Edge has a "command radius" of 10" instead of the usual 5".

CRY HAVOC!

Requirements: Veteran, Spirit d8+, Knowledge (Battle) d10+, Command, Fervor

The general has an uncanny knack for knowing when to attack and when to hold back with his troops. Once per Mass Battle, during the Battle Roll Phase, the character may declare a total attack. He must do this before he rolls his Battle die. If he succeeds on his roll and beats his opponent, his enemy loses one extra token.

DEATH BEFORE DISHONOR

Requirements: Veteran, Knowledge (Battle) d10+, Command, Hold the Line

The character has led his army to many victories and the men have come to abhor retreat as a stain on their honor. He adds +2 to Spirit rolls when rolling for his troops' Morale in a Mass Battle.



LEADER OF MEN

Requirements: Veteran

Command comes easy to this soldier and his troops respect him. He looks after his men and teaches them to look after each other. The result is a well-disciplined and effective force that works well as a unit. Soldiers making group rolls while under this leader's command roll d10 as the Wild Die instead of d6.

RANK (NCO OR OFFICER)

Requirements: Novice, Smarts d6+, MOS qualified

Noncommissioned officers (sergeants) and regular officers (lieutenants and higher) get to order subordinates around, but are also the ones held responsible for the success or failure of their men and their mission. They know the thrill of watching a plan come together, and the agony of watching one fall apart.

In *Weird Wars*, the Rank Edge allows NCOs and officers to command others, but this is a double-edged sword that grants few benefits. To compensate, characters who purchase this Edge get an additional benefit as well. (Non-player characters and those who achieve the rank during play do not get these additional abilities.)

NCOs are the backbone of their units, and must be tougher, stronger, and more resilient than those they lead. Noncoms with the Rank (NCO) Edge add +2 to their base Toughness to reflect their hard-bitten nature.

The character's military rank is the lowest for an NCO in his particular service branch (a sergeant in the US Army, for example).

Officers are there to inspire and lead, and should definitely concentrate on Leadership Edges as they advance. To help them get there, officers gain an additional benny per game session, and may *always* spend that benny on those under their command. (An officer with the Common Bond Edge can grant a benny to anyone—not just those under his command.)

Upon taking this Edge, the character's military rank becomes the lowest for an officer in his particular service branch (usually 2nd Lieutenant or the equivalent of O–1).

Tactical Command: Note that though NCOs and officers may give the orders, tactical control of Extras should still be split up among the players as usual. This ensures everyone gets to play and doesn't overburden one or two players while the rest slowly wait for their turn. Remember that this is still *Sarage Worlds*, and the action should still be fast and furious.

Russian Commissars: Though they follow the normal Rank structure, Commissars are responsible for morale (and rooting out traitors) rather than tactical command. Instead of the extra benny, Commissar officers add +2 to Intimidate rolls, and all friendly troops within 5" add +1 to resist fear and recover from being Shaken.

TACTICIAN

Requirements: Seasoned, Wild Card, Smarts d8+, Knowledge (Battle) d6+, Command

The leader has a natural grasp of small unit tactics and can frequently take advantage of a rapidly changing situation.

At the beginning of a fight and before any initiative cards are dealt, the hero makes a Knowledge (Battle) roll. For each success and raise he receives one initiative card. These are kept separate from his regular initiative cards and are not placed back into the deck until used or the combat ends (including Jokers!). At the start of any round, the hero may give one or more of these extra cards to his allies, whether Extras or Wild Cards, who then use it as their initiative card for the round in place of the one dealt them. This allows Extras to operate independently of Wild Card characters for one round if they receive their own card.

Only one character per encounter may use this Edge.



PROFESSIONAL EDGES

COMMANDO

Requirements: Novice, Agility d6+, Smarts d6+, Spirit d6+, Strength d8+, Vigor d8+, Fighting d6+, Shooting d6+, Stealth d8+

Commandos tackle the toughest missions on the front, but often operate behind enemy lines with little chance of coming home. They are almost always outnumbered and outgunned so they need to be mentally sharp to stay ahead of the enemy. This applies to British Commandos, Ghurkas, Long Range Desert Group, SAS, US Army Rangers and Marine Raiders, and other similar elite troops.

Commandos add +2 to all Fatigue rolls made against environmental hazards (including cold and heat), sleep deprivation, foot marches, and +2 to all Survival rolls. As much of their work involves getting close to their targets for a silent takedown, they receive a +1 to Stealth rolls. All of these bonuses are cumulative with those derived from other Edges.

DEMO MAN

Requirements: Novice, Knowledge (Demolitions) d6+

This maniac is intimately familiar with all sorts of explosives, detonators, and booby-traps. He adds +2 to all rolls made to set, disarm, or improvise explosives and booby-traps (but not Notice them). This can cover a range of abilities and skills determined by your War Master (for example ordnance disposal, bomb making, or structural demolition).

FROGMAN

Requirements: Novice, Smarts d6+, Strength d6+, Vigor d8+, Knowledge (Demolitions) d6+, Swimming d8+

Navy frogmen are highly skilled, tough, and motivated. Their primary job is underwater demolitions. Whether their targets are beach obstacles, mines, or enemy ships, frogmen can defuse, remove, or blow them sky high. When supporting beach landings, they make maps, do hydrographic surveys, and prepare obstacles for demolition so that the beach is clear as possible for the main landing force. They may also find themselves planting explosives on ships at anchor in enemy harbors. Their training is as rigorous as any commando.

Swimming rolls for frogmen are made at +2, and Pace is improved by +1". These bonuses are cumulative with those offered by other Edges. Creatures with the Aquatic special ability do not get their +2attack bonus against Frogmen.

JUMP QUALIFIED

Requirements: Novice

Your character has had training in the use of a parachute. He knows how to put one on, deploy it, and land without breaking his legs (usually). The Jump Qualified Edge gives your character +2 to all rolls associated with parachuting, such as maneuvering or landing (see page 34).

MEDIC!

Requirements: Novice, Healing d6+

A character with this Edge can get wounded soldiers up and fighting again in seconds. If the medic can get to a wounded non-Wild Card by the end of the round in which he was wounded, he can make an immediate Healing roll at -2. If the roll is successful, the victim is merely Shaken instead of wounded.

MECHANICALLY INCLINED

Requirements: Novice, Smarts d6+, Repair d6+

Modern warfare relies on technology. The side that can get the most out of its equipment may have a decisive advantage in battle. You intend to see to it that the winning side is your side.

Your character is good with mechanical and electronic devices, and can more easily figure out how to use and repair them. He gets a +2 bonus to Knowledge or Repair rolls required to use, design, troubleshoot, or repair such devices (engines, radio sets, encryption devices, electrical and hydraulic systems, machinery, etc.).

SOCIAL EDGES

BAND OF BROTHERS

Requirements: Wild Card, Veteran, Common Bond

This group of soldiers has been to Hell and back together. That kind of bond hardens men, and makes them able to better withstand wounds that might otherwise have put them out of action.

Gain +1 Toughness for each other "brother" with this ability within 6", to a maximum of +4. If four heroes with the Band of Brothers Edge fight together, for instance, they each gain +3 Toughness.

PARTY MEMBER

Requirements: Novice, Citizen of the Soviet Union

The individual is a member of the Communist Party. This is essential for anyone who wants to get ahead in the Soviet bureaucracy. Party Members gain +2 to Charisma when dealing with other loyal party members and Soviet citizens. They also add +2 promotion rolls. Of course, they are also often under the closest scrutiny.

Characters who "join the party" in a game are appreciated, but those with the Edge are noted for their zeal and receive the benefits above. Vociferous party members also get occasional perks such as extra rations, vodka, or uniforms. Those who bring others into the party may receive more lucrative rewards.

SCROUNGER

Requirements: Novice, Smarts d6+, Streetwise d6+

Wars and the associated chaos that go with them often bring out unusual traits in people, both good and bad. Some seem to have an uncanny ability to find just what they're looking for among the mountains of equipment shipped into the theater.

A consummate trader and wheeler-dealer, this soldier can find a way to acquire almost any piece of equipment or luxury item. Once per session, and while in a populated area (such as a large village or town), a successful Streetwise roll allows the Scrounger to do one of the following:

• Improve one squad's Ammo one level

• Acquire one "heavy" weapon with limited ammunition (such as 1d3 Molotovs, a single bazooka, PIAT, flamethrower, panzerfaust, or land mine—War Master's choice)

- Improve one squad's Rations one level
- Acquire 2d6 "refills" for a medic's med pack
- Find 2d6 x \$20 in easily-concealed cash or valuables

• Acquire some rare but not particularly valuable item (cigars, silk stockings, fine chocolate, a needed spare part, etc.)

In the face of obstacles ~ COURAGE



WEIRD EDGES

Warning! The following Edges give away a little of the backstory of *Weird Wars* and should only be read with your War Master's permission. Two of the Arcane Backgrounds, in particular, should only be read after your character has become Seasoned and encountered something beyond the usual combat operation.

The blatant display of supernatural abilities isn't recommended. Paranoid allies might shoot on the spot. Even the shadowy Office of Special Investigations (OSI), which seems to deal in such things, won't tolerate those who risk panicking the regulars.

ARCANE BACKGROUND (BPO PSIONIK)

Requirements: Seasoned, Soviet, Smarts d8, Party Member Arcane Skill: Psionics (Smarts) Starting Power Points: 10 Starting Powers: 1

Spell List: Armor, barrier, blast, bolt, boost/lower trait, detect/conceal arcana, fear, invisibility, obscure, puppet, speak language, stun, telekinesis.

The Byuro Paranormalnih Otnoshenii Sovetskogo Soyuza, the Bureau of Paranormal Affairs of the Soviet Union (usually shortened to BPO) is something like a special operations battalion, charged with combating supernatural threats. The BPO has heard stories of the OSI's chaplains but dismisses this as capitalist propaganda. Instead, they have turned to the power of the human mind.

Devout members of the communist party who have survived contact with the supernatural and shown particular resilience may be contacted for psionik training. In game fiction, the character is contacted by the BPO—not the other way around. Taking this Edge, however, triggers such an event.

Psionik training is grueling and fraught with peril, but those who take the Edge squeak through without suffering brain damage, instantaneous death by stroke, or execution by mistrusting BPO operatives.

Trappings: Psioniks in *Weird Wars* have invisible effects. The *barrier* is a wall of force, *blast* is a burst of mental energy, and so on.



Psioniks give their abilities patriotic names, so *bolt* is "Stalin's Fist," for example, while *blast* might be "the Red Hammer."

Backlash: Rolling a 1 on the Psionik skill die causes an automatic wound. The soldier must also make a Vigor check at -2 (in addition to the wound if it wasn't soaked). Success means the power fails and the psionik suffers obvious bleeding from his nose and ears. Failure also results in unconsciousness for 1d6 hours that cannot be revived by any means, natural or otherwise.

ARCANE BACKGROUND (HAUNTED)

Requirements: Novice, Background Edge

This Arcane Background works differently than others. It has no Arcane Skill or Power Points. Instead, its power is derived from a helpful but occasionally frightening spirit that has attached itself to the hero. Perhaps the spectre is the protective brother who didn't survive the landings at Omaha. Or maybe the ghost of some longdead warrior has manifested to relive the glory of his past military deeds through his descendant.

On taking this Edge, first decide on the spectre's origin and write out enough backstory that the War Master knows how to play it. The spirit then grants your hero one of the abilities below (your choice). Future advances may add additional abilities.

The space between worlds is difficult for the spirit, so it never communicates directly. Instead it takes over equipment, tunes in odd radio messages together, or scratches warnings in dirt or in the fog of a window. A spirit with the Danger Sense ability, for example, might shut down your warrior's tank before it drives into the sights of a German 88mm anti-tank gun.

Beast Ward: Animals instantly sense haunted characters. Hostile animals focus on them where possible, but attack at -2. Roll a die with domesticated creatures. Even, the animal can be handled (ridden, etc.) at a -2 penalty. Odd, the animal attacks savagely.

Backlash: Unfortunately, the link with the phantom can

occasionally have terrifying results. Whenever the character suffers a Fatigue level or wound that isn't soaked, he momentarily glimpses the dark things lurking in the spirit world and must make a Spirit roll. If the roll is failed, he loses a Sanity point (2 with a critical failure) and is Shaken (this cannot stack to cause a wound).

Haunted Abilities: Choose one of the abilities below at character creation. You may add additional abilities with advances.

- Arcane Resistance: Per the Edge. Taking this ability a second time grants the hero Improved Arcane Resistance. The ability typically manifests as a spectral aura about the host.
- **Channeling:** The spirit channels its previous abilities into its host, perhaps whispering near-insane ramblings in his mind or ear. Once per session, and for the duration of a scene or encounter, the spectre grants the character a +4 bonus to any non-combat skill the War Master believes would have been known by the spirit. Thus the ghost of a thief might give its host a bonus to Lockpicking, while a Civil War cavalry officer might aid Riding.
- **Danger Sense:** Per the Edge. The ghost communicates this in haunting and mysterious ways. Perhaps it flashes horrible visions of the coming carnage, or drops a cold spot on the host. If the character has Danger Sense on his own, this ability grants two chances to detect ambushes or other unseen attacks.
- Fear: Anyone who attacks the host in close combat gets a glimpse of the angry spirit that protects him and must make a fear test. Once passed, the test need not be made again.
- **Guardian Angel:** The spirit grants the character an extra benny per session that can only be used to soak damage.
- **Poltergeist:** The spirit spends a great amount of energy to affect dozens of small objects in a Large Burst Template within sight of the host. Foes within must make a Spirit test or be Shaken unless they have a personal Armor value of 4 or more. The exhausted spirit cannot act again for 1d6 hours afterward.

• **Possession:** By spending a benny and taking a Fatigue level that lasts 24 hours, the host can send the spectre to possess a human target in line of sight. The victim is under the control of the spirit

until it breaks free (Spirit roll at -2 each round). This doesn't change the nature of the ghost—it's still a distant, angry spirit with few cogent thoughts—but it can make its host perform basic tasks such as giving orders in his own language, attack, or operate machinery. The host will never deliberately commit suicide.

• **Reaper Ward:** As the host lies dying, the spirit fights off the swirling reapers that would come to claim his soul. Roll a die. If the result is odd, the spirit loses and is torn asunder along with the host's soul. If the die is even, the protective spirit wins the fight and the hero lives, though he is Incapacitated.

• Seance: The spirit can speak with other dead souls and attempt to gain information from them. With serious effort (total concentration and a Fatigue level that lasts 24 hours) and contact with a corpse, a character can force the spectre to concentrate enough to speak with the corpse's spirit and ask a single question. The spirit answers only what it knows, and even this is often vague. A dead soldier might know he was shot by a German, for example, but wouldn't know the soldier's name unless he or his companions spoke it in the body's presence. This information manifests in brief but terrifying visions in the host's mind, causing a Fear test at -2.

• Vehicular Animation: The spirit enters the machinery of a vehicle and imbues it with supernatural energy. All crewmen add +2 to any vehicular actions (including firing its weapons), and attacks against it suffer a -2 penalty. This occurs one round after combat rounds begin and lasts until the War Master declares the game is no longer in rounds. The ability covers an entire vehicle, even an entire ship and all its crew, if directed. This exhausts the spirit, which can take no other action for 24 hours.

ARCANE BACKGROUND (OSI CHAPLAIN)

Requirements: Seasoned, non-Soviet Ally, Spirit d8, Rank (Officer)

Arcane Skill: Faith (Spirit) Starting Power Points: 10 Starting Powers: 2

Spell List: Armor, beast friend, boost/lower trait, deflection, detect/conceal arcana, dispel, healing, obscure, smite, stun.

The blessed exist in the world of *Weird Wars*, but most have little if any real power. A shadowy organization within the Allied military, however, has found a way to greatly enhance their abilities with whatever greater power they worship. Note that only the US and UK engage in this program. The communist regime of the USSR still officially discourages religion and thus has no such program.

A character ordained as a chaplain by the "Office of Special Investigations" gains truly miraculous powers such as the ability to lay on hands (*healing*) or granting holy power to a soldier's bullets (*smite*). Regular chaplains, priests, and other religious figures in the world may do great deeds, but they do not have the ability to call on actual miracles.

The OSI only invests such effort on those who have a religious or generally "good" nature and have already survived an encounter with the supernatural—hence the Seasoned requirement. The process takes about a week of intense study, so the War Master should drop in a narrative break while the character undergoes his training.

Sin: OSI Chaplains who commit mortal sins (such as murder) may find their powers revoked at the War Master's discretion. Regaining them requires a great act of contrition and atonement.

Backlash: OSI Chaplains do not suffer backlash, but a 1 on their Faith die is always a failure regardless of modifiers.

COURAGE UNDER FIRE

Requirements: Seasoned, Command, Rank (NCO or Officer)

Sometimes you feel as if you have a guardian angel. Bullets and even artillery fragments seem to whiz right by you, especially when you're doing your duty and commanding your men.

If your character is standing and not in cover, roll a die for every successful attack that would wound him (including area effect attacks). If the die roll is odd, the hero takes no damage. Otherwise he's affected normally.

LIQUID COURAGE

Requirements: Novice, Vigor d8+

Hard liquor has an amazing effect on you. Down at least 8 ounces of the stuff and you're virtually unstoppable.

The round after the character drinks at least 8 ounces of hard liquor (three times that in beer or twice that in wine), his Vigor increases by one die type (which also increases his Toughness), and he ignores one level of wound modifiers (which stacks with other abilities that ignore wound penalties).

The effect lasts for one hour, and has no detrimental effects on brainpower, agility, or other functions. If the character is looking to get drunk and does so, he retains the benefits above but suffers -2 to all Smarts and Agility-based rolls for as long as he continues to drink and the next 1d6 hours thereafter.

RADAR

Requirements: Novice

Maybe your hero has a sixth sense. Or mabye he just has really keen hearing. Either way, his squadmates have learned to hit the deck when he does.

The soldier can somehow anticipate incoming area effect attacks such as artillery, tank rounds, and even thrown grenades. When caught in an area effect attack, he automatically goes to ground. Since cover modifiers count as armor against area effect attacks, the warrior gets 2 points of armor against the blast.

Better still, allies who have been around the character for a while and haven't acted when the attack hits get an Agility roll to hit the dirt as well.

RADIO HEAD

Requirements: Novice

The fillings in your teeth sometimes pick up radio chatter. At least that's what the medics said. But you know there's more to it than that. Not only do you occasionally pick up random radio messages, but you've even figured out how to change frequencies!

Radio Head grants the character the ability to pick up radio chatter from up to a 1 mile radius. Make a Smarts roll when attempting to "tune in." Failure results in a severe headache (Fatigue) that lasts for 1d6 hours. Success means the soldier picks up on nearby radio chatter though it's up to the War Master exactly what he overhears.

SQUID

Requirements: Novice

Sometimes you feel like you were born in water. The character adds +2 to Swimming rolls and can hold his breath for 20 times his Vigor in seconds.

CHAPTER TWO: SETTING RULES

"Among the men who fought on Iwo Jima, uncommon valor was a common virtue." – Fleet Admiral Chester W. Nimitz (March 16, 1945)

In this chapter are the additional rules that often come up in a *Weird War Two* game. Here you'll find information on how heroes get medals and promotions, how to call in artillery or air support, how certain environmental factors work, and other rules unique to your soldier's adventures in the military.

AWARDS AND MEDALS

Conspicuous acts of bravery can result in medals for the Armed Forces' best. These in turn can lead to promotions. To get recognized, a soldier's commander must put in a request for an award. This is done between missions, and it usually takes a week or so for the paperwork to clear headquarters.

After any mission in which the Commanding Officer cites the hero for bravery, the hero's player rolls 1d20 on the Medal Table (below) and adds the following modifiers.

The US Purple Heart is awarded to any American soldier who suffers a permanent injury on the Injury Table.

MEDAL MODIFIERS

Modifier	Circumstance
+X	CO's Charisma modifier
+1	If CO is military rank O-4 or higher
-2	If CO is an NCO or other enlisted man
-2	Easy Mission
-4	The leader put in for another medal recently (WM's call on what's "recent," but usually within the last 1–2 missions.)
+2	Difficult Mission
+2	Character was wounded by the enemy

PROMOTION

To advance in rank, a soldier has to be promoted. Promotions are awarded for good performance, and generally mean higher pay and status. Along with these perks, however, comes responsibility. A private doesn't have to worry much about anyone else but himself and his squadmates. A captain gets nicer quarters and access to the officer's club when in garrison, but is responsible for a company of men, equipment, and their performance in action.

At the completion of a mission in which the squad leader recommends the soldier's performance, each player rolls a d20 and adds or subtracts the modifiers below. Modifiers are cumulative. A total of 20 or better means the character has been promoted one rank by the powers that be.

See the Rank Tables in Chapter Three for national rank structures.

For simplicity's sake, a soldier's pay starts at \$50 a month and goes up \$25 per month times his pay grade (double both for officers). Thus an E–5 makes \$175 a month ($$50 + 5 \times 25), while a Captain (O–3), makes \$250 a month ($$100 + 3 \times 50).

PROMOTION MODIFIERS

Modifier	Circumstance
-2	Routine Mission
+2	Difficult Mission
-2	Character is rank O–3 or higher
+1	Character is a Private
+2	Character is a member of the OSI
+2	Character displays great heroism or good judgment during the mission

MEDAL TABLE

d20	Promotion*	US	UK	Soviet Union
1–12	0	Citation	Military Medal	None
13–15	+1	Bronze Star	Military Cross	Order of the Red Star
16–19	+2	Silver Star	Distinguished Service Order	Order of the Patriotic War 1 st Class
20–23	+2	Distinguished Service Cross	George Cross	Order of the Red Banner
24+	+4	Medal of Honor	Victoria Cross	Order of Lenin

The Promotion Bonus is a one-time bonus that is added to the Promotion roll made after the mission on which the Hero won the award.

United States of America



Purple Heart

Bronze Star



Service Cross



Medal of Honor (Navy)

United Kingdom

Silver

Star



Military Medal



Military Cross



Distinguished Service Order



George

Cross



Victoria Cross

Union of Soviet Socialist Republics



Order of the Red Star



Order of the Patriotic War-First Class



Order of the Red Banner



Order of Lenin

MOVEMENT

On a good road, most people can walk 10 miles a day without pushing themselves. Soldiers burdened with heavy packs and weapons often make forced marches of up to 20 miles or more a day.

The Movement Table gives the base distances a character can travel per day in a given environment without pushing himself. For every Forced March increment the character marches beyond the base distance, make a Vigor roll, with failure adding a level of Fatigue.

For a vehicle, as long as it has gas it can keep going (assuming the vehicle doesn't break down). However, as most military vehicles travel in column, they rarely reach their top speed. The column also can only move as fast as the slowest vehicles in it, which can further slow things down. When deployed for combat, a vehicle unit rarely moves faster than 25% of its top speed, especially if it is supporting or being supported by infantry. Add in the effects of weather and terrain, and sometimes it's just faster to get out and walk.

SUPPLIES

Parties often consist of supporting Extras. It's difficult to track ammo and food for every single non-player character, so this more simplified system is used. (Player characters should track their ammo normally.)

The character in charge of a team of Extras keeps track of Ammo and Rations as a group (whether it's a squad, platoon, company, etc.). If there's a medic in the party, he keeps track of the group's Medical Supplies.

Ammunition: Each group of Extras starts with an Ammo Level of either Very High, High (typical), Low, or Out. You'll find a Supply Track on the Ally Sheet to help you keep up.

When a Joker comes up in combat (regardless of who drew it), roll a die immediately. If it's even, ammo status doesn't change. If it's odd, ammo drops a level. Once the team is "Out," roll a further die for each Extra every time he wants to fire his weapon. If the roll is even, he's scrounged up a round somewhere. Otherwise he can't fire that action (but can try again next action when he "finds" some ammo). A team that's out of ammo is also out of grenades, mortar or bazooka rounds, and other special munitions they might normally carry.

Players can give ammo to Extras in a pinch and track them normally, but in general, the quick and easy system we've outlined here should be used. **Rations:** Food and water are tracked differently. A team is outfitted with a number of days worth of food and water. Rations weigh 6 pounds per day, and a day's worth of water weighs 2 pounds.

Mark the number of days worth of food and water on the Ally Sheet, and tick down a box each day until resupply. When a team is out of food and water, they must make Vigor rolls every day or suffer Fatigue. This can lead to Incapacitation.

Medical Supplies: Medics play an extremely critical roll in keeping men alive and fighting in the field. They rely greatly on their field kits to do their messy work, and find their job much more difficult to perform when their kits run dry.

A medical kit contains various drugs, supplies, and instruments for treating casualties, and adds +2 to the Healing rolls of anyone who uses it. The medic character must keep track of the amount of perishable supplies within, however. Each kit starts with 10 points worth of drugs, bandages, and other non-reusable items. Every use subtracts 1d4 points worth of items.

If the medical kit runs out, the medic can still use the instruments and non-expendables inside, but does not gain the +2 bonus to his Healing rolls (but it does negate the usual penalty for having no kit).

Medical kits can be refilled to full at any well-stocked field hospital or base. Other sources (civilian clinics, villages, and so on) can be looted for 1d6 points worth of supplies. Medics can also scrounge supplies from used medical kits, with four such medical kits providing enough supplies for one complete refill.

Aerial Re-supply: Soldiers can only carry so much into the field. If heavy contact is made and a lengthy fight ensues, soldiers on the ground are going to burn through their ammo in short order. Such essentials as water, food, and even clean socks can be brought in to re-supply the troops, allowing them to continue fighting or finish a long operation. Supplies are dropped in aluminum canisters that can hold up to 300 lbs. of supplies and equipment.

Re-supply aircraft may take hours or days to reach the troops. The War Master decides how long it takes for re-supply aircraft to arrive (if they come at all). SNAFUs at headquarters may also result in the wrong supplies being dropped (like a canister full of spiffy new berets when what you really need is ammunition) at the War Master's discretion.

Forced March Terrain Normal Vehicle Modifier Road or hardpan 10 miles Every 5 miles extra 100%*** Off-road, open ground, light snow* 8 miles Every 5 miles extra 75% Light woods, heavy foliage, light jungle 8 miles Every 3 miles extra 50% Deep snow**, sand 5 miles Every 1 mile extra 25% Thick jungle, heavy woods 4 miles Every 2 miles extra Impassable Swamp, marsh, mud 3 miles Every 1 mile extra 10%

TERRAIN TRAVEL MODIFIERS

* Ski troops use the Road movement rate.

** Ski troops use the Off-road movement rate.

*** Vehicles traveling on an unpaved, muddy road are treated as if they are moving through mud off-road.

BUILDINGS & FORTIFICATIONS

The normal rules for obstacles apply. That means if an attack misses by the cover modifier, it might penetrate whatever the target is hiding behind. A soldier firing from the window of a brick farmhouse, for example, gets 4 points of cover. If an attack misses by 1–4, it hits but the victim adds the Armor value of the wall to his Toughness. Any obstacle with 4 points of Armor or more counts as Heavy Armor.

Example: Sergeant Slaughter is firing from the window of a brick farmhouse (-4 cover). A German squad is attacking, but the rifles can't penetrate the brick wall as it's Armor +8 and their Kar-98s aren't Heavy Weapons. The soldier with the panzerfaust can, however. He fires and gets a 6—missing Sgt. Slaughter by two points. The AP on a panzerfaust is 17, so it cuts right through that wall and Sgt. Slaughter takes 4d8 damage. Had the soldier missed by more than 4 points, he would roll deviation normally. It's a "fired" projectile, so it goes 1d10" (short range in this case) in a d12 direction. If the deviation is low enough, it might still get Sgt. Slaughter.

Fortified Positions: Use the standard Obstacle Toughness table in *Savage Worlds* for most things. Sandbag emplacements are Armor +8, and concrete pillboxes or bunkers are AP 10.

Demolishing Buildings: Area effect weapons can knock down buildings as well as fire through them. A typical European home (about 1800 square feet) has 15 points of Toughness. Add +5 if the building is made of stone or reinforced concrete (such as a bunker).

Now divide up the building into roughly "house-sized" areas. When hit by an area effect Heavy Weapon, figure out which areas are under the blast's template and roll damage separately for each. If an area is "wounded," it suffers a collapse. Characters under the template (and on the floor that was hit) take damage from the blast normally. Characters in the area but not in the blast radius suffer 2d6 damage from debris, +4 for every area above or below that collapses as well. A "collapsed" area can't collapse again—it's rubble and provides Heavy Cover for those who want to take adventage of it.

In a multi-story building, roll a die for the area above and below the collapse. On an odd result that area collapses as well, and you must now roll for areas above or below *that* area.

Example: Private Lucas is on the third floor of a six story office building. A Tiger scores a direct hit with an HE round and causes 20 points of damage. Lucas manages to live through the HE round with a few bennies, but now the room collapses on him. The War Master rolls for the area above, the 4th floor, and rolls odd. It collapses as well, and he must roll for the 5th floor. He rolls even and the shell holds steady. Now he checks below Lucas' position—the 2nd floor. He rolls odd and it collapses. He rolls again for the 1st floor and rolls odd again. Its walls collapse. Lucas ends up on the first floor and suffers 5d6 damage for the initial collapse plus the three floors that fell above and below him.

FOXHOLES, TRENCHES, & SANDBAGS

Digging a hole in solid earth is excellent protection from bombs and artillery rounds. If a soldier is actually hiding inside a foxhole or trench, he's only harmed by area effect weapons if the dead center of the blast template is inside his position. In that case, the prone cover penalty still counts as armor, but nothing else does.

Characters in foxholes or trenches who weren't hiding (i.e., they took normal actions such as Shooting or observing that round) when a blast goes off suffer damage normally, but get the Heavy Cover modifer as Armor. Trench systems are dug in a zigzag pattern to avoid giving an enemy that gets into the trench a straight shot down the line. This blocks damage as well, so that a detonation inside a trench stops at the first turns even if that area is under the template.

Sandbags are obstacles with an Armor value of 10, the same as a brick wall.



BATTLEFIELD HAZARDS

Below are some additional rules to consider when the heroes enter the battlefield.

HEAVY FIRE

Sometimes characters must navigate a battlefield outside of combat rounds. Maybe they're attempting to avoid contact during a larger battle because they have a specific target in mind, or maybe a medic wants to run across a street to save a comrade and the War Master doesn't want to break things out tactically.

In these cases, the War Master breaks the action up into "sprints," a run from one area of cover to another. This might be a few seconds in a daylight city fight where fighting is thick, or several minutes in a cross-country night run where combatants are more spread out.

During the sprint, roll a d6 for each character. On a 1, he's hit by a random shot or blast for 2d6 damage.

Example: A massive night fight is taking place at Caen during Operation Goodwood. The team has been tasked with getting to the asylum to rescue a doctor they think might help one of their traumatized mates. The War Master decides on four sprints. The first is a run through a series of hedgerows, and the second is a dash across a small village. The last trek is up a long and uncovered country lane that leads to the asylum. As it has no cover, the War Master decides it's worth two sprints.

HEAVY FOREST

Most forest or wooded areas impose no movement or combat restrictions or penalties to infantry. Soldiers caught in an artillery barrage in a wood or forest are subject to "airbursts" however, rounds bursting in the canopy, which reduces their cover by one level and cause an additional d6 die of damage.

Thickly wooded areas like the Huertgen Forest can also create strange sound effects, such as delays, echoes, unusually long distances, or muffling (especially when there's snow on the ground). As a general rule, Notice rolls made in heavy woods suffer a -2 penalty.

Driving a vehicle in a forest requires a Driving roll every minute, or every round if in combat. Failure means the vehicle makes no real progress. Critical failure means the vehicle is actually stuck or damaged (the axle gets caught on tree roots, the vehicle is wedged between trees, etc.). Exactly how this manifests is up to the War Master, but should require 1d10 x 30 minutes of work with a Repair roll (halve that with a raise). Failure means the vehicle requires extensive repairs (it must be towed, needs a new axle, etc.).

HEDGEROWS

The hedgerows (*bocage*, in French) in Normandy are mounds of earth raised to delineate fields and keep cattle penned up. Over time, the farmers planted trees and brush on them that grew into thick walls. It's easy to get lost inside this maze, so the War Master may require Smarts rolls to avoid getting turned around.

Hedgerows make superb defensive terrain and Armor +4 against incoming fire. Properly prepared positions dug into hedgerows are almost impossible to see, so Notice rolls to spot them suffer a -4 modifier.

Generally, light vehicles such as jeeps, trucks, armored cars, and halftracks cannot drive through a hedgerow. Tanks and other large, tracked vehicles can, but may easily become stuck (and thus dangerously exposed to anti-tank fire). Treat hedgerows as Heavy Forest, above. If the vehicle is equipped with "special equipment" (such as hedge cutters made of scrap metal welded to the front of the chassis), they add a +2 bonus to the roll. Success means the vehicle creates a 2" (12') wide gap. Failure means the vehicle is stuck until the driver makes another Driving roll at -4 to get it free. A 1 on the Driving roll means the vehicle is stuck with its bow in the air, exposing its bottom to enemy fire (treat the bottom armor as equal to the vehicle's rear armor value).

MINEFIELDS

Both Axis and Allied forces used a myriad of mine types during the war. For simplicity's sake, we divide them into two broad categories—anti-personnel and anti-vehicle. They are often buried in the ground but sometimes set above ground depending on the type and intended target. Anti-vehicle mines usually require several hundred pounds of pressure to detonate, meaning infantry can pass over them with little fear.

When moving through a minefield, roll 1d6 for every yard each character moves. On a 1, the character has encountered a mine and makes an immediate Notice roll. If the roll is failed, he's triggered the mine and suffers the damage. If the roll is successful, he's successfully avoided it. Add +2 to the Notice roll if a character has a mine detector. Subtract 2 if he's moving at full Pace. Running characters get no Notice roll—good luck!

TANK TRAPS

The simplest form of tank trap is a wide, deep ditch. If an antitank ditch is wider than half the length of the tank, and deeper than the tank is high, the tank cannot pass. If it looks like the tank might be able to negotiate a ditch, the driver makes a Driving roll. Failure means the tank is stuck in the ditch and can't be freed without the use of a recovery vehicle. Noticing an anti-tank ditch under fire requires a successful Notice roll. If the driver is buttoned up (inside the tank with the hatch closed) the roll is at -2.

"Dragon's teeth" are a more elaborate form of tank trap. Dragon's teeth are concrete blocks about three to five feet high. Placed in groups in fields, roads, or other open areas, they form a barrier to armored vehicles. A vehicle might be able to pick a path through a field of dragon's teeth, but the going would be very slow and leave the vehicle exposed to enemy fire. A lucky artillery barrage might open up a path, but generally, engineers have to be called in to remove these obstacles.

WIRE

Barbed or razor wire can be strung between posts to form fences, but the easiest way to deploy wire on the battlefield is to use coils. Wire can also be strung about in a haphazard way forming a thicket. It's possible to crawl through a wire obstacle but not quickly.

Troops moving through wire cautiously can only move 1" per round if they make an Agility roll. Those rushing through it suffer a -2 penalty. A roll of 1 on the Agility die means the character is truly entangled. He suffers a Fatigue level from all the cuts and punctures, and further attempts to get free take 1d6 x 10 minutes. Wire cutters add +1 to the Agility rolls and cut away a space 1"/2 yards wide and deep per round. This leaves a clear trail for those following behind.

FIRE SUPPORT

Squad leaders are frequently given support elements such as artillery or air support. The Mission Generator in the War Master's section covers this, but for regular adventures use the following guidelines.

A squad-level mission doesn't typically warrant fire support. If leading two squads, a commander is usually given 1d6–1 Support Tokens. Leading a platoon-size element warrants d6+1 Support Tokens. Company commanders have d6+3 tokens prior to an engagement.

To call for fire support, the squad leader chooses between Light, Medium, Heavy Artillery or Close Air Support, and pays the number of Support Tokens listed on the Support Table below. This is an action and requires a radio or other communication device with the asset. If it is night, the weather is bad, or the enemy has complete air superiority, characters may only call for artillery. See **Artillery** or **Close Air Support** below for the next step.

Support	Tokens	Barrage
Light Artillery (50–60mm, 2" mortars, 2.75"–3" rockets)	1	1d6+3 Medium Burst Templates
Medium Artillery (75mm–90mm, 3" mortars, 3.5"–4.5" rockets)	2	1d6+1 Medium Burst Templates
Heavy Artillery (105–155mm guns, 5"+ rockets)	3	1d6+1 Large Burst Templates
Close Air Support	3	2d6 attacks

SUPPORT TABLE

ARTILLERY

To determine the exact type of artillery in support (important for calculating damage), roll on the **Artillery Type Table.** Damage for artillery types can be found in Chapter Three.

ARTILLERY TYPE TABLE

Nation	Light	Medium	Heavy	(d6)
US	60mm Mortars	81mm Mortars	1–3 4–5 6	105mm 120mm 155mm
UK	2" Mortars	3" Mortars	1–3 4–5 6	4" gun 5" gun 6" gun
USSR	50mm Mortars	82mm Mortars	1–3 4–5 6	105mm 120mm 155mm

Spotting Round: When the token is played, the commander places a single template as his spotting round. Use the template size listed for the particular gun. The spotting round deviates d10 x 3" (normal deviation for a fired projectile at long range as described under Area Effect weapons in *Sarage Worlds*). This is the new target point, and the spotting round causes damage as usual should it happen to hit something.

This is a very wide deviation, but the target point can be adjusted. On the caller's next action, he may make a Knowledge (Battle) roll to move the target point 1d10", or 2d10" with a raise. Now place the number of templates listed under the artillery type's Barrage on the target point. Each one deviates 1d10"–1 from the target point, or d20"–1 if the caller wants it to "go wide."

Continuing Fire: A character can maintain a barrage if he chooses by spending another Support Token on the next round. If so, the target point may be adjusted again just as it was the first time (1d10" with a Knowledge (Battle) roll and 2d10" with a raise). In addition, the character can reduce deviation in second and later barrages by 2 inches if he chooses. Deviation cannot be reduced in this way beyond –2", though the Fire For Effect Edge is cumulative with continuing fire, reducing deviation up to 4". A caller may always choose *not* to reduce deviation if he wants to "go wide."

Target Reference Points: Fixed defenses often have predesignated target points that have already been calculated by local batteries. A character who uses such a point rolls no deviation for the spotting round. (The barrage itself still deviates normally.)

Air and Tree Bursts: Artillery rounds that land in wooded areas often go off when they hit the trees. The blast is thus directed downward and creates more shrapnel by splintering the tree branches. In such a situation there is almost no safe place to hide except in a position with good overhead cover.

In 1945, proximity fused artillery rounds became available to US forces. These artillery rounds could be set to go off at a predetermined height from the ground, having a similar effect.

Prone troops and troops in cover typically get their cover modifier as Armor (see Area Effect attacks in *Savage Worlds*). Troops in forests or subject to proximity fuses get these bonuses only if they have solid overhead cover.



P51 Mustangs over France. The krauts hate to see these babies...

ALTERNATE ARTILLERY ROUNDS

Illumination: Artillery batteries can fire illumination flares each round instead of HE (High Explosive). This counts as the battery's barrage for the turn. Illumination rounds negate all darkness penalties in any non-jungle terrain for 2d10 rounds. In light woods or jungle, all darkness penalties are reduced to -1. They have no effect in thick jungle or woods.

Smoke: Artillery-fired smoke rounds use Large Burst Templates to represent the area affected by smoke, and last for 1d6+2 rounds. Wind may move the smoke cloud, and strong wind may dissipate it almost instantly. Roll a d12 for direction, and 1–3d6 for the number of inches depending on wind. There is a –4 penalty on Shooting and Notice rolls to hit or spot a target within or through smoke.

CLOSE AIR SUPPORT (CAS)

Close air support occurs when a pilot uses his plane in direct support of the men on the ground. Roll on the Plane Type Table to see what kind of aircraft arrives. The plane arrives 1d6 rounds after the character spends the Support Tokens, and makes 2d6 attacks before leaving.

The player controlling the plane rolls on the CAS Attack Table each round to see what the pilot does, rerolling a result of 1 or 2 on the first round (the plane always makes at least one attack).

PLANE TYPE TABLE

Next determine what type of plane is available.

	d10	Aircraft		
North Africa (1941–1943)				
	1-5	Hurricane		
	6-7	Spitfire		
	8	P-38		
	9–10	P-40		
	Mediterranean / Southern France / Italy (1944–1945)			
	1–2	P-38		
	3–5	P-47		
	6–8	P-51		
-	9	A-20		
	10	A-26		
Western Europe (1939–1941)				
	1–6	Hurricane		
8	7–10	Spitfire		
		Western Europe (1942–1945)		
	1	Typhoon		
	2–3	P-38		
	4–6	P-47		
	7–8	P-51		
	9–10	A-26		
Russian Front 1941–1945				
	1–5	Il-2		
	6–8	Pe-2		
1	9–10	La-5		

Pacific Theater (1941–1943)			
1–3	P-40		
5–6	P-39 (or FRF is US Navy is present)		
7–8	P-38		
9	B-25		
10	A-20		
Pacific Theater (1944–1945)			
1–2	P-38		
3	P-51		
4	P-47		
5–7	F4U (or F6F is US Navy is present)		
8–9	B-25		
10	A-20		

CAS ATTACK TABLE

d6 Attack

- 1–2 **No Shot:** The pilot can't get a shot lined up this round. This counts as one of his "attacks."
- 3–4 **Guns:** Aircraft machineguns and cannons fire a line of 2d6 Small Burst Templates each round, placed adjacently in a straight line. There is no deviation. Man-size targets in the templates are hit by Suppressive Fire. Vehicles are automatically hit by 1d3 rounds. Determine any hits randomly among the aircraft's guns and cannons.
- 5 **Rockets:** The pilot fires a salvo of four rockets. Place two Medium Burst Templates adjacent to one another and deviate them together 1d6–1" in a d12 direction. Each template uses two of the aircraft's rockets—roll damage for each separately. If the plane doesn't have rockets or is out, roll again.
- 6 **Bombs:** The pilot drops one of his bombs (determine randomly if he has multiple munitions). The bomb deviates 1d10" in a d12 direction.

Anti-Aircraft Fire: Since aircraft on CAS are at low altitude (most are fighters or fighter-bombers), weapons can be fired at planes on on CAS normally. Attacks can only be made just prior to the aircraft's attack, as that's when it is lowest and slowest over the battlefield. That means shooting at a plane requires the attacker to have been on Hold, but he interrupts automatically.

With No Shot the plane is out of sight, but with any other result, place any templates for its attack and use that as the distance to the plane. Double that distance to account for its altitude. (Thus a plane 24" away from an AA gun is counted as if it's 48" away.)

Planes move at half their Top Speed when attacking, so use this number to figure out the "Fast Target" modifier (-1/10").

DISEASE

Historically, disease accounted for more wartime casualties than combat. Conditions on the line are often far from hygienic, and troops may go for weeks without a bath or change of clothes. This combined with poor sanitation, bad diets, and other hazards made disease a real threat.

Depending on the conditions, characters should make Vigor rolls at varying intervals. For example, if they are at a well-developed base with good facilities, they might only need to check once a month. If they are sitting in a muddy foxhole out on the line somewhere, day after day, with no chance to clean up, a daily check may be appropriate. Malaria is a common disease around the world, especially in the jungle, and even in desert regions where sanitation is poor.

Sepsis may occur when a character is wounded, particularly when in filthy conditions and proper medical treatment is not immediately available. Sepsis is dangerous when it infects internal organs, and can lead to gangrene in the limbs. In the jungle, sepsis can start even from small cuts.

Jungle rot and trench foot (immersion foot) are both caused by constant damp conditions. They are basically the same thing, affecting different areas of the body. Jungle rot causes uncomfortable and often painful chafing of the armpits or crotch, or anywhere pack straps or belts rub skin raw. You don't have to be in the jungle to get this either; troops out in the rain or snow anywhere can get it. Trench foot causes the skin on the feet to die and come off in layers, often painfully. Both ailments can be prevented by drying out clothes and boots, and changing to dry socks whenever possible (which may not be very often in a combat zone). Serious cases can lead to infection or even amputation.

The diseases below are common during World War Two. Each listing shows the symptoms, causes of infection, and the interval at which a Vigor roll is made to recover.

After getting sick, characters must make a Vigor roll to recover, made at different intervals depending on the disease. If the roll is failed, Vigor is reduced one step (e.g., Someone with Vigor d6 would be reduced to d4). Without proper medicine and treatment, it's much harder to battle the infection (-2 to the Vigor roll). If a character's Vigor drops to zero, he dies (or loses a limb in the case of jungle rot and trench foot). If the Vigor roll is successful, the character's Vigor recovers in 1d4 days.

• Malaria—Symptoms: fever, chills, headache, muscle aches, tiredness, nausea, vomiting; Vector: contact (mosquitoes); Vigor Roll: weekly.

• **Dysentery—Symptoms**: diarrhea, dehydration, stomach pain, fever; **Vector**: ingested (contaminated water); **Vigor Roll**: weekly.

• Cholera—Symptoms: diarrhea, dehydration, vomiting; Vector: ingested (contaminated water); Vigor Roll: 5 days.

• Typhus—Symptoms: fever, headache, skin rash; Vector: contact (rats, lice); Vigor Roll: weekly.

• Sepsis—Symptoms: inflammation, infection, shock; Vector: injury; Vigor Roll: 8 hours.

• Jungle Rot / Trench Foot—Symptoms: inflammation, skin rash; Vector: exposure (damp); Vigor Roll: 3 days.



PARACHUTING

At the end of World War One, American General Billy Mitchell proposed arming troops with machine guns and dropping them behind German lines by parachute. The war ended before his ideas could be tried. After the war, the US lost interest in airborne operations, but the Soviets went ahead with developing large airborne units. The Germans followed suit, and in the early stages of the war, German paratroopers and gliderborne infantry took several key objectives. These successes spurred the development of the US and British airborne forces. The Japanese had a small number of airborne units but never used them in large numbers.

The percentage of failed chutes in World War Two was actually quite low, but in *Weird Wars*, have every paratrooper roll a d20 when he jumps. On a 1, disaster strikes—the chute fails to open. If the jump was at low altitude, he has one chance to make an Agility roll at -2 to pull the reserve. At higher altitudes, he has two chances.

Landing: The parachutes used in World War Two aren't those of the modern era. They're much trickier to guide and subject to a lot of drift. Before landing, the character makes an Agility roll at -2. The War Master should tack on another -2 if the jump takes place at night, and another -2 if the winds are particularly high or if there are other adverse circumstances.

With success, the paratrooper drifts 1d20 x 2" from his desired target. Double that for high winds, and double it again at night. A raise on the Agility roll puts the trooper on-target within a few yards.

If a 1 is rolled on the Agility die, the soldier comes down in an obstacle of some sort, such as trees or telephone lines. He suffers 2d6 damage and is hung up until rescued or he cuts himself free.

It takes one full round to disentangle from a parachute once grounded.

PILOTING

When player characters attack ground targets in tactical combat (on the table-top), use the rules below. Otherwise, see the Dogfight rules immediately following.

Fighters and bombers can attack targets on the ground or water in several ways. Note that the procedure (and results) are slightly different from calling in Close Air Support even for the same actions (such as strafing). This is because the pilot is a player character or an ally and a bit more detail is needed to better accommodate his skills and Edges.

The rules here assume you're using miniatures on a table-top to represent the ground forces. If you're not using miniatures, some abstraction will be necessary.

FIRING GUNS AND ROCKETS

Use the rules below for direct attacks such as guns and rockets on the table-top.

Strafing: Aircraft make strafing attacks while flying at treetop level. Aircraft machineguns and cannons fire a line of 2d6 Small Burst Templates each round, placed adjacently in a straight line. This is considered Suppressive Fire. Those who are hit suffer 2d8 damage at AP 4. There is no deviation. Vehicles under the template are automatically hit by 1d3 rounds (roll damage for each separately).

Rockets: Rocket attacks are made by aircraft flying at low altitude in a shallow dive and have a -2 hit modifier due to the inherent inaccuracy. The pilot does not need to make a roll to start the attack or to pull out. Rockets are two adjacent Medium Burst Templates that cause 3d10 damage with AP 6.

The attacker makes a Piloting roll (whichever is lowest) and places the templates where he wants. A failure deviates 3d6", success deviates 2d6", and a raise deviates 1d6–1". The templates remain adjacent while deviating.

BOMBS & TORPEDOES

Level Bombing: Level bombing means flying straight and level over the target in order to bomb it. Level bombing is relatively inaccurate, but safer as it can be performed from high altitudes.

To make a level bombing attack, the pilot (or bombardier if the aircraft has one) makes a Knowledge (Bombardier) roll, modified for altitude and any damage the aircraft has sustained. If the pilot is making the bomb attack himself he uses the lower of his Piloting or Knowledge (Bombardier) skills.



If the attack succeeds, the first bomb is on target. Other bombs dropped in the same attack land in a line in the same direction of the aircraft's flight.

LEVEL BOMBING TABLE

Altitude	Modifier	Deviation
Very Low (under 100')	+1	3d10 x 3"
Low (100'–5,000')	0	5d10 x 3"
Medium (5,000'–15,000')	-4	3d20 x 3"
High (15,000'+)	-8	5d20 x 3"

Dive Bombing: Dive bombing is a more accurate method of getting bombs on target but exposes the attacking aircraft to fire from troops on the ground and attack from enemy fighters as the dive bomber pulls up and away from its attack.

Medium and heavy bombers cannot make dive-bombing attacks.

Once in a dive, the pilot chooses his angle of attack. The angle of attack affects the attack roll—the steeper the dive the easier it is to hit the target. However, steeper dives are harder to pull out of.

To make a dive-bombing attack, the pilot (or bombardier if the aircraft has one) makes a Knowledge (Bombardier) roll, modified for altitude and any damage the aircraft has sustained. If the pilot is making the attack he uses the lower of his Piloting or Knowledge (Bombardier) skills. If the attack fails, the bomb deviates from the target point. Determine direction with a d12 roll. The deviation distance is 1d10 x 3".

After the bombs are released, the pilot must pull out of the dive by making a Piloting skill roll. Failure means the aircraft goes Out of Control.

DIVE BOMBING

Angle of Attack	Attack	Pullout
Shallow	-2	+1
Steep	0	0
Very Steep	+1	-1

Torpedoes: Making a torpedo attack on an enemy warship requires a special kind of courage (or lunacy). Torpedo bombers are big, heavy, and slow, and to make their attacks they must fly very low (often under 50 feet) over the surface of the sea, directly toward their targets, who in all likelihood are throwing everything they have at the attacking torpedo planes. If the enemy ships aren't firing at them, torpedo planes on an attack run are easy pickings for enemy fighters.

To make a torpedo attack, the attacking aircraft must fly straight and level at his target. See the AA rules below.

If the attack run is broken off for any reason (damage or evasive maneuvers), it must be started again. Once the run-in is complete, the pilot (or bombardier if the aircraft has one) makes a Knowledge (Bombardier) roll modified for the speed of the target and any damage the aircraft has sustained. If the pilot is making the torpedo attack he uses the lower of his Piloting or Knowledge (Bombardier) skills. If the attack fails, the torpedo misses.



DOGFIGHTS

Adventures in *Weird Wars* typically revolve around the action on the ground, but characters may occasionally be tasked with bombing runs or other aerial activities. In this section are abstract rules for handling dogfights with multiple aircraft, as well as more tactical rules for things like character-level bombing and torpedo runs.

Air-to-air combat is called a "dogfight." These rules are derived from the standard Chase Rules, but are tailored for WW2 dogfights and should be used instead of those rules.

The first step is to figure out what planes are involved and what their objectives are. Maybe the heroes' fighter wing is up against an enemy ace (a Wild Card) and his wing, or maybe they're after an enemy bomber. Look up the planes' statistics (it's handy to write these on cards and hand them out to the group to minimize pageflipping), and follow the steps below:

SETUP

- Place a counter of some kind for each aircraft involved in the fight. Model airplanes, metal miniatures, or prepainted toys are commonly available. Counters can also be found on our website at www.peginc.com.
- Each side's flight leader makes a Knowledge (Battle) roll. The side with the fastest Top Speed adds +1, or +2 if their speed is twice as fast as their fastest opponent. (Note that both groups use their slowest aircraft's Top Speed for this roll.)
- Place the winner's planes on the table-top and five counters (such as gaming stones or pennies) to the group's left.
- Place the losing group's planes to the left of the five counters (so that the five counters are between the two groups).
- Deal initiative cards as usual and fight!

ACTIONS

Once the scene is set, the game goes to combat rounds. Pilots may take the following actions:

- Hold Steady. The plane doesn't change positions and may attack any foe in range. See Attacks, below.
- **Decrease Position:** A plane can drop *backward* (moving from the right to the left) as many positions as desired without making a Piloting roll. This doesn't necessarily mean he's losing speed or slowing down—he's just altering his position. The plane may attack after decreasing position.
- **Increase Position:** The pilot makes a Piloting roll. A success allows him to move one position to the right; a raise allows him to move two positions to the right. (Add more counters if needed.) The aircraft may attack after increasing position. If the aircraft is more than 10 counters away from the nearest enemy, it may flee and is removed from the battle.
- Force: The pilot picks an enemy craft and makes an opposed Piloting roll. If successful, he can move the enemy aircraft one position to the left (two positions with a raise). Note that bombers cannot be targeted if fighters are present in the same position. The force is useful for pulling fighters off their bombers, however. An aircraft cannot attack when forcing.
- **Distract:** The pilot picks an enemy aircraft and makes an opposed Piloting roll. If successful, the enemy suffers –2 to Shooting rolls on his next action, or –4 with a raise. Good teamwork can distract an opponent's attention so that a wingman can close in for an easy kill. An aircraft cannot attack when distracting.

ATTACKS

An aircraft that held steady, decreased, or increased position may attack a single target in range of any and all of its guns.

The usual rules for Unstable Platform, Speed, and Autofire are ignored—the planes are built to compensate for these variables.

Range: Each counter is 50" of range. If there are three counters between an attacker and its target, the range is 150". If the target is at the same position as the attacker, the range is 25".
DOGFIGHTING EXAMPLE



(Piloting) roll and start out 5 counters to the right—in a superior position. The two Corsairs on the left are tasked with taking out the bomber but will have to clear out the Zeroes first.

3—The Corsairs draw the high card and go first again. They get a Joker and add +2 to all their rolls! They decide on a desperate plan. The rear Corsair increases position by one and tries a force on the Zero. He's successful and forces the fighter one spot to the left. The lead Corsair now increases position by two (by getting a raise on his Piloting roll) and takes a shot at the unprotected bomber! He scores two wounds!

The Japanese return fire however and score a wound on each plane.

The TN to hit is the standard TN of 4, plus range modifiers, plus or minus the enemy aircraft's Maneuver rating. An attacker also adds +1 to his roll if his plane's Top Speed is 20 higher than his target's.

Example: The German ace, the Black Wolf, is attacking a P-40 Warhawk at Medium range. He suffers a -2 for the range, a -1 for the +1 Manueverability of his target, but gains a +1 for his Top Speed exceeding the Warhawk's Top Speed by 20 or more. He is at a base -2 penalty before considering which weapon to use, which may give him a linked bonus (see below).

Linked Weapons: Many planes have "linked weapons," such as the four 20mm cannons and two .50 cal MGs on an A-20 Havoc. When making the Shooting roll for a set of linked guns, roll all the dice allowed by one weapon type's Rate of Fire and add +1 to hit and damage for each additional linked weapon of the same caliber.

The maximum bonus is +3, so break this evenly into multiple sets if the bonus would be higher than +3. A Corsair with six linked guns, for example, rolls two sets of four dice (the RoF of its .50 MGs), adding +2 to hit and damage on each roll.

Example: An A-20 Havoc rolls four dice for the two .50 cal's (RoF 4) at +1 for the additional .50. The pilot makes a separate roll for the four cannons (RoF 3), but adds +3 to hit and damage for the four linked guns.

Bombers: Bombers cannot be targeted if friendly fighters are in the same position. Each position in a bomber fires separately. The rules represent a large swirling melee, so it doesn't matter if the left and right waist gunner on a B-17, for example, fire at the same target.

Bailout: If a plane is destroyed by wounds (rather than a Wrecked result on the Critical Hit Table), any surviving crew may attempt to bail out. This is very difficult, and many airmen lost their lives as their planes spiralled toward earth.

Dogfight rounds are abstract, but typically represent several minutes. Planes at high altitude (bombing runs) hit the earth at the start of the 3rd round after they were destroyed. Reduce this to tworounds for medium altitude (Combat Air Patrols), and the very next round for Close Air Support or ground attack engagements.

2—The US goes first and the Corsairs try to close the distance. One of them makes his Piloting roll and increases his position by one spot. He attacks with six .50 caliber MGs at his maximum 200" (4 counters $\times 50$ " = 200"). He needs a base 4, and subtracts 4 for the Zero's Maneuverability and another 4 for long range. He adds +2 for the first set of three .50 MGs, and +1 because his Top Speed is greater than his target's. He gets two hits. The first does nothing, but the second damage roll is 25, +2 for the linked MGs for a total of 27. The Zero's Toughness is 10, so that's 17 points or 4 wounds—be's down!



4—The Japanese go first this round. The Zero strafes the lead Corsair with all its guns and finishes it off with its 20mm cannon. The bomber scores another wound on the last Navy fighter but it survives. The vengeful pilot pours his six blazing .50s into the Imperial bomber...



Surviving airmen have that many rounds to escape their plane, rolling the lower of Strength or Agility to bail out. Count the aircraft's wounds (maximum -3) against this roll. If successful, the character is Fatigued from the exertion but bails out safely. Failure means he couldn't manage to escape this round but may try again on his next action if the aircraft doesn't hit the ground first.

GROUND ATTACK

A dogfight may occur on the way to a ground target, in which case the objective is to survive to the next leg of the fight, or it may take place over the target itself, in which case the attackers are attempting to get into position to bomb a factory, support a ground attack, or even sink a ship.

If the attackers are over the target, they have to survive long enough to line up and deliver their payload or strafe their objective. To determine how long this takes, roll 1d6+5. Subtract 1 for each success the flight leader makes on a Knowledge (Battle) roll. (He's analyzed the target and pre-calculated the best attack lanes.) Subtract 4 from the roll if the attackers don't have reliable recon on the site.

On that round, the surviving planes deliver their payload. Each bomber makes a Knowledge (Bombardier) roll, while each fighter makes a Piloting roll. Those who are successful destroy their assigned target while the rest are near-misses. Missions are typically successful if at least half the targets are destroyed, though occasionally a single critical target is the objective.

ANTI-AIRCRAFT FIRE

Anti-aircraft guns wreak havoc on enemy fighters and bombers. The amount of AA depends on the target. A railyard in the countryside may have Light AA, while a city or heavily-protected military target has Heavy AA.

Roll 1d6 for Light, 2d6 for Medium, and 3d6 for Heavy AA every round against every enemy plane in the fight. On a 6, that plane is hit and suffers a wound (and the usual critical). If the fight takes place at night, reduce the flak level by one (to a minimum of 1d6).

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NAVAL OPERATIONS

During World War Two, huge fleets of powerful ships struggled for dominance of the sea-lanes around the world. Tactical naval battles are beyond the scope of our setting, but the Dogfighting rules presented on the previous pages allow us to abstract even massive fleet actions quickly and easily.

The first step is to figure out what ships are involved and what their objectives are. Use the ships detailed later in this book and write down their statistics to eliminate page-flipping in the fast, furious action to come. Then follow the steps below.

INITIAL ENGAGEMENT RANGE

The range between opposing ships at the start of an engagement mostly depends on the weather and time of day. Roll a die on the table below to set the initial engagement distance. Submerged submarines always use the Night Engagement ranges.

ENGAGEMENT DISTANCE

d6	Weather Conditions	Day	Night
1—4	Good Weather	24	16
5	Overcast/Rain Squalls	16	12
6	Heavy Seas/Storm	8	No
			engagement
			possible

DETECTION

Once you know the range, the two fleets attempt to find each other. This was often the most difficult part of a naval engagement, and took great skill, diligence, and luck. Each round in this phase is roughly an hour long. This might be important if one side has to catch the other within a certain time limit.

Have the leader of each fleet (the "admiral," regardless of actual rank), make a Knowledge (Battle) roll, plus or minus the modifiers below:

DETECTION MODIFIER TABLE

Event	Modifier
Every four miles between combatants	—1
Small target (PT boat, surfaced submarine)	-2
Poor visibility (rain, fog, clouds, smoke)	-2
Night	-3
Japanese lookouts*	+2
Large target (Battleship, aircraft carrier, 5+ ships in formation)	+2
Radar**	+1/+3
Target submarine engines full stop	_4
Each squadron dispatched***	+1

* Before 1943, the Imperial Japanese Navy used lookouts whose vision proved to be better at spotting enemy ships than early radar sets!

** The first modifier is for ship radars until 1943. The modifier after the slash is for ship radars after 1943.

***Each squadron of 12 planes dispatched adds +1 to the roll, but the squadron may not be available once the fight begins. See "Dispatched Squadrons" on p. 39.

SURPRISE

The fleet with the highest total finds his opponent first and achieves surprise. The victorious fleet now has two options. They may strike first, gaining surprise and making one complete round of attacks with every ship they have at the current range before regular combat begins, or they can close the distance.

Closing the distance reduces the range by 1d6 miles and allows the enemy fleet another chance to make their spotting roll. If they make the roll, the closing fleet doesn't get a surprise attack this round. If they don't, the closing fleet can decide to close again or attack. Continue in this way until both sides have spotted each other or one side springs a surprise attack.

Once that's been resolved, regular combat begins immediately as described below.

SETUP

• Place a counter of some kind for each ship involved in the fight. Model ships are commonly available, and counters can be downloaded from our website at www.peginc.com.

• Each side's leader makes a Knowledge (Battle) roll. The side with the slowest ship in the fleet subtracts 2 from the roll (this group also loses ties).

• Place the winner's fleet tokens on the table-top.

• Place a counter for every four miles between the fleets to the fleet's left. Coins or gaming stones make suitable counters.

• Place the losing group's fleet to the left of the counters (so that the counters are between the two groups).

· Deal initiative cards per side and fight!

ACTIONS

Once the counters and tokens are placed, the game goes to combat rounds. Each round in naval combat is approximately five minutes long. Divide up the ships among the players regardless of where their actual characters are. The important thing is that everyone is involved and playing.

Each ship may take the following action each round:

• Hold Steady: The ship maintains position. It may now fire any of its guns at any targets in range. See Attacks, below.

• **Decrease Position:** A ship can drop *backward* (moving from the right to the left) as many positions as desired without making a Boating roll. The vessel may attack after decreasing position.

• **Increase Position:** The captain makes a Boating roll. A success allows him to move one position to the right; a raise allows him to move two positions to the right. (Add more counters if needed.) The ship may attack after increasing position. If the ship is more than 10 counters away from the nearest enemy, it may flee and is removed from the battle.

• Force: Ships can be moved out of position by intense barrages, smokescreens, and clever maneuvers. To execute a force, the captain picks a single enemy ship and makes an opposed Boating roll. If successful, he can move the enemy vessel one position to the left (two positions with a raise). A ship can't attack when forcing. The maneuver is useful for pulling ships away from transports or carriers they might be protecting, however.

• Distract: The captain picks an enemy vessel and makes an opposed Boating roll. If successful, the enemy suffers -2 to its attack rolls on its next action, or -4 with a raise. A ship cannot attack when distracting.

ATTACKS

A ship that held steady, decreased, or increased position may attack any targets in range of its guns. The TN to hit is the standard TN of 4 plus range modifiers. Use Knowledge (Gunnery) for the attack.

Only 5" guns and larger are used for naval combat. Smaller weapons are calculated into the ship's AA rating and can't be fired against enemy vessels.

Roll for each turret firing, adding +1 for each additional gun in the turret. A turret with three guns, for example, adds +2 to hit and damage to the roll.

The usual rules for Unstable Platform, Speed, and Autofire are ignored for naval battles at this scale.

Size	Range (in miles)	Damage	Burst	Notes
4–5"	4/8/12	5d10	Large	AP 20, Heavy Weapon
6"	6/12/18	6 d 10	Large	AP 30, Heavy Weapon
8"–10"	6/12/19	4d12	Large	AP 40, Heavy Weapon
14"	7/14/21	5d12	Large	AP 50, Heavy Weapon, 6 rounds to reload
16"*	8/16/24	6d12	Large	AP 60, Heavy Weapon

NAVAL GUNS

* The 16" gun stats also represent the 18" guns carried by the Japanese battleships Yamato and Musashi, and woe to anyone on the receiving end of them!

Range: Each counter is four miles of range. If there are three counters between an attacker and its target, the range is 12 miles. If ships are in the same position, the range is 2 miles.

Speed: An attacker adds +1 to his roll if his ship's Top Speed is higher than his target's Top Speed (regardless of the "fleet" he's attached to.

Fire Control: Some ships may have centralized fire control. If all the vessel's weapons fire at the same target, they add +2 to all their rolls.

CVs and Transports: Fleets are trained to protect aircraft carriers and troop transports and go to great lengths to "screen" these from enemy attack. For this reason, CVs (aircraft carriers) and troop transports cannot be targeted if other friendly ships are in the same position. This may not be immediately apparent due to the abstract nature of the system, but represents the effects of individual tactics at our larger scale. Submarines may ignore this rule.

Sinking: When a ship is destroyed, each player character on board makes a Swimming roll at -3 (for the ship's wounds). Those who make it manage to get into the ocean alive; the rest go down with the ship.

The War Master should also make a group roll for the rest of the crew. Failure means roughly a quarter survive. Each success revives another quarter (though the total is never truly 100%). Knowing this total has no game effect, but is an important part of the story of the battle and should be quickly resolved.

Ship-Launched Torpedoes: Firing torpedoes is much trickier than firing guns. When fired, the ship's captain makes an opposed Knowledge (Torpedo) roll versus his target's Boating. If the Boating roll is higher, none of the torpedoes find their mark. If the attacker wins, one "fish" hits for every success.

The attacker adds +1 to his roll for every additional torpedo in the salvo, and may fire as many torpedoes as he has tubes. Ships with torpedoes fore and aft may only fire one or the other each round.

Attackers subtract 4 from their rolls for rough water or storms.

Torpedoes have contact detonators or magnetic detonators. The former detonate the torpedo when it hits the hull of the enemy ship, the latter sets off the torpedo under the enemy ship (breaking its keel). For contact detonator torpedoes, ships with an armor belt at the waterline (most warships) use their armor rating against the torpedo's damage roll. For magnetic detonator torpedoes, the defending ship may not use its armor rating to protect against a successful hit, only straight Toughness.

Ships have limited torpedoes, so make sure to track how many have been fired.

Depth Charges: Depth charges are simple weapons used only against submarines. They are essentially barrels filled with explosives and a pressure sensitive detonator that sets off the charge at a preset depth. They are launched off projectors mounted on the sides or stern of the ship, and can also be dropped from aircraft.

A vessel can use depth charges on a submarine if they're at the same position (no counters separate them). The captains of both vessels make Boating rolls. If the sub wins, the depth charges rattle the crew but no damage is sustained. If the attacker wins, the sub suffers 3d10 damage, +1d0 for each raise over the opponent. This replaces the normal single d6 for damage on a raise.

SQUADRONS

Aircraft carriers may launch one squadron of planes every round. These are placed on the board as a single token—typically that of the squadron's plane type, such as Corsairs or Zeroes.

Squadrons move one position per round in either direction.

When a squadron enters the same position as an enemy, the "defender" attacks automatically. It is wise to keep some of your squadrons with your ships to serve as "Combat Air Patrol."

Defenders then resolve AA fire (see Anti-Aircraft Fire, below).

If the attacking squadron survives, it gets to return fire. It can target either an enemy squadron or ship at its position.

Air-to-Air: Roll the RoF of one of the squadron's weapons just as it would in a dogfight. If at least one of those rounds hit, it may attack with any secondary weapons. This represents the fire of the entire squadron. Resolve damage normally.

Air-to-Ship: Make a Piloting roll. Failure means the aircraft couldn't make an attack run. Each success allows it to drop a single bomb or torpedo on target. Roll damage normally.

Since squadrons represent 12 or so planes, don't track individual bombs or torpedoes spent.

Squadron Damage: Track damage and wounds for the squadron, but don't roll Critical Hits. If the squadron suffers three wounds, it's effectively destroyed and removed from the game. Each wound inflicts a -1 penalty to the squadron's actions for the rest of the battle.

If it becomes important to know how many planes survived, roll a d6 for each after the battle. Those that roll 4+ survived and can be patched up enough to fight again in a few days. The rest are destroyed.

Player characters in a destroyed squadron automatically escape somehow and return to their ship.

Anti-Aircraft Fire: Each ship has an AA rating listed as a number of dice. Roll this number of dice against each squadron after it faces off against any friendly planes on CAP, but before they attack the ships. Each roll of 6 causes a wound to the squadron. This is rolled every round the enemy aircraft are in the same position as the AA.

Dispatched Squadrons: Roll a d6 for each squadron assigned to searching for enemy fleets in the detection phase on their aircraft carrier's action. On a 6, the squadron returns at the CV's position and fights normally from that point forward.

FIRE

Any time a ship suffers a Critical Hit, it might catch fire as well. Roll a d6 after resolving the critical. On a 1, the vessel is on fire. Roll on the Shipboard Fires Table on each of its actions to see what happens to the fire.

SHIPBOARD FIRES

d6	Effect
1	The crew extinguishes the fire.
2–4	The fire continues to burn.
5	The fire causes a wound to the ship (but no critical hit is rolled).
6	The fire spreads, causing another fire that must be tracked.

REPAIRS

After a battle, a ship may make emergency repairs at sea. Each attempt takes 1d6 days and a Repair roll minus the ship's wounds. Each success repairs one Critical Hit result. (Engines count as one result or one wound—captain's choice.)

SHIP CRITICAL HIT TABLE

The critical hit table below is used for big ships and supersedes the one in the *Sarage Worlds* rulebook.

2d6	Location	n Effect
2	Engines	The ship's engines are hit, reducing it Top Speed by half. It subtracts 2 from Boating rolls. This is cumulative with the ship's wounds. The second such hit immobilizes it. Attackers add +2 to attacks against it.
3	Controls	The ship's rudder and steering gear are damaged. The ship may now only hold steady, decrease position, or distract. It may not increase position or maneuver.
4_7	Hull	The ship suffers a hit to its hull with no other special effect.
8–9	Weapon Mount*	One of the ship's weapon mounts is hit and destroyed. Roll a d6. 1–3 is a random turret, 4-6 reduces its AA capacity by one die.
10–11	Holed Below Waterline	The hit creates a hole below the ship's waterline. Treat this as Engines (a second hit immobilizes it as well). Each round roll a d6. On a 1, the ship is effectively sunk.
12	Magazine Explosion	The internal magazines are hit and explode. This is the worst kind of critical hit on a ship. The ship is destroyed and all hands are lost. Player characters are assumed to have survived but have 1d4 wounds.

CHAPTER THREE: THE ALLIED POWERS

"Only one military organization can hold and gain ground in war—a ground army supported by tactical aviation with supply lines guarded by the navy."

- General Omar N. Bradley

Tens of millions of people around the world were mobilized for military service in World War Two. This section provides background information and game stats for various types of Axis and Allied personnel.

The forces of three nations are presented here, the United States, England, and the Soviet Union. Other Allied forces can easily be derived from these statistics.

The troop stat blocks list basic level troops. Increases in attributes, skills, derived stats, Edges, and Hindrances for experienced and elite troops are listed after the main stat block.

Non-Commissioned Officers: Non-commissioned officers (NCOs) form the backbone of every military organization. To create NCOs, simply add leadership oriented Edges (such as Command, Hold the Line!, and Inspire) to any of the non-officer templates below.

Trained and Untrained: The stats below assume troops that have gone through proper military basic and specialist training. At some point in the war, all of the major combatants had to field poorly trained personnel for one reason or another—the Axis powers at the end of the war were utterly exhausted and manpower resources were tapped out, the Soviet Union often callously threw totally untrained conscripts into battle in the early part of the war, bad planning led to the US hastily re-training and deploying thousands of support personnel as infantry in late 1944. The UK was also at the end of its manpower rope by war's end.

When considering attribute and skill levels for untrained or poorly trained personnel, a d4 in certain key skills (such as Shooting and Fighting) is justified. Such troops should also have no Edges at all. Poor training is a real killer in combat.

EQUIPMENT SPECIAL ABILITIES

Below are notes to explain some of the special abilities found in equipment descriptions, including those found in *Sarage Worlds*.

- Armor Values & Toughness (Vehicles): The first number is the front armor, the second is the side, and the third is the rear.
- Bubble Canopy: The pilot adds +1 to Notice rolls during tactical combat.
- **Climb** is how many inches an aircraft can climb each round. See the **Vehicle Rules** in *Savage Worlds* for more details.
- Fixed Gun: The weapon can only fire forward.
- **Gun Shield:** The shield provides +6 Armor to anyone behind it, and is Heavy Armor.
- Heavy Armor/Heavy Weapon: Equipment with Heavy Armor can only be damaged by Heavy Weapons.
- **Open Topped:** The vehicle lacks a roof, reducing Cover for occupants (typically providing Medium Cover instead of Heavy).
- **Passengers** is the number of crew plus any additional passengers it can transport.
- Scout Planes: Adds +1 to a fleet's detection rolls (see page 37).
- Sloped Armor: Attackers subtract this from their Shooting rolls.
- **Snapfire:** A firer subtracts 2 from his Shooting roll if moving in the same action. This mostly applies to bolt action rifles.
- Stabilizer: Negates 1 point of the unstable platform penalty.
- **Toughness** is the vehicle's base durability Armor, which is already figured in to its Toughness (in parentheses). For armored vehicles, the values are front, side, and rear Armor, respectively.
- Tracked: Treat each inch of difficult terrain as 1.5" instead of 2.
- **Turbocharger:** Some fighter planes have turbo or supercharged engines that allow them to operate effectively at high altitude. Above 20,000 feet, aircraft without such equipment subtract 1 from their Maneuverability and halve their Climb.
- Water Injection: Increases a fighter's Maneuverability Rating by +1 for ten minutes. Engine needs overhaul before next mission.

8									
2	Туре	Range	Damage	RoF	Weight	Shots	Min Str	Notes	
2	"Liberator" Pistol	5/10/20	2d6	1	1	1		2 actions to reload	
	Double–Barrel Shotgun	12/24/48	1–3d6	1–2	11	2	d6	See Savage Worlds	
	Sawed Off DB Shotgun	5/10/20	1–3d6	1–2	6	2	—	See Savage Worlds	
	Hunting Rifle	24/48/96	2d8	1	9	1	d6	AP 2, Snapfire	

COMMON CIVILIAN SMALL ARMS

COMMON ORDNANCE

Statistics for common weapons and broad categories of bombs, rockets, torpedoes, and the like are found on these first two pages. Rockets, bombs, and torpedoes have the same statistics regardless of which army deploys them.

Туре	Size	Range	Damage	Burst	Notes
	75mm–90mm (3")	Up to 5 miles	4d8	Med	AP 4, Heavy Weapon
Field Artillery	105mm (4")	Up to 6 miles	5d8	Med	AP 5, Heavy Weapon
Field	120mm (5")	Up to 5 miles	5d10	Large	AP 12, Heavy Weapon
¥	155mm (6'')	Up to 5 miles	6d10	Large	AP 15, Heavy Weapon
	2.75"–3"	1	3d10	Med	AP 6, Heavy Weapon
Rockets	5"		5d10	Med	AP 10, Heavy Weapon
Roc	6"+ (including German Nebelwerfers)		6d10	Med	AP 12, Heavy Weapon
	8mm (Incl. 7.7mm, 7.92mm, 8mm, .303, .30)	24/48/96	2d8	_	RoF 4, AP 2
s	13mm Short	40/80/160	2d10	_	RoF 3, AP 3
Gun	13mm Long (Inc. 12.7mm, 13mm, and .50)	50/100/200	2d10		RoF 4, AP 3
Aircraft Guns	20mm Short	50/100/200	3d8		RoF 3, AP 3
ircr	20mm Long (Inc. 20mm and 25mm)	55/110/220	3d8		RoF 3, AP 3
A	37mm Short	50/100/200	4d8		RoF 2, AP 4
	37mm Long (Inc 30mm and 37mm)	60/120/240	4d8	_	RoF 2, AP 4
	50 kg/125 lbs.	—	5d10	Large	AP 18, Heavy Weapon
	100 kg/250 lbs.	_	6d10	Large	AP 24, Heavy Weapon
squ	250 kg/500 lbs.	_	5d12	Large	AP 30, Heavy Weapon
Bombs	500 kg/1,000 lbs.	_	6d12	Large	AP 36, Heavy Weapon
	1,000 kg/2,000 lbs.	—	5d20	Large	AP 42, Heavy Weapon
	1,800 kg/4,000 lbs.	_	6d20	Large	AP 48, Heavy Weapon
	4–5"	4/8/12	5d10	Large	AP 20, Heavy Weapon
nns	6"	6/12/18	6d10	Large	AP 30, Heavy Weapon
al G	8–10"	6/12/19	4d12	Large	AP 40, Heavy Weapon
Naval Guns	14"	7/14/21	5d12	Large	AP 50, Heavy Weapon
	16–18"	8/16/24	6d12	Large	AP 60, Heavy Weapon
	Bangalore Torpedo	_	3d6	Small	Use against wire, 15lbs.
	Dynamite	5/10/20*	2d6/stick	Med	+1" and +1 damage per stick, .5 lbs./ stick
Explosives	Molotov Cocktail	5/10/20*	2d10	Med	Ignores Armor, 2 lbs.
xplo -	TNT (1 charge)	5/10/20*	2d6+1	Med	.5 lbs.
E	Plastic Explosive	5/10/20*	3d6	Med	.5 lbs.
	Satchel Charge, Small	3/6/12*	4d6	Large	2 lbs.
	Satchel Charge	2/4/8*	4d8+2	Large	15 lbs.
	Anti-Personnel Mine		2d6+2	Small	5 lbs.
Mines	Anti-Tank Mine	—	4d8	Med	AP 5 against 1/2 weakest armor value, 20 lbs.
Μ	S–Mine "Bouncing Betty"	—	3d6	Med	Only overhead cover gives Armor, 9 lbs.
e- irs	Personal	Cone	2d10	Cone	Ignores Armor
Flame- throwers	Vehicular	Special	2d10	Cone	Medium Burst Template up to 24" from vehicle, Ignores Armor
(1)	Air Launched	3/6/9 Miles	5d20	Med	AP 40, Heavy Weapon
oes	Surface/Sub-Launched	4/8/12 Miles	5d20	Med	Ap 50, Heavy Weapon
Tor- pedoes			5420	incu	

In the years between the end of World War One and the beginning of World War Two, the US military dwindled in both size and combat power, to the point where its equipment and doctrine both were obsolete. As the clouds of war gathered over Europe, the US began to prepare for the looming conflict.

American GIs had a knack for improvising solutions to problems quickly, often discarding established doctrine on the spot if it failed to serve their immediate needs. Their enemies (and allies sometimes) were astounded by the lavish amounts of supplies the GIs had access to.

US INFANTRY PLATOON

A US infantry squad had 12 men and one BAR. Often the soldiers picked up another BAR if they could. One man was equipped with a Springfield 1903 rifle to act as a sniper, and the squad leader carried an M1 Carbine or Thompson SMG. Three squads made a platoon. A company had three platoons and a weapons platoon equipped with two .30 cal and two .50 cal machineguns, and three 60mm mortars.

US ARMY OFFICERS

The US Army, and other branches of the US military, created most of its officers through college ROTC programs. These officers were disparagingly known as "90-day Wonders" after the length of their training course.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 **Skills**: Fighting d6, Knowledge (Battle) d6, Persuasion d6, Shooting d6



A lanky BAR Gunner captures a German in Belgium.

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5 Hindrances: None

Edges: Command, Rank (Officer)

Equipment: Officers are equipped as infantry or armor crews. Staff officers usually only carry a sidearm, unless they are on the front lines.

- Experienced: Smarts d8, Knowledge (Battle) d8, Persuasion d8, Dodge, Hold the Line!
- Elite: Smarts d10, Spirit d8, Knowledge (Battle) d10, Combat Reflexes, Inspire

US ARMY INFANTRY

In battle, American infantry took great advantage of their excellent and plentiful artillery and air support (much to the displeasure of their opponents). But when these were not available, American GIs could and did take whatever the Germans or Japanese threw at them, and throw it right back.

Airborne and other elite units (such as Rangers) start with a d8 in Spirit. Airborne troopers have the Jump Qualified Edge. Rangers have the Commando Professional Edge.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing

d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Edges & Hindrances: None

Equipment: Steel helmet, 2 Mk II grenades, knife. Squad: 1x M1 Carbine or Thompson SMG, 1x BAR, 10x M1 Garand.

• Experienced: Notice d8, Dodge, Rock and Roll!

• Elite: Spirit d8, Vigor d8, Toughness: 6, Combat Reflexes, Improved Dodge

US TANK PLATOON

American tank platoons had 5 tanks each, usually Sherman variants. Three platoons plus two HQ tanks made a company.

US ARMY ARMOR CREWS

American tank crews were not as highly trained as their German foes, particularly in the area of gunnery. By utilizing numbers and good tactics, American tank crews could beat German heavy armor. While the US Army had the numbers, finding tank commanders who knew good tactics was more difficult.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 **Skills**: Driving d6, Notice d6, Repair d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Edges & Hindrances: None

- Equipment: When dismounted, armor crews usually carry M1911 pistols or M3 SMGs.
 - Experienced: Agility d8, Driving d8, Notice d8, Repair d8, Mechanically Inclined
 - Elite: Spirit d8, Shooting d8, Bullseye, Steady Hands

US AIR UNITS

US fighter units typically had 12 aircraft to a squadron, with three groups of four planes each. Bombers were organized into groups of three planes each. Casualties among US bomber crews, due to their frequent insistence on daylight bombing raids to avoid civilian casualties, hovered around 70%.

US ARMY AIR CORPS, NAVY, & MARINE PILOTS

The Army and Navy selected the best pilot candidates from among the thousands and thousands of volunteers. Flying rugged aircraft that combined speed, maneuverability, and firepower, American pilots were the best-trained pilots in the world by the end of the war.

The stats below are for fighter pilots. For bomber pilots, switch the d8 in Shooting for experienced troops to Knowledge (Bombardier), and exchange Killer Instinct for Pickle Barrel.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Bombardier) d6, Knowledge (Battle) d6, Notice d6, Piloting d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Hindrances: None

Edges: Rank (Officer)

- Equipment: M1911 pistol, knife, life jacket, survival kit, flight helmet, and goggles.
- **Experienced:** Agility d8, Knowledge (Battle) d8, Notice d8, Piloting d8, Shooting d8, Killer Instinct

• Elite: Agility d10, Smarts d8, Spirit d8, Knowledge (Battle) d10, Piloting d10, Ace, Killer Instinct

US NAVY

US NAVY OFFICERS

The US Navy built its officer corps in much the same way as the Army, using pre-war regulars and academy graduates as a core to expand on with ROTC trained officers, OCS candidates, and "mustangs" (officers promoted from the ranks).

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Knowledge (Battle) d6, Knowledge (Engineering) d6, Persuasion d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5 Hindrances: None

Edges: Command, Rank (Officer)

- Equipment: Steel helmet (when topside during battle), binoculars, life jacket.
 - **Experienced:** Smarts d8, Boating d8, Knowledge (Battle) d8, Persuasion d8, Hold the Line!
 - Elite: Smarts d10, Knowledge (Battle) d10, Persuasion d10, Inspire

US NAVY SAILORS

American sailors were generally well trained and efficient. In the Atlantic, US Navy crews developed excellent sub-hunting skills and strategies, and in the Pacific, American carrier crews became the best in the world.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Knowledge (Choose): d6, Repair d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Edges & Hindrances: None

- **Equipment**: Steel helmet (when topside during battle), life jacket or flak jacket, toolkit.
- Experienced: Smarts d8, Boating d8, Repair d8, Mechanically Inclined

• Elite: Agility d8, Shooting d8

US MARINE CORPS INFANTRY PLATOON

The organization of the USMC infantry squad went through several changes before settling on a 13-man unit, divided into three teams of four men each. Each team had a BAR. Platoons had three squads and an HQ unit of up to six men. Three platoons made a company, which also included a machinegun platoon and a mortar section with 20 men.

US MARINE CORPS OFFICERS

The US Marines needed leaders able to take their men into the toughest combat situations. Many were graduates of the Naval Academy at Annapolis, but more came from officer candidacy school and selection from among recruits with leadership potential.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Battle) d6, Persuasion d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: Loyal

Edges: Command, Rank (Officer)

- **Equipment**: Officers are equipped as infantry or armor crews. Staff officers usually only carry a sidearm, unless they are on the front lines.
- **Experienced:** Smarts d8, Persuasion d8, Shooting d8, Combat Reflexes, Dodge, Hold the Line!, Knowledge (Battle) d8

• Elite: Spirit d10, Vigor d8, Fighting d8, Knowledge (Battle) d10, Parry: 6, Toughness: 6, Inspire

US MARINE CORPS INFANTRY

Because their missions are so tough—attacking straight into the teeth of some of the most heavily fortified and bitterly defended real estate on earth—and expectations of their performance so high, US Marines believe they have an "esprit de corps" that sets them apart from other services.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6 Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Edges & Hindrances: None

- **Equipment**: Steel helmet, 2 Mk II grenades. Team: 1x BAR, 3x M1 Garand. Some troops may carry a flamethrower.
 - **Experienced:** Fighting d8, Notice d8, Shooting d8, Parry: 6, Combat Reflexes, Dodge, Élan, Rock and Roll!
 - Elite: Spirit d10, Vigor d8, Toughness: 6, Improved Dodge, Marksman

"YESTERDAY, DECEMBER 7, 1941—A DATE WHICH WILL LIVE IN INFAMY— THE UNITED STATES OF AMERICA WAS SUDDENLY AND DELIBERATELY ATTACKED BY NAVAL AND AIR FORCES OF THE EMPIRE OF JAPAN."

- PRESIDENT FRANKLIN D. ROOSEVELT

US VEHICLES

US industry produced a tremendous number of vehicles for the Allied armies. American fighting vehicles of all types were rugged and easy to maintain. Standardized designs and interchangeable parts between models helped keep American vehicles rolling. American tank design did not advance much during the war, with the US relying heavily on the usually outclassed Sherman tank. Only in the final weeks of the war did the US produce a tank equal to the German Tiger, the M26 Pershing.

"DEUCE-AND-A-HALF" 2 1/2 TON TRUCK

The famous 2 1/2 ton truck formed the backbone of the supply lines that fueled the Allied victory. Some variants had a machine gun on a ring-turret in the cab.

Type: Transport; **Acc/Top Speed:** 10/25; **Toughness:** 12 (1); **Crew:** 1+20

Notes: -

Weapons: —

JEEP

The famous jeep was the workhorse of the US Army, transporting troops, hauling supplies, towing guns, performing as an ambulance or reconnaissance vehicle, and a host of other roles.

Type: Transport; Acc/Top Speed: 10/40; Toughness: 7 (1); Crew: 2+3

Notes: -

Weapons:

• M2 .50 cal MG center pintle (500 rounds)

LVT2 ('42)

An open-topped landing vehicle used primarily in the Pacific.

Type: Amphibious Landing Vehicle; **Acc/Top Speed:** (ground) 5/10 (afloat) 2.5/3; **Toughness:** 13/13/11 (3/3/1); **Crew:** 3+24 (Commander, gunner, driver)

Notes: Amphibious, Heavy Armor, Open Topped, Tracked Weapons:

- M1919 right hull pintle (2,000 rounds)
- M1919 left hull pintle (2,000 rounds)
- M2 .50 cal right hull pintle (1,000 rounds)
- M2 .50 cal left hull pintle (1,000 rounds)

LVT(A)1 ('42)

The LVT(A)1 had an enclosed hull and an M5 Stuart turret with a 37mm gun. This is the fire-support version of the LVT2.

Type: Amphibious Landing Vehicle; Acc/Top Speed: (ground) 5/10 (afloat) 2.5/3; Toughness: 14/14/11 (4/4/1); Crew: 6 (Commander, driver, assistant driver, 2 gunners, loader)

Notes: Amphibious, Stabilizer, Tracked

Weapons:

- 37L53 turret (HE 29, AP 15)
- M1919 coaxial (2,000 rounds)
- M1919 right hull pintle (2,000 rounds)
- M1919 left hull pintle (2,000 rounds)

LVT(A)4 ('44)

The LVT4 was similar to the LVT(A)1 but replaced the 37mm gun with a 75mm howitzer. It was used as a light tank once it came ashore.

Type: Amphibious Landing Vehicle; Acc/Top Speed: (ground)

5/10 (afloat) 2.5/3; Toughness: 15/15/11 (5/5/1); Crew: 6

(Commander, driver, assistant driver, 2 gunners, loader) Notes: Amphibious, Tracked

Notes. Ampri

- Weapons:
 - 75L40 turret (HE 75, Ap 20, Smoke 5)
 - M2 .50 cal MG commander's hatch (400 rounds)
 - M1919 right hull pintle (3,000 rounds)
 - M1919 left hull pintle (3,000 rounds)

M3 HALFTRACK ('41)

The M3 was used as a transport and to provide cover fire for advancing troops. It could also tow guns.

Type: Halftrack; **Acc/Top Speed:** 5/15; **Toughness:** 14/9/3 (2/1/1); **Crew:** 3+8 (Driver, 2 gunners)

Notes: Halftrack, Heavy Armor

Weapons:

- M2 .50 cal MG front ring mount (1,000 rounds)
- M1919 rear pintle mount (1,000 rounds)

M3 LEE ('42, NA ONLY)

The M3 Lee was used extensively in North Africa and also by the Soviet Union. It held the line for the Allies early in the war until phased out by the Sherman.

Type: Tank; Acc/Top Speed: 2.5/8; Toughness: 17/16/16 (5/4/4); Crew: 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Tracked

Weapons:

- 37L53 turret (HE 125, AP 53)
- 75L40 fixed forward (HE 32, AP 18)
- M1919 turret (3,200 rounds)
- M1919 bow (3,000 rounds)
- M1919 coaxial (3,000 rounds)

M4 SHERMAN ('42)

The Sherman was produced as a simple and reliable design that could be produced in massive numbers. Its armor was thinner than German tank armor and its 75mm gun not very effective.

Type: Tank; Acc/Top Speed: 5/12; Toughness: 21/16/16 (9/4/4);

Crew: 5 (Commander, gunner, driver, assistant driver, loader) **Notes**: Heavy Armor, Stabilizer (late models), Tracked **Weapons**:

- 75L40 turret (HE 50, AP 40, Smoke 7)
- M1919 bow (1,000 rounds)
- M1919 coaxial (1,00 rounds)
- M2 .50 cal commander's hatch (1,000 rounds)

M4A3(76)W "EASY EIGHT" SHERMAN ('44)

The Sherman (76) was an attempt to address the disparity between American and German armor. It had a 76mm gun and thicker armor, with water-filled ammo storage bins that reduced the chance of fire.

Type: Tank; **Acc/Top Speed:** 5/12; **Toughness:** 22/16/16 (10/4/4); **Crew:** 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Smoke Mortar, Stabilizer, Tracked Weapons:

- 76L52 turret (HE 36, Ap 25, Tungsten 5, Smoke 5)
- M1919 bow (1,000 rounds)
- M1919 coaxial (1,00 rounds)
- M2 .50 cal commander's hatch (1,000 rounds)

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M4A3E2(76) SHERMAN JUMBO (AUG '44)

The Jumbo was designed as an assault tank and had a more heavily armored turret. Its crews also often added sandbags and juryrigged racks on the sides as makeshift armor.

Type: Tank; **Acc/Top Speed:** 5/12; **Toughness:** 22/16/16 (10/4/4); **Crew**: 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Smoke Mortar, Stabilizer, Tracked Weapons:

- 76L52 turret (HE 36, AP 25, Tungsten 5, Smoke 5)
- M1919 bow (1,000 rounds)
- M1919 coaxial (1,00 rounds)
- M2 .50 cal commander's hatch (1,000 rounds)

M4A3(105) SHERMAN (JUNE '44)

The Sherman 105 was designed as an infantry support vehicle and mounted a 105mm gun firing HE shells. It was not meant to fight other tanks but carried a few HEAT rounds for emergencies.

Type: Tank; Acc/Top Speed: 5/12; Toughness: 22/16/16 (10/4/4); Crew: 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Smoke Mortar, Stabilizer, Tracked Weapons:

- 105L23 turret (HE 55, HEAT 6, Smoke 5)
- M1919 bow (1,000 rounds)
- M1919 coaxial (1,00 rounds)
- M2 .50 cal commander's hatch (1,000 rounds)

M5A1 STUART ('41)

The M5 was a light reconnaissance tank. Its 37mm gun was useless against other tanks but it could provide support for advancing infantry.

Type: Tank; Acc/Top Speed: 5/14; Toughness: 15/13/13 (5/3/3);

Crew: 4 (Commander, gunner, driver, loader) **Notes**: Heavy Armor, Stabilizer, Tracked

Weapons:

- 37L53 turret (HE 110, AP 30, Smoke 7)
- M1919 bow (2,000 rounds)
- M2 .50 cal commander's hatch (1,000 rounds)

M7 PRIEST (JUNE '44)

The Priest was a self-propelled artillery piece built on an M4 chassis. Its open topped crew compartment mounted a 105mm gun. **Type:** Self-Propelled Gun; **Acc/Top Speed:** 5/12; **Toughness:**

23/13/13 (11/2/2); **Crew**: 7 (Commander, gunner, driver, assistant driver, 3 loaders)

Notes: Heavy Armor, Open Topped, Tracked Weapons:

- 105L23 fixed (HE 58, HEAT 6, Smoke 5)
- M2 .50 cal flexible mount front (1,000 rounds)

M8 GREYHOUND (APRIL '43)

This fast-moving armored car was the US Army's primary scout vehicle. Its 37mm gun was of little use against tanks but could provide defensive fire against other light vehicles and infantry.

Type: Armored Car; Acc/Top Speed: 5/22; Toughness: 13/11/11

(3/1/1); **Crew**: 4 (Commander, gunner, driver, loader) **Notes**: Heavy Armor, Smoke Mortar, Wheeled

Weapons:

- 37L53 turret (HE 50, AP 25, Smoke 5)
- M1919 coaxial (1,000 rounds)
- M2 .50 cal commander's hatch (1,000 rounds)

M10 WOLVERINE ('43)

The M10 was the first of a series of American tank destroyers. It was built on an M4 chassis and had an open turret. It carried a 76mm gun but was lightly armored and a poor substitute for a dedicated tank.

Type: Tank Destroyer; **Acc/Top Speed:** 5/12; **Toughness:** 19/15/15 (7/3/3); **Crew:** 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Open Topped, Tracked

Weapons:

- 76L52 turret (HE 15, AP 33, Tungsten 6)
- M2 .50 cal flexible, turret rear (1,000 rounds)

M18 HELLCAT ('44)

The M18 was the fastest tracked vehicle used by any side during the war. It resembled the M10, but was smaller and weighed half as much, relying on its speed and 76mm gun to survive.

Type: Tank Destroyer; **Acc/Top Speed:** 5/22; **Toughness:** 18/14/14 (7/3/3); **Crew:** 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Open Topped, Smoke Mortar, Tracked Weapons:

- 76L52 turret (HE 17, AP 30, Tungsten 5)
- M2 .50 cal flexible, turret rear (1,000 rounds)



An MIØ Wolverine takes out a Panther in France. Get 'em, boys!



An A2\$ Havoc taunting German fighters over France.

M20 ARMORED UTILITY CAR (MARCH '43)

The M20 was simply an M8 with the turret removed. It was used as a command car, scout car, observation post, and ammo hauler.

Type: Armored Car; **Acc/Top Speed:** 5/22; **Toughness:** 13/11/11 (3/1/1); **Crew:** 4 (Commander, gunner, driver, loader)

Notes: Open Topped, Smoke Mortar, Wheeled Weapons:

• M2 .50 cal commander's hatch (1,000 rounds)

M24 CHAFFEE (AUG '44)

The M24 was a light tank designed to replace the M5 Stuart. It had considerably more armor and a 75mm gun but didn't see action until late 1944.

Type: Tank; **Acc/Top Speed:** 5/14; **Toughness:** 16/14/13 (5/3/2);

Crew: 4 (Commander, gunner, driver, loader) **Notes**: Heavy Armor, Smoke Mortar, Stabilizer, Tracked **Weapons**:

- 75L40 turret (HE 24, AP 16, Smoke 8)
- M1919 bow (1,000 rounds)
- M1919 coaxial (1,000 rounds)
- M2 .50 cal commander's hatch (1,000 rounds)

M26 PERSHING (MARCH '45)

The M26 Pershing was the first US tank that could stand up to German heavy tanks one-on-one. Only a few Pershings saw combat before the war ended.

Type: Tank; Acc/Top Speed: 5/12; Toughness: 29/23/20 (15/8/5); Crew: 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Smoke Mortar, Stabilizer, Tracked Weapons:

- 90L50 turret (HE 36, AP 29, Tungsten 5)
- M1919 bow (1,000 rounds)
- M1919 coaxial (1,000 rounds)
- M2 .50 cal commander's hatch (1,000 rounds)

M36 JACKSON (SEPT '44)

The M36 was the last tank destroyer produced by the US. Like the M10 it was built on an M4 chassis, but carried a powerful 90mm gun in its open-topped turret.

Type: Tank Destroyer; **Acc/Top Speed:** 5/10; **Toughness:** 14/13/13 (3/2/2); **Crew:** 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Open Topped, Smoke Mortar, Tracked Weapons:

- 90L50 turret (HE 17, AP 30)
- M2 .50 cal flexible, turret rear (1,000 rounds)

AMERICAN AIRCRAFT

The US began the war with a fleet of heavy and slow aircraft that had a hard time keeping up with the opposition. Nevertheless, these planes held the line until US war production began to get rolling. Once it did, the US produced more aircraft (over 100,000 of all types) than all other nations put together. American pilots also benefited from an excellent pilot training program. This, coupled with secondgeneration fighters and long-range bombers, swept the enemy from the skies and struck at the heart of Axis industry.

A-20G HAVOC ('39)

The A-20 was one of the most widely produced US medium bombers. It was a simple and rugged twin-engine design built in several variants, and used for low-level ground attack as well as bombing.

Acc/Top Speed: 10/127; Engines: 2; Climb: 10; Toughness: 14(2); Maneuverability: -2; Range 2,100 miles; Crew: 4 (Pilot, navigator, bombardier, gunner)

Notes: -

Armament: 4 x .20 mm cannon, nose, fixed-forward, 2 x .50 cal MG, dorsal, flexible

Ordnance: Up to 2,000 pounds

Variants: The A–20B has a top speed of 140, 2 .50 cal MGs in the nose and 1 dorsally mounted .50 cal MG. The B model can also carry up to 4,000 lbs. of bombs.

B-17F FLYING FORTRESS ('39, J VERSION-'42)

One of the most famous airplanes ever built, the B–17 became the symbol of the US daylight bombing campaign over Europe during World War Two.

Acc/Top Speed: 10/126; Engines: 4; Climb: 10; Toughness: 17(2); Maneuverability: -3; Range 2,000 miles; Crew: 10 (Pilot, co-pilot, bombardier, navigator, flight engineer, radio operator, 4 gunners)

Notes: -

Armament: 1 x .50 cal MG, left & right nose, 2 x .50 cal MG, top turret, 1 x .50 cal MG, dorsal, rear, 1 x .50 cal MG, left & right waist, 2 x .50 cal MG, ventral ball turret, 2 x .50 cal MG, tail

Ordnance: Up to 9,600 pounds (for very short range missions). A standard bomb load of around 4–5,000 pounds allowed an operating range of about 1,400 miles.

Variants: The B–17G had a nose mounted turret (called a "chin" turret) with two .50 cal MGs in place of the two swivel mounted nose guns on the F model. This caused a lower maximum speed (115) but was considered a good trade-off for the extra firepower. The "G" could carry a maximum bomb load of 17,600 pounds on short-range missions.

B-24J LIBERATOR ('42)

The B–24 was a tough airplane. The B–24 was a reliable plane and served mainly in the Pacific, but saw much use in Europe as well.

- Acc/Top Speed: 10/116; Engines: 4; Climb: 10; Toughness: 16(2); Maneuverability: -3; Range 2,200 miles; Crew: 8 (Pilot, co-pilot, bombardier, navigator, 4 gunners)
- **Notes:** The B–24 could fly under extremely heavy take off weights, but this was no small feat for the pilots. Flying an overloaded B–24 imposes a –2 modifier on all Piloting skill rolls.
- Armament: 2 x .50 cal MG, nose turret, 2 x .50 cal MG, top turret, 1 x .50 cal MG, left & right waist, 2 x .50 cal MG, tail turret
- **Ordnance:** Up to 8,000 pounds, with 4,000 pounds allowing an operating range of about 1,080 miles.
- Variants: The B–24 was produced in a wide range of variants. Subhunting B–24s had 20mm cannons mounted in the nose. The B–24D had a retractable ball turret with two .50 cal MGs in the belly.

B-25C MITCHELL ('41)

The B–25 was a tough, fast, and well-armed medium bomber used extensively throughout the Pacific and in North Africa. In the Pacific it was used for low, treetop level attacks on Japanese airfields and shipping.

Acc/Top Speed: 10/113; Engines: 2; Climb: 10; Toughness: 15(2); Maneuverability: -2; Range 1,200 miles; Crew: 5 (Pilot, co-pilot, 3 gunners)

Notes: -

Armament: 2 x .50 cal MG, dorsal turret, 2 x .50 cal MG, ventral turret, 1 x .50 cal MG, nose, swivel mount

Ordnance: Up to 3,000 pounds

Variants: The B–25 had several variants. The B–25G had a top speed of 112, and 3 .50 cal MGs mounted in the nose, along with a 75mm cannon (use stats for 75L40). The H model increased the nose armament to 10 (!) .50 cal MGs, and the J model removed the 75mm cannon and mounted 12 .50 cal MGs in the nose! Top speeds for the H and J models are 110 and 108 respectively.

B-29 SUPERFORTRESS ('43)

The B–29 was the largest, fastest, highest-flying, longest-ranged, and most heavily armed bomber flown by any country during the war. It was the first bomber to have a pressurized cabin, remote controlled gun turrets, and a host of other technological innovations.

- Acc/Top Speed: 15/145; Engines: 4; Climb: 10; Toughness: 18(3); Maneuverability: -4; Range 4,200 miles; Crew: 10 (Pilot, co-pilot, navigator, bombardier, flight engineer, radio operator, central fire control gunner, left/right gunner, tail gunner)
- Notes: The B–29's gun turrets were remote controlled. Control of these turrets can be transferred to a single gunner, or shared between right, left, and top gunners. The advanced fire control equipment allows B–29 gunners to link MG turrets together to fire at a target (thus qualifying for the Linked Weapons bonus, +1 for each turret linked together).
- Armament: 1 x 20mm cannon, tail, 2 x .50 cal MG, top forward turret, 2 x .50 cal MG, top aft turret, 2 x .50 cal MG, bottom forward turret, 2 x .50 cal MG, bottom aft turret, 2 x .50 cal MG, tail

Ordnance: Up to 20,000 pounds (40 x 500 lbs.)

C-47 SKYTRAIN ('41)

The C-47 Skytrain (the British called it the Dakota), and also nicknamed the "Gooney Bird," was one of the primary transport planes used by the Allies. It could carry 27 troops or up to 3 tons of cargo.

Acc/Top Speed: 10/92; Engines: 2; Climb: 10; Toughness: 13(1); Maneuverability: -2; Range 2,125 miles; Crew: 3 (Pilot, co-pilot, crew chief), up to 24 passengers or troops.

Notes: — Armament: None Ordnance: None

F4F-3 WILDCAT ('40)

The Wildcat was the primary US Navy carrier fighter at the start of the war. The Zero outclassed it, but the Navy relied on the Wildcat in the Battle of the Coral Sea and the Battle of Midway.

Acc/Top Speed: 15/127; Engines: 1; Climb: 15; Toughness: 12(2); Maneuverability: +1; Range 1,162 miles; Crew: 1 (Pilot)

Armament: 4 x .50 cal MG, wings

Ordnance: 2 x 250 pound bombs

Notes: Water Injection

Variants: The F4F-4 mounted 6 x .50 cal MGs.

F4U-1D CORSAIR (DEC '42)

The Corsair had the largest engine of any single seat fighter of the war, and its distinctive gull-wing was designed to help provide ground clearance for the massive propeller.

- Acc/Top Speed: 20/178; Engines: 1; Climb: 20; Toughness: 13(2); Maneuverability: +2; Range 1,000 miles; Crew: 1 (Pilot)
- Notes: Bubble Canopy, Turbocharger, Water Injection. The Corsair was difficult to land on a carrier (hence the nickname "Ensign Eliminator"). Piloting skill rolls made for carrier landings in a Corsair are at -1.



A corsair dancing on air.



Armament: 6 x .50 cal MG, wings

Ordnance: 2 x 1,000 lbs. bombs OR 8 x 5" rockets

Variants: A night-fighter version of the Corsair (F4U–2) was equipped with a wing mounted radar pod. Early models of the F4U had framework canopies.

F6F-3 HELLCAT ('43)

The Hellcat was used extensively in the last two years of the war, replacing the Wildcat. It had a high rate of climb, good dive speed, was well armored, and maneuverable.

Acc/Top Speed: 20/152; Engines: 1; Climb: 20; Toughness: 12(2); Maneuverability: +2; Range 1,090 miles; Crew: 1 (Pilot)

Notes: Turbocharger, Water Injection

Armament: 6 x .50 cal MG, wings

Ordnance: 2 x 1,000 pound bombs OR 6 x 5" rockets

Variants: The F6F–3N Hellcat was a night-fighter equipped with a wing mounted radar pod.

P-38L LIGHTNING ('39)

The P–38 was the only successful twin-engine fighter of the war. It was used in all theaters of the war, and was known for its high dive speed and the firepower of its nose-mounted machineguns and cannon.

Acc/Top Speed: 20/166; Engines: 2; Climb: 20; Toughness: 12(2); Maneuverability: +1; Range 1,175 miles; Crew: 1 (Pilot)

Notes: Turbocharger

Armament: 20mm cannon, nose, 4 x .50 cal MG, nose

Ordnance: Up to 3,200 pounds

Variants: The P–38J had a top speed of 420 mph (169) and a ceiling of 44,000 feet. Earlier F, G, and H models had a top speed of around 400 mph (160). One version called the "droop snoot" mounted a clear plexiglass nose and a bombsight for level bombing.

P-39D AIRCOBRA ('40)

The P–39 was a disappointment as a fighter, but was pressed into service early in the war. Half of the P–39s produced went to the Soviet Union, where they served in a ground support role.

Acc/Top Speed: 15/144; Engines: 1; Climb: 15; Toughness: 11(2); Maneuverability: +1; Range 1,475 miles; Crew: 1 (Pilot)

Notes: Water Injection

Armament: 1 x 37mm cannon, nose, 2 x .30 cal MG, nose, 2 x .50 cal MG, wings

Ordnance: 1 x 500 pound bomb

P-40N WARHAWK ('39, N-'43)

The P-40 was the workhorse fighter of the US Army Air Corps at the start of the war. It was usually outclassed by its opposition, but had a reputation as a tough, well-armed aircraft.

Acc/Top Speed: 15/140; Engines: 1; Climb: 15; Toughness: 11(2); Maneuverability: +1; Range 1,080 miles; Crew: 1 (Pilot)

Notes: Water Injection

Armament: 6 x .50 cal MG, wings

Ordnance: 1 x 500 lbs.

Variants: The P–40 had several variants. The C model used at the start of the war had a top speed of 345 mph (138), a range of 730 miles and four .30 cal MGs in the wings and two .50 cal MGs over the nose. The E model had a top speed of 362 mph (144) and six .50 cal MGs in the wings. The K was as fast as the E model, similarly armed, and could carry one 500-pound bomb.

P-47D THUNDERBOLT ('42)

The P-47 was the largest and heaviest fighter of the war, with eight .50 caliber MGs that could shred an enemy plane in seconds. It served as a bomber escort until the P-51 became available, and was then converted to a ground attack role.

Acc/Top Speed: 20/172; Engines: 1; Climb: 25; Toughness: 14(2); Maneuverability: +2; Range 640 miles (1,250 miles w/ drop tanks); Crew: 1 (Pilot)

Notes: Bubble Canopy, Turbocharger, Water Injection

Armament: 8 x .50 cal MG, wings

Ordnance: 2 x 1,000 lbs. bombs OR 8 x 2.75" rockets

Variants: The P–47B and C models had a framework canopy (hence the nickname "Razorback"). The P–47N was set up as a ground attack aircraft and could carry up to 2,500 pounds of bombs and had a top speed of 460 mph (184).

P-51D MUSTANG ('42, D-'44)

Considered by many to be the best fighter of the war, the P-51 Mustang was a fast and nimble aircraft that could accompany heavy bombers all the way to their targets and back. The P-51 served in all theaters of the war, distinguishing itself in the skies of Europe in particular.

Acc/Top Speed: 20/175; Engines: 1; Climb: 25; Toughness: 13(2); Maneuverability: +3; Range 1,300 miles (2,300 w/drop tanks); Crew: 1 (Pilot)

Notes: Bubble Canopy, Turbocharger, Water Injection

Armament: 6 x .50 cal MG, wings

Ordnance: 2 x 1,000 lbs. bombs OR 6 x 5" rockets

Variants: The P-51B and C models did not have a bubble canopy and carried four .50 cal MGs (with an annoying tendency to jam). Top speed was 433 mph (173).

PBY-5A CATALINA ('35)

The Catalina was the Navy's mainstay patrol aircraft. It was amphibious—able to take off and land on water or an airstrip. It was also used for search and rescue missions to save downed pilots at sea.

Acc/Top Speed: 10/71; Engines: 2; Climb: 10; Toughness: 12(0); Maneuverability: -2; Range 2,545 miles; Crew: 5 (Pilot, co-pilot, 3 gunners)

Notes: Amphibious

Armament: 1 x .30 cal MG, nose, 2 x .30 cal MG, left & right fuselage blisters

Ordnance: 8 x 500 lbs. bombs OR depth charges

SBD-3 DAUNTLESS ('40)

The Dauntless was the US Navy's standard ship-based divebomber at the start of the war. A small number were used by the US Army Air Corps.

Acc/Top Speed: 15/102; Engines: 1; Climb: 15; Toughness: 12(2); Maneuverability: +1; Range 1,000 miles; Crew: 2 (Pilot, gunner)

Notes: -

Armament: 2 x .50 cal MG, nose, 2 x .30 cal MG, rear turret Ordnance: 1 x 1,000 lbs. bomb OR 1 x 500 lbs. bomb

TBM AVENGER ('42)

The Avenger was designed to replace the obsolete Devastator. The British also used the Avenger for U-boat hunting in the Atlantic. They were slow while dive-bombing, however, and suffered tremendous casualties in the Battle of Midway and other Pacific engagements.

Acc/Top Speed: 10/110; Engines: 1; Climb: 15; Toughness: 13(2); Maneuverability: 0; Range 2,530 miles (1,000 miles loaded); Crew: 3 (Pilot, gunner, torpedo officer)

Notes: -

- Armament: 2 x .50 cal MG, wings, 1 x .50 cal MG, rear turret, 1 x .30 cal MG, rear ventral mount
- Ordnance: Up to 2,000 pounds of bombs OR 1 x Mark VIII torpedo

Variants: The TBM-3W had a huge belly-mounted radar (and thus could not carry a torpedo) for use as an early warning system.

AMERICAN SHIPS

The ships below are representative samples of their various types. For more on the role of each kind of ship, see "The Navies of World War II" on page 51.

DD-534 MCCORD (JAN '43)

Acc/Top Speed: 3/15; Toughness: 25(0); Crew: 329

Notes: Heavy Armor

Weapons: 5 x 5" guns in 5 turrets, 10 torpedoes in 2 tubes, depth charges

AA: 2d6 (10 x 40mm in 5 open mounts, 7 x 20mm)

CL-51 ATLANTA (SEPT '41)

Acc/Top Speed: 3/13; Toughness: 54(24); Crew: 1255 Notes: Heavy Armor; scout planes (4), catapult launched.

Weapons: 16 x 6" guns in 8 turrets,

AA Rating: 3d6 (28 x 40mm in 14 open mounts, 10 x 20mm in 5 open mounts)

CA-69 BOSTON (AUG '42)

Acc/Top Speed: 2/12; Toughness: 55(30); Crew: 2,000
Notes: Heavy Armor; scout planes (4), catapult launched.
Weapons: 9 x 8" guns in 3 turrets, 12 x 5" guns in 6 turrets.
AA Rating: 4d6 (48 x 40mm in 12 open mounts, 22 x 20mm in 11 open mounts)

BB-56 WASHINGTON (JUNE '40)

Acc/Top Speed: 2/11; Toughness: 100(60); Crew: 1,880 Notes: Heavy Armor; scout planes (3), catapult launched. Weapons: 9 x 16" guns in 3 turrets, 20 x 5" guns in 10 turrets. AA Rating: 3d6 (16 x 28mm in 8 open mounts, 12 x .50 cal MG)

CV-6 ENTERPRISE (OCT '36)

Acc/Top Speed: 2/12; Toughness: 60(20); Crew: 1,990

Notes: Heavy Armor; 2 Dauntless squadrons, 3 Wildcat squadrons, and a squadron of Avengers.

Weapons: 8 x 5" guns in 8 open mounts.

AA Rating: 4d6 (40 x 40mm in 20 open mounts, 48 x 20mm)

SS-383 PAMPANITO (JULY '43)

Acc/Top Speed: 2/8 (1/4 submerged); Toughness: 20(0); Crew: 66

Notes: Heavy Armor; Maximum depth 600 feet (182m). Weapons: 24 torpedoes (6 bow tubes, 4 stern tubes), 1 x 5" gun, AA: 1d6 (1 x 40mm, 1 x 20mm, 2 x .50 cal MG)



THE PEARL HARBOR SONG

History – in every century,	4
records an act that lives forevermore.	×
We'll recall – as in to line we fall,	Trank
the thing that happened on Hawaii's shore.	

Let's REMEMBER PEARL HARBOR -

As we go to meet the foe -

Let's REMEMBER PEARL HARBOR

As we did the Alamo.

We will always remember -	1
how they died for liberty,	Starsen
Let's REMEMBER PEARL HARBOR	

and go on to victory.

-The "Remember Pearl Harbor" song

ELCO PT BOAT (DEC '41)

Acc/Top Speed: 4/19; Toughness: 13(0); Crew: 12–14 Notes: Heavy Armor: Also can carry a smoke generator, depth

charges, and 81mm mortar. **Weapons:** 4 torpedoes on racks.

AA: 1d6 (1 x 40mm, 1 x 37mm, 1 x 20mm, 4 x .50 cal MG (twin mounted))

PATROL BOAT ('41)

Acc/Top Speed: 1/8; Toughness: 13(0); Crew: Varies

Notes: Heavy Armor; Weaponry listed is an example, and can vary widely. Generally patrol boats do not mount anything larger than a 40mm cannon.

Weapons: 1 x 20mm, 1 x .50 cal MG

AA Rating: 1d6 (As above)

LCVP (LANDING CRAFT, VEHICLE PERSONNEL) ('42)

Built by the Higgins Company of New Orleans, the "Higgins boat" is essentially a converted motorboat. These stats are for the most widely produced model used after 1942.

Acc/Top Speed: 1/5; Toughness: 12(0); Crew: 1+36

Notes: Heavy Armor; Landing ramp takes 1 turn to lower. Can also carry a jeep.

Weapons: None, but may be armed with 1 x .30 cal MG **AA:** None.

LCT (LANDING CRAFT, TANK) ('42)

The LCT is designed to carry up to 9 Sherman tanks or 350 tons of cargo. It is armed with a 20mm cannon.

Acc/Top Speed: 1/4; Toughness: 15(0); Crew: 16

Notes: Heavy Armor; Landing ramp takes 1 round to lower.

Weapons: 1 x 20mm **AA:** 1d6 (As above.)

CARGO/TRANSPORT (LIBERTY SHIP)

Acc/Top Speed: 1/4; Toughness: 15(0); Crew: 70 (40 merchant marines, 30 Navy gunners)

Notes: Heavy Armor; some transport ships may have no weapons at all, or only a couple of machineguns. Most could carry around 2000 passengers, or 11k metric tons of cargo.

Weapons: 1 x 5" gun. AA Rating: 2d6 (8 x 20mm, 4 x .50 cal MG)



The tanker Uss Tolovana. Come Hell, high water, or Japanese subs, the crew never failed to deliver their cargo.

THE NAVIES OF WORLD WAR II

The navies of World War Two were the largest and most powerful the world had ever seen. Prewar naval strategies stressed the importance of the battleship and sought a general engagement of the enemy's battle line as the primary way to win victory at sea. But by the beginning of the war the development of the aircraft carrier had already made the idea of the general fleet engagement obsolete, although few actually realized it.

Those who did changed naval warfare. In the Pacific, Japanese Admiral Yamamoto was one of these forward thinking strategists, as were American admirals like William Halsey. As a result, nearly all of the pivotal large-scale naval engagements in the Pacific theater were carrier battles.

In the Atlantic, the German Kriegsmarine surface fleet was never really the equal of its foes, despite having built powerful battleships like the Bismarck and the Tirpitz. Once its surface fleet was largely driven from the seas, the Germans contested the sea-lanes with their formidable U-boat "wolf packs."

There were dozens of ship and boat designs produced during the war by every major combatant. Below are a few examples for an average ship representative of that particular type. There are many ships of a given class and several different classes. A little research can turn up the basic information you need to know when creating stats for other ships.

DESTROYER (DD)

Destroyers are small, fast, and heavily armed escort ships designed to protect the main battle fleet. They are used primarily for escorting convoys, anti-submarine, and anti-aircraft work, operating on the perimeter of a battle group.

LIGHT CRUISER (CL)

Cruisers are ships designed for both offensive and defensive operations. Capable of independent operations, cruisers carry a mix of armament depending on their size. Light cruisers carry less armor than heavy cruisers, allowing for greater speed.

HEAVY CRUISER (CA)

Heavy cruisers carry much more armor than light cruisers and are often part of the fleet battle line. They often pack tremendous anti-aircraft capability and are usually stationed near the fleet carriers and battleships. Japanese cruisers are fast and especially dangerous, as they carry reloads for their torpedo tubes.

BATTLESHIP (BB)

Battleships are designed for ship-to-ship or fleet combat. They are armed with the largest guns and are very heavily armored. Although their role was eclipsed by the aircraft carrier, battleships fought in several major engagements during the war. Battleships and heavy cruisers faded in importance, but still had their moments of glory in the Solomons campaign and at the Battle of Surigao Straits.

AIRCRAFT CARRIER (CV)

Aircraft carriers are large ships with a flight deck for launching and retrieving aircraft at sea. During the war, carriers became the primary ship around which fleet operations were centered. Japan and the US built the biggest, best, and most carriers, with the US possessing dozens of carriers of differing sizes at the end of the war.

SUBMARINES (SS)

Submarine warfare was a crucial part of World War Two. After their surface fleet was driven from the seas, the German Kriegsmarine sought to put a stranglehold on England by attacking supply convoys from North America. To do it, German U-Boat "wolf packs" played a deadly game of cat and mouse with Allied sub-hunting destroyers and aircraft.

In the Pacific, the Imperial Japanese Navy employed submarines more in general engagements, rather than as strategic weapons against enemy transport shipping, as the US did. This allowed the US submarine force to accomplish against Japan what Doenitz's U-Boats failed to accomplish against England; nearly complete destruction of her merchant shipping capacity.

PT BOATS (PTB)

PT boats are small, fast attack craft made out of wood. They carry enough firepower to sink a battleship, are faster than anything on the water, and can sneak right up to shore to perform raids, reconnaissance, or drop off troops.

LANDING CRAFT

Nations with amphibious forces need landing craft to get troops and vehicles ashore. The US in particular has a range of specialized landing craft for beach assaults.

TRANSPORT SHIPS

Transports may carry any kind of cargo conceivable, from raw materials, to food, to equipment, and of course troops. The stats provided represent a typical American transport ship and can also be used for other specialized non-combat ships, such as hospital ships and tankers.



Type / Caliber	Range	Damage	RoF	Weight	Shots*	Min Str	Notes			
Pistols										
M1917 (.45)	12/24/48	2d6+1	1	2	6D	_	Revolver			
Colt M1911A1 (.45)	12/24/48	2d6+1	1	2.5	7D	_	AP 1, Semi–Auto			
Submachine Guns										
M1A1 Thompson (.45)	12/24/48	2d6+1	3	10.5	30D	d6	AP 1, Auto			
M3 Greasegun (.45)	12/24/48	2d6+1	3	8	30D	_	AP 1, Auto			
			SI	notguns						
Winchester 1897 (12g)	12/24/48	1-3d6	1	8	6M		See Savage Worlds			
				Rifles						
M1903 (.30)	24/48/96	2d8	1	8	5S	_	AP 2			
M1 Garand (.30)	24/48/96	2d8	1	9.5	8S	d6	AP 2, Semi–Auto			
M1 Carbine (.30)	15/30/60	2d6	1	5.5	15D		Semi-Auto			
Machineguns										
BAR (.30)	30/60/120	2d8	2	20	20D	d8	AP 2, Auto, Snapfire Penalty			
M1919 (.30)	24/48/96	2d8	3	32	250B		AP 2, Auto, May not move			
M2 Browning (.50)	50/100/200	2d1 0	3	84	250B		AP 3, Auto, May not move, HW			

UNITED STATES SMALL ARMS

* The type of magazine/ammo feed for each weapon is noted by a single letter: B=Belt, C=Cylinder, D=Detachable Magazine (includes drums), M=Internal Magazine, S=Stripper Clip (cannot be reloaded until empty).

UNITED STATES SPECIAL WEAPONS

Туре	Range	Damage	RoF	Weight	Burst	Min Str	Notes		
Rocket Launchers									
Bazooka	24/48/96	4d8	1	12	Small		AP 9, Snapfire, HW		
	Mortars								
M2 60mm*	50/75/150	2d8+1	1	42	Med	_	AP 1, May not move, HW		
M1 81mm**	75/100/200	4d8	1	136	Med		AP 1, May not move, HW		
			Gr	enades					
Mk2 Pineapple	5/10/20	3d6		2	Med				
AN–M8	5/10/20	<u> </u>	—	2	Med		Smoke grenade		
M9A1 Rifle Grenade	10/20/40	2d6+1	1	2	Med	_	AP 1, Snapfire, Rifle grenade		
Flamethrowers									
M1A1	Cone	2d10	1	70		d8	Ignores armor		

* Minimum range 30

** Minimum range 50

UNITED STATES ANTI-AIRCRAFT & ANTI-TANK TABLE

	Damage		AP						
Туре	Range	AP	HE	AP	HE	RoF	HE Burst	Reload	Notes
M1 AT (57mm)	75/150/300	4d8	3d8	4	2	1	Med	1 action	HW, 5 crew
M5 AT (76mm)	75/150/300	4d10	4d8	12	4	1	Med	1 action	HW, 6 crew, '43+
Bofors AA (40mm)	75/150/300	4d8	3d8	5	2	4	Med	1 action	HW, 6 crew
Maxon Mount AA*	50/100/200	2d10		4		3	_		Auto, Linked, HW; 1
									crew

* Four linked .50 cal MGs provide a +2 to hit and +2 damage bonus

"GODDAM IT, YOU'LL NEVER GET THE PURPLE HEART HIDING IN A FOXHOLE! FOLLOW ME!"

- CAPTAIN HENRY P. "JIM" CROWE (GUADALCANAL, JANUARY 13, 1943)

UNITED STATES TANK GUNS

		Damage		AP					
Туре	Range	AP	HE	AP	HE	RoF	HE Burst	Reload	Notes
37L53	50/100/200	4d8	4d6	3	3	3	Medium		HW
75L40	75/150/300	4d10	3d8	6	4	1	Medium	1 action	HW
76L52**	75/150/300	4d10	3d8	12	5	1	Medium	1 action	HW
90L50***	100/200/400	4d10+1	4d8	17	8	1	Medium	1 action	HW

*The number before the L is the diameter in millimeters *76mm tungsten round has AP 27 **90mm tungsten round has AP 30

UNITED STATES HOWITZERS

		Damage		AP					
Туре	Range	HE	HEAT	HE	HEAT	RoF	HE Burst	Reload	Notes
105L23	120/240/480	5d8	5d8	5	6	1	Medium	1 action	HW

"NO BASTARD EVER WON A WAR BY DYING FOR HIS COUNTRY. HE WON IT BY MAKING THE OTHER POOR DUMB BASTARD DIE FOR HIS COUNTRY."

- GENERAL GEORGE S. PATTON, MAY 31, 1944

AMERICAN MILITARY RANKS

Rank	US Army	US Navy	US Army Air Corps	US Marine Corps
		Enlisted		
E-1	Private	Apprentice Seaman	Private	Private
E–2	Private	Seaman 2 nd Class	Private	Private 1st Class
E3	Private 1st Class	Seaman	Private 1st Class	Lance Corporal
E-4	Corporal	Petty Officer 3rd Class	Corporal	Corporal
		Non-Commissioned	Officers	
E–5	Sergeant	Petty Officer 2 nd Class	Sergeant	Sergeant
Е-6	Staff Sergeant	Petty Officer 1 st Class	Staff Sergeant	Staff Sergeant
E–7	Sergeant First Class	Chief Petty Officer	Technical Sergeant	Gunnery Sergeant
E8	Master Sergeant	Senior Chief Petty Officer	Master Sergeant	Master Sergeant
E-9	First Sergeant	Master Chief Petty Officer	First Sergeant	First Sergeant
		Officers	3	
O–1	2 nd Lieutenant	Ensign	2 nd Lieutenant	2 nd Lieutenant
O–2	1 st Lieutenant	Lieutenant (Junior Grade)	1 st Lieutenant	1 st Lieutenant
O–3	Captain	Lieutenant	Captain	Captain
O–4	Major	Lieutenant Commander	Major	Major
O–5	Lt. Colonel	Commander	Lt. Colonel	Lt. Colonel
O–6	Colonel	Captain	Colonel	Colonel
		General Officer	'S	
O–7	Brigadier General	Rear Admiral	Brigadier General	Brigadier General
O–8	Major General	Vice Admiral	Major General	Major General
O–9	Lt. General	Admiral	Lt. General	Lt. General
O-10	General	Fleet Admiral	General	General
1	General of the Army	Admiral of the Navy		Commandant of the Marine Corps



When war broke out in Europe in 1939, England's strongest military branch was the Royal Navy, at the time the largest in the world. Despite this many of its ships were outdated and carried smaller armament than other ships of similar size in other navies. The British Army had been in the process of modernization throughout the 1930s. Military spending grew slowly, due to government policies at the time, but as Hitler continued his aggressive moves in Europe in the late 30s, British resolve begin to stiffen, and the government increased the military budget.

When France fell in 1940, Germany reigned supreme in Europe. England stood alone against the might of Hitler's legions. As proven by the RAF victory in the Battle of Britain, and subsequent victories against the German Kriegsmarine and the German Army in North Africa, the British military was a force to be reckoned with.

BRITISH INFANTRY PLATOON

A British section (squad) had eight men armed with Lee-Enfield No. 4 rifles and a Bren light machinegun. Three sections made a platoon, which also included an HQ unit. Three platoons made a company, also with a HQ section and a mortar. Trucks or Bren carriers were sometimes available and dispatched from the battalion HQ.



Brits riding a Matilda in North Africa. These "blokes" had to deal with oust, heat, and Rommel.

BRITISH ARMY OFFICERS

British officers tended to come from the upper classes and it was rare for someone from the middle or lower classes of society to gain commission. Many high-ranking officers were capable commanders but sometimes lacked the creativity and energy to contest with their more aggressive Axis counterparts.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 Skills: Fighting d6, Knowledge (Battle) d6, Persuasion d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: None

Edges: Command, Rank (Officer)

- **Equipment**: Officers are equipped as infantry or armor crews. Staff officers usually only carry a sidearm, unless they are on the front lines.
 - Experienced: Smarts d8, Knowledge (Battle) d8, Persuasion d8, Dodge, Hold the Line!
 - Elite: Smarts d10, Knowledge (Battle) d10, Combat Reflexes, Inspire

BRITISH ARMY INFANTRY

The British "Tommy" had a reputation as a tough fighter who always kept his cool and fought with grim determination. With regimental histories and traditions that extended back centuries in many cases, British infantrymen fought valiantly for England and their regiment.

Specialized British units, such as Airborne, Commando, and other elite units trained to very high standards and had exceptionally high morale. Such troops should start with a d8 in Spirit. Airborne troopers have the Jump Qualified Edge. Commandos (including SAS and LRDG) have the Commando Professional Edge.

The stats below may also be used for soldiers of other Commonwealth nations.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Edges & Hindrances: None.

- **Equipment**: Steel helmet (+2), 2 MkII grenades. Section: 1 x Bren SMG, 7x Lee-Enfield No. 4. Some troops may carry a PIAT or bazooka.
 - Experienced: Spirit d8, Dodge, Élan
 - Elite: Vigor d8, Fighting d8, Shooting d8, Parry: 6, Toughness:
 - 6, Combat Reflexes, Improved Dodge, Rock and Roll!

BRITISH TANK PLATOON

The British tank platoon had three or four medium tanks with four more medium tanks in the HQ unit. They also sometimes included between two to four "infantry" tanks armed with howitzers. Four platoons made up a squadron (company). After D-Day the British made extensive use of the Sherman Firefly.

BRITISH ARMY ARMOR CREWS

In combat, British crews were the equals of any enemy they faced, even if the machines they rode were not. The stats below may also be used for soldiers of other Commonwealth nations. **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 **Skills:** Driving d6, Notice d6, Repair d6, Shooting d6 **Charisma:** 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges & Hindrances: None

Equipment: When dismounted, armor crews usually carry Enfield No. 2 Mk I pistols.

- Experienced: Spirit d8, Driving d8, Shooting d8, Bullseye
- Elite: Smarts d8, Spirit d10, Shooting d10, Steady Hands

BRITISH AIR UNITS

British fighter squadrons typically had three or four "sections" of 4 aircraft each. Early in the war, they used 3-plane flights, but soon abandoned this in favor of a more flexible 2-plane leader-wingman pair. Four sections made a squadron.

ROYAL AIR FORCE & ROYAL NAVY PILOTS

British pilots at the start of the war were generally well trained, although the losses incurred in the Battle of Britain thinned their ranks somewhat. However, veterans of that battle formed a core of skilled pilots who trained many new flyers and fought in front-line units throughout the war.

The stats below are for fighter pilots—for bomber pilots, switch the d8 in Shooting for experienced troops to Knowledge (Bombardier), and add Pickle Barrel.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Bombardier) d6, Knowledge (Battle) d6, Notice d6, Piloting d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5 Hindrances: None

Edges: Rank (Officer) or Rank (NCO)

Equipment: Knife, survival kit, flight helmet, and goggles.

• Experienced: Agility d8, Notice d8, Piloting d8, Shooting d8, Alertness

• Elite: Agility d10, Smarts d8, Knowledge (Battle) d8, Piloting d10, Ace, Killer Instinct

BRITISH NAVAL UNITS

ROYAL NAVY OFFICERS

Officers in the Royal Navy came from a long tradition of service as guardians of the British Empire. Well schooled and experienced in naval strategy and tactics, they prevented the German Kriegsmarine from gaining dominance with their surface fleet in the early years of the war, and presented a great deterrent to a German invasion of the British Isles.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Knowledge (Battle) d6, Knowledge (Engineering): d6, Persuasion d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Hindrances: None

Edges: Command, Rank (Officer)

Equipment: Steel helmet (when topside during battle), binoculars, life jacket.

• **Experienced:** Smarts d8, Spirit d8, Boating d8, Knowledge (Battle) d8, Persuasion d8, Hold the Line!

• Elite: Smarts d10, Knowledge (Battle) d10, Persuasion d10, Inspire

ROYAL NAVY SAILORS

British sailors trained hard and fought well. After driving the German surface fleet from the Atlantic, they fought, and won, the long struggle of the Battle of the Atlantic against the German U-Boat wolfpacks. With many shipboard rituals and traditions to follow, including the daily rum ration, British sailors had a high level of morale and pride in their ship.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 Skills: Boating d6, Knowledge (Choose) d6, Repair d6, Shooting d6 Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Edges & Hindrances: None

Equipment: Steel helmet (+2; when topside during battle), life jacket or flak jacket (+2/+4), toolkit

- Experienced: Smarts d8, Spirit d8, Boating d8, Shooting d8
- Elite: Agility d8, Repair d8





BRITISH VEHICLES

The British armed forces used a wide variety of vehicles produced both domestically and abroad. Most of their units were quite mechanized but due to the mishmash of vehicle designs, a logistics nightmare to keep moving. Early in the war, regiments tended to be a mixed bag of vehicles; supply problems dictated what was available and operational. After the US joined the war, the UK used more American designs.

A13 CRUISER ('40-'43)

The A13 Cruiser was specifically designed to take on enemy armor head-to-head. Together with the Crusader, the A13 was the backbone of the British armored divisions in North Africa.

Type: Tank; **Acc/Top Speed:** 5/12; **Toughness:** 15/15/15 (3/3/3);

Crew: 4 (Commander, gunner, driver, loader)

Notes: Heavy Armor, Tracked

Weapons:

• 2 pdr turret (HE 30, AP 57)

• Vickers MG coaxial (3,750 rounds)

ARCHER (OCT '44)

The Archer mounts a 17-pdr gun firing over the rear deck of the vehicle, allowing crews to fire from an ambush position and then quickly drive away with the gun still trained on the enemy.

Type: Tank Destroyer; Acc/Top Speed: 5/8; Toughness: 14/14/14

(2/2/2); **Crew**: 4 (Commander, gunner, driver, loader)

Notes: Heavy Armor, Tracked

Weapons:

• 17 pdr fixed rear (HE 14, AP 25)

CHURCHILL CROCODILE ('44)

The Crocodile is a variant of the Churchill which mounted a flamethrower in addition to the 75mm gun. The flamethrower was mounted in the heavily armored front hull of the vehicle,



why do the Brits call a Flamethrowing tank a "crocodile?"

and the tank had to get close to its targets to use this weapon.

Type: Tank; **Acc/Top Speed:** 5/5; **Toughness:** 28/24/19 (14/10/5); **Crew**: 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Smoke Mortar, Tracked Weapons:

- 75L40 turret (HE 40, AP 40, Smoke 4)
- Vehicle flamethrower bow (40 bursts)
- Besa MG coaxial (1,000 rounds)

CHURCHILL VII ('44)

The Churchill tank was designed in 1939 and went through several modifications.

Type: Tank; Acc/Top Speed: 5/5; Toughness: 23/22/21 (9/8/7);

Crew: 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Tracked Weapons:

- 75L40 turret (HE 40, AP 40, Smoke 4)
- Besa MG bow (1,000 rounds)
- Besa MG coaxial (1,000 rounds)

CHURCHILL VIII ('44)

The Churchill VIII was created as an infantry support tank. It had a large 95mm gun used to pound buildings and fortifications with HE rounds.

Type: Tank; Acc/Top Speed: 2.5/6; Toughness: 29/24/21 (15/10/5); Crew: 5 (Commander, gunner, driver, loader, assistant loader)

Notes: Heavy Armor, Smoke Mortar, Tracked

Weapons:

- 95L22 turret (HE 35, HEAT 12)
- Besa MG bow (1,000 rounds)
- Besa MG coaxial (1,000 rounds)

CROMWELL VII ('44)

The Cromwell was another British "cruiser" tank designed to fight enemy armor. The Cromwell turned out to be easy pickings for concealed 88s in Caen.

Type: Tank; Acc/Top Speed: 5/12; Toughness: 21/15/15 (9/3/3);

Crew: 5 (Commander, gunner, driver, assistant driver, loader) **Notes**: Heavy Armor, Smoke Mortar, Tracked

Weapons:

- 75L40 turret (HE 30, AP 19, Smoke 2)
- Besa MG bow (1,000 rounds)
- Besa MG coaxial (1,000 rounds)

CRUSADER I ('41-'43, NA ONLY)

Designed in response to German innovations, the Crusader was a fair match for enemy tanks when first introduced. It was gradually eclipsed by British use of American Sherman tanks.

Type: Tank; Acc/Top Speed: 5/12; Toughness: 18/15/15(6/3/3);

Crew: 5 (Commander, gunner, driver, assistant driver, loader) **Notes**: Heavy Armor, Tracked

Weapons:

- 25 pdr turret (AP 110)
- Besa MG bow (2,2250 rounds)
- Besa MG coaxial (2,2250 rounds)
- Bren MG commander's hatch (600 rounds)

DAIMLER ARMORED CAR ('41)

The Daimler Armored Car was one of the British Army's primary recon vehicles. It was a small 4-wheeled design with a turreted 2-pounder gun.

Type: Armored Car; Acc/Top Speed: 10/18; Toughness: 11/11/11 (1/1/1); Crew: 2+3

Notes: Heavy Armor, Smoke Mortar Weapons:

• 2 pdr cannon turret (AP 80)

• Besa MG coaxial (1,000 rounds)

LRDG JEEP ('41)

These lend-lease jeeps from the US were modified for desert use, with an increased payload capacity and passenger side machinegun mount.

Type: Transport; Acc/Top Speed: 20/40; Toughness: 7 (1); Crew: 2+3

Notes: -

Weapons:

• Twin Vickers MG passenger pintle (500 rounds)

MATILDA III ('41)

The Matilda was designed as an infantry tank and served in an infantry support role. It was also used to engage German panzers.

Type: Tank; Acc/Top Speed: 2.5/6; Toughness: 17/16/16 (5/4/4); Crew: 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Tracked Weapons:

• 2 pdr turret (HE 50, AP 43)

• Besa MG coaxial (2,925 rounds)

M5 HALFTRACK ('40)

This halftrack was identical to the US M3 halftrack.

Type: Transport; Acc/Top Speed: 5/15; Toughness: 14/13/13 (2/1/1); Crew: 2 (Driver, gunner)

Notes: Halftrack

Weapons:

• Vickers MG center pintle mount (1,000 rounds)

M22 LOCUST ('42)

The Locust was a light tank designed for use by airborne forces. It could be carried by the heavy Hamilcar glider. The Locust was never used by US forces, but the British used it during the Rhine crossing.

Type: Tank; **Acc/Top Speed:** 5/14; **Toughness:** 12/11/11 (2/1/1);

Crew: 4 (Commander, gunner, driver, loader)

Notes: Stabilizer, Tracked

Weapons:

- 37L53 turret (HE 35, AP 15)
- M1919 coaxial (2,000 rounds)

SHERMAN FIREFLY ('44)

The Firefly was a Sherman mounted with a British 17-pdr gun, giving it enough punch to deal with heavy German armor. There was usually one Firefly per platoon of 4 tanks. The Firefly would take up an overwatch position while the other tanks advanced.

Type: Tank; Acc/Top Speed: 5/12; Toughness: 21/16/16 (9/4/4); Crew: 4 (Commander, gunner, driver, loader)

Notes: Heavy Armor, Stabilizer, Tracked

Weapons:

- 17 pdr turret (AP 65, Tungsten 12)
- M1919 bow (1,000 rounds)
- M1919 coaxial (1,000 rounds)
- M2 .50 cal commander's hatch (1,000 rounds)

TRUCK

The British armed forces used a variety of trucks, such as the AEC Matador, Leyland Hippo, and Bedford MWD. American lendlease trucks modified for the desert became the principle mount of the Long Range Desert Group.

Type: Transport; **Acc/Top Speed:** 10/25; **Toughness:** 12(1); **Crew:** 1+15

Notes: —

Weapons: —

UNIVERSAL CARRIER ('25)

This unusual vehicle looks like a miniature tank without a top deck or turret. It was used to haul ammo and troops, and as a prime mover for towed guns. It could be transported by glider and was used during Operation Market Garden.

- **Type:** Transport; Acc/Top Speed: 5/14; Toughness: 10/10/10 (1/1/1); Crew: 2+3
- Notes: Heavy Armor, Tracked, *Wasp* variant mounts a flamethrower in the bow with 20 shots

Weapons:

• Besa MG bow (2,000 rounds)

BRITISH AIRCRAFT

The Royal Air Force started the war at a qualitative disadvantage in the air, but the arrival of the Hurricane and Spitfire quickly evened things up. However, the focusing of resources on certain models (front line fighters) meant slowed development of aircraft designed for other roles, and the use of upgraded, older designs. Even so, the British aircraft industry did well despite shortages of materiel and produced some excellent designs.

BRISTOL BEAUFIGHTER MK X ('39)

The RAF and other Allied air forces used the Beaufighter extensively in the CBI theater. It was a heavily armed and fast ground attack aircraft that could also double as a torpedo bomber when necessary.

Acc/Top Speed: 15/128; Engines: 2; Climb: 15; Toughness: 12(1); Maneuverability: 0; Range 1,400 miles; Crew: 3 (Pilot, co-pilot, gunner)

Notes: —

Armament: 4 x 20mm cannon, nose, 6 x .303 cal MG, wings

Ordnance: 1 x Mk VIII torpedo OR up to 1,000 lbs. of bombs

Variants: Early version of the Beaufighter had only two 20mm cannons. Night fighter versions were equipped with nosemounted radar and moved the cannons to a top turret.

BRISTOL BLEINHEIM MK V ('37)

The Bleinheim was the mainstay of British bomber squadrons throughout North Africa and the Middle East.

Acc/Top Speed: 10/121; Engines: 2; Climb: 10; Toughness: 12(1); Maneuverability: -2; Range 1,450 miles; Crew: 5 (Pilot, co-pilot, bombardier, 2 gunners)

Notes: -



Armament: 1 x .303 cal (8mm) MG, left wing, 2 x .303 cal MG, dorsal turret, 2 x .303 cal MG, rear ventral blister

Ordnance: Up to 1,000 pounds

Variants: The Mk IV did not have the engine sand filters of the Mk V but was otherwise identical.

HALIFAX MK VI ('39)

The Halifax flew over 75,000 sorties and dropped over a quarter of a million tons of bombs. It was also used to tow the heavy Hamilcar glider.

Acc/Top Speed: 15/114; Engines: 4; Climb: 10; Toughness: 16(2); Maneuverability: -3; Range 1,260 miles; Crew: 7 (Pilot, copilot, bombardier, navigator, 3 gunners)

Notes: -

Armament: 1 x .303 cal MG, nose, 4 x .303 cal MG, dorsal turret, 4 x .303 MG cal, rear turret

Ordnance: Up to 13,000 pounds

Variants: The Halifax was also used as a transport.

HORSA GLIDER ('41)

The Horsa glider was the primary glider used for the D-Day landings. It was made almost entirely of wood and towed into the air by C-47s. The pilots were usually specially trained airborne troopers (who were not always very good pilots).

Top Speed: 100 (150 while under tow); Engines: None; Climb: 0; Toughness: 10(0); Maneuverability: -3; Range Dependent on towing aircraft/15–20 miles after release; Crew: 2 (pilot, copilot)

Notes: A fully loaded Horsa glider can be a handful to fly. A Horsa begins losing altitude upon release (20 feet/round). Horsa pilots must roll the lower of Piloting or Notice to locate a suitable place to land no more than 6 rounds after release. If failed, subsequent rolls can be made to find a good place to land, but each roll has a further –1 modifier (cumulative). Once committed to landing, there is no turning back. The landing roll itself is made at –1 on top of any other landing modifiers.

Ordnance: None

Variants: The Mk I could carry 25 troops. The Mk II had a hinged nose and could carry a jeep or light artillery.

HURRICANE IIB ('37)

The Hurricane was the first monoplane to enter service with the RAF, serving with distinction in the Battle of Britain and used throughout the war both as a fighter and ground attack aircraft.

Acc/Top Speed: 20/138; Engines: 1; Climb: 20; Toughness: 11(1); Maneuverability: +1; Range 460 miles; Crew: 1 (Pilot)

Notes: —

Armament: 12 x .303 cal MG, wings

Ordnance: 2 x 500 lbs. bombs OR 6 x 2.75" rockets

Variants: The Mk IIC had 4 x 20mm cannon in the wings. The Mk IV had two 40mm (use 37mm) cannon in underwing pods and 2 x .303 cal MGs in the wings. Top speed for the Mk IV was 340 mph (136).

LANCASTER MK 1 ('42)

The Lancaster was the most famous British bomber of the war. It was part of every night bombing raid during the war and took part in the sinking of the Tirpitz.

- Acc/Top Speed: 10/115; Engines: 4; Climb: 15; Toughness: 15(2); Maneuverability: -3; Range 2,530 mile (1,660 miles with full bomb load); Crew: 7 (Pilot, co-pilot, bombardier, navigator, 3 gunners)
- **Notes**: Could be modified to carry up to 22,000 pounds (the Grand Slam and Tall Boy bombs)
- Armament: 2 x .303 cal MG, nose turret, 2 x .303 cal MG, dorsal turret, 4 x .303 cal MG, tail turret
- Ordnance: Up to 14,000 pounds

Variants: The Mk VII had a dorsal turret with 2 x .50 cal MGs.

LYSANDER ('36)

The Lysander fulfilled the same reconnaissance role as the German Storch and the American Grasshopper. It was bulkier than those two aircraft, with large cockpit windows for spotting ground targets. It also served as a transport for high-ranking officers.

Acc/Top Speed: 10/95; Engines: 1; Climb: 15; Toughness: 9(1); Maneuverability: +1; Range 600 miles; Crew: 1+1 (pilot)

Armament: 1 x .303 cal (8mm) MG, rear swivel mount, 2 x .303 cal (8mm) MG, fixed forward (in wheel fairings)

Ammo: 1,500 x .303 cal

Ordnance: 1 x 500

MOSQUITO MK IV ('40)

The Mosquito was conceived as a high-speed daylight bomber, constructed almost entirely of wood. First relegated to unarmed reconnaissance duties it soon proved its worth as a night fighter.

Acc/Top Speed: 20/152; Engines: 2; Climb: 15; Toughness: 12(1); Maneuverability: +1; Range 1,860 miles; Crew: 2 (Pilot, bombardier)

Notes: Water Injection

Armament: None

Ordnance: Up to 2,000 pounds

Variants: The EII night fighter variant had 4 x 20mm cannon in the fuselage (fixed forward) and 4 x .303 cal MG in the nose. Top speed was about 370 mph (148). The Mk XVI was a high altitude night bomber that could carry 4,000 pounds of bombs (no guns), and had supercharged engines. Top speed was 410 mph (164).

Armament: None

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SPITFIRE MK IIA ('38)

The Spitfire was developed from a line of trophy-winning racing seaplanes and became one of the most famous fighters of the war. This fast and agile fighter served with the RAF on all fronts throughout the war.

- Acc/Top Speed: 15/145; Engines: 1; Climb: 15; Toughness: 10(1); Maneuverability: +3; Range 395 miles; Crew: 1 (Pilot)
- **Notes:** Bubble Canopy. The early Spitfire engines had a tendency to stall when inverted (fuel would flood the carburetor). The War Master may require the pilot to make a Piloting skill roll to avoid this.
- Armament: 8 x .303 cal MG, wings OR Mk IIB w/4 MGs and 2 x .20mm cannon, wings

Ordnance: None

Variants: There were over 50 Spitfire variants! The Mk V was the main variant after 1941. Acc/Top Speed: 20/150; Climb: 20, Toughness: 11(1), Maneuverability: +2; Range 1,134 miles; Armament: 8 x .303 cal MG, wings. The Mk IX had 2 x 20mm cannon and 2 x .50 cal MG in the wings with 200 and 400 rounds per gun respectively. Top speed was 408 mph (163) with a supercharged engine.

SWORDFISH ('36)

This biplane torpedo bomber was instrumental in attacking German and Italian shipping throughout the war, and was also used for reconnaissance.

Acc/Top Speed: 10/55; Engines: 1; Climb: 10; Toughness: 11(2); Maneuverability: 0 (-2 loaded); Range 546 miles; Crew: 2 (Pilot, gunner)

Notes: -

Armament: 1 x .303 cal MG, nose, 1 x .303 cal MG, rear cockpit Ordnance: Up to 1,500 pounds of bombs OR 1 x 18" torpedo

TYPHOON MK 1B ('41)

The Typhoon was intended to replace the Hurricane as an interceptor, but proved disappointing in that role. It was relegated to ground attack duties, a role in which it excelled.

Acc/Top Speed: 20/165; Engines: 1; Climb: 15; Toughness: 12(2);

Maneuverability: +1; Range 510 miles; Crew: 1 (Pilot)

Notes: Bubble Canopy

Armament: 4 x 20mm cannon, wings

Ordnance: 2 x 1,000 pound bombs

Variants: The Mk IA had 12 x .303 cal MGs in the wings.

BRITISH SHIPS

The British Navy spent most of its time protecting covoys of valuable supplies from U-Boats. The United States' Lend-Lease program, and later troops, vehicles, and airplanes, needed constant protection from the "wolf packs."

Fleet battles were rare, but spectacular when they occurred. The British Heavy Cruiser *HMS Hood* was sunk on 24 May, 1941 when she ran afoul of the much-larger *Bismarck*. The dreaded German battleship dropped a shell directly into her magazine and killed all but three of the nearly 1,500 men on board. The Royal Navy had her revenge soon after when a small fleet of ships finally sunk the *Bismarck* in return.

The Royal Navy also patrolled the Mediterranean, bottling up the Italian fleet and protecting supply lines to North Africa.

The British used American destroyers.

CL HMS GLOUCESTER ('37)

Acc/Top Speed: 3/12; Toughness: 50(20); Crew: 780

Notes: Heavy Armor; scout planes (2), catapult launched.

Weapons: 12 x 6" guns in 4 turrets, 6 torpedoes with 2 tubes.

AA Rating: 2d6 (8 x 4" guns in 2 turrets, 8 x 2pd (40mm) in 4 open mounts, 8 .50 cal MG)

CA HMS JAVELIN (DEC '38)

Acc/Top Speed: 3/14; Toughness: 25(0); Crew: 183 Notes: Heavy Armor

- **Weapons:** 6 x 4.7" (5") guns in 3 turrets, 10 torpedoes with 2 tubes, depth charges
- AA Rating: 2d6 (4 x 2pd (40mm) in 2 open mounts, 8 x .50 cal MG)

CA HMS SUFFOLK (FEB '26)

Acc/Top Speed: 2/12; Toughness: 55(20); Crew: 679 Notes: Heavy Armor, scout plane (1), catapult launched Weapons: 8 x 8" guns in 4 turrets, 8 torpedoes with 2 tubes.

AA Rating: 2d6 (4 x 4" guns in 2 turrets, 8 x 20mm in 4 turrets, 8 x .50 cal MG)

BB HMS KING GEORGE V (FEB '39)

Acc/Top Speed: 2/11; Toughness: 100(60); Crew: 1,706 Notes: Heavy Armor

Weapons: 10 x 14" guns (4 guns in two turrets and 2 guns in one turret), 16 x 5" guns in 8 turrets, 2 x 4" guns

AA Rating: 2d6 (64 x 2pd (40mm) in 2 open mounts)

CV HMS ARK ROYAL (DEC '38)

Acc/Top Speed: 2/12; Toughness: 62(22); Crew: 1,580 Notes: Heavy Armor; 5 Swordfish squadrons. Weapons: 16 x 4" guns in 8 turrets AA Rating: 4d6 (48 x 40mm in 12 open mounts, 6 x 20mm)

"IF THE BRITISH EMPIRE AND ITS COMMONWEALTH LAST FOR A THOUSAND YEARS, MEN WILL STILL SAY, 'THIS WAS THEIR FINEST HOUR.'"

-WINSTON CHURCHILL, JUNE 18, 1940

		BRIT	ISH S	MALL A	RMS						
Type/Caliber	Range	Damage	RoF	Weight	Shots*	Min Str	Notes				
			Pis	stols							
Enfield No. 2 Mk 1 (.38)	12/24/48	2d6-1	1	2	6C	-	Revolver				
Browning HP35 (9mm)	12/24/48	2d6–1	1	2.5	13D	—	AP 1, Semi–Auto				
Submachine Guns											
Sten (9mm)	12/24/48	2d6–1	3	8	32D	—	AP 1, Auto				
Shotguns											
Browning Automatic (12g)	12/24/48	1–3d6	1	9	6M	—	See Savage Worlds				
			Ri	fles							
De Lisle Carbine (.45)	20/40/80	2d6	1	8	7D		AP 1, Semi–Auto				
Lee-Enfield No. 4 (.303)	24/48/96	2d8	1	9	10M	d6	AP 1, Snapfire				
Boys Antitank Rifle (.55)	40/80/160	2d 10	1	36	5D	d8	AP 3, May not move, HW				
			Machi	neguns							
Bren Gun (.303)	40/80/160	2d8	3	22	20D	d8	AP 2, Auto, Snapfire				
Vickers (.303)	30/60/120	2d8	3	40	250B		AP 2, Auto, May not move				
Besa Mk III (7.92)	40/80/160	2d8+1	3	54	50B		AP 2, Auto, May not move				

* The type of magazine/ammo feed for each weapon is noted by a single letter: B=Belt, C=Cylinder, D=Detachable Magazine (includes drums), M=Internal Magazine, S=Stripper Clip (cannot be reloaded until empty).

BRITISH SPECIAL WEAPONS

Туре	Range	Damage	RoF	Weight	Burst	Min Str	Notes				
			Rocket	Launcher	S						
PIAT	12/24/48	4d8	1	32	Med	d8	AP 7, Snapfire, HW				
Mortars											
2" Mortar*	50/75/100	2d8+1	1	9	Med		AP 1, May not move, HW				
3" Mortar**	75/150/250	4d8+1	1	126	Med	_	AP 1, May not move, HW				
			Gr	enades							
No. 23 MkII	5/10/20	3d6		2	Med						
			Flam	ethrowers							
Lifebuoy	Cone	2d 10	1	64		d8	Ignores armor				

* Minimum range 30

** Minimum range 50

BRITISH ANTI-AIRCRAFT & ANTI-TANK TABLE

	Damage		AP						
Туре	Range	АР	HE	AP	HE	RoF	HE Burst	Reload	Notes
6-pounder AT	75/150/300	4d8	3d8	4	2	1	Med	1 action	HW, 5 Crew, '42+
17-pounder AT	75/150/300	4d10	4d8	18	4	1	Med	1 action	HW, 7 Crew, '42+
Bofors (40mm)* AA	75/150/300	4d8	3d8	5	2	4	Med	1 action	HW, 6 Crew

* Four linked 20mm cannon provide a +2 to hit and +2 damage bonus

BRITISH HOWITZERS

		Dan	Damage AP								
Туре	Range	HE	HEAT	HE	HEAT	RoF	HE Burst	Reload	Notes		
25-pounder	75/150/300	4 d10	4d8	8	7	1	Medium	1 action	HW		
95L22	100/200/400	4d10	4d10	4	5	1	Medium	1 action	HW		

BRITISH TANK GUNS

		Damage		AP					
Туре	Range	AP	HE	AP	HE	RoF	HE Burst	Reload	Notes
2-pounder	75/150/300	4d8	3d6	5	2	1	Medium	1 action	HW
17-pounder*	80/160/320	4d8	3d6	17	5	1	Medium	1 action	HW
75L40	75/150/300	4 d10	3d8	6	4	1	Medium	1 action	HW

*76mm tungsten round has AP 28

...WHATEVER THE COST MAY BE, WE SHALL FIGHT ON THE BEACHES, WE SHALL FIGHT ON THE LANDING GROUNDS, WE SHALL FIGHT IN THE FIELDS AND IN THE STREETS, WE SHALL FIGHT IN THE HILLS; WE SHALL NEVER SURRENDER...

-WINSTON CHURCHILL, JUNE 4, 1940

BRITISH	MILITARY	RANKS

Rank	British Army	Royal Navy	Royal Air Force
		Enlisted	
E-1	-	Junior Seaman	Aircraftman
E-2	Private	Able Seaman	Leading Aircraftman
E-3	Lance Corporal	Ordinary Seaman	
E-4	Corporal	Leading Seaman	Corporal
	Ν	Non-Commissioned Officers	
E–5	Sergeant	Petty Officer	Sergeant
E6	Staff (Colour) Sergeant	Chief Petty Officer	Flight Sergeant
E7	Stall (Colour) Sergeant	Chief Tetty Officer	Fight Seigeant
E8	Warrant Officer (Class 2)	Warrant Officer (Class 2)	
E9	Warrant Officer (Class 1)	Warrant Officer (Class 1)	Warrant Officer
555		Officers	
O–1	2 nd Lieutenant	Midshipman	Pilot Officer
O–2	Lieutenant	Sub-Lieutenant	Flying Officer
O–3	Captain	Lieutenant	Flight Lieutenant
O–4	Major	Lieutenant Commander	Squadron leader
O–5	Lieutenant Colonel	Commander	Wing Commander
O–6	Colonel	Captain	Group Captain
		General Officers	
O–7	Brigadier	Rear Admiral	Air Commodore
O–8	Major General	Vice Admiral	Air Vice Marshal
O–9	Lieutenant General	Admiral	Air Marshal
O-10	General	Admiral of the Fleet	Air Chief Marshal
O-10	Field Marshal	First Sea Lord	Marshal of the RAF

THE SOVIET UNION

The Red Army got its start as a people's militia during the Russian Revolution, and was formally constituted in 1918. When Hitler unleashed Barbarossa in 1941, the Red Army was hamstrung by poor leadership, lack of initiative, poor doctrine, and command paralysis. Huge numbers of troops were taken prisoner or destroyed in battle. Only after great losses did a new cadre of able commanders like Marshal Zhukov emerge.

Conditions in the Red Army were always severe, and millions died in battle. Discipline was harsh and Red Army troops faced death at the hands of their own side, with Commissars and NKVD field police authorized to carry out executions for almost any perceived infraction against the State.



RED ARMY INFANTRY PLATOON

Infantry squads had 9 men armed with Moisin-Nagant M1930G rifles and two DP 1928 light machineguns. Some units were armed with nothing but PPSh-41 SMGs for city fighting. A platoon had four squads, and a company had three platoons. The company HQ also controlled two mortars and a medium machinegun.

RED ARMY OFFICERS

The Great Purge ordered by Stalin in 1935 resulted in the deaths of around 35,000 Russian officers, including some of their most experienced generals. Soviet junior officers are not known for creativity, and the Soviet command structure doesn't allow it—centralized control is common, with only higher-level officers having any real flexibility (and even they are harshly graded on their performance).

The stats below reflect Soviet officers after Stalingrad. Before Stalingrad, veteran and even experienced officers are very rare. Novice officers may have very low Fighting, Knowledge (Battle), and Shooting skills—a d4 in these is justified.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: None

Edges: Rank (Officer)

- **Equipment**: Officers are equipped as infantry or armor crews. Staff officers usually only carry a TT33 pistol.
 - **Experienced:** Spirit d8, Fighting d8, Intimidation d8, Knowledge (Battle) d8, Parry: 6, Command, Dodge, Hold the Line!
 - Elite: Vigor d8, Knowledge (Battle) d10, Toughness: 6, Combat Reflexes, Inspire

COMMISSARS

The Soviet military commissar's duty is to ensure the obedience of Red Army officers and soldiers to Stalin and the Communist Party. The *zampolit* is assigned to accompany a military officer and make sure Communist doctrine and the wishes of the State and Party are carried out to the letter.

Commissars have the power of life and death over the soldiers of their assigned unit. If convinced that a soldier is acting in a cowardly fashion, or in a way harmful to the state, the commissar may execute the soldier on the spot without fear of repercussions (other than the possibility of retaliation by the soldier's friends).

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6 Skills: Fighting d6, Intimidation d6, Persuasion d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: Fanatic (to Stalin and the Communist Party) Edges: Party Member

Equipment: TT-33 pistol, uniform, pistol belt, and holster

- Experienced: Smarts d8, Intimidation d8, Persuasion d8, Command, Dodge
- Elite: Intimidation d10, Hold the Line!

RED ARMY INFANTRY

Before 1943, Russian soldiers were very poorly trained (if at all) and poorly equipped (if at all). Although lacking in equipment and training, the Russians never lacked in spirit and particularly, manpower.

Novice Russian troops before 1943 should have some, or even most, skills at d4 (particularly Shooting). Those troops who survive to become Seasoned or Veteran are very good indeed.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5 Edges & Hindrances: None

Equipment: Steel helmet, 2 F–1 grenades. Squad: 9x Moisin-Nagant M1930G or 9 x SMG, and 2x DP1928 LMG.

• Experienced: Spirit d8, Fighting d8, Shooting d8, Parry: 6, Dodge, Rock and Roll!

• Elite: Vigor d8, Stealth d8, Toughness: 6, Combat Reflexes, Improved Dodge

RED ARMY TANK PLATOON

Red Army tank platoons had platoons of three tanks, with three platoons to a company. Heavy tanks were sometimes deployed two to a platoon.

RED ARMY ARMOR CREWS

Although still outgunned by most German heavy tanks, the Russians applied the same principals of mass to their armored assaults as they did their infantry assaults.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 Skills: Driving d6, Notice d6, Repair d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Edges & Hindrances: None

Equipment: When dismounted, armor crews usually carry PPSh-41 SMGs.

Experienced: Spirit d8, Driving d8, Steady Hands **Elite:** Spirit d10, Shooting d8, Bullseye

RED ARMY AIR UNITS

Soviet fighter squadrons had roughly 10 aircraft each, flying in pairs.

RED AIR FORCE PILOTS

The Red Air Force suffered greatly from a lack of training. Red Air Force pilots were either good and had natural talent, or they were soon dead. This stark division is reflected in the stats below for Russian pilots.

The stats below are for fighter pilots—for bomber pilots, switch the d6 in Shooting for experienced troops to Knowledge (Bombardier), and exchange the Killer Instinct Edge for Pickle Barrel.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Bombardier) d4, Knowledge (Battle) d4, Notice d6, Piloting d4, Shooting d4

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5 Hindrances: None

Edges: Rank (Officer) or Rank (NCO)

Equipment: TT33 pistol, knife, survival kit, flight helmet, and goggles.

- **Experienced:** Agility d8, Knowledge (Battle) d6, Notice d8, Piloting d6, Shooting d6, Killer Instinct
- Elite: Agility d10, Smarts d8, Spirit d8, Knowledge (Battle) d8, Piloting d8, Ace

THE NKVD

Stalin kept a tight leash on the Red Army by creating a powerful security bureau that answered to no one but him-the NKVD (Narodnyi Komissariat Vnutrennikh Del), the People's Commissariat for Internal Affairs. The NKVD's purpose was to kill or imprison any Red Army personnel who didn't serve the Motherland to the fullest.

NKVD security units set up machine guns behind Red Army units and promised to kill anyone who tried to run away (although this practice was mostly done away with by 1943... mostly). Deserters were summarily executed on the spot. Although uniformed, NKVD troops were not part of the Red Army chain of command and answered directly to NKVD headquarters and its sinister chief, Lavrenty Beria.

INTERROGATION

War Masters can use the NKVD as a threat to keep the heroes pointed in the right direction (toward the front). Heroes who fall afoul of the NKVD, for whatever reason, are lucky if they are simply executed, compared to the long slow death of imprisonment in a gulag.

If a character is summoned by the NKVD, they usually find them sequestered away in deep dark basements a few miles behind the front lines. Subjects are typically escorted by squads of six enlisted men with submachine guns and a sergeant or lieutenant with a pistol. Refusing to answer a summons is immediately punishable by death.

On arrival, a soldier is taken into a small dirty room and put in a single chair beneath a glaring light. There he's asked about the issue at hand and should be allowed to give a few responses. Even if the character is there under the best of circumstances, the bloodstained floor, harsh light, and suspicious commissars create terrible and justified paranoia.

Allow the player to give his report and roleplay his answers before making a Persuasion roll plus or minus any modifiers you feel are appropriate for his statements and the circumstances of his interrogation. If things go well, the commissars ask a few follow-up questions and escort him back to his squad. If things go badly, the subject is restrained and tortured. This shouldn't be roleplayed—it's much more frightening to let the player's imagination wander by saying something like "The next few hours go badly for you…"

NKVD INTERROGATION RESULTS

• **Critical Failure:** The NKVD see treachery in everything the character says. He's executed in 1d6 hours with no chance of appeal and his body dumped in a mass grave.

• Failure: The character is tortured through the night but ultimately found innocent, more or less. He returns Fatigued from various lesser injuries for the next 1d3 weeks.

• Success: The victim is interrogated through the night and returns Fatigued for the next 48 hours from the stress, sleepless night, and disillusionment.

• **Raise:** The witness manages to convince the NKVD that his actions were heroic or justified. There are no ill effects. If the action that brought him here was truly heroic, he even gets mentioned in newsletters distributed by the commissars.



RUSSIAN VEHICLES

Russian vehicle design philosophy was as simple as the final products themselves-solid, reliable, and interchangeable. Hard lessons learned at the beginning of the war, coupled with solid tank designs in the T-34 and KV-1, allowed the Soviets to turn the tables on the Germans. American lend-lease vehicles also helped, though the Russians scorned American armor. US-built trucks, however, arrived in great numbers and allowed the Russians to concentrate on tank production.

BA-64B ('42)

The BA-64B was a reconnaissance vehicle with sloped armor. The B model entered service in 1942. Earlier models had a narrower suspension and the vehicle was prone to tipping over.

Type: Armored Car; Acc/Top Speed: 5/20; Toughness: 12/11/11 (2/1/1); Crew: 2 (Driver, gunner)

Note: Heavy Armor, Sloped Armor (-2 front and sides). When driving an early model B-64, make Driving skill rolls at -1.

• DT 7.62 turret (DT 1,260 rounds)

IS-2 ('44)

The heavy IS-2 (Josef Stalin) was one of the most heavily armored tanks of the war, and carried a powerful 122mm gun. The IS-2 was delivered to the front in March of 1945 and participated in the final battle for Berlin.

Type: Tank; Acc/Top Speed: 2.5/8; Toughness: 30/27/26

(14/11/10); Crew: 4 (Commander, gunner, driver, loader) Notes: Heavy Armor, Tracked

Weapons:

- 122L43 turret (HE 16, AP 12)
- DT 7.62 coaxial (2,000 rounds)
- DT 7.62 turret rear (500 rounds)

ISU-122 (DEC '43)

The ISU-122 was built on the chassis of the IS tank. First used in Operation Bagration in 1944, it was very effective but limited by its 20-round magazine capacity.

Type: Self-Propelled Gun; Acc/Top Speed: 2.5/8; Toughness: 24/21/22 (11/8/9); Crew: 4 (Commander, gunner, driver, loader)

Notes: Heavy Armor, Tracked

Weapons:

• 122L43 fixed (HE 10, AP 10)

ISU-152 ('44)

This is the 152mm armed version of the ISU-122.

Type: Self-Propelled Gun; Acc/Top Speed: 2.5/8; Toughness: 24/21/22 (11/8/9); Crew: 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Tracked

Weapons:

• 152L32 fixed (HE 5, AP 15)

KV-1E ('39)

The KV tank was a heavy tank that could hold the line against German heavy armor. It was, however, plagued by maintenance problems and often broke down.

Type: Tank; Acc/Top Speed: 2.5/8; Toughness: 23/22/23 (9/8/9); Crew: 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Tracked. When the driver rolls a critical failure on a Driving roll (regardless of any Wild Die), the engine quits and needs 1d4 rounds to restart.

Weapons:

- 76L41 turret (HE 60, AP 54)
- DT 7.62 coaxial (1,000 rounds)
- DT 7.62 bow (1,000 rounds)
- DT 7.62 turret rear (1,000 rounds)

OT-34 ('40)

The OT-34 is a T-34 tank with a flamethrower mounted in the bow, used between 1942 and 1945.

Type: Tank; Acc/Top Speed: 5/14; Toughness: 19/17/18 (7/5/6);

Crew: 4 (Commander, gunner, driver, loader)

Notes: Heavy Armor, Sloped Armor (-2 front only), Tracked Weapons:

- 76L41 turret (HE 52, AP 24)
- Vehicle flamethrower bow (15 bursts)
- DT 7.62 coaxial (2,500 rounds)

SU-85 (JUNE '43)

The SU-85 was a tank destroyer built on a T-34 chassis, designed to serve as an anti-tank support vehicle for infantry units.

Type: Tank Destroyer; Acc/Top Speed: 5/13; Toughness: 17/17/17 (5/5/5); Crew: 4 (Commander, gunner, driver, loader)

Notes: Heavy Armor, Tracked

Weapons:

• 85L48 fixed (HE 20, AP 20, HEAT 2)

SU-100 (NOV '44)

The SU-100 went into action in November of 1944. It carried a 100mm naval gun and could take out German tanks at almost any range.

Weapons:

Type: Tank Destroyer; Acc/Top Speed: 5/12; Toughness: 25/18/20 (12/5/7); Crew: 4 (Commander, gunner, driver, loader)

Notes: Heavy Armor, Tracked

Weapons:

• 100L62 fixed (HE 15, AP 15, HEAT 4)

SU-122 (DEC '42)

The SU-122 was based on the German Stg III. Firing HEAT rounds, its 122mm gun was effective against most German armor.

Type: Tank Destroyer; Acc/Top Speed: 5/12; Toughness: 20/18/19 (7/5/6); Crew: 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Tracked

Weapons:

• 122L43 fixed (HE 25, AP 12, HEAT 3)

SU-152 ('43)

The SU–152 was nicknamed "Zvieboy" (Animal Hunter). It lived up to its moniker at the Battle of Kursk, where it successfully knocked out German Tigers, Panthers, and Elephants at long range. **Type:** Tank Destroyer; **Acc/Top Speed:** 5/10; **Toughness:**

22/21/20 (8/7/6); Crew: 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Tracked

Weapons:

• 152L32 fixed (HE 5, AP 15)

T-34/76 (SEPT '40)

The T-34 was the most produced Russian tank (over 35,000 built), and one of the best (if not the best) tank designs of the war. It was fast and maneuverable, with tough, well-sloped armor.

Type: Tank; Acc/Top Speed: 5/14; Toughness: 19/17/18 (7/5/6); Crew: 4 (Commander, gunner, driver, loader)

Notes: Heavy Armor, Sloped Armor (–2 front only), Tracked Weapons:

- 76L41 turret (HE 52, AP 24)
- DT 7.62 coaxial (1,500 rounds)
- DT 7.62 bow (1,000 rounds)

T-34/85 (MARCH '44)

To counter more powerful German armor entering service in 1944, the T–34 was up-gunned with an 85mm cannon.

Type: Tank; **Acc/Top Speed:** 5/14; **Toughness:** 21/18/19 (9/6/7);

Crew: 5 (Commander, gunner, driver, assistant driver, loader) **Notes**: Heavy Armor, Sloped Armor (–2 front only), Tracked **Weapons**:

- 85L48 turret (HE 36, AP 19)
- DT 7.62 coaxial (1,000 rounds)
- DT 7.62 bow (890 rounds)

TRUCKS

The Russians used several hundred thousand American made 2 1/2-ton trucks, allowing them to concentrate on tank production. **Type:** Transport; **Acc/Top Speed:** 10/25; **Toughness:** 12(1);

Crew: 1+20 Notes: —

RUSSIAN AIRCRAFT

Despite the losses and industrial upheavals of the early years of the war, the Soviet aircraft industry was able to produce some good designs. US lend-lease aircraft (particularly the P-39) used in this period gave Russian designers a chance to catch up with technological advances. Once planes like the Yak, Mig, and Sturmovik reached the front lines, things began to even out for the Soviets in the air.

ILYUSHIN IL-2 STURMOVIK ('41)

The Sturmovik was designed as an anti-tank/ground attack aircraft, and the whole cockpit and engine were armored, affording superb protection against ground fire.

Acc/Top Speed: 15/102; Engines: 1; Climb: 10; Toughness: 15(4); Maneuverability: -1; Range 475 miles; Crew: 2 (Pilot, gunner)

Notes: -

- Armament: 2 x 23mm cannon, wings, 2 x 7.62mm MG, wings, 1 x 12.7mm MG, cockpit rear
- **Ordnance:** Up to 800 pounds internally & 500 pounds externally OR 1,000 pounds externally OR 8 x 82mm (2.75") rockets.
- Variants: Later models replaced the 23mm cannons with 37mm (short) cannons

ILYUSHIN IL-4 (MARCH '36)

The Il-4 was a twin-engine medium bomber optimized for ease of production and field maintenance.

Acc/Top Speed: 10/107; Engines: 2; Climb: 10; Toughness: 14(2); Maneuverability: -2; Range 2,361 miles; Crew: 4 (Pilot, copilot, bombardier, gear)

Notes: -

- Armament: 1 x 7.62 MG, nose, flexible mount, 1 x 7.62mm MG dorsal turret, 1 x 7.62mm MG, rear ventral mount
- **Ordnance:** Up to 2,205 pounds internally or 5,512 internally and externally (range 1,616 miles)



sturmovik tank hunters. The Jerrys called them "flying tanks" due to their thick armor.

LAVOCHKIN LA-5FN (JULY '42)

The La–5FN was one of Russia's best fighters. The La–5FN was constructed almost entirely of wood and primarily used as a fighterbomber.

Acc/Top Speed: 20/161; Engines: 1; Climb: 15; Toughness: 11(2); Maneuverability: +2; Range 475 miles; Crew: 1 (Pilot)

Notes: Water Injection

Armament: 2 x 20mm cannon, nose

Ordnance: 1 x 250 lbs. bomb

Variants: The La-5UTI had a turbocharger for high altitude flight.

MIG-3 (DEC '40)

The Mig–3 was designed to overcome some of the deficiencies of the earlier Mig–1. The Mig–3 performed best at high altitudes and was noticeably less maneuverable at low altitude. By 1942 it was relegated to reconnaissance and support roles.

Acc/Top Speed: 15/159; Engines: 1; Climb: 15; Toughness: 11(1); Maneuverability: +2 (+1 under 5,000 feet); Range 740 miles; Crew: 1 (Pilot)

Notes: -

Armament: 1 x .50 cal MG, nose, 2 x 7.62mm MG, nose Ordnance: 6 x 82mm (2.75") rockets OR 2 x 250lb bombs



PETLYAKOV PE-2 ('41)

Often referred to as the "Russian Mosquito", the Pe–2 was a versatile medium bomber that was also used as a dive-bomber, heavy fighter, and long-range reconnaissance aircraft.

Acc/Top Speed: 15/134; Engines: 2; Climb: 10; Toughness: 12(1); Maneuverability: 0; Range 932 miles; Crew: 3 (pilot, co-pilot, rear gunner)

Armament: 2 x 12.7mm (13mm long) MG, nose, 1 x 7.62mm (8mm) MG, dorsal turret, 1 x 7.62mm (8mm) MG, rear, ventral mount

Ammo: 1,000 x 12.7mm (50 bursts), 2,000 x 7.62mm (100 bursts)

Ordnance: Up to 3,500 pounds

Variants: A later version, the Pe–3 mounted an additional 20mm (medium) cannon in the nose, and had additional armor (Toughness 13/2), with a range of 1,335 miles.

POLIKARPOV I-16 ('34)

The I–16 went into service in 1934. It flew in Spain during the Spanish Civil War, and the Polish Air Force used them in their last ditch defense against the Luftwaffe.

Acc/Top Speed: 15/122; Engines: 1; Climb: 15; Toughness: 10(1); Maneuverability: 0; Range 250 miles; Crew: 1 (Pilot)

Notes: The open cockpit (wear your flying scarf and goggles!) provides roughly equal visibility to a bubble canopy.

Armament: 2 x 7.62mm MG, nose, 2 x 7.62mm MG, wings Ordnance: 2 x 250 lbs. bombs

TUPOLEV TU-2 ('41)

The Tu–2 was one of the best high-speed bombers of the war. It possessed excellent operational capabilities and continued to serve in the Soviet Union and China well after the war.

Acc/Top Speed: 15/139; Engines: 2; Climb: 15; Toughness: 14(2); Maneuverability: +1; Range 1,305 miles; Crew: 4 (Pilot, co-pilot, 2 gunners)

Notes: —

Armament: 2 x 20mm cannon, wings, 1 x 7.62mm MG, rear cockpit, 1 x 12.7mm MG, rear dorsal turret, 1 x 12.7mm MG, rear ventral mount

Ordnance: Up to 5,000 pounds

YAK-3 ('44)

The Yak-3 proved to be an extremely capable dogfighter and quickly took a serious toll on the Luftwaffe. It had outstanding maneuverability and a high rate of climb.

Acc/Top Speed: 20/162; Engines: 1; Climb: 20; Toughness: 11(2); Maneuverability: +3; Range 559 miles; Crew: 1 (Pilot)

Notes: Bubble Canopy

Armament: 1 x 20mm cannon, nose, 2 x 12.7mm MG, wings Ordnance: None

Variants: The Yak–9D could carry up to 500 pounds of bombs. The Yak–9T had a 37mm (long) gun (75 rounds) in the nose for antitank work (maneuverability +1).

"GLORY TO THE HEROES OF THE PATRIOTIC WAR! GLORY TO STALIN'S FALCONS!"

- PROPAGANDA POSTER



SOVIET SMALL AREAS													
Type/mm	Range	Damage	RoF	Weight	Shots*	Min Str	Notes						
	Pistols												
Nagant M1895 (7.62)	12/24/48	2d6-1	1	1.7	7C	_	Revolver, Can be silenced						
Tokarev TT-33 (7.62)	10/20/40	2d6	1	1.8	8D		Semi-Auto						
Submachine Guns													
PPSh-1941 (7.62)	12/24/48	2d6	3	8.1	71D		Auto						
PPSh 1942 (7.62)	12/24/48	2d6	3	8.5	35D	-	Auto						
Rifles													
Model 1930G (7.62)	24/48/96	2d8+1	1	8.7	8M	d6	AP 2, Snapfire						
Tokarev SVT-40 (7.62)	24/48/96	2d8	1	8.5	10D	d6	AP 2, Semi–Auto						
PTRD-41 (14.5)	40/80/160	2d10	1	38	1M	d8	AP 3, May not move, HW						
			Mac	hineguns									
Maxim 1910 (7.62)	24/48/96	2d8	3	52	250B		AP 2, Auto, May not move						
DP 1928 (7.62)	24/48/96	2d8	3	20.5	47D	d8	AP 2, Auto, Snapfire						
DshK 1938 (12.7)	50/100/200	2d 10	3	78	50B	_	AP 3, Auto, May not move, HW						
SG 43 Goryunov (7.62)	24/48/96	2d8	3	30	50B		AP 2, Auto, May not move						
DT 7.62mm (7.62)	24/48/96	2d8	3	26	60D		AP 2, Auto, May not move						

SOVIET SMALL ARMS

* The type of magazine/ammo feed for each weapon is noted by a single letter: B=Belt, C=Cylinder, D=Detachable Magazine (includes drums), M=Internal Magazine, S=Stripper Clip (cannot be reloaded until empty).

SOVIET SPECIAL WEAPONS

Туре	Range	Damage	RoF	Weight	Burst	Min Str	Notes				
Mortars											
82mm BM obr.37	75/100/200	4d8	1	125	Med	_	AP 1, May not move, HW, 3 Crew				
120mm BM obr.38	100/200/400	4d 10	1	150	Med	_	AP 2, May not move, HW, 4 Crew				
			Gr	enades							
F-1 Fragmentation	5/10/20	3d6		2	Med						
RPG-43 Antitank	4/8/16	3d6	—	2.75	Small	_	AP 10, Impact fused				

* Minimum range 50 ** Minimum range 75

SOVIET ANTI-AIRCRAFT & ANTI-TANK TABLE

		Damage		AP					
Туре	Range	AP	HE	AP	HE	RoF	HE	Reload	Notes
							Burst		
85mm obr. 44 AT	75/150/300	4d10	3d8	18	4	1	Med	1 action	HW, 7 Crew
85mm ZP obr. 39 AA	75/150/300	4d10	3d8	18	4	1	Med	1 action	HW, 7 Crew
100mm PTP obr. 44 AT	75/150/300	4d 10	4d8	20	4	1	Med	1 action	HW, 7 Crew

RUSSIAN NAMES

Russian surnames are not used as often as in other parts of the world. More important is patronymic, your father's name. That's why Russian names consist of three parts: name, patronymic, and surname. For instance, if your father is Ivan Drazenko, and you are Oleg, your name would be Oleg Ivanovich Drazenko. The suffix added to the father's name is -ovich (son of) or -ovna (daughter of). Oleg's sister Tatiana, would be Tatiana Ivanovna Drazenko. Names that end with a soft letter become -yevich or -yevna. In the army, soldiers usually call each other by their surname. Officers are more likely to use the patronymic if they are friendly and of the same rank.

Male First Names: Pavel, Akim, Iliya, Oleg, Aleksandr (Sasha), Borys, Nikolai, Georgiy, Pyotr (Petya), Wladimir, Gennadiy, Igor, Iwan, Ciril, Lev, Maksim, Mikhail (Misha), Alexei, Timur, Sergey, Vadim, Vasiliy.

Female First Names: Yekaterina, Nadya, Olga, Natasha, Oksana, Svetlana, Tatiana (Tanya), Anna (Annushka), Yelizaveta, Yelena.

SOVIET TANK GUNS

		Damage		А	Р				
Туре	Range	AP	HE	AP	HE	RoF	HE Burst	Reload	Notes
76L41	75/150/300	4d10	3d8	11	4	1	Medium	1 action	HW
85L48	75/150/300	4d10	3d8	13	5	1	Medium	1 action	HW
100L62*	80/160/320	4d10+2	4d10	24	5	1	Medium	1 action	HW
122L43**	80/160/320	5d10	5d10	20	11	1	Medium	1 action	HW
152L32	150/300/600	5d10	5d10	16	10	1	Medium	1 action	HW
88L71	100/200/400	4d10+1	4d8	24	8	1	Medium	1 action	HW
128L55	100/200/400	5d10	4d8	26	10	1	Medium	1 action	HW

* May also fire HEAT round, AP 17

** May also fire HEAT round, AP 16

"DEATH IS THE SOLUTION TO ALL PROBLEMS.

NO MAN, NO PROBLEM."

- JOSEPH STALIN

RUSSIAN MILITARY RANKS

Rank	Krasnaya Armiya (Red Army)	Voyenno-Morskoy Flot CCCP (Soviet Navy)	Voenno-Vozdushnye Sily (Soviet Air Force)		
		Enlisted			
E-1	Ryadovoy	Matros	Ryadovoy		
Е-2	Efreytor	Starshiy Matros	Efreitor		
Е-3	Efreytor	Starshiy Matros	Efreitor		
		Non-Commissioned Officers			
E–5	Mladshiy Serzhant	Starshina Vtoroy Stat'i	Mladshiy Serzhant		
Е-6	Serzhant	Starshina Pervoy Stat'i	Serzhant		
E-7	Starshiy Serzhant	Glavniy Starshina	Starshiy Serzhant		
E8	Starshina	Glavniy Korabel'niy Starshina	Starshina		
5870		Officers			
O–1	Leytenant	Leitenant	Leytenant		
O–2	Starshiy Leytenant	Starshiy Leitenant	Starshiy Leytenant		
O–3	Kapitan	Kapitan Leitenant	Kapitan		
O–4	Major	Kapitan 3-go	Major		
O–5	Polpodkovnik	Kapitan 2-go	Polpodkovnik		
O–6	Polkovnik Kapitan 1-go		Polkovnik		
		General Officers			
O–7	General-major	Kontr Admiral	General-major		
O–8	General-leytenant	Vice Admiral	General-leytenant		
O–9	General-polkovnik	Admiral Flota	General-polkovnik		
O-10	General Armiyi	<u> </u>	Marshal Aviatsiyi		
O-10	Glavniyi Marshal	_	Glavniyi Marshal Aviatsiyi		

CHAPTER FOUR: HISTORY

"Only the dead have seen the end of war." - Plato

THE ORIGINS OF WORLD WAR TWO

The origins of the greatest and most terrible war in the history of mankind can be traced to World War One. Indeed World War Two can be seen as a continuation, or perhaps a culmination of the "War to End All Wars," as World War One is sometimes called. When the guns fell silent in 1918 the world hoped it would be the last time such a bloody conflict would be waged. Twenty-one years later those hopes would be consumed in the fires of conflict yet again.

HITLER & THE RISE OF NAZI GERMANY

After defeat in World War I, Germany chafed under the Treaty of Versailles. Although US President Woodrow Wilson argued for restraint, England and France were looking for payback. The Treaty saddled Germany with crippling reparations payments and humiliating limits on the size and composition of its armed forces. Adolf Hitler would often use the Treaty as a rallying point for German anger at the French and English.

The German Workers Party was formed in 1919. Adolf Hitler was originally hired by the army to infiltrate the group and spy on them, but he joined the group instead and became one of its officers. A year later he assumed leadership of the party and renamed it the *Nationalsozialistische Deutsche Arbeiterpartei* (National Socialist German Workers party), the Nazi Party. Along with the new party came a new symbol, the swastika.

The poor economic conditions in Germany at the time led to numerous political factions fighting for control, and violent street clashes were commonplace. In this atmosphere of chaos, Hitler decided to make his move.

In 1923, Hitler led his Nazi party to try to overthrow the Bavarian government in Munich (later to be come known as the "Beer Hall Putsch"). The coup failed and Hitler was imprisoned for 9 months. While in jail he wrote the book *Mein Kampf* (My Struggle), in which he outlined his vision for the future of Germany, the need for the "purification" of the German race, and the need to find *lebensraum* (living space) in the lands to the east.

After being released from prison, Hitler re-organized the Nazi party, particularly the SA—the party's brown-shirted enforcers. From their ranks he created his personal bodyguard, the *Schutzstaffel* (staff guard), or SS for short.

The popularity of the Nazi party waned in the late 1920s, but when the Great Depression began in 1929, Hitler seized on growing German discontent to propel his party to new heights of power. Unemployment and inflation were at record high levels—citizens used wheelbarrows to cart around piles of nearly worthless currency. Preaching a doctrine of German pride and superiority, Hitler rode an increasingly huge wave of popularity into office when he was elected Chancellor in 1933.

Once in power, Hitler began setting up the ideals of the Nazi party as the laws of the land. He began rebuilding the German military in violation of the Treaty of Versailles. Some weapon development programs were conducted in other countries, while others were conducted in secret. The development of tanks and armored forces (specifically prohibited by the treaty), was disguised as an agricultural tractor program.

Hitler's vision of the "Greater German Reich" included countries whose people the Nazis considered part of the "Aryan race." In 1936, German troops entered the Rhineland, a demilitarized area between France and Germany. Britain and France did not respond as they focused on other problems at the time. Two years later, Germany pressured Austria to allow itself to become part of Germany under the policy of *Anschluss* (union).

While snapping up territory on Germany's borders to increase the size of the German empire, Hitler moved to "purify" Germany itself by enacting the Nuremburg Laws in 1935. These laws forbade marriage or sexual relations between Jews and those of German blood. Anti-Semitic activity had been increasing before the laws came into effect, but they were to be the first official acts of Hitler's "racial purification" of Germany. The ultimate expression of this policy was the "Final Solution," whereby Jews and other "undesirables" (such as gypsies, gays, political prisoners, and numerous Eastern European ethnic groups) throughout the conquered nations of Europe, were systematically slaughtered by the SS in death camps constructed specifically for the purpose of genocide. Over 6 million people died in these camps.

With his successful annexation of the Rhineland and Austria, in September of 1938 Hitler demanded that the Sudetenland—a portion of northern Czechoslovakia that contained German-speaking citizens be turned over to Germany. England and France protested but after difficult negotiations in Munich, and faced with Hitler's willingness to use force, they gave in to his demands. British Prime Minister Neville Chamberlain persuaded the Czechs to give up the Sudetenland without a fight. Chamberlain returned to England to declare he had achieved, "Peace in our time." German troops occupied the Sudetenland and then kept going until all of Czechoslovakia was under German control. Again, protests from England and France were ignored. In May of 1939 Hitler and Italian leader Benito Mussolini "Il Duce" entered a formal alliance, the "Pact of Steel." Hitler then began to pressure Poland to turn over the city of Danzig and allow a "corridor" through Poland that connected East Prussia to the rest of Germany. These actions finally put some spine into France and England, which promised to come to Poland's aid if attacked by Germany. Hitler was undeterred and, with his sights set on Poland, he concluded a non-aggression treaty with the Soviet Union. Neither Hitler nor Stalin trusted each other one bit, but for each the arrangement was a useful expedient. Hitler granted Stalin a free hand in Eastern Europe, allowing him to take back territory lost in World War I, namely Latvia, Estonia, Lithuania, parts of Finland and eastern Poland. Hitler now felt that he was safe from having to fight a two-front war, and set about final preparations for the invasion of Poland.

The war in Europe was about to begin.

JAPANESE EXPANSIONISM & AGGRESSION

The roots of the war in the Pacific are to be found in Japan's colonial ambitions in Asia. This, combined with both American and Japanese (often racist) misconceptions of each others' capabilities, led to one of the most destructive conflicts the world has ever seen.

The rivalry between the US and Japan in the Pacific had been going on for nearly 50 years by the time of the Pearl Harbor attack. The US government may not have always understood this, although Japanese civilian and military leaders used it as the focal point for their expansionism and aggression.

Things got started in the late 19th century with the Sino-Japanese War in 1894. Economic rivalry over control of Korea erupted into armed conflict. Within six months, the Japanese kicked the Chinese out of Korea, invaded Manchuria, and won the colony of Formosa (Taiwan).

A few years later, Japanese imperialism was on the march again. In 1905 the Russians made a few incursions into Manchuria and Korea, which the Japanese considered to be in their sphere of economic interest. The Japanese hit some Russian naval installations in the area and this quickly escalated into full-scale war. The Russians were sent packing, their army suffering badly at the hands of the Japanese at Port Arthur, and their Baltic and Pacific fleets were destroyed at the Battle of Tsushima. The US helped negotiate the peace settlement, which gained the Japanese more footholds in Manchuria and control of Korea. The war had also shown the world that Japan could take on and defeat a major European power.

Japan firmed up their control of Korea by formally annexing it in 1910. Japanese rule in Korea was harsh and oppressive. Koreans were forced to take Japanese names and learn the Japanese language. Although the Japanese built up Korea's infrastructure and industry, their brutal treatment of the Koreans foreshadowed the cruelties they would inflict upon subject peoples later in World War II.

Japan was on the side of the Entente powers against Germany during World War I. Gaining membership as one of the "Big Five" powers at the Paris Peace Conference, where the Treaty of Versailles was signed in 1919, seems to have been a pragmatic move on the part of the Japanese. They were able to help make decisions about the reapportioning of the German colonies in the Pacific. They left the table with control over all of the Pacific Islands north of the equator formerly owned by Germany—the Marshalls, the Marianas, and the Carolines. The US was alarmed at Japan's growing influence in the Pacific and East Asia, and was looking to protect its own territories in the Philippines and Guam. The "Five Power Treaty" signed at the Washington Disarmament Conference in 1921 limited the Japanese fleet to no larger than three-fifths the size of the US and British navies. This unbalanced ratio was forced on the Japanese and they didn't take it so well. The Japanese Exclusion Act of 1924, which barred further immigration to the US from Japan, followed this. The Japanese viewed this as an extreme insult and vowed not to forgive it.

In 1931 Japan invaded Manchuria. Extremists in the Japanese army in Kwangtung, who saw expansionism as a way out of the Great Depression, fabricated an incident at Shenyang (Mukden). Within hours a full-scale military operation was underway. Manchuria was overrun and set up as a Japanese puppet state. When the League of Nations criticized Japan, Japan withdrew from the League. After its success in Manchuria, the militarists increased their influence over the Japanese government throughout the 1930s.

By 1937, these militarists were firmly in control of the Japanese government after assassinating their political rivals. The Japanese appetite for new territory had still not yet been satisfied, and another border incident was created which led to a full-scale invasion of northern China. Beijing fell, and after a long struggle, Shanghai and Nanking. At Nanking, the victorious Japanese ran amok for a month, raping, murdering, and torturing thousands of innocent victims. These atrocities led to support for the Chinese by the US government.

Tensions continued to build in the last years of the 1930s. US war plans were focused on dealing with the Japanese, yet the American military was at the same time woefully unprepared to deal with the threat the Japanese military represented. American military forces were small and much of its equipment, and especially doctrine, was obsolete. The Japanese, on the other hand, had trained their Navy into perhaps the best sea-going force in the world at the time.



Japanese Machine Gunners somewhere in the South Pacific
Certainly, their carrier air wings were unequalled and would go on to display their prowess at Pearl Harbor.

The Japanese kept an eye on Europe, watching Germany's moves with great interest, and looking for a way to use the situation to their advantage. When Germany defeated France in 1940, Japan sought an agreement with Hitler. On September 27, 1940, the Japanese Foreign Minister signed the Tripartite Pact with Nazi Germany and Mussolini's Fascist Italy, bringing the "Axis" alliance into being.

Events were moving Japan toward war at the end of 1940, although most Americans still did not realize the trouble brewing beyond their western horizon. In September of 1940, Vichy France was coerced into giving Japan northern Indochina (Vietnam). In retaliation, the US embargoed exports of steel, scrap iron, and aviation fuel to Japan. Japan then occupied southern Indochina in July of 1941. The tit-for-tat continued and the US, Britain, and the Netherlands froze all Japanese assets and cut off their oil supplies. The Japanese could either bow to US demands or seize the resource rich Dutch East Indies, British Malaya and Burma, and even the Philippines. Prince Konoe, Japan's Prime Minister, resigned in October and Imperial Army General Hideki Tojo stepped in. The storm clouds of war had gathered and were about to break.

1939

World War Two began on September 1, 1939. Although Japan had been fighting in China since 1933, this year saw the beginning of the great worldwide clash between democracy and totalitarianism. The conflagration would not end for another six years.

POLAND '39

Germany expanded relatively bloodlessly when it annexed Austria and Czechoslovakia in 1938. Although they protested, the Allies did little else. Hitler had designs on Poland, and concluded a pact with Stalin for the invasion and division of the country. When



Finnish ski Troops during the bloody winter war. I hate the cold.

the invasion began on September 1, 1939, the Poles were caught largely off guard. A large and powerful German force rolled forward, employing blitzkrieg tactics that totally overpowered the Poles. Polish forces were surrounded and cut off but put up a spirited fight. Within a week the Germans were within a few miles of Warsaw, and bombed the city before they took it. With the Soviets advancing from the east, the Poles surrendered on September 27. France and England had declared war on Germany on September 3, and World War Two had begun.

THE PHONY WAR

After Poland fell, a period of relative calm prevailed, but it was only the calm before the storm. England and France had declared war on Germany, but aside from a few border and air skirmishes, and some small scale surface engagements between German raiders sent to harass Allied shipping, nothing much was happening, at least in Western Europe.

FINLAND—THE WINTER WAR

When the Soviets invaded Poland, they also moved into Estonia and Lithuania. Emboldened by these easy conquests, Stalin next set his sights on Finland. At first he offered them a treaty, offering an exchange of land. When negotiations fell through, the Soviets launched 600,000 men and tanks against no more than 150,000 Finns. The Finns fought to defend their land, and they did it well. The Soviets suffered greatly due to weather, poor command and control, and not least, the fighting prowess of the Finns. Finnish troops were at home in the harsh winter conditions, they knew the land, and although greatly outnumbered, employed effective tactics against the slow and cumbersome Soviets. Even so, the weight of Soviet numbers ultimately wore out the Finns, and the government sued for peace. A new treaty with Moscow ceded more territory to the Soviets than had originally been demanded, and the Finns, seeking allies, looked to Germany.

1940

1940 was a year of highs and lows for the Allies. Germany rolled forward with its conquests, and by the middle of the year, controlled the entire European continent. Only England still held the line against Hitler's legions.

NORWAY

Scandinavia was marked as a target for German invasion due to its plentiful resources, particularly iron ore. Norway could also provide ports for the German Navy and aid in the struggle for the North Atlantic. The Allies began sending help to bolster Norwegian defenses and this escalated into conflict in April of 1940. The German invasion was planned to be a short campaign, and was the first time all the German service branches worked together in a major operation. Stepping off from Denmark, which had surrendered on April 9, German forces landed at Oslo, followed by more landings along the coast. The Kriegsmarine fought a series of engagements with the Royal Navy, while the German Army moved up North toward Narvik. British forces landed to support the Norwegians but could not hold back the Wehrmacht and began to withdraw. By May 14, the German invasion of France was underway, and three weeks later, the Norwegian government fled into exile.

FRANCE 1940

The invasion of France began on May 10, 1940, with a German airborne assault on the fortress of Eben Emael. The Germans bypassed the heavily fortified Maginot line on the border with France and swept into Belgium and the Netherlands. When news of the attack reached England, Neville Chamberlain, his government already weakened by diplomatic embarrassments, resigned. Winston Churchill became the new Prime Minister of England. He then dispatched the British Expeditionary Force to the continent to aid the French army.

German General Von Bock's Army Group B moved into the Dutch Low Countries and drew the Allied armies toward him. Meanwhile, Von Runstedt's Army Group A filtered through the Ardennes Forest. The French generals never imagined that an armored force could attack through such a rugged and heavily wooded area. When the Germans emerged on the Meuse, the Allies were caught completely by surprise. The German panzer divisions widened the gap and poured through, heading for the English Channel. Tied down in Belgium, the Allied armies tried to regroup but could not, and were cut off when Army Group A reached the Channel. The Allies evacuated 338,000 troops to England from Dunkirk, leaving behind all of their heavy equipment. Once the Allies were gone, the French fought on for another week before Paris fell on June 14, and France surrendered on June 22.

BATTLE OF BRITAIN

After the disaster in France, England braced itself for a German invasion. Hitler delayed Operation Sea Lion (the invasion of England) in hopes that England would sue for peace. Winston Churchill flatly rejected Hitler, and Herman Göring's Luftwaffe was charged with wiping out the RAF prior to the invasion. In the first phase of the battle, the Germans concentrated on taking out the RAF fields and radar net, and almost succeeded. Göring then shifted his tactics and began concentrating attacks on London. This gave the RAF a chance to regroup and concentrate their resources on the German bombers. In the aerial battle of attrition that followed, the RAF came out on top. Sea Lion was cancelled and the German Army turned around to head east to the Russian Front.

THE DESERT RATS

The Italian Army in North Africa, under Marshal Graziani began its advance into Egypt from Libya in September of 1940. At this point the British were still fighting on their own, holding off the Luftwaffe during the Battle of Britain, and relying on the still neutral but sympathetic American support. The British under General Wavell checked the Italian advance. The Italians, plagued by poor equipment and ordnance, retreated out of Cyrenacia. Wavell followed up but was soon ordered to hold the ground he'd gained. The British then sent many of the troops in Africa to other areas in the Middle East where they were sorely needed, as well as to Greece and Crete.



WOLF PACKS—THE BATTLE OF THE ATLANTIC

The Battle of the Atlantic was a protracted struggle to control the Atlantic shipping lanes. Starting in September of 1939, the German objective was to strangle England's supply lines from North America. The German Kriegsmarine surface fleet was powerful but small, and the Allies eventually hounded them off the waves. The main German naval effort came in the form of submarine warfare. Large groups of U-Boats, called "Wolf Packs," hunted the transport convoys from the US. The US Navy and the Royal Navy provided escorts, but some subs always made it through the pickets to wreak havoc on the convoy ships. Although most of the action took place in the North Atlantic, there were engagements as far south as Argentina and South Africa, as well as the Gulf of Mexico. U-Boats also hunted off the East Coast of the US.

The German U-Boat campaign reached its high water mark at the beginning of 1943. German wolf packs sank 108 Allied merchantmen for a loss of only 15 of their subs. England's food supply dropped dangerously low.

The Allies continued to develop better organization and search equipment. The US 10th fleet set up "killer groups" consisting of an escort carrier and several destroyers. By the end of the year, the Allies were destroying U-Boats faster than the German shipyards could produce them.

VIVE LE RESISTANCE!

After the French surrender in 1940, remnants of the Free French Army began an organized resistance movement directed from England by Charles de Gaulle. French Communists also began resistance and at times clashed with the Gaullists. Fighters in both groups were known as the *maquis* and received aid from the Allied Special Operations Executive (SOE) and the Office of Special Services (OSS).



Resistance fighters laid ambushes for German patrols, disrupted supply lines, assisted with espionage operations, and helped rescue downed Allied pilots. On D-Day, the *maquis* were instrumental in pre-landing guerilla operations designed to throw the Germans off balance.

1941

Hitler, stymied by the British, turned his attention to the Soviet Union and embarked on an invasion that would eventually lead to the destruction of the Third Reich. In Western Europe, attention shifted to the North African Theater. Finally, as the year drew to a close, Japan attacked Pearl Harbor and the US entered the war.

DAS AFRIKA KORPS

The drubbing the Italians received caused the Germans to make a major effort in the theater. An Allied presence in North Africa threatened the right flank of the German advance into Russia. On February 12, 1941, the famed General Erwin Rommel arrived in Tripoli with the Deutsche Afrika Korps. Rommel immediately took stock of the situation and went on the offensive. The Germans established a defense line at Sirte, and launched their offensive on Allied positions. The advance threw back the British, and the Afrika Korps raced through Cyrenacia, laying siege to Tobruk and pushing on to Egypt.

The British counterattacked with Operation Crusader on November 24. The British forces at Tobruk were relieved when Rommel pulled back and Cyrenacia changed hands once again. The Germans re-established their defense at El Aghelia.

Not one for defensive tactics, Rommel understood the British were at the end of their supply lines and attacked again on January 21, 1942. The Germans and Italians rolled forward again, and after outflanking the British Eight Army's Gazala line at the end of May, took Tobruk on June 21st and drove the British out of Libya and hounded them well into Egypt.

BARBAROSSA—THE STORM BREAKS

At 3 a.m. on June 22, 1941, Germany launched Operation Barbarossa, the invasion of the Soviet Union. Over three million men and thousands of tanks and vehicles advanced behind a tremendous artillery barrage. The Luftwaffe ranged ahead, destroying thousands of Soviet aircraft within the first 48 hours. The Russians were caught wrong footed, and although they had several armies on the front lines, poor command and leadership condemned them to disaster.

The German Army was divided into three groups: Army Group North, Center, and South. Army Group North's objective was Leningrad. Army Group South pushed into the Ukraine, with the eventual goal of securing the Caucasus. Army Group Center's objective was Moscow. Although a few Russian units fought, many collapsed when encircled by German armored columns. The German army advanced 200 miles in the first week, and captured over a million Soviet troops (almost all of whom would die in captivity).

Despite their initial successes the Germans began running into problems in mid-July. The panzer divisions had already outrun the following infantry columns, supply lines were stretching, and the Soviets managed to put up some resistance in the north. The delays gave the Russians more time to recover.

OPERATION TYPHOON—THE DRIVE ON MOSCOW

As the German Wehrmacht rolled forward, the Russians fought many bitter last-ditch defensive actions. It was all the Soviets could do to slow the Nazi juggernaut, but if they could delay them long enough they knew "General Winter" (the legendary Russian winter) might help them out. Hitler delayed the offensive on Moscow in order to clean up other parts of the front first. Once Kiev fell to Army Group Center, Hitler ordered the advance on the Russian capital. The poorly equipped and trained Russians, some lacking even rifles, were ordered to hold to the last. The German high command, confident of victory, made no preparations to equip the troops for winter as they expected to be in Moscow by the end of October.

Soviet General Zhukov was determined to hold the city, and with the Germans only 70 miles away, turned out every available soul to dig anti-tank ditches and defensive positions. The Germans pushed forward against stiff resistance, but by the end of October were nearing the end of their rope. The men were exhausted and equipment in need of refit. Early snow showers quickly melted and "General Mud" made an appearance for the Russians, slowing the German advance to a crawl. German reconnaissance units got to within 10 miles of downtown Moscow, but no further. Winter set in and on December 8, Hitler called off the assault, ordering his forces to dig in. As the German Army froze in their summer uniforms that winter, Zhukov launched a series of offensives that eventually pushed the German lines 50 miles back to the west.

LENINGRAD

The epic siege of Leningrad began when the German Army Group North reached the shores of Lake Ladoga encircling Leningrad from the south. The Finns attacked the Russians down the Karelian Isthmus, threatening Leningrad from the north. With German resources devoted to Operation Typhoon, the Russian General Zhukov had time to stabilize the defensive lines.

For the next three years Leningrad was under constant siege, its buildings reduced to rubble by German artillery and bombing raids. The Germans did not get into the city but did manage to cut it off. There was a serious shortage of food and the citizens and defenders of the city were starving. When Lake Ladoga froze over in the winter, the Russians ran supplies across the ice. The 67th Army, holding along the River Nevo, managed to open a railroad line that became known as the "Corridor of Death" because it was under constant German attack. This grim lifeline was enough to keep the defenders of Leningrad alive. By the time Leningrad was relieved in January of 1944, over 1 million people had died there.

DAY OF INFAMY—PEARL HARBOR & THE FALL OF THE PHILIPPINES

After months of planning and preparation, the Japanese made the opening moves of the war in the Pacific theater. Early in the morning on December 7th (it was the 8th in Asia, across the international date line), four groups of Japanese fighters, dive bombers, and torpedo planes launched from Japanese carriers north of the Hawaiian island of Oahu. Despite indications that the Japanese were preparing an attack, the US forces remained blissfully at ease. Over 180 Japanese planes in the first attack wave roared across the island to attack the US fleet moored in the harbor. After the attack, the US battleship fleet was crippled, and several other ships sunk. For the US it was a disaster, for the Japanese, a stunning success.

At the same time, in the Philippines, Japanese troops landed near Manila. US General Douglas MacArthur's US and Filipino forces resisted bravely, but they too, were caught off guard, and unprepared for the Japanese onslaught. American forces were forced back into the Bataan Peninsula, and finally into the island fortress of Corregidor. MacArthur evacuated by PT boat to Australia in February, leaving General Wainwright in charge. Finally, out of ammunition and food, starved and sick, American forces surrendered to the Japanese on April 8th. The Philippines had fallen.

1942

Some of World War Two's most bitter and contested battles were fought in this year. Great mobile campaigns surged across the North African deserts, while the German Army and the Soviet Army embraced in the death struggle of Stalingrad. In the Pacific, the Japanese advance reached its high water mark at Guadalcanal and Midway. But the war was far from over.

MALAYA & BURMA

Along with the attack on Pearl Harbor and the invasion of the Philippines, the Japanese launched a broad assault throughout Southeast Asia. Hong Kong fell on Christmas Day 1941, and there were landings in Burma, Indonesia, New Guinea, Sumatra, and Java. Allied naval forces were destroyed in the Battle of the Java Sea.

General Tomoyuki Yamashita's 25^{th} Army landed in Malaya (Malaysia), on December 8, on the border with Thailand, began advancing north and south. The Thais surrendered. The British in Malaysia fought but were doomed. Japanese airpower swept the British from the skies, and sunk the battleship *Prince of Wales* and the cruiser *Repulse*. Kuala Lumpur fell January 10.

British General Arthur Percival had 100,000 men to Gen. Yamashita's 30,000, but confusion on the British side was so great as to prevent an effective defense. As the British forces fell back on Singapore, the Japanese captured supply dumps, further weakening the British. On February 15, 1942, General Percival surrendered to the Japanese. In Burma, Japanese forces advanced from Thailand accompanied by amphibious landings. Rangoon fell on March 8th and the British, under General Alexander began pulling back north up the Irawaddy River. The Chinese Fifth Army, under US General Joseph Stillwell, tried to help but was repulsed. The British Burma Corps retreated into India on May 1.

FLAT TOPS—CORAL SEA TO MIDWAY

The pre-war naval strategies of both Japan and the US stressed the importance of battleships and defeat of an enemy's fleet by general engagement of his battle line. By the beginning of the war, the development of the aircraft carrier had already made this idea obsolete, though few realized it.

In the early months of 1942, the Japanese made great advances, driving the Allies back everywhere in Asia. Japan was dealt its first setback at the battle of the Coral Sea. A Japanese invasion fleet was headed for the southern coast of New Guinea. An American carrier group intercepted the Japanese fleet and it was forced to turn back. The battle was the first fought solely with carrier-based aircraft—the opposing fleets never sighted each other.

The Japanese tide finally turned at Midway, a small speck of an island 1,300 miles northwest of Oahu. Japan assembled a massive fleet, planning to take the island and lure the US fleet into a decisive surface battle. The US fleet sailed forth with only three carriers and a handful of other ships, but was informed of Japanese plans due to cracking Japanese codes. Admiral Spruance used this knowledge to set a trap for the Japanese fleet. The Japanese approached Midway in three groups and the American fleet attacked them separately. The American attack squadrons suffered heavily, but in the end, four Japanese carriers were sunk, forcing the Japanese to retreat.

LIGHTING THE TORCH

British General Auchinleck was sacked after the first battle of El Alamein and General Alexander became the Commander-In-Chief of British forces in the Middle East. General Bernard Montgomery



The Big Lex takes a nasty hit but keeps on Fighting.

became commander of the Eighth Army and things began to shape up again for the Allies. Rommel's supply lines were stretched thin with Germany devoting the bulk of its resources to the Russian front, and Montgomery attacked. The Second battle of El Alamein was a victory for Montgomery, and the Germans began withdrawing. Rommel made a skillful fighting retreat but could not keep the British from forcing him all the way back to Tunisia.

American forces landed in Morocco in Operation Torch on November 8, 1942. They quickly overcame Vichy French forces and established a beachhead for the new Allied armies. Rommel now had to worry about enemies on two fronts. The Americans pushed east, with more landings at Oran and Algiers. By mid-February 1943, they had advanced into Tunisia. Rommel's veteran troops were on the ropes but still gave the newly arrived Americans a beating at Kasserine Pass. But with supplies and support from Berlin dwindling, there was little Rommel could do to stave off defeat. On March 9, Rommel went to Berlin to beg for reinforcements. Hitler put him on sick leave and put General Jurgen von Arnim in command. The Germans fought on desperately for another month before surrendering on May 12.

RATTENKRIEG-STALINGRAD

German General Paulus' 6th Army pushed into the Caucasus and into the city of Stalingrad. The 6th Army struck into the center of the city, splitting the Russian 62nd and 64th Armies apart. The Germans pushed the Russians to the west bank of the Volga, and there the Russians hung on by their fingertips, fighting like demons for every inch of territory. The fighting for the city bogged down and the Germans couldn't manage to throw the Russians back, but not for lack of trying.

As winter set in, the Russian 64th Army under General Chuikov held on to Stalingrad as the Soviets set up Operation Uranus, an offensive designed to trap the 6th Army and destroy it. The fighting in the ruins of Stalingrad was utterly merciless, with whole battalions disappearing in storms of artillery and machinegun fire. Control of



Stalingrad. I can't imagine a worse Hell. Did I mention I hate the cold?

large building complexes like the Red October factory and Barrikady Gun Works seesawed back and forth, and the action was often handto-hand. Russian and German combatants were often separated by no more than a bullet-riddled wall. The Germans dubbed the ferocious nature of the war for the city *rattenkrieg*, "war of the rats."

On November 19, Operation Uranus began and the Russians broke through the Romanian and Italian armies to the north and south of the 6th Army at Stalingrad. By November 22, Stalingrad was encircled and the 6th Army cut off. Out on the steppe outside the city, German divisions formed a perimeter and held on, as Herman Göring promised to supply the city by air. Like so many of Göring's promises, this one also rang hollow. Six hundred tons of supplies per day were necessary, but the Luftwaffe could never deliver more than one hundred tons. The 6th Army began to die on the vine. Food supplies dwindled—ammo ran out and most importantly, fuel supplies were low.

A relief operation was mounted on December 12 with General Hoth's panzers advancing from the south, but they couldn't break the encirclement. General Paulus' position became more desperate, yet Hitler refused to allow Paulus to attempt a breakout, ordering him to hold the city to the last. By Christmas, the Germans were starving to death. By the end of January, the perimeter had collapsed and the Russians pressed the shattered Germans into the center of the city. On January 31 Paulus surrendered the 6th Army. 125,000 Germans and 750,000 Russians died in the battle for Stalingrad.

NEW GUINEA & THE SOLOMON ISLANDS

As the Japanese pressed south during the initial months of the war, an attack and invasion of Australia looked imminent. To launch such an invasion, the Japanese would have to take and secure New Guinea and the Solomon Islands. Landing on the northern side of New Guinea, Japanese troops struck out for the Australian occupied southern coast, making a perilous march over the Owen Stanley mountain range on the Kokoda trail. The Australians and Japanese fought a bitter struggle on the "Golden Staircase," a narrow track leading down to Port Moresby. The Australians held and subsequent American landings pushed the Japanese back.

At the same time, a crucial battle for Guadalcanal, an island at the southern end of the Solomon chain, was shaping up. The Marines landed and wrested control of the airstrip from the Japanese, but Japanese naval forces drove away the American support fleet. In a series of hard fought naval battles, both sides fiercely contested the waters off Guadalcanal in order to keep their ground forces supported. In addition, the Japanese launched air attacks from Rabaul and carrier forces, fended off by an ad hoc collection of Army and Marine aircraft flying from Henderson Field (the "Cactus Air Force"). By the end of February 1943, the Japanese managed to evacuate the island, falling back on the major air and naval base at Rabaul. There was fighting on land, air, and sea around the Solomons for the rest of the year.

TOKYO EXPRESS—NAVAL BATTLES OFF GUADALCANAL

During the struggle for Guadalcanal, the Japanese attempted to supply their forces by sending naval convoys, nicknamed the "Tokyo Express," down "the Slot," a sea corridor framed by other islands in the Solomon chain. The US Navy engaged the Japanese Navy in a series of surface engagements, mostly at night. Japanese tactics and torpedoes were superior to those of the American navy at first, and losses were heavy. The area just off the coast of Guadalcanal became known as "Ironbottom Sound" because of the number of ships sunk there.

1943

By 1943 the Allies were making inroads into territories conquered by the Axis. There were still some German and Japanese successes, but they could not stem the momentum of the Allied armies as they began to press inexorably forward.

ITALY

While the fighting in North Africa continued, the Allies debated about their next move—mount an immediate cross-Channel invasion or go into Italy. Churchill persuaded the Americans to cooperate in an invasion of Italy. The campaign started with landings in Sicily, where Generals Patton and Montgomery bundled the Italians and Germans off the island back to the Italian peninsula. This loss led to Italy's surrender in September 1943. The Allies hit Italy proper at Salerno in January of 1944 and Germans continued to provide stiff resistance on the Gustav line north of Naples. The landings at Anzio bogged down for a time. Once Monte Cassino fell, the Allies linked up and the Germans pulled back further north, quitting Rome, which was liberated on June 4, 1944. The Germans held onto the Gothic line until April of 1945, when the Allied offensive charged forward. The Germans surrendered on April 29.

THE TARGET FOR TODAY IS...

The air war against Germany began as early as 1940, but really moved into high gear in 1942. The Allies carried out a loosely coordinated strategy that had the British conducting bombing raids at night, and the Americans going in during the day. Night bombing was notoriously inaccurate and the British generally targeted areas rather than specific targets. The Americans pushed the tactic of daylight, high-altitude "precision" bombing. Their B-17s were theoretically designed to fly to their targets without fighter escorts, but German interceptors took a fearful toll on the attackers. When new, longer-ranged Allied fighters began accompanying the bombers, losses declined. After heavy losses throughout 1943, the Allies gradually gained air superiority, launching huge 1,000-plane raids on German cities and industry. Near the end of the war, the Luftwaffe was shattered and Allied air forces ruled the skies. The new German jets and rocket planes, though deadly, could not stop them-the Luftwaffe had almost no pilots left.

CENTRAL PACIFIC—ISLAND HOPPING

While the forces under General MacArthur advanced through New Guinea and into the Philippines, US Navy Admiral Chester Nimitz led another advance through the Central Pacific. This offensive was aimed at no less a target than Tokyo itself. The Japanese were dug in to heavily fortified island strongholds, and if they could not be bypassed and left to wither, they had to be taken by frontal assault. These previously anonymous little Pacific islands soon became some of the most heavily contested real estate in the world. On these islands, the US Marines and their Japanese opponents were locked in a death struggle to the bitter end.

The offensive began November of 1943, in the Gilbert Island chain, and the Marines took heavy losses at Tarawa. Inadequate planning led to high casualties among the US Marine assault units. Landing craft got stuck on coral reefs on their way to the beaches,



and despite heavy bombardment, most of the Japanese fortifications were intact and functional when the Marines made it ashore. It was only a taste of the bitter fighting that lay ahead.

SOUTH PACIFIC AIR CAMPAIGN

Control of the skies was vital in the campaigns for New Guinea and the Solomons. Sometimes flying from well-developed bases, but usually from dusty little airstrips carved out of the jungle, fliers from both sides warred in the skies above the emerald green islands and azure seas. Maintaining combat aircraft at the end of very long supply lines was an immense challenge, and the harsh conditions of the South Pacific Theater consumed aircraft as well as men. The air war was a war of attrition, and in the end, the Japanese were unable to replace their losses in planes, parts, and most importantly, pilots.

BURMA

After the British retreat into India, the Japanese consolidated their positions in Burma, but were overstretched and unable to continue the advance. The British Army was equally weak but General Wavell wanted to go back on the offensive to improve flagging morale. Under General Orde Wingate, a force of British and Indian troops staged operations in Burma through 1943. In November of that year, the British 15th Corps attacked Mytkina from the east, and the Chinese army, supported by American troops and led by American General Joseph Stillwell, attacked from the north.

The Japanese 15th Army launched the U-Go counteroffensive on March 7, 1944, and drove into India toward Imphal and Kohima. The 5th Indian Division was airlifted to Imphal and helped throw the Japanese back. At Kohima, 1,500 British and Indian troops held off 15,000 Japanese in an epic defense. Two Victoria Crosses were awarded to soldiers who fought there.

From that point on the Japanese were on the defensive, falling back toward Rangoon. The British and Chinese forces advanced, mopping up the ragged and starved remnants of the Japanese armies. Rangoon was retaken on May 3', the Japanese quitting the city without a fight, and pulling back across the Sittang River.

KURSK

After the German defeat at Stalingrad, the Soviets made advances elsewhere along the front. A large salient in the Russian lines developed around Kursk. Hitler saw it as an opportunity to destroy a large part of the Soviet Army. German General Model's 9th Army would attack from the north, and General Hoth's 4th Panzer Army from the south. The offensive was delayed due to the weather, and because Hitler wanted new production Panther tanks to be used.

The Russians used the time to prepare a defense in depth, with huge belts of trenches, barbed wire, and minefields. They also had 20,000 pieces of artillery massed behind the defenses, along with 5,000 tanks and 500,000 men in reserve. When the offensive began on July 2, the Russian defense in depth absorbed the German blitzkrieg tactics. The Germans pushed forward. On July 11, at Prokhorovka, 3 SS Panzer divisions engaged the Fifth Tank Guards Army in the greatest armored battle in history, involving over 1,000 tanks. German losses in this battle caused them to cancel the operation, as the Soviets still had uncommitted reserves.

THE BIG THREE MEET

Between November 28 and December 1, 1943, Winston Churchill, Joseph Stalin, and Franklin Roosevelt, the leaders of the "Big Three" Allied nations, met in Teheran, Iran to plan the strategy for the final defeat of the Axis powers. Stalin got Churchill and Roosevelt to agree to set a date for the long delayed cross-channel invasion and the opening of a second front. Stalin also agreed to enter the war against Japan after Germany was defeated.

1944

Throughout 1944 the Allies were on the offensive. The Soviets broke through the German lines in Operation Bagration, and began their march to Berlin. The Anglo-American Allies launched the D-Day landings in France. In the Pacific the Japanese were stretched thin and fighting tooth and nail to hold on to a rapidly shrinking perimeter.



Russian Maxim MGs. The problem is figuring if they were shooting at the Nazis or their own men.

CENTRAL PACIFIC—TARGET TOKYO

The next objective of the Island Hopping campaign was the Marshall Islands of Kwajelain and Eniwetok in the summer of 1944. Although mere atolls, they were heavily defended and the Japanese troops there fought as hard for these specks of sand and coral as they would for their native homeland. The large Japanese naval base at Truk was bypassed, but later heavily damaged by carrier air raids. As the US Navy pushed into the Marianas, large battles were fought for the islands of Saipan and Guam. Influenced by fanatic propaganda, Japanese civilians on Saipan committed suicide by throwing themselves off cliffs.

BATTLE OF THE PHILIPPINE SEA

As the US moved to take the Marianas, the Japanese launched Operation A-Go. The Japanese Navy with 55 ships, including 470 planes aboard 5 carriers was to attempt to halt the American Task Force 58, under Vice-Admiral Mitscher. TF58 outnumbered the Japanese fleet in every class of ship, and had 950 aircraft. This quantitative advantage was further enhanced due to the fact the US code breakers had intercepted Japanese messages. Mitscher was able to position his forces for maximum effect.

On June 19, Japanese reconnaissance planes located TF58, and Admiral Ozawa ordered a strike. However, by this point in the war, the inexperienced Japanese carrier pilots were a mere shadow of the superbly trained pilots Japan had in 1941. In the subsequent air battle, which US pilots dubbed "The Great Marianas Turkey Shoot," Japan lost 243 aircraft to the Americans' 30, effectively gutting the Japanese carrier air forces. Further losses in the air and ships lost to submarine attacks caused the Japanese to withdraw without sinking a single American ship.

D-DAY

Operation Overlord, the Allied invasion of occupied France, began on June 6, 1944. Backed by a massive fleet, the Allied armies went ashore on the Normandy beaches, codenamed Utah, Omaha, Gold, Juno, and Sword. In the early morning hours prior to the invasion, American and British airborne troops dropped on targets inland. Although they missed their drop zones, the paratroopers sowed confusion and chaos among the startled Germans. Caught off guard, the Germans reacted slowly. Even so, resistance was fierce, particularly at Omaha beach, where General Eisenhower debated withdrawing the troops. Yet the Allies fought their way off the beaches and pressed forward. By the end of the day, 150,000 Allied troops had landed. The liberation of Europe had begun.

BAGRATION

On June 22, 1944, three years to the day after the Germans launched Barbarossa, the Soviets launched Operation Bagration, a general offensive across the entire front. The attack sent 200 Russian divisions against the 34 worn out divisions of the German Army Group Center, eventually destroying it. This led to the isolation of Army Group North, and also allowed an advance into the Ukraine and later the Balkans.

Ten days after the start of the operation, the Soviets reached the pre-war Polish border and Army Group North was destroyed. The Germans lost over 150,000 men, 2,000 tanks, and thousands of other vehicles. Hitler's OKW rushed units from Western Europe to the Eastern front, and the lines stabilized near the end of 1945 as Bagration's momentum wound down, but the German Army would never recover from the losses.

WARSAW UPRISING

Poland fell under the Nazi boot in 1939 but the Polish people were not done fighting. Polish military forces that escaped fought alongside the British Army in Europe, and the Polish Home Army made plans for a large-scale rebellion.

In 1943, Polish Jews relocated to the Warsaw ghetto rose up and fought the Germans from April 19 to May 16. The Germans planned to execute the remaining Jews in the ghetto, so the resistance fighters preferred to make a stand. These fighters had few weapons except what they could make or take from the Germans. Although they fought valiantly, they were crushed.

The Polish Underground State, which organized resistance to Nazi rule in Poland, supported the Home Army, its military wing. The Home Army was made up of several different groups that fought a resistance campaign throughout the war. As the Soviets smashed the German Army and pushed forward in the East in the summer of 1944, the Polish Home Army readied itself for a general uprising. As the Red Army approached the Vistula, the Home Army went into action. From August 1, the Poles fought a desperate 63-day campaign.

However, Stalin was politically indisposed toward the Home Army and would not allow British and American transports, attempting to fly in supplies, to land at nearby airfields. The resistance ended in October, and it was not until January 1945 that Soviet forces entered and liberated the city.

HEDGEROW HELL

Allied success on D-Day was dampened by the failure to take some of the original objectives, chief among them the town of Caen in the British sector to the east. In the west, the Americans moved to take the vital port of Cherbourg. Stiff German resistance at Caen by several SS panzer divisions was coupled with slow going as the Americans pushed south. The Norman bocage, rows of builtup hedges that delineated fields, were difficult obstacles, providing excellent defensive advantages for the Germans. For a month and a half there was bitter fighting.

After several failed British attempts to break the German units near Caen, the Americans launched Operation Cobra on July 25, which shattered the German lines and allowed the Allies to break out. The Germans reeled back and the Allies closed in, trapping the bulk of the German army in a pocket near Falaise. The Germans fought hard to keep the gap open so their units could escape, but they eventually lost about 60,000 troops. As news of the German defeat spread, Paris rose against the Germans on August 19. On August 24, units of the Free French forces, racing ahead of the main Allied armies (without orders) entered Paris. The German garrison surrendered the next day.

OPERATION DRAGOON

A landing in Southern France was planned along with the D-Day invasion. Originally, it was supposed to happen at the same time as Overlord, but ended up happening two months later due to the logistical difficulties involved in staging two such operations at the same time. Three American divisions that had been fighting in Italy were earmarked for the assault, along with Free French Colonial forces, and a mixed British and American airborne unit.

The invasion was launched from Naples, comprising a fleet of nearly 900 ships. Airborne troops and French Commandos hit



their objectives early in the morning of August 15. After a naval bombardment, Allied troops began landing along beaches stretching from Nice to Marseilles. In the following weeks they advanced rapidly. The US 36th Division of General Patch's 8th Army moved north and then west to try and trap the Germans as they retreated up the Rhone valley. They failed to do this but the 3rd and 45th Divisions followed up behind the retreating Germans, keeping the pressure on. The Germans retreated farther to the north and east. On September 12, Patch's forces linked up with General Patton's 3rd Army.

A BRIDGE TOO FAR

The rapid advance by the Allies after the Normandy breakout stretched their supply lines to the breaking point. By September the advance had slowed. High-level strategic discussions led to Eisenhower approving Montgomery's plan for Operation Market Garden. The plan was aimed at striking into the German heartland through Belgium. Monty planned a massive airborne operation to seize a series of bridges along a highway leading to the Dutch city of Arnhem on the Lower Rhine. An armored advance would follow the airdrops.

What Monty didn't know (or chose to ignore) was that the Germans were resting the II SS Panzer Corps in the area. The operation kicked off on September 17. The airdrops largely succeeded, but the advance of 30 Corps was beset with delays. The objectives leading to the Arnhem bridge were taken, but after the initial shock the Germans launched heavy armored counterattacks. The British 1st Airborne found itself surrounded at Arnhem and the survivors were forced to withdraw. Although some ground was gained, the operation failed.

THE BATTLE OF THE BULGE

With Soviet pressure building in the East, Hitler decided on one last gamble in the west. After months of careful planning and husbanding of resources, Germany launched *Wacht Am Rhein*, an operation designed to split the Allied lines in two, damage their morale, and perhaps even cause them to collapse. The attack through



the weakly defended American lines in the Ardennes was aimed ultimately at Antwerp.

Although many German generals thought the plan too ambitious, none could deny the Fuehrer. 275,000 troops and nearly 1,000 armored vehicles launched the attack on December 16, catching the Americans completely by surprise. Many units were quickly surrounded and overrun. Some however, held their positions and fought on, creating delays the Germans could not afford.

The armored columns pressed forward, meeting scattered but tenacious American resistance. Eisenhower ordered units on the shoulders of the penetration to hold their positions and directed General Patton's 3rd Army to counterattack. The 101st Airborne and the 10th Armored Division, encircled at Bastogne, made a heroic stand and held the city. The German offensive ran out of steam well short of their objectives and withdrew.

LEYTE GULF

The Battle of Leyte Gulf in the Philippine Islands was the largest naval battle in history. It was also the end of the Imperial Japanese Navy as an effective fighting force. The US Navy 3rd and 7th fleets were protecting General MacArthur's landings in the Philippines. The Japanese launched Sho–1, a plan to destroy the American fleet and invasion forces. It began with a decoy force sent to draw the American fleet away from the landing area, which would then be attacked by another force of Japanese ships.

On October 23, the Americans became alerted to Japanese movements and US carrier aircraft damaged some Japanese ships of the Southern Force under Admiral Kurita, including the Yamato. The Japanese withdrew to the San Bernadino Strait and the Americans moved to engage Ozawa's force approaching from the northwest. This allowed Admiral Nishimura's Southern Force to move into the Surigao Strait on October 24. A covering force of US battleships was waiting for them and within 20 minutes, Nishimura's fleet was destroyed and forced to retire.

On the 25th, Kurita was moving toward the US landing areas on

Leyte. Admiral Halsey realized this and ordered his fleet to disengage from battle with Ozawa's force and head back south. Admiral Kurita suspected a trap and withdrew. Japan lost 26 ships, including four aircraft carriers and three battleships that could not be replaced. The US had lost only six ships, including one light carrier.

PHILIPPINES

With Japanese forces in New Guinea neutralized and other Japanese strongpoints in the Solomons taken or bypassed and left to wither from lack of supplies, General MacArthur began planning for the liberation of the Philippine Islands. Although Washington at first directed him to bypass the Philippines and link up with Nimitz's forces at Formosa (Taiwan), MacArthur received permission to proceed with the invasion. The Japanese defensive operation was codenamed Sho-Ichi, and after the devastation of their fleet and carrier air forces during the Battle of the Philippine Sea in June, the battle of Leyte Gulf was to be the death-knell of the Japanese Navy.

Once American forces secured the island of Leyte, MacArthur turned his eye north to the main island of Luzon. The US 6th Army landed at Lingayen Gulf on January 9 and began operations against General Yamashita's Shobu group. Yamashita's troops moved into the mountainous area to the northeast and fought on there until the end of the war. American troops advanced to Manila, held by Japanese naval personnel. The Japanese were determined to fight to the death and began to massacre Filipino civilians and systematically raze the city. Manila was reduced to a smoking ruin before it was secured on March 3, 1945. Other islands in the chain were taken through amphibious landings and the help of local guerilla forces.

1945

The collapse of Hitler's empire accelerated after the failure of his Ardennes offensive in December of 1944. With the Russians pressing in from the east and Eisenhower's forces from the west, Germany was doomed. Hitler was dead by the end of April and Germany officially surrendered in May. In the Pacific, Japan had resorted to desperate *kamikaze* suicide attacks to stave off defeat. But the end came on August 15, when Japan finally surrendered.

THE MANHATTAN PROJECT

At the beginning of the war, several countries were looking into the possibility of harnessing the power of the atom to create a super weapon. Britain realized it couldn't afford such an effort and France was soon knocked out of the race. The US began the Manhattan Project in September 1942, consolidating all previous efforts under the command of General Leslie Groves. Development of the atomic bomb cost billions of dollars and proceeded at a feverish pace at Los Alamos, New Mexico, under a veil of intense secrecy. Although thousands of people worked on individual bomb component projects, only a few researchers really knew what was going on.

On July 16, 1945, the world's first atomic bomb was detonated in a test explosion. Less than a month later, it would be dropped on the Japanese cities of Hiroshima and Nagasaki.

IWO JIMA

Previously, B–29 groups in China conducted missions against Japan at the extreme end of their operational and logistics range. With the Marianas secure, the US had a much closer base to the Japanese home islands. However, many planes returning damaged from their missions were lost on the long flight home over the ocean. Planners identified the tiny volcanic island of Iwo Jima as a perfect location for an airstrip.

The Japanese had fortified the island with a maze of tunnels, bunkers, and strongpoints. 22,000 soldiers under General Kuribayashi were ready to make the Americans pay with their lives for every foot of the island they took. After a heavy but (again) largely ineffective bombardment, the US Marines landed on February 23, 1945. After a month of savage fighting the Marines held the island, and nearly all of the 22,000 Japanese defenders were dead.

ON TO BERLIN

After dealing with the Bulge crisis, General Eisenhower ordered a broad advance to the Rhine. Montgomery's 21st Army mounted two offensives, pushing to the Rhine. The Germans fought hard, destroying the bridges across the Rhine as they pulled back. On March 7, units of the American 9th Armored Division took the bridge at Remagen and the Allies poured across the river. However, due to the geography of the region a breakout from Remagen was not practicable. The Allies made several river crossings at Emerich, Wesel, and Papenheim. The German forces were in chaos and the Allies charged forward. Model's Army Group B held on near Cologne but could do nothing to stop the Allies.

At the Yalta Conference on March 24, the Allies decided to leave Berlin to the Soviets, much to Montgomery and Patton's displeasure. Their armies continued to advance throughout April, with Patton's 3rd Army and Patch's 7th Army pushing on to Czechoslovakia and Austria. On April 25, American and Soviet units met on the Elbe River. In the north, Montgomery's armies pushed up to the Baltic coast. Meanwhile, the Soviets were busy reducing Berlin to a heap of rubble.

GÖTTERDÄMMERUNG-THE FALL OF BERLIN

Russian General Zhukov's forces began the final offensive on Berlin on April 16, with General Rokossovsky to the north and General Koniev to the south. After breaking through stiff German defenses at the Seelow Heights, the Russians closed in on the German capital. The advance was slowed somewhat because Soviet troops were allowed to loot and rape as they went along, in retribution for the woes inflicted on Russia by the Germans. Enough fanatical Nazis remained to give backbone to the Volkssturm (Home Guard) units to ensure a fight to the death. German forces outside Berlin were surrounded and ground down, and the Russians advanced into Berlin proper.

German forces within Berlin were crippled by lack of fuel, yet Hitler remained within his bunker, taking personal command of the battle. By the 26th, the German defenders had been pushed into a narrow corridor within the city. On the 29th, the Russians cut this corridor in two and moved on the Reichstag. The building was taken after bitter hand-to-hand fighting on the 30th.

At around 3:30 p.m., in the depths of his bunker, Hitler shot himself in the head and his wife Eva Braun poisoned herself. The bodies were taken to the surface and burned with gasoline in a shell hole. The next day, May 1, Joseph Goebbels and his wife poisoned their children. Then they went to the surface and had an SS officer shoot them both in the head. On May 2 the German Commandant of Berlin, General Weidling, surrendered to the Soviets.

Admiral Karl Dönitz became Hitler's successor and he tried to negotiate a surrender with the Western Allies, hoping to evacuate as many Germans as possible from the Russian occupation zones. General Eisenhower refused and would only accept unconditional surrender to all the Allies. German General Alfred Jodl signed the instruments of surrender on May 7. On May 8, 1945, the war in Europe was over.

TYPHOON OF STEEL

The landings on Okinawa in April of 1945 were the first assault on actual Japanese home territory, and previous battles had shown the Americans just how hard the Japanese would fight. The fighting for Okinawa was intense as the Japanese threw everything they had at the Americans, including thousands of *kamikaze* suicide aircraft. The Japanese super-battleship *Yamato* was also launched on a final suicide mission during this campaign, but American planes located and sank her before she could reach the islands.

The US Army and Marine Corps divisions found the fighting as bloody and as brutal as anything they had faced up to that point. The US 10th Army under General Buckner faced off against general Ushijima's 32nd Army. Again, the landings were uncontested as the Japanese intended to lure the Americans onshore and then fight from fortified positions in a merciless war of attrition.

When the battle ended in June, the US held the island at a cost of over 12,000 dead. The US Navy had lost 38 ships to kamikaze attack. The Japanese lost over 110,000 civilian and military casualties.

THE BLACK RAIN

Large-scale strategic bombing missions against the Japanese home islands began in earnest in June of 1944. Early missions in the campaign were high altitude bombing runs that mostly missed their targets. In January of 1945, US Air Force General Curtis LeMay ordered a switch to low level attacks using incendiary munitions. On March 10, 1945, Tokyo was hit in a major attack that created a firestorm. 84,000 people died and Tokyo was reduced to ruins. Later raids destroyed almost all of Japan's major cities and industrial centers. Some cities, like Kyoto, were spared out of concern for their cultural legacy. By August, there were few targets left.



The Fall of Berlin. After what the Russkies endured, they deserved to wave that flag from the Reichstag.

The Japanese still had not surrendered and seemed to have no inclination to do so. Largely cut off by an effective naval blockade, Japan was on the ropes, but the military government was determined to fight until the bitter end. American planners were already considering an invasion of Japan, to take place in November of 1945. With casualties for the invasion force estimated in the hundreds of thousands, and Japanese military and civilian casualties estimated in the millions, the coming battle promised to be an unprecedented bloodbath.

This convinced US President Harry Truman, recently sworn into office after the death of President Roosevelt, to use the newly developed atomic bomb. On August 6, 1945, the B–29 *Enola Gay*, flying from the Marianas Islands, dropped "Little Boy" on Hiroshima. The city was totally destroyed and 78,000 people killed. President Truman issued an announcement urging Japan's immediate surrender, but the Japanese military government did not respond. Three days later on August 9, the B–29 *Bockscar* dropped a second bomb, "Fat Man," on Nagasaki. The war was reaching its last days.



Nagasaki. War is Hell.

THE FINAL ACT

On the same day as *Bockscar's* mission to Nagasaki, the Soviet Union launched a major offensive into Japanese-controlled Manchuria. Russian forces steamrollered over the worn out and obsolete Japanese Kwangtung Army, pushing through Mongolia into northern China and down toward Korea. Landings were made on the Japanese-held Sakhalin Islands. Tensions between the western Allies and the Soviets were already showing themselves as US General Douglas MacArthur determined that he would not allow any Soviet soldiers to land on any of the Japanese home islands.

With the disaster unfolding in Manchuria and the nation in ruins, the Japanese Emperor Hirohito at last exercised his influence over the military government and announced his decision to surrender. Even in these final hours, fanatic Japanese officers tried to stage a coup and stop the surrender, but failed. On August 15, in an unprecedented radio broadcast to the Japanese people, the Emperor announced his acceptance of the Allied terms and occupation of Japan.

On September 2, on the deck of the USS Missouri anchored in Tokyo Bay, the Japanese Foreign Minister Mamoru Shigemistu, in the presence of representatives from the Allied nations, signed the instruments of surrender.

World War Two was over.



My buddy didn't make it. As he lay dying I asked him what I could do. He just said "Live for me."

WAR MASTER'S SECTION

CHAPTER FIVE: WAR MASTER'S SECRETS

"We will not capitulate—no, never! We may be destroyed, but if we are, we shall drag a world with us—a world in flames." – *Adolf Hitler*

The ancients knew that life creates energy. They learned to tap into its power and when they did their civilizations rose to glory and greatness. Yet the dark side of human nature—cruelty, violence, and anger—create dark energy that can allow our darkest fears to materialize.

Wars in particular create standing waves of horror that unleash the demons of our nightmares upon the world. As nations grew and technology advanced, wars became larger and more terrible. Each human conflict gave the darkness a chance to enter our reality.

The monsters of myth and legend were well known to our ancestors. For centuries, humanity battled with creatures of terrible power. It is said some of the Crusaders secretly travelled to the Holy Land not to reclaim Jerusalem, but to close a vast hole to Hell.



In Roman times the dark tribes of the forests consorted with the creatures to destroy their Imperial oppressors. In the American Civil War, a covert war between more organized horrors almost sundered that great nation apart.

Terror begets terror, so those charged with protecting civilization long ago realized secrecy was their ally. With each victory, the darkness was pushed back a little further. To keep it from manifesting again, stories were told to protect the rest of the world from the truth. Eventually history became legend, myth, and superstition.

Centuries and millennia passed and knowledge of magic and monsters was lost to most, recovered only in times of great crisis. It is such a time again, for World War Two has unleashed the supernatural in ways not seen for thousands of years.

THE SONS OF SOLOMON

The secrets of magic and the link between war, dark energy, and the existence of monsters are not solely the province of the Nazis. Indeed, the Nazis are newcomers in the study and practice of magic. The "Sons of Solomon" long predate them. Thousands of years ago King Solomon fought an epic and terrible war against an evil foe so great that humanity was nearly extinguished. Only with great sacrifice was this enemy, collectively known as "the Beast," defeated.

When the war ended, King Solomon ordered the collection and destruction of many magical texts and treatises. Some of these were preserved, stored in the legendary King Solomon's Mine. He also banned the practice of magic and disbanded many magical societies and covens for such fools were frequently tricked into conjuring great demons of immense power. But as King Solomon grew old and death approached, he knew others would have to carry on in his stead. He established the Sons of Solomon to maintain an eternal vigil over these dark secrets.

The Sons act in the interests of humanity, watching for signs of the Beast, especially in times of war. The Sons are a diverse group, and at times have even worked at cross-purposes to each other. The descendants of the Sons of Solomon (both men and women, despite the name) are scattered around the world, their secrets passed on from generation to generation. Over the millennia, many bloodlines of the Sons have died out but enough remain to carry on their ageold duty.

Using their power and knowledge, the Sons have infiltrated the ranks of the powerful throughout the world. Only rarely have Sons been national leaders themselves, preferring instead to take influential positions in government and industry. Though the Sons are on the side of humanity, they ruthlessly pursue their goals, weighing the lives of the few against the many that would be lost if evil were to reign supreme. They are pragmatists and not above assassination, blackmail, or extortion if it means protecting the public from the dark truth.

In the mid-20th century only a handful of the Sons of Solomon remain. Operating independently of each other at the turn of the century, World War One brought a few of them together to deal with the concentrations of dark energy wrought by that conflict. Though the victorious nations of World War One declared it "the War to End All Wars" and took steps to prevent another such conflict, the Sons of Solomon remained vigilant. The greatest of these veterans remained in contact after the Great War should the storm break once again.

THE CLOUDS DARKEN

Events in Europe in the '20s and '30s validated the Sons' watchfulness. With growing trepidation, the Sons observed Adolf Hitler's rise to power in Germany and were alarmed at his interest and rapid accumulation of occult knowledge. Agents working unknowingly for the Sons alerted them to Hitler's interest in the occult and his archeology projects.

Still relatively uncoordinated, and caught slightly off guard, the Sons' attempts to stop Hitler and his SS occultists were foiled. One of the Sons who had infiltrated the Nazi ranks was among the victims of Hitler's purge of the SA during the "Night of Long Knives." Then came news that Hitler had gained possession of the Thulian manuscript, *The Import of the Elder Futhark*. An attempt to steal the manuscript from its heavily guarded vault in Berlin also failed. Then the Sons got wind of rumors concerning Nazi expeditions and discoveries in Antarctica.

In Russia, Stalin consolidated his power in the '30s as well. During the Great Purges between 1937 and 1938, millions were executed or sent to the gulags. Anyone thought capable of leading a coup or opposition movement fell victim to Stalin's paranoia. The Sons of Solomon lost all contact with their brethren in Russia, only to later learn that one of their number survived and spilled the secrets of the Sons to Stalin under terrible torture.

In Asia, Japanese expansion into China also came under observation by the Sons of Solomon. The tyrants of Europe seemed farthest ahead in the knowledge and use of arcane knowledge, but the great pain and suffering inflicted on the Chinese by the Imperial Japanese Army was also cause for great concern. In particular, the Japanese "rape" of the city of Nanking in 1937 spiked supernatural energies in the region to epic proportions.

All of these events suggested a great upsurge in dark energy around the world, and many signs pointed to the return of the Beast. The Sons of Solomon began reorganizing and preparing to fight the darkness once again.

HITLER'S OCCULT EMPIRE

To ensure the success of the Thousand Year Reich, Hitler and his Nazi cronies have embraced and acted on ancient forbidden knowledge. Their gradual understanding and development of this knowledge, coupled with programs designed to put it into practice, constitutes the greatest threat the world has ever known.

SEEDS OF DESTRUCTION

Hitler and the Nazis were heavily influenced by the writings of Madame Helena Blavatsky, a psychic who claimed to have been inducted into ancient mysteries by Tibetan monks. In her readings of ancient texts, she found reference to the Agarthans, descendants of the Atlanteans. The Agarthan bloodlines still existed in the world, carried by those nations that had contributed most to the civilizations of the world. The Nazis read this to mean the people of Germany, and particularly those in the Nazi party, were the inheritors of this ancient right to rule.

THULE GESELLSCHAFT

The List Society, established by Guido von List in the early 1900s, adapted Madame Blavatsky's teachings for a German audience. The List Society believed in a "scientific" rationale for racism and nationalism. These beliefs fueled the ideas of Baron Rudolf von Sebottendorf, founder of the *Thule Gesellschaft*, or Thule Society, in 1916. The Thule Society held a number of core beliefs:

- The Thule were the ancestors of the "German race."
- The Ancients could endow the initiated with supernatural strength and energy.
- With the help of the Ancients, a race of supermen of pure Aryan stock could be created and eliminate all other races.
- In order to bring these theories to the masses and unify Germany, in 1919 Sebottendorf formed the National Socialist German Worker's Party, the Nazi Party.

Predisposed to radical nationalism and theories of German racial supremacy, Adolf Hitler was sent to spy on the NSDAP. He instead ended up becoming a member, and by 1920, was the leader. As Hitler and the Nazi Party grew in popularity, so too did the depth of his interest in the occult. In the years between Hitler's failed coup, the 1923 "Beer Hall Putsch," and his appointment as German Chancellor in 1933, Hitler and his occultist friends and acquaintances firmed up their beliefs and theories.

They adopted the swastika as their symbol, reversing the direction of the spinning arms and setting it at an angle, to create the striking device so well known today. They sought confirmation of the German people's connection to the Thule, delving deep into forgotten and forbidden lore. In their research they uncovered more clues pointing towards magic rituals that promised unbelievable power to those willing to make the required sacrifices. The actual texts and devices needed to realize these powers were lost to history, but for Hitler, where there was a will, there was a way.

The Thule Society was disbanded in the early '20s, but its theories and beliefs deeply influenced Hitler. Its legacy also lives on in the organization and rituals of Heinrich Himmler's SS.

THE SS AND THE OCCULT

Adolf Hitler appointed Heinrich Himmler to head the *Schutzstaffel*, more widely known as the SS. The SS was Hitler's personal guard, formed out of the SA (*Sturmabteilung*-stormtroopers, the infamous Brown Shirts). The SS was loyal to Hitler rather than Germany itself, and that was exactly what Hitler and Himmler wanted.

Himmler took the concept one step further, intending to use the SS as a tool to replace traditional loyalties to family and country with unquestioning loyalty to the Nazi Party. Ultimately, Himmler's interest in the occult led him to attempt to supplant Christianity in Germany with Thule-inspired neo-paganism. Like Hitler, Himmler was convinced that if the secrets of the ancient Thule could be found and unlocked, not only would it prove the Nazi claim to superiority, it would give them the power to sweep aside any and all who disagreed. Himmler delved deep into occult lore, coming to understand theories of ritual magic, conjuration, ley lines, and other occult practices. The Thule knew of these things, Himmler surmised, and Hitler commanded him to discover and put them to use for the Reich.

THE SS AHNENERBE–PROVING THE THEORY

Once Hitler was running the country, he set about rebuilding its military. Military power wasn't the only thing he sought—Hitler was after *ultimate* power as well. To this end, the Nazis organized the *Ahnenerbe*.

Originally, the Ahnenerbe was something like a research society (like a twisted version of the National Geographic Society) founded by Heinrich Himmler in 1935. In 1940, it officially became part of the SS, although many of its members were already SS officers. The Ahnenerbe's task was to scour the globe looking for evidence of ancient Aryan heritage that could legitimize the Nazi's claims to being the Master Race. The Ahnenerbe sponsored many archeological expeditions around the world looking for this "evidence," from the deserts of the Middle East and Africa to the Himalayas and Southeast Asia. Several expeditions were sent to Tibet and Iceland as well, following up on leads suggested by Thule Society beliefs.

The Ahnenerbe also studied black magic in hopes of finding the key that would unlock the power of the Ancients. They investigated anything most people would consider "weird." Paranormal events, local myths, and legends relating to monsters (particularly Eastern European vampire and werewolf stories) were all grist for the Ahnenerbe mill. Hitler also directed them to search for legendary religious artifacts such as the Holy Grail, the Ark of the Covenant, and the Spear of Longinus.

The SS Ahnenerbe eventually came to control and oversee all elements of the Nazi occult program, including the training and deployment of rune mages and later the direction of the V-weapons programs, including the development of the atomic bomb.

THE IMPORT OF THE ELDER FUTHARK

The Nazi archeological expeditions to Tibet in the mid-1930s were widely regarded as failures in that the "discoveries" they made were of little real significance in proving theories of Germanic racial superiority. But the Nazis did find something of great interest to them in Tibet in 1936—just as Madame Blavatsky said they would.

Dr. Ernst Schäfer, SS officer, scholar, and explorer, returned from the mountains with a set of Tibetan scrolls called the *Kangschur*. Within them, the Nazis found hints that pointed to the location of the lost cities of the Ancients. Six months later, another expedition was mounted, this time heading for Finland and one of the most prominently indicated sites mentioned in the Kangschur.

The Nazis found what they were looking for and more in a remote part of northern Finland. They uncovered ruins that proved the Thule really existed, and most importantly, a remarkably well-preserved manuscript written in ancient runes. This manuscript was taken back to Germany where Ahnenerbe scholars began translating it. After two years of painstaking work, they had managed to translate the first half of the book and announced to Hitler that it was *The Import of the Elder Futhark*, a basic primer on the use of magic.

Hitler was ecstatic. Here at last was the key he sought to unlock the mysterious powers of the ancients. Now Himmler's occult rituals would be something more than rituals and occasional sparks. With *The Import of the Elder Futhark*, magic was to become a potent and secret weapon in the Third Reich's arsenal. Hitler ordered that members of the Nazi elite have access to rune magic, and that experiments be carried out to determine the validity of the book's claims. The book was genuine. Magic was real, and the fascists had it.

BLOOD MAGIC

It was soon discovered that rune magic could be dangerous. Hitler's warlocks would occasionally experience a "backlash" of supernatural energy that could leave them babbling idiots with severe brain damage, deranged lunatics, or dead.

Further research quickly led to the discovery of a practice called "transference," which could not only provide more energy for the mages, but could absorb incidental backlash as well. The process was quickly fatal for the subjects it drew on—termed "thralls"—but the Nazis were uniquely suited not to care. In fact, they had *millions* of victims to draw on as their plans for conquest and racial genocide grew. Better yet, warlocks can draw on their thralls over nearly thirteen miles, giving them a very large operating radius.

The vile practice of transference would later be called "blood magic," and it is now interchangeable with "rune magic" as the Nazis are the only large group that practices this dark sorcery.

SONDERKOMMANDO H—THEORY INTO PRACTICE

Hitler's plans had always involved war and conquest. The coming conflict he was preparing Germany for promised to provide all the dark energy the Nazis could want. When war eventually came, Himmler's rune mage program was ready to go. This program was conducted under the auspices of *Sonderkommando H* with the aim of eventually having rune mages within the Gestapo and combat units of the Waffen SS.

Sonderkommando H (Special Unit H—the "H" stands for hexen, the German word for witches) was initially set up to find evidence of the Catholic Church's persecution of Germans during the Inquisition. This would be used to counter the church should the Pope condemn the Nazi Final Solution regarding the Jews. With the discovery of *The Import of the Elder Futhark* and the development of rune magic by the Nazis, *Sonderkommando H* took on the additional role of running Himmler's rune mage program. Its original function as a research arm was a useful cover story, one likely to be ignored or not taken seriously, so Himmler figured, by the Allied intelligence services. *Sonderkommando H* became the recipient of a black budget—its meager office of 20 staffers concealed a larger organization dedicated to training SS rune mages.

When Poland was invaded in 1939, *Sonderkommando H* established a training camp for magic using personnel near Radom. Prisoners were provided as thralls for the first class of rune mages to draw energy from and experiment on. Thousands died to help the Nazi mages perfect their control over the dark energies they had discovered.

Sonderkommando H earned further honors for the Fuhrer by providing the first werewolf specimens. (Later "wehrwolves" after the German Army, the landwehr, though they are never actually part of regular forces.) Sonderkommando H is also actively involved in the hunt for a vampire in the hopes of creating yet another Nazi abomination. Only a few suspect Hitler's true motive is to become a vampire himself and thus attain immortality.

By Führer Order, all those entrusted with the secrets of blood magic are sworn to secrecy. Allowing any information about it to leak to the Allies, German civilians, and even non-SS soldiers of the Wehrmacht is punishable by immediate summary execution.

Hitler is aware of the existence of the OSI and even the shadowy Sons of Solomon. *Sonderkommando* H agents actively hunt down and try to capture these elusive agents.

WEWELSBERG CASTLE

Himmler and other members of the Nazi elite experimented with their newfound powers at Wewelsberg Castle, the center of the Nazi occult empire. Thirteen high-ranking members of the Nazi inner circle, including Himmler himself, form the core group of Nazi occultists, the "Black Order."

Wewelsberg Castle is located in Westphalia, near the Teutoberg Forest—perhaps not coincidentally near the site where a Roman legion vanished nearly two thousand years earlier. Occultists designated it as the occult center of Germany, and in 1934, Himmler moved in. Using concentration camp labor, the castle was rebuilt and refurbished. Himmler spent millions of marks on it, and nearly 2,000 of the 3,000 slave laborers that worked there died building it before it was finished in 1941.

Wewelsberg Castle serves as the spiritual headquarters for the blood mages. Newly trained warlocks are sometimes given the honor of receiving their designation in the castle, from Himmler himself.

The castle houses a huge library of Aryan occult lore and many of the archeological treasures recovered by the Ahnenerbe. Above an underground crypt sits a huge dining hall with a huge round oak table. Around the table are thirteen seats and thirteen pillars, one for each member of the Black Order. The crypt directly beneath the dining room also contains a shallow pool in the center. The marble floors and ceilings of both are inlaid with occult diagrams. In these chambers, Himmler's Black Order conducts necromancy and blood sacrifice. When the doors of Wewelsberg Castle are closed and the Black Order is in session, terror reigns.

UNIT 731

When war began in Europe in 1939, Hitler's obsession with the occult and various research programs and agencies already had the attention of the Sons of Solomon. As Germany began its war of conquest, the Sons devoted most of their attention and resources toward the European theater. To their knowledge, the Japanese had no similar program of occult research. They were wrong.

NANKING

The first known instance of supernatural activity in the Far East occurred during the "Rape of Nanking" by victorious Japanese forces in 1937. After fierce and bitter fighting, the city fell to the Japanese and their commander allowed the troops to sack the city. In the massacre that followed, thousands of Chinese were murdered. The Japanese soldiers seemed totally out of control—civilians were used for bayonet practice or to test the blades of officers' swords. Children and babies were callously brutalized and killed.

Foreign expatriates in Nanking at the time recorded accounts of inhuman brutality by the Imperial Japanese Army. Foreign missions and embassies protested to the Japanese government but their pleas



were ignored. In the midst of this hellish orgy of destruction and the anguished screams of a tortured city, the dark energy burst forth with reckless abandon.

On the outskirts of Nanking, a special unit of the Japanese Army led by Major Shiro Ishii used poison gas to execute a number of Chinese prisoners. That evening, a Japanese encampment near the execution site was attacked by what the survivors described as "ghosts." Officially, the Japanese blamed the attack on Communist insurgents and the populations of three surrounding villages were massacred in reprisal.

A German missionary and agent of the Sons of Solomon in Nanking filtered out word of the incident and reports from Chinese witnesses. At the time, the Sons were absorbed with an SS-Ahnenerbe operation in the Middle East and the missionary's reports were noted but not followed up on.

Unofficially, Major Ishii and his investigators from the special unit moved in. The two survivors were questioned and then executed to keep them quiet. Acting on information gained during the questioning, Ishii and his men managed to capture several of the "ghosts," which they found to be supernaturally animated corpses of the dead Chinese prisoners.

Major Ishii kept a tight lid on his discovery and erased all traces of it from Imperial Japanese Army records. Research was then conducted on the captured specimens over the next few years, yielding hideous and startling discoveries. In 1939, Ishii, now a Colonel, oversaw the creation of a special biological and chemical warfare research unit. The name of this special unit was Unit 731.



FORBIDDEN RESEARCH

The historical Unit 731 was a special medical research unit of the Imperial Japanese Army tasked with developing chemical and biological weapons. Their test subjects were thousands of Chinese and Allied prisoners and their experiments were at least as horrific as those of Nazi Dr. Josef Mengele. Japanese scientists in Unit 731 referred to their test subjects as *maruta* or "wooden logs," implying that the victims of their curiosity were little more than resources to be used and discarded.

Prisoners handed over to Unit 731 were deliberately exposed to diseases like bubonic plague, anthrax, or other deadly chemicals. Some were placed in pressure chambers so the doctors could study the effects of high altitudes—others had body parts frozen (and refrozen) to study the effects of frostbite. Several luckless prisoners were vivisected without anesthetics. Even babies were not safe from the hellish intentions of Unit 731's doctors.

Unit 731 operated mostly in China, with its headquarters at Harbin. At the end of the war, Colonel Ishii ordered the facilities and records destroyed and the remaining captives killed to cover up their activities. Many of the doctors and officers involved in Unit 731 escaped trial for war crimes because the US government decided the research data gathered by Unit 731 was vital to national security and had to be kept out of Soviet hands. Colonel Ishii and his subordinates provided this information to the US government in exchange for immunity from prosecution. Several of the Unit 731 personnel were tried, convicted, and executed for war crimes. Colonel Ishii went free.

THE KUROMAKU

In *Weird War Two*, there is another layer to the story of Unit 731. Set up just after Nanking, a small group of doctors and officers within Unit 731, calling itself the *Kuromaku* (Black Curtain) is working on methods of harnessing the dark energy released by the war. The *Kuromaku* have found a way to combine and enhance their chemical and biological research with occult knowledge. The OSI do not become fully aware of organized Japanese research into the occult until late 1942. Even the Japanese high command are not aware the *Kuromaku* exists—it is an illegal operation run by Colonel Ishii and covertly sponsored by Kwangtung Army Commander, General Umezu.

After Nanking, the *Kuromaku* set out all over China looking for anything that could give them more insight into what happened. They found what they were looking for in a monastery in southern China near the border with French Indo-China (Vietnam), a set of ancient scrolls known as the Books of Shan.

The Books of Shan unlocked many forbidden secrets. The most potent magic gained from the books were the mystic formulae required to trap, bind, and control the souls of the dead. These secrets, combined with Unit 731 chemical research, have allowed the *Kuromaku* to develop a special serum that can reanimate the dead. The Chinese scrolls also helped the *Kuromaku* revive the native Japanese occult tradition known as *onmyodo*, providing key information their own sources lacked.

Despite OSI fears to the contrary, there is no sharing of occult information between Nazi Germany and Imperial Japan—a sure sign of the future each nation sees for the other after the Allies are defeated. Even so, the OSI is extremely concerned about any potential exchange of such information between Germany and Japan and is constantly on the watch for it. Any possible Axis occult collaboration is investigated.

As an illegal conspiracy, the *Kuromaku* are also wary of their own side. The Imperial Japanese government and military high command would destroy the *Kuromaku* if the truth of their activities were made known. If knowledge of the *Kuromaku*'s illegal and immoral activities were to be revealed, it could cause a great deal of turmoil within the Japanese military and government, perhaps even mutiny or revolution.

The Kuromaku tried only once to gain the blessings of the military. In late 1943, they secretly approached the commanders of the Imperial Army and Navy Air Corps with a plan to use *hako-iri* ("braincases"—see Chapter Ten) to make up for pilot losses. The hideous project offended the air commanders' sense of honor and morality and nearly resulted in exposure of the Kuromaku's activities.

However, as the war progresses and the Japanese situation becomes more desperate, *Kuromaku* experiments such as the *hako-iri* and other horrors may find grudging and reluctant acceptance with individual field commanders.

THE OSI

In November, 1940, the Office of Special Investigations was created as a top secret agency at the urging of American General George C Marshall, the US Army Chief of Staff, and the British Foreign Secretary (and postwar Prime Minister), Sir Anthony Eden, both secretly Sons of Solomon. The OSI has access to both the American OSS (Office of Strategic Services) and the British SOE (Special Operations Executive) intelligence reports, resources, and when necessary, assets, at home and behind enemy lines. The OSI is a true joint operation—OSI agents can be from any Allied nation except the Soviet Union (which runs its own program).

MISSION

The primary mission of the OSI is the detection and disruption of Axis occult activity. There are less than a hundred OSI operatives in total, and of those, only a handful know of or are a part of the Sons of Solomon. At this juncture in history, the OSI's primary missions are to destroy supernatural terrors that arise from the violence of the war, and most importantly, stop the evil Axis from tapping into this infernal power.

The OSI will not use unstable rune magic, and will not even consider blood magic. Fortunately, through the years they have been able to teach certain individuals how to tap into the more distant powers of goodness and light—what many see as "faith" in their particular deity (or deities).

The OSI's secondary mission is preventing the truth about magic and monsters from becoming public knowledge. Even those who think the public should know about monsters realize that if the practice of magic becomes widespread it will almost certainly mean the end of human civilization.

To this end, the OSI has powers of search and seizure that go well beyond those of ordinary civilian and military laws. OSI agents have an unwritten license to kill though those who abuse the power will quickly be sorry they were ever born. The OSI and its agents construct cover stories to explain supernatural events, and devote considerable time and effort to "clean-up" operations to prevent more ruthless measures from becoming necessary.

Whenever reports of supernatural activity come in, the OSI investigates. If the incident can be easily explained away, a cover story is concocted. Disinformation and conflicting reports are sown among the tidbits of truth. Anyone who doesn't buy it or seems determined to spread the truth is taken back to headquarters. If the story cannot be covered up so easily, all witnesses are rounded up, debriefed, and then split up and transferred to separate units (often where fighting is the most severe). People just might believe a whole platoon that says they fought off a zombie attack. One man who makes the same claim is laughed off as a Section 8.

The OSI is not above sacrificing whole companies to keep things secret. In other cases of mass sightings where disposal of all interested parties would be "inconvenient," records are altered as much as necessary and key personnel are interviewed and transferred or discredited. The OSI has ruined the careers and reputations of people who couldn't keep their mouths shut.

The OSI generally tries to avoid having to resort to such draconian methods

to maintain secrecy, but the stakes in this war are the survival of humanity.

AGENTS & OPERATIVES

Anyone who has encountered the supernatural and survived may be recruited by the OSI. The best are drafted as permanent agents, and sent around the world to deal with trouble as it arises. They have the power to recruit from locally available troops if they wish. Funds are not typically a problem, but the OSI likes its operations small and deniable. Agents who request a tank company to take out a mummy will be left to their own devices.

A great many more "operatives" are simply survivors tasked with assignments as they arise. The latter know nothing about the OSI other than that they are an inter-Allied agency with more pull than Eisenhower. Operatives have no resources other than what might be given to them for a specific assignment, and usually have no way of contacting the OSI directly.

Civilians and soldiers alike fill both levels of the OSI, and race and gender are rarely issues.

ORGANIZATION

The OSI has two major field commands, the European and Pacific. US Army General Harold Thomason commands the OSI in Europe from Gladstone Manor. In the Pacific, US Navy Admiral Lee Christenson commands OSI operations from Pearl Harbor, with a sub-division in the CBI (China-Burma-India) theater commanded

by British Army Colonel Arthur Peacock. There aren't many organizational levels in the OSI given its small number of personnel—every mission order essentially comes right from the top, and it is not uncommon for the OSI theater commanders to be present at briefings, or even to conduct the briefings themselves.

OPERATIONS

OSI operations begin with sightings and encounters with the bizarre and supernatural—a squad fights off an attack by "zombies," recon teams report demonic creatures in the jungle, strange flying creatures attack a bomber, a destroyer captain reports "sea monsters." Survivors report what they saw to their skeptical superiors. Usually these reports are squelched to avoid embarrassment or to keep otherwise good men out of the insane asylum. If the reports are filed, they tend to find their way into the hands of an OSI associate, or someone who has been told to pass on "nut cases" to the OSI.

> OSI agents then evaluate the reports and decide whether or not to investigate further. In the event of an investigation, operatives (like the player characters) are sent to deal with it. Sometimes the squad is told their purpose, but more often, the OSI wants to keep the rumor down if possible and simply sends the group into the area to see what happens.



Higher-level OSI operations follow the pattern of more "standard" espionage, counter-espionage, and special operations (only with a supernatural bent). The OSI actively tries to hunt down and eliminate Nazi blood mages or Japanese *onmyoji*, and it also seeks to gather as much information as possible on their occult programs through spies, informants, and other agents in enemy territory. Direct action against such enemy activities and facilities (such as commando raids or air strikes) are often carried out by non-OSI personnel and units, but are led or commanded by OSI agents using cover identities.

WILD C.A.T.S.

The OSI are the first truly non-discriminatory unit in the Allied armies. Women and minorities aren't just welcome, they're heavily recruited as they can more easily fit in as spies, laborers, or natives in Axis nations. Many African-Americans serve in North Africa where they pass as locals. The Nazi "master race" mentality means these courageous fighters are often greatly underestimated.

Women spies have also proven incredibly valuable. Resistance movements around the world are full of young women warriors, and the social circles of the highest-level enemy leaders are infiltrated by those with a flirtatious nature, a pretty smile, and a selfless nature.

The OSI's top agent, in fact, is a woman—Virginia Hall (a real person awarded the Distinguised Service Cross in 1945 for her actions). This one-legged beauty began in the Communications and Translation Services, but quickly showed an aptitude for much more dangerous work. Because of her roots in the "CATS" program and her wild nature, those female agents trained by her are called "Wild C.A.T.S."

BYURO PARANORMALNIH OTNOSHENII

The Byuro Paranormalnih Otnoshenii Sovetskogo Soyuza, the Bureau of Paranormal Affairs of the Soviet Union (usually shortened to BPO) is something like a special operations battalion, charged with keeping the Rodina (and by extension, Stalin's grip on power) safe from supernatural threats. Starting from very humble beginnings, the BPO grows to have hundreds of agents and personnel by the end of the war.

The BPO got its start when Felix Ivanov, an archeologist and one of the Sons of Solomon, broke the Sons' vow of secrecy in order to be released from a Siberian gulag. Ivanov was the only member of the Sons of Solomon in Russia to survive Stalin's purges in the 1930s. When the Sons lost contact with their Russian brethren in the mid-30's Ivanov was also assumed to be lost. Ivanov lingered in the gulag from 1934 to 1937 until he was able to convince his jailers he had something worth telling them. Ivanov appealed directly to Stalin, playing on the Soviet dictator's own superstitions and warning him of Hitler's interest in the occult and the growing extent of Nazi research into the supernatural. In 1938, Stalin put Ivanov to work following up on Nazi occult research and assigned commissar Simon Golemanski to watch over and assist Ivanov's activities.

From a small Moscow office near the Kremlin, Ivanov and Golemanski began looking over reports of supernatural incidents from around the world. They followed up news reports and scientific journals to investigate stories of the strange and paranormal. They even investigated Russia's own rich myths and occult traditions.

Some of their best information on the Nazis in this period came from the legendary Soviet spy Richard Sorge in Tokyo. Sorge knew nothing about the occult but his reports occasionally included hints and references to what the Nazis were up to. Ivanov and Golemanski were able to piece the reports together and learn the Nazis had discovered the *Elder Futhark* and were developing the SS blood mage program at Radom. Sorge's report on the Rape of Nanking in 1937 was another eye-opener for the BPO.

After the German invasion of Russia and reports of Einsatzgruppen atrocities led by blood mages started pouring in, Stalin gave Golemanski and Ivanov the green light to defend Mother Russia from supernatural threats. For the BPO, this primarily means Nazi blood mages. Unless specifically told to capture one, *Byuro* personnel are ordered to kill them on sight. Other supernatural events caused by the dark energy of the war are usually only investigated to ascertain any connection to the Nazis, and only confronted if they pose a "direct threat" to the Soviet Union. Otherwise, such events are noted and observed, but generally left up to others to deal with (and if anyone does handle the problem, the BPO often comes to them after the incident offering them a job). Finally, the BPO is tasked to seek out arcane knowledge and artifacts that can be used for the defense of the Soviet Union. To this end they often spy on the OSI and have informants in both the US and England.

METHODS

Like the OSI, BPO agents are sworn to secrecy on pain of death. Unlike the OSI, the BPO does not try to suppress eyewitnesses' stories about supernatural events. The BPO feels the superstitious nature of the Russian people will actually help in this case. If you tell the soldiers they are fighting Nazi devils, stories like these actually *prore* it, encouraging them to fight harder. Until 1943 the BPO runs its missions from the Moscow office. BPO agents are personally authorized by Stalin to take charge of units of the Red Army or groups of partisans and lead them against Nazi rune mages operating on or near the front, or in territories already occupied by the Germans. Often these units have no idea they are about to encounter some otherworldly Nazi horror.

After the battle of Kursk in 1943, the BPO creates a battalionsized force of hardened combat veterans, all of whom have been exposed to the supernatural in some way. The BPO battalion becomes an active part of the Soviet offensives and the eventual drive into Eastern Europe and Berlin itself.

Golemanski and Ivanov have back-channel access to most (but not all) NKVD intelligence reports from Soviet agents in Nazi -occupied countries, Germany itself, and the other Allied nations as well. However, most of the agents, especially the good ones (like Sorge) are not particularly aware of nor directly told to look for evidence of the supernatural. They might be told to try to get a particular piece of information, but other than that don't actively look for anything "occult."

NKVD head Lavrenty Beria is out of the loop as far as the BPO is concerned and Golemanski cannot approach him for assistance directly. The need for accurate and focused intelligence is pressing, so to this end, Golemanski has recruited his own agents (he calls them "Black Stars") and sent them into the NKVD without Beria's knowledge and only tacit approval from Stalin. Once deployed on their missions the Black Stars keep an active lookout for the paranormal activities of the OSI. The occult programs of the western Allies (the OSI) are the main focus of the Black Stars' interest and most of them are deployed to Allied territory, including the US and the UK. Reports filed by Black Star agents have a tiny black star on them to identify them to Golemanski.

The BPO's operating methods and doctrine often play rather fast and loose with official Communist Party ideology. Many of the people who wind up in BPO are those with a great deal of spirit and personal initiative and individuality. They

are also often quite intelligent, and in the live-forthe-moment atmosphere of the BPO, some develop a streak of cynicism toward the government that would probably get them in serious trouble in a regular Red Army unit. There are commissars in the BPO, but many of them tone down their party fervor—BPO personnel are usually *truly* motivated and determined to defeat the Nazis, particularly after being informed about the dark forces being used against the Rodina.

RECRUITING

The BPO recruits much the same way the OSI does, and the majority of their recruits come from the ranks of the Red Army. After receiving a report from the front, witnesses are interviewed and some are recruited. Others are noted for their fortitude and may be quietly sent to deal with (or encounter) strange creatures as they arise.

PSIONIKS

Soviet agents have had little success with rune magic (though they would quickly embrace blood magic should they ever learn of it). They have had far more success with mental abilities, however.

Golemanski's study of the occult eventually led him to the Rasputin Diaries, a series of journals kept by the "mad monk"

of Petersburg. Rasputin, it seems, had genuine psionic abilities, and the techniques described in his books are occasionally able to unlock them in certain individuals with inherent talent.

When evidence of such a recruit is presented, the BPO rounds them up and subjects them to a battery of tests. Those who pass are given a brief but rigorous training program and recruited into the BPO. Unlike the paranormal activities of the Nazis, the Soviets want to keep the existence of "psioniks" secret. It will make it far easier to defeat the fascists if they don't develop counter-measures; and it will be useful to infiltrate the Western capitalist governments after the war as well.

New operatives are usually sent back to their unit to develop their powers further. This way only those who have already witnessed the psionik's power are exposed to his abilities. He is expected to keep his powers secret even from his comrades but this is rarely enforced unless the psionik is exceptionally blatant.

ORGANIZATION

Before the formation of the BPO Battalion in 1943 BPO teams are organized and deployed from a pool according to the threat they face. A BPO officer accompanied by a "psionik," if available, form the core of the unit. They are backed up by a squad of BPO troopers and given the authority to commandeer such personnel or equipment as necessary to complete their mission.

Once the BPO Battalion is formed, the organization takes on a structure more in line with other Red Army units. Those BPO officers and troopers who worked well together and had successful records (the unsuccessful being dead) are formed into platoons and companies. On paper, they form the rough equivalent of a battalion, but rarely gather in one place. When they are, Golemanski personally leads the unit himself.

CHAPTER SIX: WAR MASTER'S RULES

"I know not with what weapons World War III will be fought, but World War IV will be fought with sticks and stones."

- Albert Einstein

The rules presented in this chapter are for the War Masters' eyes only. Here you'll find expanded information on Nazi blood magic, how to use enemy fire support, mass battles, and sanity.

NAZI BLOOD MAGIC

Nothing stops Hitler's pursuit of power. Murder, dark magic, and even pacts with foul creatures from the pits of Hell are all welcome if they promise to grant Hitler and his cronies their dream of the thousand-year Reich. The details on how this came to be are found in the previous chapter. Below are rules for these foul warlocks. While this is presented as an Edge, it is only intended for villains.

ARCANE BACKGROUND (BLOOD MAGE)

Requirements: Seasoned, Smarts d8, Nazi **Arcane Skill:** Spellcasting (Smarts)

Starting Powers: As the War Master requires.

Spell List: Armor, barrier (bones), beast friend, blast, bolt, boost/lower trait, burst, deflection, detect/conceal arcana, dispel, elemental manipulation (all), entangle, environmental protection, fear, invisibility, obscure, puppet, quickness, smite, speak language, speed, stun, telekinesis, zombie.

Blood mages do not track Power Points. They may cast their powers at will using the vast energies of the thralls they've enslaved, who must be kept somewhere within 13 miles.

Maintenance: Blood Mages can maintain their spells after the base duration at no Power Point cost, but suffer -1 to their Spellcasting for each power maintained.

Backlash: If a blood mage has fewer thralls in range than the initial PP cost for a spell and fails a Spellcasting roll, he suffers 3d6 damage, or 4d6 if he rolls a 1 on the skill die. Liberating thralls is a very valuable tactic. This is in addition to the normal backlash for AB: Magic in the core rulebook.

BLOOD MAGE

Nazi blood mages (sometimes called rune mages) are attached to units at the division level and usually accompany the commander and his staff, although they are not part of the chain of command. On the battlefield, blood mages are dispatched to areas of the front where they can be of most use, often having free rein to go where they like. A squad of handpicked SS bodyguards usually accompany them. These troops are dedicated to keeping the rune mage alive (or to killing him if necessary to avoid capture). Despite the goal of having a mage with every Waffen SS unit, there just aren't that many to go around so most SS combat units never see one. SS rune mages tend to end up in elite units like the 1st SS Leibstandarte Adolf Hitler Division and the 2nd SS Das Reich Division. Rune mages are generally not dispatched to SS units made up of foreigners, save perhaps the Nordland and Wiking Divisions.

Sonderkommando H also has special teams of *einsatzgruppen* (special units) led by powerful blood mages that may be sent to perform certain missions on behalf of Heinrich Himmler or the Führer himself.

Blood mages are the Big Bad Villains of Weird War Two. When the heroes encounter one, it should be a frightening experience. Blood mages are, by and large, unrepentant Nazi fanatics, totally dedicated to serving Hitler and the goals of the Nazi party. They stop at nothing to achieve their mission, and show neither mercy nor pity to their enemies. They are vicious, cruel, and about as evil as anyone can be.

Blood mages hold no less than Hauptsturmmführer rank in the SS. More powerful rune mages can be built on this template.

SS BLOOD MAGE

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8 **Skills**: Climbing d6, Fighting d6, Knowledge (Battle) d6, Notice d8, Shooting d6, Spellcasting d10, Stealth d6, Taunt d6

Charisma: -4; Pace: 6; Parry: 5; Toughness: 6

Hindrances: Bloodthirsty, Fanatic, Overconfident

Edges: Alertness, Arcane Background (Rune Magic), Combat Reflexes, Command, Fervor, Level Headed, Rank (Officer), Strong Willed

Powers: Bolt, boost / lower trait, fear, and puppet are typical.

Gear: Walther P38 pistol (Range 12/24/48, Damage 2d6–1), riding crop or swagger stick, cyanide capsule.

LARGE SCALE BATTLES

You may occasionally want to stage really large fights with miniatures, such as a company-on-company battle with tanks, artillery, and airplanes. *Savage Worlds* handles this just fine, but you may find you need a very large playing surface. Here are some recommendations for running this kind of engagement.

• Scale the table-top so that every inch equals 3" (15mm or 20mm figures work perfectly for this).

• Deal each side a single card rather than individual characters or squads. That way all the players on one side can go at the same

time—which drastically speeds things up. If a character with Edges such as Level Headed wants to go separately, he can.

• Make sure all players (not necessarily their characters) get a proportionate number of Extras or vehicles to control.

• Divide ranges by 3" (so a pistol fires 4/8/16).

• Burst Templates are one size smaller than usual. Small Burst Templates are about the size of a dime.

MASS BATTLES

It is only proper that the *Sarage Worlds* Mass Battles rules get a good workout in the *Weird War Two* setting! Want to put the heroes in the middle of the maelstrom at Kursk, or "crossing the T" at Surigao Strait? You can do it!

In recreating an historical battle, you may want to do a little research to find out where and when it was fought and what forces were involved. You don't have to know the order of battle for each side down to the last platoon, but you should at least know what major units (such as army divisions, air groups, or naval task forces) were involved.

When trying to figure out the heroes' place in an historical battle, look for actions that were crucial turning points—that's where the heroes should be! For example, if they are Russian soldiers fighting at Stalingrad before the encirclement of the German 6th Army, have them take part in the defense of the Red Oktober factory complex. If they are American pilots at Midway, they get to be part of the flight that catches the Japanese carriers with their planes refueling on the decks. It may be playing with history a bit to give the heroes the key role in famous battles, but it is perfectly in keeping with the epic nature of a good war story!

BATTLE TURN RATIO TABLE

Size of Forces Engaged	Battle Turn Ratio (Character Rounds to Mass Battle Rounds)
Land	
Battalions or regiments	2:1
Divisions	3:1
Armies	4 or 5:1
Air	
Squadrons	1:1
Groups or Wings	2:1
Commands	3:1
Sea	
Squadrons	2:1
Flotilla or Task Force	3:1
Fleet	4:1

Even if the heroes are not the key figures in a battle, it is *their* actions that count toward their side's victory or defeat, so keep the focus on them. A good way to do this is to play a number of rounds of action at the character level, and then a Mass Battle round. The ratio of character rounds to Mass Battle rounds can be one to one, or whatever you feel is appropriate. The chart above gives some suggestions.

This places the characters at the heart of the action and lets them see how they are affecting the outcome of the battle. The time scale is flexible and somewhat abstract—for example, a firefight between two platoons is only part of a multi-divisional engagement that lasts all day. However, the combat the heroes fight is one of the key actions that influence the overall battle. By interleaving character rounds with Mass Battle rounds, you can have a more interactive game.

If the heroes are doing well in the character rounds, the War Master may award their side a +1 on the battle roll in the Mass Battle round. It is up to the War Master to decide if the heroes deserve this bonus—if they are knocking down enemies left and right, holding on against all odds, or performing other heroics above and beyond the call of duty, the bonus is well justified. If they just can't hit the broad side of a barn, can't stop their enemies, suffer a lot of wounds, or behave in a less than exemplary fashion, they earn no bonus (and cruel War Masters may optionally impose a -1 penalty to the battle roll).

Even if one of the heroes is not in charge of the friendly forces in the battle, allow one of the players to make the die rolls for the commander who is.

SANITY

Combat puts a lot of stress on an individual and combat in the *Weird Wars* heaps still more on top. To reflect the mental strain combatants endure, each Wild Card has a Sanity stat. A soldier's starting Sanity is 2 plus half his Spirit die type unless modified by Edges and Hindrances. Typically, only contact with supernatural creatures causes a loss of Sanity, although certain items (books, strange idols, and other, more esoteric things) can also cause a fluctuation of Sanity at the War Master's discretion.

LOSING SANITY

While the "normal" horrors of war are by themselves enough to send the toughest characters over the edge, exposure to unnatural horrors only accelerates the process. The dark and terrifying secrets



lurking in the shadowy battlefields of Weird War Two only make the downhill slide toward madness even faster.

Anytime a character fails a fear test, he loses one point of Sanity. A character who rolls a critical failure loses two points of Sanity.

RECOVERY

In general, if a hero gets some rest and relaxation (R&R) for a few days, he can recover Sanity. Sometimes the satisfaction of seeing things through can have a similar effect. Finally, if a hero goes two game months without losing any further Sanity, he regains 1 point of Sanity. The Sanity Recovery Table below lists a few ways in which he can try to repair the damage. As War Master, feel free to add additional items to the list as they arise in your campaign. A character's Sanity can never exceed 2 plus half his Spirit die.

SANITY RECOVERY TABLE

Recovery
+1
+1
+1

OVER THE EDGE...

If a hero's Sanity slips too far he becomes twitchy and nervous and a little peculiar. If he isn't treated, he can become dangerously unhinged. Heroes with a Sanity of 2 or less are noticeably odd. People don't feel comfortable around them and they have a hard time fitting in. The player should pick a Quirk Hindrance to play until his Sanity recovers to 3 or higher.

If a character's Sanity drops to 0, he becomes genuinely deranged and must roll on the Section 8 Table (below). Some results have definite game effects while others manifest themselves only in the way the player roleplays them.

Sanity can't go below 0, but if it would normally be lost, the character instead rolls again on the Section 8 Table.

It's very difficult to recover from this downward spiral. The recovery methods outlined above no longer work. Each week spent under a psychiatrist's care grants the lunatic a single Smarts roll. If successful, he removes one of the conditions inflicted by the Section 8 Table. If he has successfully removed each condition, he may restore one point of Sanity instead.

It's best to keep this process somewhat mysterious, but make sure your players know the slippery slope to insanity leads to a gaping maw of doom...

SECTION 8 TABLE

d20 Result

- 1-3 Superstitious: Whether it is religion, a lucky rabbit's foot, or a picture of his sweetheart carried inside his helmet liner, your hero has found something that helps him deal with the terrors he faces. Pick a simple routine or object to be the focus of this disorder. As long as the focus is undisturbed, this soldier can function normally. If, however, the focus is lost or disturbed (your soldier's unit is attacked before he can finish his prayers, or his rabbit's foot is lost, for instance) all your character's trait rolls are modified by -1 for this mission.
- **4–6** Thousand-Yard Stare: The distant look in this soldier's eyes speaks volumes about the horrors he's seen. This soldier makes all his Notice rolls at –2.
- 7-8 Flashbacks: When things really go south this trooper is overwhelmed by images of past battles and dead comrades. In a combat situation images flash through his mind, confusing the past with reality. A normal hero draws two cards per round and acts on the worst of the two. Heroes with Level Headed draw just one card, and those with the Improved version only two. This can be brought under control for the current battle through a Spirit check at -4.
- **9–10** Distant: This soldier has been through many units and many comrades in the course of his career. He's seen and done things most men would rather forget, and many of his buddies have died. He finds it difficult to form relationships...why bother when they're bound to be just more meat for the grinder? Viewed as a bit of a wet blanket in the best situations, this soldier suffers a –4 penalty to his Charisma.
- 11–12 Night Terrors: This character has been traumatized by past events and cannot sleep properly without some kind of sedative (on the front lines, usually this means alcohol). As a result the individual is permanently tired. When it is important to sleep, a failed Vigor roll (–2) means this character cannot.
- 13–14 Addiction: Drinking is the way many soldiers, shocked and battered by the war, deal with their mental pain and stresses. A few soldiers may become addicted to morphine, though dousing one's troubles in alcohol is far more common during World War Two. While these things ease the pain they also create powerful cravings for more to keep the demons at bay. The vet has a Major Habit Hindrance.
- **15–16** The Shakes: When the adrenaline starts pumping, this soldier starts to shake like a leaf. During combat or any time the character is under stress (determined by the War Master) his hands start shaking, reducing all Agility and Agility-related skill rolls by –2.
- 17–18 Paranoia: This lifer has seen things in the course of his duty that his government has refused to explain. He feels that every unexplained or odd action has a deeper meaning and goes to great lengths to fit them into his skewed perception of the world around him. He gets the Major Delusional Hindrance, as well as a –2 to his Charisma.
- 19–20 Blood Lust: This lifer has killed more than his fair share, and many times he was close enough to look into his enemies' eyes. The experience has awakened a strange lust within this veteran. This hero has the Bloodthirsty Hindrance, but with a difference. If he isn't able to kill in hand-to-hand combat every seven days, he becomes dangerously mean until his bloodlust is sated.



CHAPTER SEVEN: CAMPAIGNS

"Nuts."

- General MacAuliffe (on being asked to surrender during the Battle of the Bulge, 1944)

Now you have all the information, statistics, and rules you need to handle almost every kind of adventure you can imagine. Your next consideration is what you want to do with it. This chapter helps you figure what kind of campaign you want to run, presents an overview of each of the major theaters of the war and some adventure ideas for each, then finishes up with a massive Mission Generator that can help you create thousands of scenarios.

STANDARD CAMPAIGNS

In a standard campaign, the players create soldiers, sailors, or airmen and then send them on routine missions for several sessions. The theater and campaign type can help you determine the frequency and type of missions the unit undertakes. For instance, a campaign focused on American infantry can start on D-Day (or before even, with sessions focusing on the soldiers' training in England). Following the initial landings, the heroes help establish the beachhead, then move into two months of hedgerow battles, followed by the final breakout and race toward Paris. If you can establish the starting and ending points of the historical battle or campaign, you can plot missions accordingly.

As the war progresses, weirdness creeps in, starting with strange but somewhat explainable events. Eventually, the characters come into contact with things that are undeniably supernatural. Maybe the dead come back to life, they encounter an Axis construct, or an ancient myth or legend proves itself all-too-real.

At this point, the survivors are likely contacted by the Office of Special Investigations (OSI) or the Soviet Bureau of Paranormal Affairs (BPO). These shadowy organizations reveal bits and pieces of information as they work with the heroes, and eventually clue them in to the truth about the forces of darkness and the Nazis' desire to harness it. Some of the soldiers might even become chaplains or psioniks and tap into supernatural energy themselves.

The campaign now changes focus a bit. The squad continues fighting with their unit in their usual role, but will occasionally be called on by the OSI or BPO for more unusual assignments as well. Eventually, the team might be drafted as full-time agents of the OSI or BPO, depending on the direction you decide to take things. Once they do, they're in for the duration of the war. Or until they die, are incapacitated by wounds, or go insane.

OSI & BPO CAMPAIGNS

Campaigns might also start with the characters as full-time agents of the OSI or BPO. The agents should begin play as Seasoned in this case. This allows a wide assortment of character types such as resistance fighters, sailors, airmen, infantry, tankers, and even scientists to fight side-by-side. Such squads might even be multinational, with English serving beside Americans, Egyptians, or even Russians who escaped the Eastern Front. A character might even be a heroic German rebelling against the horror unleashed by his own leaders.

In this type of campaign, each character should describe the circumstances of their recruitment, including what strange things they may have encountered. It's not advisable to open up the *Horrors of Weird War Two* chapter and let them pick the things they encountered—that's too much hard information. Instead, have them describe the foes they encountered in more subjective terms. You can then figure out if that matches one of the monsters in this book or perhaps some other more exotic creature you might add to your collection for later use.

OSI and BPO agents frequently get sent on suicide missions it's just part of the job. Given their special knowledge, powers, and abilities, they aren't used for standard military missions like assaulting pillboxes (though such things are likely to happen during their more exotic missions). Even so, not every mission has to be a "creature feature." Giving a group of special agents a tough but mundane mission like taking out a mountaintop Nazi base or kidnapping an enemy general, can be just as challenging as fighting a zombie horde.

OSI and BPO units generally operate alone but might be given additional support for certain operations. OSI teams frequently train and operate with US Army Rangers or British Commandos, while BPO teams generally deal with threats on their own and call in the rest of the BPO Battalion when things get too big for them to handle. Elite units such as Marine Raiders and Airborne troops may be with the team or waiting in the wings to assault an enemy objective once the heroes have dealt with the supernatural threats. These special forces don't have the kind of general information the OSI or BPO has, but have seen enough not to ask too many questions.

ONE-SHOT ADVENTURES

Another way to enjoy the game setting is by playing one-shot adventures. Playing this way gives you a chance to look at different theaters and time periods of the war. Maybe one week the heroes fly P–51s over the skies of Germany escorting B–17s to Berlin, while next week it's off to the bloody beaches of Tarawa in the Pacific. Playing one-shots can also give you a feel for which theater, time period, and style of campaign you would like to run on a more regular basis.



Characters in one-shots don't have to be Novices either. Subject to the needs of the adventure, go ahead and let the players create heroes of any Rank you like! This can also give the group a chance to look at some other Edges they may not have tried before. If you've been playing a lot of infantry-based adventures, for example, creating pilots or sailors for aerial or waterborne adventures draws their attention to new and different character concepts and abilities.

SKIRMISHES

The *Savage Worlds* rules are perfect for playing out large tabletop battles with miniatures or our own Figure Flats. The rules can comfortably handle engagements of up to company level with tanks, artillery, and even air support. You can also look for official *Weird Wars* battle sets and scenarios at our website for use with *Showdown*, our head-to-head skirmish battles version of the *Savage Worlds* rules.

CAMPAIGN THEATERS

The geographic scope of World War Two can be divided into roughly three major "theaters" of war, the European theater, the Eastern Front, and the Pacific theater. North Africa and the China-Burma-India theaters are sometimes considered sub-theaters to the ETO and PTO respectively. Reading through these will help you figure out what kind of campaign you want to run, and what kinds of missions your heroes will take part in.

This section presents information on several major campaigns and campaign periods. You can use this information as a starting point for researching missions and campaigns. Each campaign features the following details:

- Location: The general operational area of the campaign.
- Date: Approximate dates for the beginning and ending of operations in the area.
- **Major Units:** A listing of military units that featured prominently in the campaign area.

• Adventures: These brief entries provide ideas for the War Master to build on, and are listed in loose chronological order within the time frame of the campaign area.

After the operations you'll find a few examples of theaterappropriate Savage Tales. Use these as starting points when you're ready to throw a bit of strangeness at your heroes.

Finally, after each section you'll find a "Mega Campaign" that links all the different operations together. These give you chains of areas and operations for running through the war years in each theater. Although they provide a timeline of events, there is plenty of room for the War Master to insert adventures of his own devising.

EUROPEAN THEATER OF OPERATIONS (ETO)

The European Theater of Operations is the center stage of World War Two. From Great Britain to Scandinavia, Central to Southern Europe, the war scoured the European continent. By the middle of 1940, Nazi Germany had control of Europe and only England held out against Hitler's armies. Once the Germans became bogged down in Russia, the Allies began eating away at Germany's western perimeter, first in North Africa, then Italy, and finally, France with the D-Day invasions.

FRANCE 1940 (LAND)

Location: French–Belgian border **Date:** May 4–June 4, 1940

Major Units: British Expeditionary Force: 51st Division, 1st Armored; French Army: 4thDI (Division d'Infanterie), 21st DI, 1st DIR (Division Infanterie Motorisee), GBC 510 Tank Brigade (Groupe de Battalions de Chars); German Army: 7th Panzer Div (Rommel), 251st Inf., Leibstandarte Adolf Hitler (SS Mechanized Infantry Regiment)



- **Blitzkrieg!:** The heroes must delay the German advance as the rest of their unit retreats. The new German tactics come as a shock to the soldiers and particularly their commanders, who can't seem to adapt quickly enough to be effective. As a result, the squad may be ordered to perform missions of questionable tactical sense or utility.
- The Chasseurs Last Ride: The heroes join a French tank unit in a desperate counterattack. The commander of the unit is brave but has seriously underestimated the enemy he faces. The heroes may or may not be able to convince him to avoid brash and costly attacks for the sake of his "honor." Or perhaps that old saber he carries really does channel the spirit of his great, great grandfather, Marshal Ney!
- **Miracle at Dunkirk:** As the BEF pulls its forces out of France at Dunkirk the heroes must rescue a French spy from Paris. Can they make it back to the beaches before the last boat leaves?

BATTLE OF BRITAIN (AIR)

Location: England

Date: July–October, 1940

- Major Units: Royal Air Force: No. 11 Group (Hornchurch—54 Sqd., 65 Sqd., 74 Sqd., 266 Sqd.) (Biggin Hill–32 Sqd., 501 Sqd.); Luftwaffe: I–III/Jagdgeschwader 51, I–III/JG26 "The Abbeville Kids," II Fliegerkorps (bombers)
- Adlertag: The Luftwaffe begins its campaign to destroy the RAF, starting with the heroes' airfield! Things get started with a diversionary Luftwaffe raid to the north.
- The Eagles Have Landed: German commandos are operating in the area, sabotaging planes and equipment. Can they be cornered and eliminated before the next Luftwaffe raid?
- Their Finest Hour: The heroes have family and friends in London, and they must defend them from an all-out Luftwaffe bombing raid on the city. Searching through the rubble to rescue loved ones can be heartbreaking, and might disturb things buried for thousands of years.

WOLF PACKS—BATTLE OF THE ATLANTIC (SEA)

Location: Atlantic Ocean **Date:** 1939–1943

- Major Units: Royal Navy: Achilles, Ajax (CA), Ark Royal (CV), King George V, Hood (BB); US Navy–Washington (CA); Convoy SC7, Convoy ONS5, Convoy PQ17; Kriegsmarine: Bismarck (BB), Gneisenau (CA), Graf Spee (BB), Prinz Eugen (CA), Scharnhorst (CA), U-Boat Wolf Packs
- Shot Across the Bow: German commerce raiders are hitting Allied shipping between the Ivory Coast and South America and it's up to the heroes' task force to stop them. The raiders are operating from hidden coves and ports in neutral countries on the West African Coast. The ghosts of long-dead slaves may make an appearance as well.
- Sink the Bismarck!: The Bismarck and her battle group can no longer be allowed to menace Allied ships with impunity. Sink the Bismarck!
- **Never Cry Wolf:** The convoy must get through if England is to survive. Once beyond the air cover, the cat and mouse game against the German U-Boat packs is on. Escort the convoy safely through the waiting enemy subs or all is lost.

ITALY (LAND)

Location: Sicily, Italy–Salerno, Anzio, Rome, Apennine Mountains Date: July, 1943–December, 1944

- Major Units: US 7th Army: 82nd Airborne, 3rd Infantry Div., 45th Infantry Div., 3rd Rangers; British 8th Army: 50th Division, Royal Marines, 7th Armored Div., 1st Canadian Div.; French Expeditionary Force: Polish 3rd, 5th Infantry Div.; German Army: Herman Göring Division, 15th Panzer, XIV Panzer, 29th Panzer, 3rd, 15th Infantry Div., 1st Fallschirmjäger; Italian Army (Sicily): 18th, 207th Infantry Div.
- **Operation Husky:** When the heroes land on the beaches in Sicily, the Italian troops flee. The counter-attacking Herman Göring Division, equipped with Tiger tanks, has different ideas.

- **Anzio Annie:** The beachhead at Anzio has bogged down into a war of attrition. The Germans are dropping huge shells from a railroad-car-mounted gun nicknamed "Anzio Annie" all over the Allied positions. The heroes are the lucky ones assigned to penetrate enemy lines and take out this strange gun.
- **Rome in a Day:** Field Marshal Kesselring has ordered the German Tenth Army to retreat north to the Gothic Line in the Apennines. The heroes march into liberated Rome and get a one-day pass to enjoy the festivities. But German deserters and criminals have been offered bounties for American heads.

THE TARGET FOR TODAY IS... (AIR)

Location: Bases in England, targets in France, Belgium, Holland, and Germany.

Date: 1942-1945

- Major Units: RAF: 305 Sqd. (Wellingtons), 617 Sqd. (Mosquitoes), 31st Fighter Group (Spitfire); US 8th Air Force: 306th Bomb Group (B–17), 95th Bomb Group (B–17), 56th Fighter Group (P-47), 357th Fighter Group (P-51); Luftwaffe: Luftflotte 3: Stab/KG51 (Me262), JG1(Fw190), JG27, JG53; Luftflotte Reich: Stab/JG 300 (Me109, Fw190), Stab/JG301 (Fw190), Stab/NJG6 (Ju88, Bf110)
- **Dam Busters:** The dams in the Ruhr are targeted for destruction. Hitting them won't be easy as the heroes' squadron needs to go in low and at night, fighting their way through enemy fighters, flak, and stranger things.
- The Glass Mountain: Taking out the ball bearing factories at Schweinfurt could shorten the war. It could also shorten the heroes' lives. At a time when Allied fighters couldn't stay with the bombers all the way to their targets, the heroes must take their bombers through walls of flak and waves of enemy fighters to hit their mark. Then they have to make it home.
- **Over the Reich:** Near the war's end, bombing raids in the heart of Germany encounter ever-dwindling but still fierce opposition. New German jet and rocket fighters take a frightful toll on Allied bombers when they attack. Can the heroes see the bombers safely to their targets?

D-DAY (LAND)

Location: Normandy, France

Date: June 6–June 14, 1944

- Major Units: US Army: 29th Infantry Div., 1st Infantry Div., 101st Airborne, 82nd Airborne; British Army: 6th Airborne, 50th Infantry Div., 3rd Canadian Infantry Div.; German Army: 12th SS Panzer, 21st Panzer, 716th Inf., 352nd Inf.
- **Into the Breach:** The soldiers are in the first wave of the assault, going in under fire on landing craft. Huge bunkers with a commanding view of the beach pour machinegun fire on the incoming attackers, trenches line the edge of the cliffs facing the sea, and beyond that are more fortified positions that need to be dealt with. It's going to be a very long day...
- **Take Out the Guns:** After taking out German defenses on the bluffs overlooking the beaches, the heroes must head inland to blitz an artillery battery. The Germans are playing a shell game, moving as soon as they finish their fire missions, so finding them may be tough.
- Hold the Line: The German Army is well known for its aggressive counterattacks. The heroes must hold a key position against an attacking SS Panzer unit. If the soldiers haven't encountered the SS before, they may be in for a shock when they face these skilled and fanatic enemies.

HEDGEROW HELL (LAND)

Location: Normandy–Cotentin Peninsula, St. Lo, Caen Date: August, 1944

- Major Units: US 1st Army: 28th, 29th, 90th Infantry Div., 2nd, 3rd
 Armored; British Second Army: 15th, 43rd, 50th Infantry Div., 7th
 Armored; Canadian 1st Army: 2nd, 3rd Infantry Div.; German
 Army: Panzer Lehr Div., 1st, 2nd, 9th, 10th, 12th SS Panzer, 3rd
 Fallschirmjäger, 243rd, 276th, 277th, 326th, 353rd Infantry
- If You Survive: The US 29th Infantry is driving hard for St. Lo but German resistance is fierce. The Norman hedgerows don't make it any easier. The heroes have run up against a tough German position, manned by veteran German troops. Somewhere up ahead is an anti-tank gun that has been destroying every American tank that breaks through the hedgerows. The gun is holding up the whole advance and the Commanding General wants the heroes to take it out and secure the position. "If you survive," he tells them. "I'll promote you."
- **A Polish Battlefield:** The German 5th and 7th Armies are retreating east out of the Falaise Pocket with the Allies closing in from the north, south, and west. The Polish 1st Armored Division, charging to close the gap and trap the Germans, has become trapped itself, on top of a ridge called "the Mace." Desperate to keep the gap open, the Germans are throwing everything they have at the Poles including the 2nd and 12th SS Panzer. The heroes, assigned as liaisons to General Koszutski, find themselves trapped along with the Poles.
- **The Tank Ace:** The Canadian 2nd and 3rd Divisions, moving forward as part of Monty's Operation Goodwood, have a problem. The Germans have a ringer, an ace Tiger tank commander and his platoon, nailing every armored probe that goes up the road. The heroes need to get a fix on the German tank, outflank him, and destroy him.

OPERATION DRAGOON (LAND)

Location: Southern France, Rhone Valley **Date**: August–September, 1944

- Major Units: US 7th Army (Gen. Patch): 1st Armored Division, 3rd, 36th, 45th Inf. Div.; Free French Army: 3rd Algerian Inf. Div., 9th Colonial Inf. Div., Rosie Force (Commando), Romeo Force (Commando); Germany Army (Gen. Wiese): 148th, 189th, 198th, 242nd, 338th Inf. Div., 11th Panzer
- **Into the Fog:** Night parachute jumps are never easy, and jumping at night in the fog is just asking for trouble. The heroes' unit is assigned to take the village of Le Muy in a daring early morning raid. If they don't get totally lost in the fog, the poor visibility can aid them in seizing the town from its German defenders.
- Homecoming: French troops are part of the Allied forces landing on the Cote d'Azur. As the Allied armies push further into the Rhone valley, French commanders are eager to be at the forefront of the advance. But sometimes their eagerness can lead to trouble, as the Germans are still a force to be reckoned with.
- **Catch-22:** The war is almost over. The fighting in this area is a sideshow, and who wants to get killed for that? Your officers are incompetent, and you're just a nameless cog in the military machine. The only way to escape the meat grinder on the front lines is to get killed, get injured badly enough to be sent home, or be declared a "Section 8," a mental case. Can you convince everyone you're crazy and get a ticket home? And if you know you're insane, how can you be insane?

A BRIDGE TOO FAR (LAND/AIR)

Location: Belgium–Holland border, Eindhoven, Nijmegen, Lower Rhine

Date: September–November, 1944

- Major Units: British Army: 1st Airborne Div., Irish Guards (Armored); US Army: 82nd Airborne Div., 101st Airborne Div.;
 German Army: 22nd Infantry Div., 34th, 90th Infantry Div., 9th, 10th SS Panzer
- Seeing the Elephant: A young and inexperienced officer is put in charge of the heroes' platoon before the drop into Holland. He's not a bad sort but depending on how the soldiers treat him, he could become a problem. If someone helps him learn his job, he makes mistakes but tries to learn from them and earn the men's respect. If he is treated with disdain, he returns the favor and gives his malefactors the worst assignments.
- Hail Mary: On the north side of the Waal River is the German Army. On the south side is the American 82^{nd} Airborne and the Irish Guards Armored Division. The bridge is likely wired to explode, so a daylight river assault is planned. The heroes must cross the river in flimsy canvas boats, assault the German positions on the other side, and secure the bridge before the Germans can blow it.



Night Crossing: Elements of the British 1st Airborne are pulling out of Arnhem, covered by other 1st Airborne units trapped in the city. The squad is ordered to disengage from the fighting in the city near the bridge and make their way to the crossing. Leaving their comrades to the mercy of the SS isn't easy, and neither is breaking out of the encirclement!

THE BATTLE OF THE BULGE (LAND)

- Location: Belgium–Ardennes Forest (Bastogne, Houffalize, St. Vith)
- Date: December, 1944–January, 1945
- Major Units: US Army: 101st Airborne Div., 3rd Armored Div., 7th Armored Div., 10th Armored Div., 28th Infantry Div., 2nd Ranger Battalion; German Army: 2nd, 9th, 10th SS Panzer, 3rd Panzer Grenadiers, 2nd, 11th Panzer, Panzer Lehr (division), 18th, 26th, 246th Infantry, 5th Fallschirmjäger
- **Breakthrough:** Things have been quiet along the heroes' part of the front line. Only hours before the German offensive begins, the squad runs into SS scouts in the woods. Warnings to HQ are ignored. Later that night, the offensive begins with a tremendous artillery barrage followed by a surge of German tanks and panzergrenadiers. The heroes are cut off and without orders. What will they do?
- **Everybody Likes Baseball:** Otto Skorzeny and his Brandenburg commandos, dressed as American troops and speaking English, are creating havoc behind friendly lines. In an effort to spot the imposters, everyone has taken to asking each other baseball trivia questions (which causes plenty of trouble for everyone, particularly non-baseball fans). The heroes have to track down and eliminate the German commandos.
- **Nuts!:** As the Germans encircle Bastogne, the squad is ordered to round up civilians caught within the perimeter and bring them into the center of town for their safety. Some of them don't want to go, however, and argue the point. The Germans attack during one such argument and the heroes must protect the civilians.

ON TO BERLIN (LAND)

- Location: Western Germany, Czechoslovakian border, Austrian border
- **Date:** February, 1945–May, 1945
- Major Units: US 12th Army Group (Gen. Bradley): 3rd Army (Gen. Patton), 7th Army (Gen. Patch); British 21st Army Group (Gen. Montgomery): 1st Canadian Army, 2nd Army (Gen. Dempsy), 1st Army (Gen. Hodges), 9th Army (Gen. Simpson); German Army Group B (Gen. Model): 1st Army (Gen. Schlemm), 5th Army (Gen. Manteuffel), 15th Army (Gen. Zangen), Army Group G (Gen. Hauser): 1st Army (Gen. Obstfelder), 7th Army (Gen. Brandenberger)
- **The Dragon's Teeth:** The heroes' unit has reached, and now must breach, the Siegfried line. The defenses are deep and heavily fortified. It's going to be a slow push forward unless key German positions can be taken out.
- Across the Rhine: The Germans are busy blowing up every bridge across the Rhine as they retreat into Germany. HQ sends the characters out on a long-range patrol to try and locate an intact bridge and direct the Allied forces to it. Until the main force arrives, the outgunned heroes have to either elude or hold off the Germans, who want to blow the bridge sky-high.
- Names of the Dead: Fanatic SS troops give the heroes a hard time as they advance. When the battle is over, the squad discovers a *Konzentrationslager*, a concentration camp, and the true horror of

Hitler's madness. Caring for the survivors of the camp is a big job-saddening but worthwhile nonetheless. And just what is to be done with all these SS prisoners?

ETO SAVAGE TALES

Savage Tales in the ETO have a great number of themes. Some might draw on European myth and legend, such as goblins stealing babies from orphanages in Belgium, or ghosts of World War I "doughboys" rising up for wrathful purpose.

The Nazi occult machine is in full gear here as well. Blood mages and their hideous creations become more and more prominent as the Third Reich becomes more desperate.

All of this takes place in a great variety of locales, from ancient villages to rubbled cities to overgrown woods like the Black Forest.

WHAT LIES BENEATH (LAND)

The Time: May–June, 1940 **The Place:** France and Belgium

During a lull in the fighting, the heroes find themselves bivouacked on top of an old trench system from World War One. The heroes may be thankful they don't need to dig in as they can use the old positions, but their presence has awakened a number of mustard-gas spewing zombies which lie beneath. The first platoon-sized attack comes during the night, accompanied by a thick, low-lying fog.

If the heroes survive the attack, they realize they're camping on top of a ruined WWI bunker. Inside they find the roll book of a British Army Kitchener battalion that was wiped out (someone may notice the faded and rotted patches on the undead match the emblem on the roll book).

The dead continue to attack in growing numbers each night unless they are properly laid to rest or the squad vacates the area (and they can't because they've been ordered to stay). If a priest or chaplain reads the names of everyone in the roll book, and gives them their last rites, the dead go to their final rest.

CASSINO VILE (LAND)

The Time: May, 1944

The Place: Monte Cassino monastery, Liri Valley, Italy

The monastery is a key defensive position on the Gustav line. Allied bombers have pounded it into rubble, but failed to dislodge the German paratroopers (use experienced Wehrmacht infantry) inside. The bombers have also failed to destroy the blasphemous dungeon where SS blood mages in Italy keep their thralls.

First, the heroes are sent to find a hidden German StGIII that has been picking off advancing Allied tanks. The tank is hidden inside a house to avoid detection from the air (it just drove through one wall and poked its gun through the window on the other side). During this skirmish, they encounter an SS blood mage helping defend the position. Things are kept very hush-hush if the warlock is killed or captured.

Later, when the heroes join in the assault on the monastery itself, they may have to face the Nazi sorcerer again (if he wasn't done in earlier) and discover the remains of dozens of dead and dying thralls in the monastery's wine cellar, victims of some of the other mages operating in Italy.

SUFFER THE CHILDREN (LAND)

The Time: June, 1944 The Place: Normandy France

The Place: Normandy, France

In the fighting for one of the heavily contested villages near St. Lo, the heroes encounter fanatic German resistance. The squad is ordered to take the village, but it is being held by what seems to be at least a company of German troops. At first, it seems like a unit of SS, but the truth is far worse. A blood mage is leading a company of brutes created from Hitler Youth! (Reduce Strength to d6.) The local villagers may also fight on the Nazis' side, believing the brutes are nothing more than children.

CRAWLING FROM THE WRECKAGE (LAND)

The Time: August, 1944

The Place: Near Falaise, France

The devastation of the German Army in the Falaise Pocket provides the blood mages with plenty of raw material. The heroes move into a town after the battle is over for a little R&R. Things are quiet for a day or two, then the undead left behind by the blood mages claw their way up out of their shallow graves

and attack the unsuspecting and off-guard Allies. Twisted hulks may also appear out of the wreckage of the German Army strewn along the roads.

THE DOGS OF WAR (LAND)

The Time: December, 1944

The Place: The Ardennes Forest, Belgium

Since this offensive is "Hitler's last gamble," he's pulling out all the stops. Hitler's Wehrwolves accompany SS units and can be found leading assaults. The heroes' are sent to hold a roadblock against the German advance. Along the way to the position, two wehrwolves begin stalking them. After a long cold night, the Germans attack in force. If the heroes hold the position, the lycanthropes set on them just after sundown. If the warriors retreat, they find themselves cut off by other advancing German units.

There is a small hotel in the vicinity, run by an elderly Belgian couple. The innkeepers provide shelter and what aid they can to any Allied personnel who come along. The squads first notice this inn on their way to their roadblock, and it could provide a rally point if they are forced to retreat. The hotel also has a nice set of silver tableware that could come in handy.

As an added complication, after the first German attack the heroes get a radio message ordering them to locate a German artillery battery that has been bombarding HQ. The battery is deployed at a crossroads about two miles from the group's position.

The heroes need to accomplish this mission, then get back to their own lines, dodging German patrols and hopefully their lycanthrope pursuers as well.

THE KEEP (LAND)

The Time: Any time after the Fall of France

The Place: Any German-occupied country in Europe (this Savage Tale is for War Masters running resistance campaigns).

Ever since the beginning of the occupation, the Germans have been very interested in the old castle in the valley. So interested, in fact, that security there is even tighter than at some more obvious military facilities. One day a servant girl, half-starved and severely injured, seeks refuge with the heroes. She tells them she escaped

from the chateau, and that the Nazis are "conjuring the devil" there. It's up to the squad to find out what's going on in the castle and put a stop to it. If they can somehow inform Allied agents about it, they might even receive the help of an OSS (or OSI) commando team.

THE LONE WOLF (SEA)

The Time: Any time after July, 1942 The Place: Allied shipping lanes between Iceland and Newfoundland (aka, the Black Pit).

Crazy stories of a ghost ship that preys on both Allied and German shipping are going around. They say you hear the sound of rending metal before a spectral shape looms out of the darkness to take you to a watery grave. *Der Einzelgänger* (p. 166) is out there somewhere, and it's up to the soldiers to put an end to its terror, if they can.

THE EVIL HAS LANDED (AIR)

The Time: September, 1940 **The Place:** The skies over England

How did all those Jerry commandos get here? They flew in...on their own! During the Battle of Britain, a suicide unit of German Fallschirmjägers hits the heroes' airbase, trying to destroy their planes on the ground. The paratroopers drop from transports flying high outside British radar range and drop like lightning from the sky.

12 O'CLOCK, DIE! (AIR)

The Time: Late 1944–April, 1945 The Place: The skies over Germany

Air groups flying over Gotha have come under attack by something very strange—gargoyles! Something has awakened these ancient creatures and they're tearing into the aircraft on both sides. See Gargoyles in Chapter Ten for statistics.

THE BLACK OOZE (SEA/AIR)

The Time: Any time The Place: A bomber or ship

Strange black oil is seeping up through the cracks of your plane or ship—but no leaks can be found! It smells foul and unwholesome and soon the crew begins to pass out from fumes. The stuff burns just fine, but would take the whole ship or aircraft with it if set on fire. Those who pass out from the fumes eventually rise as oily undead!

The source of the evil could be the strange rock one of the crewmen found on a blasted atoll. Throwing it off the plane or into the ocean makes the oil retreat. Or perhaps the source is a wracked spirit who died in some terrible accident involving oil. It can only be laid to rest with an excorism or giving its body a proper burial.

Treat the undead as oil-covered zombies. They can be burned to death but continue to fight on until they do—flailing and sticking to their former comrades in the process.





The US Army's 1st Infantry Division, "The Big Red One," fought through the entire length of the United States' involvement in the war in Europe. The heroes in this campaign are infantrymen, regular GIs, but could also be tank crews assigned to support the 1st Division. Some of the Savage Tales are also included (noted with an asterisk), and after these adventures, the heroes may be recruited into the OSI.

1942/'43: NORTH AFRICA

• November: The 1st Infantry Division goes ashore at Oran, but the enemy are Vichy-French, not German. The characters are ordered to hold their fire and give the French troops a chance to come over to their side. But an overzealous Vichy captain forces his unwilling men to open fire.

- November: Here's Looking For You, Kid (p. 110)
- * December: The Lost City (p. 110)
- February: The Fox at Bay (p. 110)

1943: SICILY

- July: Operation Husky (p. 98)
- August 1943 through May 1944: Sent to England for training for the D-Day landings.

1944: D-DAY

- June 6: Into the Breach (p. 99)
- June 7: Take Out the Guns (p. 99)

1944: HEDGEROW HELL

- June: Hold the Line (p. 99)
- July: If You Survive (p. 99)
- * July: Suffer the Children (p. 101)

• July through September: Participate in the Allied breakout from Normandy and the liberation of Paris, then push on into Germany.

• October: The Big Red One assaults the German city of Aachen and takes it on October 21 after fierce city fighting.

• November: Continue attacking through the Huertgen forest and push to the Roer river. Then pull back for a brief rest and refit.

1944: THE BATTLE OF THE BULGE

• **December 17:** The Division races to reinforce the US lines in the Ardennes.

- December 19: Everybody Likes Baseball (p. 100)
- * December: The Dogs of War (p. 102)

• December through January: Blunt the enemy armored assaults, then go over to the offensive and throw the Germans back, following them up to the Siegfried Line.

1945: ON TO BERLIN

- February: The Dragon's Teeth (p. 100)
- Mid March: Across the Rhine (p. 100)
- Late March through April: Catch-22 (p. 99)

• May 7: The Names of the Dead. The 1st Infantry Division liberates the Falkenau concentration camp. The war ends the next day.





THE EASTERN FRONT

Germany and the Soviet Union, driven by the single-minded cruelty of their leaders, Adolf Hitler and Josef Stalin, clashed on the Eastern Front. Military casualties on both sides were in the millions, and civilian deaths were even greater. Compared to the savagery of the conflict on the Eastern Front, other battlefronts where the Allies faced the Germans were almost chivalrous. Hitler's Commissar Decree and the Barbarossa Jurisdictional Decree essentially gave the Wehrmacht a free hand. The Barbarossa Jurisdictional Decree made it legal for German soldiers to kill Russian civilians without fear of prosecution. Stalin's own tyrannical policies ensured that it was a fight to the death.

POLAND '39

Location: Poland

Date: September–October, 1939

- Major Units: German Army Group South: XVI Panzer Corps (Hoeppner), X, XI, XIII Corps; Army Group North–XIX Panzer Corps (Guderian), I,II,III Corps; Polish Army: Poznan Army, Lodz Army, Pomorze Army, Modlin Army
- Honor the Cavalry: Guderian's panzers have broken through the lines and are swarming forward. Friendly units are said to be rushing to the sector but communications with HQ are lost. The heroes' horse-mounted cavalry is the only unit that can reach the bridge on the Vistula before the panzers arrive and cross it. The squad has only a few anti-tank rifles to pit against the German tanks but their orders are clear—hold the bridge as long as possible, then blow it up.
- **Polish Eagles:** The Polish Air Force's P.11 fighters were once among the best in the world (in 1931). Against the might of the Luftwaffe in 1939 they are woefully obsolete, yet the heroes must take these planes into battle. Engaging the German fighters on their own terms is a mistake, so the pilots must come up with good tactics to get past the enemy fighters and attack the German bombers laying waste to Warsaw.
- **To Fight Another Day:** Warsaw has fallen and Poland is lost. For Polish units in the south, a corridor into Romania remains open, but only for a short while longer. Every Polish unit able to do so is ordered to retreat south into Romania. Some units are ordered to cover the retreat and buy time for the others. The squad is chosen (or better yet, given the opportunity to volunteer) for this heroic last stand.

FINLAND—THE WINTER WAR

Location: Eastern Karelia, Finland /Russian border

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Date: November, 1939–March, 1940
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- Major Units: Finnish Army: 6th, 9th Infantry Div.; Red Army: 7th, 8th, 9th, 13th, 14th Armies
- **Cross Country:** In the early days of the Soviet invasion, there aren't enough Finnish units to plug all the holes in the line. The heroes are part of a mobile "fire brigade" of ski-equipped troops assigned to conduct hit-and-run raids on the Soviets as they advance. The more trouble they can cause the Russians, the better. Avoiding capture is, of course, a major concern. If the heroes are Red Army soldiers, they have to track down and capture the Finns.
- Motti: The Finns made use of their knowledge of the terrain and superior mobility to fight the Soviets. A tactic called "motti" involved breaking up Soviet advances by leading them into ambushes, cutting off units from the main body, and finishing

them off. A Soviet division is driving toward Suomussalmi and the heroes are part of the operation to stop them. If the squad is made up of Red Army soldiers they must try to escape capture after the Finns isolate their unit.

The Devil You Know: A German advisor has come to observe the Finnish Army in action. The heroes have to escort him around and keep him safe. During his tour of the front, a Soviet attack cuts off their route home. The squad gets a chance to show the German officer what they can do, but when the Finns capture some Russian prisoners, they get a taste of how the Germans do things when the German shoots the captives in cold blood. If the characters are Red Army soldiers, reverse the situation and saddle the heroes with an exceptionally bloodthirsty Commissar who executes Russian officers and non-coms as well as Finnish prisoners.

BARBAROSSA-THE STORM BREAKS

Location: Russia

Date: June–August, 1941

- Major Units: German Army: Army Group North (Field Marshal Von Lieb) 18th, 16th Army, 4th Panzer Army; Army Group Center (Field Marshal Von Bock) 2nd, 3rd Panzer Army, 4th, 9th Army; Army Group South (Field Marshal Von Rundstedt) 6th, 11th, 17th Army, 1st Panzer Army, 3rd, 4th Romanian Army; Red Army: Northwest Front (Kuznetsov) 8th, 11th Army, West Front (Pavlov) 3rd, 4th, 10th, 13th Army, Southwest Front (Kirponos) 5th, 6th, 12th, 26th Army, South Front (Tyulenev) 9th, 18th Army
- For Mother Russia: The commanding officer of the unit is incompetent. In the face of the German onslaught he is indecisive and confused. The heroes' unit has been given a retreat order and is headed for a rallying point, but the Germans are moving to encircle everyone. The unit's commissar wants one of the characters to replace the officer and then lead the unit out of the encirclement.
- **Scorched Earth:** Stalin has ordered, "All valuable property that cannot be withdrawn must be destroyed." As the heroes retreat, they come across a village where the people are not too happy with idea of razing their homes. Some must be ordered out at gunpoint; others may even have to be shot (on the commissar's orders). As the refugees leave their ruined village, a German panzer unit attacks and some of the villagers help the heroes fight despite their earlier confrontation.





Order No. 227: On July 28, Stalin issues Order No. 227, a directive that forbids commanders to retreat, even temporarily. The heroes are told to stabilize their part of the lines, dig in, and hold until relieved or destroyed. To back up this order, a platoon of NKVD troops sets up machineguns *behind* the heroes' positions and says they will shoot anyone who tries to run or surrender. When the Germans roll forward with their panzers in the big attack, the squad's only choices are death or victory.

OPERATION TYPHOON—THE DRIVE ON MOSCOW

Location: Moscow

Date: October–December, 1941

- Major Units: German Army Group Center: 2nd Army, 4th Army, 3rd Panzer Army; Red Army: 5th, 16th, 31st, 33rd, 49th, 50th Army
- **General Mud:** The autumn rains and early winter snows turn the ground into seas of muck. Now "General Mud" is slowing down German and Russian troops alike. While manning the defensive lines on the outskirts of Moscow, the squad is ordered to pack up and move to a new position a few miles away. The roads are seas of mud and the going is tortuously slow. Along the way, German dive-bombers attack. Once into their positions, they get to fight off a German tank assault.
- Hell Freezes Over: Winter has come to the Russian steppe. The temperature is 30 to 40 degrees below zero. Despite this, the heroes have it better than the Germans, with white snowsuits and winter boots and clothing. The Germans know it and launch attacks with the express purpose of capturing Russian clothing stockpiles. Defending a couple of truckloads of mittens is something the squad never counted on, but with the NKVD watching they'd better not lose a single glove!
- **Falling Stars:** The German hedgehog defensive position at Vyazma is vulnerable. The heroes are ordered to jump with the Red Army paratroopers into the area, link up with local partisans, and attack the Germans where they find them. A large Wehrmacht counterattack is building up, however, and the Soviets are in for some nasty surprises.

STALINGRAD

Location: Stalingrad on the Volga **Date:** September, 1942–February, 1943

Major Units: German 6th Army: 14th, 16th, 24th Panzer Div., 71st, 76th, 94th, 295th, 389th Inf. Div., 29th, 60th Motorized Div.; **Red** Army: 62nd Army (Stalingrad), Operation Uranus, 21st, 24th, 57th, 64th, 65th, 67th Armies.

- **The Commissar's House:** The Germans are pushing toward the Volga, attempting to take the last buildings between the river and the Barrikady Factory. The Russians have a network of buildings set up to defend the line and there is nowhere else to go. The heroes are sent to the thick of the fighting, to a red brick house held by a commissar and a few brave men. The Germans are throwing their best pioneer troops at the house.
- **Sniper Duel:** The Red Army "Sniper Movement" is growing in Stalingrad, led by the heroic sniper Vassily Zaitsev. The heroes are sent to Zaitsev's "sniper school" to learn the art of the long shot, and then they join the ranks of lone hunters out in the ruins of the city. The Germans have their snipers too, and the battle becomes a personal and deadly game of hide and seek.
- **Pinching the Nose:** The German perimeter is weakening and the heroes are part of an armored assault on Marinovka, "the nose" of the German lines. The mission is simple—take the German positions. Despite their lack of ammunition and fuel, and generally poor condition, the Germans still fight fiercely and expertly.

LENINGRAD

Location: Leningrad, Karelian Isthmus, Lake Ladoga Date: September, 1941–January, 1944

- Major Units: German Army Group North: 50th, 54th Inf. Div.; 18th Army; Red Army: 23rd, 42nd, 55th, 67th Armies, 2nd Shock Army
- Hard Time: Sentenced to a penal battalion for some ideological infraction or criminal act (there are a lot of things you can get arrested for in the Red Army), the characters are given an opportunity for a full pardon. To get it, they must attack a heavily defended German position outside the city in order to allow the Red Army to begin a counterattack. The Germans have got minefields, wire, and plenty of machineguns to cover them.
- **Corridor of Death:** If the narrow gauge railroad being laid along the south shore of Lake Ladoga can be completed, it might spell relief for the beleaguered population of Leningrad. The heroes are part of a unit responsible for defending the construction workers. They must fight off German attacks and protect the railroad.
- **Operation Sinyavino:** Russian forces on the Baltic coast have launched a counterattack. Unfortunately, so have the Germans. A Russian infantry battalion is trapped as the rest of the division pulls back in the face of German attacks, but poor weather grounds the covering Luftwaffe and gives the Russians one chance to extract their comrades from fascist encirclement. If they can hold the bridge over a frozen river long enough, the trapped battalion may escape.

KURSK

Location: Kursk

Date: July, 1943

- Major Units: German Army: 1st, 2nd, 3rd SS Panzer Div., II SS Mechanized, VII, XI, XIX Mechanized Div.; Red Army: Fifth Guards Army; II, V Tank Guards Div., XLVIII Shock, 18th, 29th Tank Div.
- The Tank Hunters: After a skirmish against German Tiger tanks, the heroes are sent to teach new recruits how to take out German tanks at close range. The troops are as green as you can get, and some of the Siberians don't even speak Russian. The squad has two weeks to train them, and then must lead them against the SS Panzers at Prokhorovka.

- My Tank, My Coffin: The commander of the heroes' unit wants nothing more than to engage the SS head on. He orders the squad and their tank battalion to hold the town of Kozlovka against the German advance. Tanks circle and strike at each other in huge clouds of swirling dust. Infantry is ground up like hamburger, and tanks smashed like broken toys. Can the squad survive this deadly maelstrom?
- **Big Game:** A boastful tank commander makes a friendly bet with the heroes—a case of vodka to the first crew to recover a piece of track from each of the three heavy German tanks, the Tiger, Panther, and the deadly but slow moving Elephant.

BAGRATION

Location: The Eastern Front

Date: June–December, 1944

Major Units: Any and all units on the Eastern Front

- **Dangerous When Cornered:** German Army Group North has been shattered and pushed into pockets in Lithuania and Estonia. The heroes are advancing into the German-held port of Narva. Most of the fascist forces have fallen back, but a rearguard has been left to cover the evacuation of German civilians by ship. These Germans fight with the same ferocity and determination as the Russians did at Stalingrad.
- **Brother vs. Brother:** At Czerniakow on the Vistula, the Russians stopped just outside Warsaw. Stalin held off helping the Polish Home Army fighting in the city during the uprising for political reasons and was harshly criticized by the Western Allies afterward. STAVKA then approved crossings of the Vistula and linked up with elements of the Polish Home Army. The heroes must deal with a proud Polish commander as they fight off an attack on their bridgehead by a White Russian unit that has gone over to the Germans.
- Across the Dnieper: As part of General Malinovsky's 2nd Ukrainian Front, the heroes have entered the Carpathian Mountains of Romania. There they are sent as envoys to the Romanian units across the lines. Romania has offered to switch sides against their former allies, the Germans, and it's up to the characters to seal the deal. Though poorly equipped and trained, the squad is attached as advisors to a Romanian unit on the offensive against the Nazis.

GÖTTERDÄMMERUNG-THE FALL OF BERLIN

Location: Berlin, Germany

Date: April 16–May 2, 1945

- Major Units: German Army: Remnants of Hitler Youth, SS, and Luftwaffe formations; Red Army: 2nd Tank Guards, 3rd Shock Army, 28th Army
- At Any Price: The Germans are well dug-in on the Seelow Heights and seem to be concentrating whatever artillery reserves they have left on the heroes' position. General Zhukov has dispensed with niceties such as flanking maneuvers and has ordered a full frontal assault. The squad must somehow work their way through a minefield and up the slopes to the German gun positions on the heights.
- Nothing Left: The war has ground the combatants down to their base instincts. As the ferocious fighting rages in the suburbs around Berlin, the heroes' comrades are taking full liberty with the pitiful German civilians. Buildings burn against the night sky as Russian soldiers loot, rape, and murder every German they can get their hands on. The Russian High Command looks the other way, but can the soldiers still call themselves "heroes"

amid this orgy of destruction? This is a dark scenario that deals with the worst of human nature, but provides many interesting opportunities of roleplaying, as well as tests of loyalty to the regime and the unit's ever-watchful commissars.

Red Star Rising: 5,000 of the Third Reich's staunchest defenders hold the Reichstag, the last symbol of Nazi tyranny. The heroes are ordered to take it. The Germans make it a fight for every room and staircase. During the fight a Russian sergeant with a large Red flag is hit and passes the banner to the heroes. "Raise it from the roof," he says before he dies.

SAVAGE TALES

The following Savage Tales are designed primarily for Army personnel on the Eastern Front.

THE DARK SECRET

The Time: December, 1939 The Place: Near Radom, Poland

The Polish Army is in the process of collapsing and the heroes are trying to lie low until they can make contact with other Home Army units and set up a resistance network. Naturally, this is extremely difficult and becomes even more challenging as the Nazis take control.

Dealing with these problems is hard enough but one day a ragged escapee from the Radom camp comes into their care, telling mad stories of hideous Nazi atrocities at the camp and babbling about "magic" and "sorcerers." The man sounds completely crazy, but then the "sorcerer" he was raving about shows up! The escapee is one of the rune mage's thralls, and the Nazi warlock doesn't want him escaping to tell his tale.

If the heroes survive, whatever intelligence or evidence they can gather on the Radom camp would be absolutely priceless to the Allies. If they can find a way to get the information to their superiors and avoid the inevitable SS and blood mage pursuit, they might even be awarded a platton in the new Home Army.


TWISTED CROSS

The Time: November, 1939–March, 1940 The Place: Finland

During the campaign to defend Finland against the Russians, the heroes come across an ancient Thule ruin. A German *Sonderkommando H* team plans to use the site to conduct a ritual they believe will give them great power. A blood mage is present to conduct the ceremony along with a security detachment and staff. Whatever their nationality, the Germans won't let the heroes get away once they've seen the site. The squad may very well find themselves used as sacrificial victims. If the ritual is disrupted, the demon that appears exacts its price from all present!

THEY ALWAYS COME BACK

The Time: June, 1941–December, 1941 **The Place:** Anywhere on the Eastern front.

The heroes' Commissar reads their orders direct from Comrade Stalin—"No retreat." To back up this threat the NKVD have machine guns trained on the squad's position from behind. The characters first have to fight off a wave of German tanks and infantry, holding on under incredible pounding by enemy artillery. The Germans pull back and the heroes have a moment to cheer.

Later that night another German assault begins. The attackers come straight through the minefield and the lashings of Soviet fire, but don't go down—they are zombies controlled by a blood mage brought in to clear the Russian position. The warlock controlling the monsters somewhat arrogantly walks about in the open. It's a very long shot, but a good sniper might be able to pick him off (before being torn limb from limb by a zombie).

Through it all, the soldiers are under the guns of the NKVD and their Commissar, who are looking to ruthlessly stamp out any weakening of the heroes' resolve—particularly those who try to run (perhaps from a failed fear test).

GOEBBELS' MOUTH

The Time: October–December, 1941 The Place: The front lines outside Moscow

Under the direction of a blood mage, the Nazis have brought in a beautiful female agent code-named *Goebbelsschnauzen* ("Goebbel's Mouth," for the Nazi Minister of Propaganda). The agent taunts the Soviets in perfect Russian with Nazi propaganda and worse—the truth about Stalin and Communist brutality.

Desertions are on the rise after each 10pm broadcast, and "Helga the Hun" must be stopped. When the squad finds her, however, she's beautiful, witty, and Russian! Helga is actually Svetlana, a 20-something year old nurse from further west. The Nazis have Svetlana and her daughter and threaten to kill the little girl if the mother doesn't deliver her propaganda each night.

HELL'S HALF ACRE

The Time: October, 1942–January, 1943 The Place: Stalingrad on the Volga River

The pain and suffering of the combatants at Stalingrad is cause for a good deal of dark energy to coalesce. Patrols from both sides have been disappearing within one of the bombed-out factories. Deep within the bowels of the Barrikady Gun Factory complex, a twisted hulk prowls about. The heroes' unit is locked in a death struggle with the fascists in the steel horror's hunting grounds. This Savage Tale is a set of large skirmishes between the player characters' company and a German infantry company in the same area. The twisted hulk attacks targets of opportunity on both sides when it can.

Assault on the Gas Works: The heroes' first objective is the Gas Works. The Germans are holding the building and must be thrown out. To win, the battalion must clear the German defensive positions on the building perimeter and get inside.

The Crane Room: Once inside the building, the next step is to clear the Crane Room. The twisted hulk waits here among the broken ruins of gantries and scaffolds. There is a shut-down water tank that could be used to stop the horror if it could somehow be lured underneath.

RED STORM

The Time: July, 1943 The Place: Kursk, USSR

The SS blood mages attached to the 1 SS Panzer have some surprises in store for the heroes. They have brought together a company of supernatural troops for their Operation Zitadelle and sent them to engage the characters' tank unit. The blood mages employ any and all Nazi war monsters they can get their hands on.

The heroes run into this monstrous unit during the fascists' first push into the Russian defenses. The heroes' unit is mobile, and the contest becomes one of maneuver as both sides try to outwit each other. After several small skirmishes, they finally meet in a head-tohead battle.

THE MAD MENAGERIE

The Time: April, 1945 The Place: Berlin

With nothing left to lose, the Nazis let loose every supernatural creature and weapon they've got. During the nightmarish fighting for Berlin, the heroes are advancing toward the Reichstag when they encounter a massive group of undead holding a major intersection. It must be taken before the advance can resume, and the squad is to lead the assault.

The blood mage controlling the zombies hides if the strongpoint falls and trails from behind to wreak his vengeance. Once past the intersection, the heroes come upon some terrified citizens of Berlin and have to deal with the horrifying behavior of their fellow Russian soldiers who want to rape and kill everything in sight. If the blood mage hasn't attacked yet, he'll do so while the heroes are still sorting this situation out. FOR MOTHER RUSSIN

FOR MOTHER RUSSIA

Comrade Stalin says it's difficult *not* to be a hero in the Red Army. This mega-campaign proves it! Here's how to connect most of the Eastern Front adventure seeds regarding the Soviet Union's epic battle with Nazi Germany. For this campaign, the heroes can start off in an infantry battalion, and might see themselves transferred to tanks later on. If they do well, their unit might even be granted elite Guards status.

Some Savage Tales are also included (noted with an asterisk), and after these adventures, the heroes may be recruited into the BPO Battalion.

This campaign "schedule" lists the dates (some are specific) and titles of the adventure, and arranges them in a suggested chronological order. It also suggests ideas for what the heroes can be doing between the noted adventures.

If the team makes it all the way through this campaign from start to finish they deserve the Order of Lenin at least!

1941: BARBAROSSA—THE STORM BREAKS

- June: For Mother Russia (p. 105)
- July: Order No. 227 (p. 106)
- August: Scorched Earth (p. 105)
- * September: They Always Come Back (p. 108)

1941: OPERATION TYPHOON—THE DRIVE ON MOSCOW

- October: General Mud (p. 106)
- November: Falling Stars (p. 106)
- Early December: Hell Freezes Over (p. 106)
- January through May: Transferred to the Volkhov Front as part of the attempt to relieve Leningrad, or training new troops on the Don Front, then moving into Stalingrad in early summer.

1942

• May through July: Fighting in Sevastapol and escape capture by July 3.

1942: RATTENKRIEG—STALINGRAD

- September, 1942: The Commissar's House (p. 106)
- * October: Hell's Half Acre (p. 108)
- November: Take part in the encirclement of the German 6th Army at Stalingrad.
- December: Sniper Duel (p. 106)
- January: Pinching the Nose (p. 106)

1942: LENINGRAD

- Date: September, 1941–January, 1944
- December, 1941: Hard Time (p. 106)
- August, 1942: Operation Sinyavino (p. 106)
- January, 1943: Corridor of Death (p. 106)

1943

• January through June: Training of new units and preparation for the Kursk battle.

1943: KURSK

- June: The Tank Hunters (p. 106)
- * June: Red Storm (p. 108)
- July 8: My Tank, My Coffin (p. 107)
- July 12: Big Game (p. 107)

• August through December: Take part in the liberation of Kiev and most of the Ukraine, or train and assist partisans in the Belorussian/Pripet Marsh area.

1944

• January: Break the siege of Leningrad. Then refit and retrain to take part in Operation Bagration in the summer.

1944: BAGRATION

- March: Dangerous When Cornered (p. 107)
- July: Brother vs. Brother (p. 107)
- August: Across the Dnieper (p. 107)

1945

• January through March: Advance through Poland and Eastern Germany, liberating POW and concentration camps.

1945: GÖTTERDÄMMERUNG—THE FALL OF BERLIN

- April 18: At Any Price (p. 107)
- April 21: Nothing Left (p. 107)
- * April 28: The Mad Menagerie (p. 108)
- April 29, 1945: Red Star Rising (p. 107)

NORTH AFRICA

The North African theater was an extension of the war on the European continent. It was characterized by fights along the coast and in the deserts just beyond. The Allied and Axis forces dueled in epic battles of maneuver and both sides suffered from a lack of resources. The Germans were hit particularly hard since the Allies controlled the Mediterranean, and the Eastern Front drew most of Hitler's attention and Germany's resources. When the Americans arrived in late 1942 the Germans were caught between them and the British, and eventually withdrew.

THE DESERT RATS

Location: North Africa-Western Desert (Libya)

Date: June, 1940–February, 1941

- Major Units: British Army: 7th Armored Div. (The Desert Rats), 4th Indian Div., Italian Army: 10th Army (62nd Inf. Div., Malatti Div.)
- **Operation Compass:** Units of the 7th Armored and Indian 4th Division are racing to the Gulf of Sirte to cut off the Italian retreat. Can the heroes help prevent an Italian counter-offensive?
- **Benghazi Cages:** The squad joins a long-distance SAS raid on Benghazi to cause havoc within the Axis-occupied port and free captives from the POW camp there.
- **The English Patient:** There are reports that the famed spy, Count Almasy, may be in Cairo attempting to meet with another agent to exchange information vital to Axis plans. The heroes are assigned to capture the Count, if they can find him.

DAS AFRIKA KORPS

Location: North Africa–Western Desert (Libya, Egypt) Date: January, 1941–July, 1942

- Major Units: British Eighth Army: 10 Corps, 1st Armored, 7th Armored; 30 Corps, 9th Australian Div., 51st Highlander Div., 2nd new Zealander Div., 1st S. African Div., 4th Indian Div.; Italian Army: Ariete Div. (armored), Trieste Div. (armored); Afrika Korps: 15th, 21st Panzer, 90th Light Div.
- Lions of the Desert: Cut off by Rommel's panzers, the heroes make an epic journey across the desert to friendly lines in a rattletrap old tank, battling thirst, breakdowns, and the German Army.
- **Panzer Attack:** A sudden sandstorm causes the squad's column to disperse. Everyone gets completely scattered and the only thing to do is hunker down and wait out the storm. When it's over, they face a whole battalion of panzers charging their position! If they can't stop them, the panzers may be able to outflank the whole Eighth Army.
- **Clash by Night:** The squad is involved in a huge night action, part of the Battle of El Alamein. Tank columns swirl about in the dust and dark, and blundering into minefields is an ever-present danger.

LIGHTING THE TORCH

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Location: North Africa–Morocco, Algeria, Tunisia, Libya, Egypt Date: July, 1942–May, 1943

Major Units: US II Corps: 1st Infantry Div., 34th Infantry Div., 91st
 Infantry Div., 1st Ranger Battalion, 1st Armored Div.; British 8th
 Army: 8th Indian Infantry Div., 46th Infantry Div., 56th Infantry
 Div., 6th, 7th Armored Div.; German Army: 15th, 21st Panzer, 90th
 Light Div., 164th Light Div.; Italian Army: 132nd Ariete Armored
 Div., 27th Infantry Div.; Vichy French Forces: Coastal Defense
 Battalions



- Here's Looking For You, Kid: The Americans have come ashore in Morocco and chased the Germans out of Casablanca. When they left, the fascists grabbed an important American agent and are racing ahead of the advancing Allies to the airstrip near Fez. This agent must be rescued before the Germans can get him on a plane to Berlin!
- **Death in the Dunes:** The LRDG is off on another daring raid, this time heading deep into the desert in order to flank the German army and raid a fuel depot. However, the Bedouin tribe that is supposed to be waiting for them at an oasis to refuel their trucks has been co-opted by none other than the *Sonderkommando H*, who are waiting to ambush the heroes. After dealing with that, the LRDG must still complete their mission.
- **The Fox at Bay:** General Rommel is pinned on the Mareth Line between the US to the west and the British to the east. But the Desert Fox still has a few tricks left. The heroes are advancing with the US 1st Armored into Kasserine Pass where they will be tested against the oncoming 10th Panzer Division.

SAVAGE TALES

The following Savage Tales are designed primarily for Army personnel in the North African theater of operations.

THE LOST CITY

The Time: Between June, 1940 and May, 1943

The Place: Anywhere in the North African desert, particularly Egypt.

Local gangsters hired by German *Sonderkommando H* agents stole a map to an ancient lost city from a museum. When the gang boss realized what he had, he attempted to rip off the Germans. The deal went sour and both parties wound up in jail, and the map in the evidence locker. A corrupt local policeman who had little idea what the map was stole it and pawned it off to a street bazaar, to be purchased by one of the heroes while on leave.

Another team of German agents is now undercover, pretending to be Swiss businessmen, looking to recover the map. The gang boss as well has his flunkies out looking for it. Showing the map to their superior officers is a waste of time—they won't believe any crazy stories of buried treasure.

But the Germans track them down, following the trail from the street hawker. They first try to buy it from them, and failing that, resort to violence. The local gangsters follow the same M.O. Actually following up on the map leads to a long, unauthorized desert journey (probably using pilfered equipment), with the German agents and gangsters racing them to the city. The city is of course filled with deathtraps, and the home of a hostile tribe of blemmye (p. 163), who worship Set. A few colossi might also keep watch over the ancient city, as well as legions of swarming undead whose touch can dry a man's bones to dust.

The Dusty Dead: Use standard zombies but with a touch attack that causes a Spirit roll. Those who fail are drained of water and suffer a level of Fatigue.

Will the heroes claim the secrets of the city, or will the city claim them? And even if they find fabulous riches, how will they get it past their commanding officers?

RAID ON ROMMEL

The Time: Between February, 1941 and March, 1943 The Place: Libya, Tunisia, Egypt

Allied intelligence gets wind that the Afrika Korps can't find Rommel. Apparently he was out scouting the lines in his Fiesler Storch and they lost contact with him. HQ assigns the heroes to go out and find the famous German commander, and capture him alive. However, he's not really missing. The whole thing is a ruse designed to lure the Allies into a trap. The Nazis have planted false evidence at various places in the desert, including agents among the nomads. As the heroes go further into enemy territory with an LRDG unit, they begin to realize what's really going on. Finally they must escape an ambush by a blood mage and a platoon of SS troops in charge of the operation.



The bloody Yanks and Russkies make it sound like they won the war all by themselves! The British held on against the Germans for two whole years before anyone else started going toe-to-toe with the Wehrmacht (and don't you forget it, boy-o!). This mega-campaign looks at the British effort in North Africa from start to finish. The heroes can be infantry or tank crew, although the highly mobile nature of the war in the desert can make adventures for tankers quite interesting (and you get to play with all those neat tanks!)

Some of the Savage Tales are also included (noted with an asterisk), and after these adventures the heroes may be recruited into the OSI.

This campaign "schedule" lists the dates (some are specific) and titles of the adventure, and arranges them in a suggested chronological order. It also suggests ideas for what the heroes can do between the noted adventures.

Where are the stats for the Italians and their equipment? The only dumb question is the one you don't ask soldier! You can find them online at the Pinnacle website!

1940

• **September:** The Italians land in Egypt and the heroes prepare for a long campaign. Learning to survive in the desert is of paramount importance.

- October: The English Patient (p. 110)
- December, 1940–February, 1941: Operation Compass (p. 110)

1941: DAS AFRIKA KORPS

- January: Benghazi Cages (p. 110)
- * February: The Lost City (p. 110)

• March: Rommel and the Afrika Korps arrive to take charge of the North African theater. Fighting the Germans is a far cry from fighting the Italians, as the heroes soon learn.

• April: Lions of the Desert (p. 110)

- April–May: Rommel lays siege to Tobruk and takes the city on May 4. Can the heroes escape before the city falls?
- November: Death in the Dunes (p. 110)
- November 20, Operation Battleaxe: Panzer Attack (p. 110)

1942

• * January: Raid on Rommel (p. 111)

LIGHTING THE TORCH

• July: Clash by Night. The heroes are involved in a huge night action, part of the Battle of El Alamein. Tank columns swirl about in the dust and dark, and blundering into minefields is an everpresent danger.

• August: General Bernard Montgomery replaces General Auchinleck. The heroes meet the flamboyant commander when he tours the front lines before Rommel's sweeping maneuver around the British left flank to attack the Alam Haifa Ridge.

October 26–November 4: Operations Lightfoot and Supercharge. Take part in the huge armored battle to break Rommel's lines and separate the Germans from their Italian allies.
November–December: Pursue Rommel back along the coast through Libya and into Tunisia.

1943

• February: Bail out the green American troops at the Kasserine Pass.

• March–May: The Afrika Korps is hanging on to a perimeter around Tunis, with the Americans and Free French closing in from the west and Montgomery's 8th Army moving up from the southeast. The heroes just have to keep on slugging their way through the German defenses to get to Tunis and kick Rommel out of Africa.



PACIFIC THEATER OF OPERATIONS (PTO) AND CHINA-BURMA-INDIA (CBI)

The Pacific Theater of Operations and the China-Burma-India theater next door witnessed tremendous naval battles and savage and bloody jungle fighting.

The movement and clashes of the battle fleets of the Imperial Japanese Navy and the US Navy characterize the Pacific War. Carrier aircraft were extremely important, and nearly every action fought involved carrier-based planes. There were land battles too, though of a very different nature than the sweeping mechanized offensives seen in Europe. Combat on the islands, atolls, and in the steaming jungles of the Pacific Theater, and the neighboring China-Burma-India (CBI) theater was smaller in scale and mostly a cruel and bloody infantry melee.

DAY OF INFAMY—PEARL HARBOR & FALL OF THE PHILIPPINES (LAND/SEA/AIR)

Location: Pearl Harbor, Hawaii; Philippine Islands Date: December, 1941–April, 1942

Major Units: Pearl Harbor–US Navy: BB31 Utah, BB36 Nevada, BB37 Oklahoma, BB38 Pennsylvania, BB39 Arizona, BB43 Tennessee, BB44 California, BB46 Maryland, BB48 West Virginia; Philippines: US Army/Philippine Guard: North Luzon Force, South Luzon Force, Visayan/Mindanao Force, Reserve Force (all division sized, supplemented with US Army support units); Imperial Japanese Army: 14th Army–16th, 48th Infantry Division, 4th, 7th Tank Battalion, 24th Air Regiment

- This Is No Drill: Pearl Harbor, December 7, 1941. It's a sleepy island morning in Oahu. The heroes have been out on the town the night before and maybe nursing a hangover. Wherever they are, they are awakened to the sound and amazing sight of Japanese aircraft zooming toward Battleship Row. Whether they are scrambling to man deck guns, looking for fighters to take into the skies, or just trying to stay alive in all the chaos of the Japanese attack, they'll have plenty to do.
- **They Were Expendable:** The US Army is trapped on the Bataan Peninsula. MacArthur says help is coming but it seems more and more unlikely. Nevertheless, the heroes must try to lead the Philippine Guard against the Japanese, holding onto each defensive position as long as possible. Survivors of the battle who do not escape before the surrender must survive a harrowing march into captivity (the Bataan Death March).
- I Shall Return: General MacArthur has been ordered to evacuate to Australia by PT boat. The squad is ordered to see to it the general makes it! The heroes have to take MacArthur several hundred miles to the south, past a gauntlet of Japanese ships and patrol aircraft to a waiting cruiser.

MALAYA & BURMA (LAND)

Location: Malayan Peninsula

Date: December, 1941–May, 1942

Major Units: Japanese Imperial Army: 25th Army (Malaysia) 5th, 18th Infantry Div., 3rd Tank Bn., 17th Field Artillery; (Burma) 6th, 18th, 56th Inf. Div., 1st, 14th Tank Bn., 7th, 10th Air Regiment;
British Army: (Malaya Command) 3rd Indian Corps, 8th Australian Infantry Div., (Burma Corps) Rangoon Garrison–1st Gloster Regiment, 16th Inf. Brigade, 1/7 Ghurkas, BFF Infantry Brigade (deployed N. Burma)

- Singapore Sling: On the Singapore defense lines a few miles north of the Johore Strait, the heroes experience firsthand the results of command confusion and incompetence. The Japanese advance with tanks and air support and the Allied defense is disorganized. The order is given to fall back across the Pulai River, but as they approach, the bridge is blown! Can the squad find a way across the river?
- **Rangoon Falls:** This March morning, the soldiers wake to the sight of Japanese troop transports in Rangoon Harbor and landing craft headed for the wharf. The city is in chaos. HQ has ordered all British forces to hold their positions as long as possible. Before nightfall, the heroes will be fighting house-to-house.
- **Passage to India:** The 1,000 mile retreat out of Burma into India was the longest in the history of the British Army. The heroes must fight a victorious and well-equipped Japanese opponent as their own supplies and resources dwindle.

FLAT TOPS-CORAL SEA TO MIDWAY (AIR/SEA)

Location: Coral Sea; Midway Island vicinity

Date: May–June, 1942

- Major Units: Coral Sea: Imperial Japanese Navy: Carrier Strike Force (Adm. Takagi): Shokaku (carrier), Zuikaku (carrier), Myoko (cruiser), Kaguro (cruiser), 6 destroyers; US Navy: Task Force 17 (R.Adm. Fletcher): Yorktown (carrier), Lexington (carrier), Minneapolis (cruiser), New Orleans (cruiser)
- **Carrier Strike:** The heroes are pilots of the *Yorktown's* air group. During the Battle of the Coral Sea, they must first find the Japanese carrier group, get through the fighter cover, and make their attacks.
- Search and Rescue: At the Battle of Midway, Torpedo Squadron 8 has failed to return or report. A PBY from Midway out looking for survivors is under attack and radios a call for help. The heroes are sent to get the rescue plane out of its jam.
- **Five Minutes:** During the fighting at Midway, US torpedo attacks on the Japanese carriers have brought the enemy CAP (Combat Air Patrol) fighters down low and the characters' dive-bomber squadron has a brief window of opportunity to attack. If they can spot the Japanese carriers in time and hit their targets, they can change the course of the war.

NEW GUINEA & THE SOLOMON ISLANDS (LAND)

Location: New Guinea; Guadalcanal, Solomon Island Chain Date: July, 1942–August, 1943

- Major Units: Guadalcanal: US Marine Corps: 1st, 2nd Marine Division; US Army: 25th Infantry Div., Americal Division; Imperial Japanese Army: 2nd, 38th infantry Div., 35th Brigade, 25th Inf. Regiment. New Guinea–Australian Army: 7th Infantry Div.; US Army: 32nd Infantry Div.; Imperial Japanese Army: 18th Army
- Midnight on Bloody Ridge: The Marines have captured Henderson airfield but there's no doubt the Japanese want it back. On September 12 the Japanese probe the Marine lines during the night. On the 13th they launch a full-scale assault preceded by naval gunfire. The Marines are outnumbered. Can the heroes hold on?
- The Kokoda Trail: The heroes are with an Australian Army unit holding a section of the Kokoda Trail. The Japanese have the high ground but with the rain and mud no one is moving anywhere. A Japanese mortar and sniper harass the heroes' position and must be taken out. But that means leaving the trail and going into the jungle...

The Thin Red Line: The heroes' battalion commander desperately wants his general's star, and he's willing to sacrifice his battalion to get it. The heroes must assault a fortified Japanese position head on and the Colonel won't stand for anything but a frontal assault, even if other opportunities present themselves.

TOKYO EXPRESS—NAVAL BATTLES OFF GUADALCANAL

Location: "The Slot," Solomon Islands

Date: August, 1942–February, 1943

- Major Units: Battle of Cape Esperance: US Navy–Task Force
 64: Duncan (DD), Laffey (DD), Buchanan (DD), McCall (DD), San Francisco (CA), Boise (CA), Salt Lake City (CA), Helena (CL); Imperial Japanese Navy: Aoba (CA), Kinugasa (CA), Furutaka (CA), Fubuki (DD), Hakujuki (DD), Asagumo (DD), Nakagumo (DD), Murakumo (DD), Shirajuki (DD)
- **Tokyo Express:** At the Battle of Cape Esperance, the sailor's destroyer division goes into action against the Tokyo Express. When key officers are killed during the battle, it's up to the heroes to take the helm.
- **Ironbottom Sound:** At the Battle of Tassafaronga, a large Japanese destroyer force is making for Guadalcanal to re-supply Japanese troops. The squad's ship is part of the effort to stop them, but problems with the torpedoes may require different solutions.
- **Close Action:** After a fierce battle, the heroes' ship goes down. They make it to Guadalcanal but are on the wrong side of the lines. Can a bunch of swabbies survive the jungle and make it back to friendly lines? And what lies within the mysterious lab they discover deep in the jungle?

SOUTH PACIFIC AIR CAMPAIGN (AIR/SEA)

Location: New Guinea and the Solomon Islands Date: July, 1942–August, 1943

- Major Units: Imperial Japanese Navy: 11th, 24th, 78th Sentai (air regiment); US Army Air Corps: 348th Fighter Group, Cactus Air Force (mixed Army & Marines), 339 Squadron; US Marines: VMF–214
- **Bubble Gum and Bailing Wire:** At Henderson Field on Guadalcanal, the heroes have to find a way to keep their planes flying with a minimum of resources. Along with maintenance problems, flying missions, and fending off Japanese air attacks, the base is under constant threat of ground attack and infiltration by Japanese troops is a real threat.
- **Baa Baa Black Sheep:** While recuperating in a rear-area hospital, the squad discovers an inactive squadron of planes with no pilots. If they can cobble together a pilot roster they might be able to "activate" the squadron and take it into action themselves.
- **Get Yamamoto!:** Allied intelligence has gotten hold of Admiral Yamamoto's itinerary and the heroes' squadron is assigned to intercept the Japanese admiral's plane and shoot him down. The attack requires careful planning since it is at the extreme end of their aircrafts' range.

BURMA (LAND)

Location: Burma

Date: September, 1942–August, 1945

Major Units: British Army (Chindits): 4th Royal West Kents, 7th Assam Rifles, 77th Indian Inf. Brigade, 3rd Indian Infantry Division, 14th Army; US Army: Merrill's Marauders; Imperial Japanese Army: 15th Army, 15th, 31st, 33rd, 55th Infantry Division.



- **The Tigers of Burma:** As members of General Orde Wingate's Chindit force, the heroes are headed back into Burma to cut the Mytkina railroad. Three-thousand British, Ghurka, and Indian troops set off on a dangerous march into enemy territory. How many will return?
- **U-Go, I Go:** The Japanese have launched a last-ditch offensive into India and are coming with all they have left. The characters are with the British 2nd Division sent to rescue forces trapped at Kohima. Racial tensions between the British and Indian troops bubble up when one group accuses the other of cowardice.
- Anyone For Tennis?: The British position on Kohima ridge is under siege and the Japanese are throwing everything they have at it. The fighting on the perimeter is hand-to-hand and the Japanese assault reaches the inner grounds of the HQ compound, with both sides exchanging fire across the tennis court. Relief is said to be on the way but for the moment, the marines just have to hold on.

THE PHILIPPINES AND LEYTE GULF (SEA)

Location: Philippine Islands

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Date: October, 1944–August, 1945

- Major Units: US Army: 6th Army (Gen. Krueger) 24th Infantry Div., 37th Infantry Div.; 8th Army (Gen. Eichelberger) 11th Airborne Div.; Imperial Japanese Army: Shobu Group (Gen. Yamashita); Imperial Japanese Navy Kenbu Group (SNLF) (Gen. Iwabuchi) in Manila.
- They Were Expendable: During the Battle of Leyte Gulf, the heroes are members of a PT boat crew at the Surigao Strait. Their orders are to scout ahead and report the enemy positions to the main US Navy force, then to engage. At 1830 hours on October 24, the group's squadron sights Admiral Mogami's battle line and turns to attack. PT boats don't have very good odds against heavy cruisers and battleships, but if the sailors can keep the Japanese occupied it will give more time for the main force to show up.
- Angels With Dirty Faces: Local guerillas report a POW camp somewhere behind the enemy lines. The heroes are part of a

company assigned to liberate the camp and get the POWs out before the Japanese execute them.

I Have Returned: General MacArthur is back and the marines are assigned as his personal bodyguards. The General is a great publicity hound and has an ego as big as the Pacific Ocean. For all that he *is* a strategic genius and a real leader. The heroes spend time shepherding MacArthur around on his daily duties, which include trips to the front, and they get to experience his somewhat overbearing and eccentric personality and phenomenal leadership abilities firsthand.

CENTRAL PACIFIC—ISLAND HOPPING (LAND)

Location: Gilbert Islands, Marshall Islands, Mariana Islands (Guam, Saipan), Iwo Jima, Okinawa

Date: November, 1943–June, 1945

- Major Units: US Marine Corps: 1st-7th Marine Divisions, Imperial Japanese Army (Okinawa): 32nd Army
- Hell in the Pacific: On the island of Saipan, the marines have to try to convince Japanese civilians not to kill themselves. There is fighting going on all around, and sometimes fanatic Japanese troops shoot at the civilians if they try to surrender.
- **Semper Fi:** The landings on Iwo Jima were pretty easy compared to what the heroes have experienced before. Then an hour later it seems as if the entire island is shooting at them. The advance is going to be inch by bloody inch against a well dug-in enemy that often can't be seen in their bunkers. The Admiral wants them to get this flag to the top of Mt. Suribachi as well. Good luck!
- **Typhoon of Steel:** Sometimes the squad watches the kamikaze planes dive into the picket ships off-shore. Usually, they pay attention to the no-man's land around a little slice of Hell on Okinawa called Sugar Loaf. It's honeycombed with Japanese fighting positions and it's the heroes' job to clear them out.

SAVAGE TALES

Savage Tales in the Pacific feature everything from aquatic and subaquatic terrors to jungles and myths and legends from native tales. The Japanese are brutal in their treatment of prisoners and those they consider "sub-human," and can be as terrifying as any monsters the heroes are likely to encounter.

BLOOD HUNT (LAND)

The Time: December, 1941

The Place: Manila, the Philippines

Manila is about to be declared an Open City and abandoned to the advancing Japanese. Intelligence has identified a German agent in Manila. The heroes are ordered to locate the agent and capture or kill him before he can make contact with the advancing Japanese forces. However, the German agent is a blood mage, and this mission is ordered secretly by the OSI. The heroes are given the mission but not told about the true nature of the German agent they are supposed to capture. They are also instructed to pose as civilians, meaning no uniforms or obvious weapons, but they will have an Army platoon standing by to back them up.

The blood mage frequents a popular restaurant and nightclub and the heroes can make their first attempt to grab him there. If he escapes, the warlock sets some local hired thugs on them. His cover blown, he uses a hidden radio to try to make contact with a German U-Boat to escape.

THE WHITE DOLLS (LAND)

The Time: August, 1942–August, 1943 The Place: Guadalcanal or New Guinea

During the peak of the fighting, a *Kuromaku* detachment arrives to conduct some experiments. The heroes' section of the line is where the *Kuromaku* decide to let their creations loose.

They start with a poison gas that causes terrifying hallucinations and madness. Anyone exposed to this odorless gas (which looks like a low lying fog) is subject to the effects of Terror (see *Savage Worlds*). Soldiers may see their arms and legs becoming masses of ropy tentacles, hordes of monsters pouring out of the trees, or their friends turning into demonic nightmares.

Once the gas has taken effect, the *Kuromaku* unleash a full squad of shironingyo on their test subjects.

ALL THE BETTER TO EAT YOU WITH (LAND)

The Time: December, 1944–August, 1945 The Place: Burma

The squad is called over to HQ to meet an OSI special agent (pretending to be an SOE commando) dropped in by parachute. He wants a group of men to accompany him through the lines and into the hills to enlist the help of a local native tribe. To get to the village however, they must cross through a crocodile-infested swamp.

Once the team reaches the tribal village they must convince the shaman to help them unleash the spirits of the jungle against the Japanese. The shaman can summon a huge crocodile demon (use stats for Papuan dragon) but the creature makes no distinction between Allied or Japanese troops—everyone looks like food to this massive monster!

GOODBYE DARKNESS (LAND)

The Time: June–August, 1944

The Place: Saipan, Marianas Islands, Central Pacific

A Japanese *onmyoji*, operating with a *Kuromaku* squad in the heroes' area, is using the suffering to power his magic. The heroes encounter his handiwork when a whole platoon of Marines gets wiped out and they are sent to investigate. The *onmyoji* is hiding among some Japanese civilians who have holed up in a cave and is trying to get them to commit suicide. The heroes may have the stomach for fighting tenacious Japanese soldiers on Saipan, but watching civilians kill themselves is hard for even the toughest leatherneck.

SUICIDE BOX (LAND)

The Time: January, 1945 **The Place:** Manila, the Philippines

During the battle for Manila, a *Kuromaku* detachment aids the Japanese forces there. Wild reports are coming back from the front lines that the Japanese are kidnapping men off the lines and "brainwashing" them. The heroes are sent to investigate.

While interviewing some soldiers, a lone Type 95 Japanese tank attacks. If it is knocked out, the team discovers a strange box wired up inside where the crew should be. If they open it, they discover that it is a *bako-iri* (p. 167) and part of the victim's face is still attached and recognizable as someone they might have known (much to everyone's horror).

The tank can be traced back to a warehouse complex where a company of Japanese Marines and a few *Kuromaku* troops packing some nasty surprises (shironingyo created from the kidnapped

soldiers) await them. It's up to the heroes to clear the warehouse of whatever vile things they find inside.

STORM OF DARKNESS (AIR)

The Time: 1942–1945

The Place: The skies over the Central and South Pacific Ocean.

The heavy air battles have stirred up a "dark nexus," a sort of storm between our world and Hell. It centers on the next big dogfight, causing Piloting rolls every round as its winds grow to rip and rend the planes apart.

After a few minutes of this, a strange black sphere in the center begins to spew forth planes piloted by undead fliers (from both sides!) that attack the living. Any pilots who fall here become part of this horrific squadron. Use the statistics for pilots found in this book with the Undead special ability.

RIDE THE LIGHTNING (AIR)

The Time: 1943–1945

The Place: The skies over the Solomon Islands, the Marshall Islands, or the Marianas Islands.

A squadron of crack Japanese pilots is operating in the heroes' area. Flyers who have engaged the enemy squadron report the enemy Zeros firing bolts of lightning at their planes. These Japanese pilots have won the favor of primitive "Lightning Gods" that grant all their guns the ability to completely ignore armor.

An *onmyoji* has summoned the creatures from a hidden shrine on one of the islands. If the heroes locate the shrine they can bomb it flat and send the Lightning Gods back where they belong.

NEVER GET OFF THE BOAT (SEA)

The Time: January–March, 1942 **The Place:** The Java Sea

As the holding action in the Java Sea unfolds, the heroes' ship goes into action against the Japanese fleet. After a desperate battle, their vessel is sunk. The characters escape to an island inhabited by some rather strange and ultimately hostile natives who have "unusual" (supernatural) powers and a taste for human flesh! Can they stay alive until a rescue plane spots their desperate signals?

If you have access to other *Savage Worlds* books, such as 50 *Fathoms*, you might want to give the players what you know they're looking for in the way of giant monsters. The giant ape in that book is particularly appropriate, as are the legions of savage natives who might worship it.

FEEDING FRENZY (SEA)

The Time: 1942–1944

The Place: Anywhere in the Solomon, Marshall, or Caroline Island chains.

The heroes are sent to set up a small forward naval station where subs and PT boats can refuel and rearm. They find an island with a perfect bay or lagoon and get right to work. The problem is the new base is right next to a large underwater village of adaro (see p. 162) who resent the intrusion.

At first equipment starts disappearing, then people go missing. Local natives may seem to be to blame but are quite innocent—they too live in fear of the adaro. Finally the sea creatures undermine the piers and destroy the base installations, including the all-important radio shed. Once communications are cut off the thins attack the base in full force, intent on killing everyone.



This mega-campaign combines naval, air, and land action so players might need different characters—sailors, pilots, and marines—to play through it all. Sailors should be crew members on board a destroyer or light cruiser. Pilots can be Navy pilots flying from an escort or "jeep" carrier, or a land-based Marine squadron.

1941

DAY OF INFAMY

• December 7: This Is No Drill (p. 112)

1942

FLAT TOPS-CORAL SEA TO MIDWAY

- May 6-8: Carrier Strike. (p. 113)
- **Mid–Late May:** Rush back to Pearl Harbor for a Herculean effort to repair damage to the ships within 72 hours, then deploy for the Battle of Midway.
- June 4–7: Search and Rescue (p. 113)
- June 4: Five Minutes (p. 113)

THE SOLOMON ISLANDS

- **September:** Midnight on Bloody Ridge. The heroes go ashore with the Marines to act as spotters for ship-to-shore gunfire.
- September: The White Dolls (p. 115)
- September: Bubble Gum and Bailing Wire (p. 115)

TOKYO EXPRESS–NAVAL BATTLES OFF GUADALCANAL

- September: Feeding Frenzy (p. 115)
- October: Close Action (p. 113)
- October 11: Tokyo Express (p. 113)
- November 30: Ironbottom Sound (p. 113)

SOUTH PACIFIC AIR CAMPAIGN

- January: Baa Baa Black Sheep (p. 113)
- February–March: Fly against Japanese air attacks on the troops at Guadalcanal.
- * April–July: Ride the Lightning (p. 115)
- April–July: Escort bomber missions to Rabaul. Continue relocating to forward bases.

1944

- June: Participate in the Battle of the Philippine Sea.
- June-October: Storm of Darkness (p. 115)

THE PHILIPPINES AND THE BATTLE OF LEYTE GULF

- October 24: The Expendables. The heroes' ship is part of Admiral Oldendorff's fleet at the Battle of Surigao Strait. They are the sent in with the destroyer screen as bait to draw Admiral Nishimura's fleet into the trap set by the waiting battleship line.
- October 25: Last Stand of the Tin Can Sailors. Admiral Halsey has been drawn off to the north and the San Bernadino Strait is unguarded. Admiral Sprague's collection of destroyers and escort carriers, one of which is the heroes' ship, is all that stands in the way of Japanese Admiral Kurita's Center Force consisting of several battleships, cruisers, and destroyers.

1945

- February: Provide air support or naval gunfire support for the Marines on Iwo Jima. FAC duty with the Jarheads ashore provides additional "excitement."
- April–June: On picket duty for the fleet at Okinawa, fight off incoming waves of kamikaze attacks.
- September 2: Witness the surrender of Japan aboard the USS Missouri in Tokyo Bay.

POW AND RESISTANCE CAMPAIGNS

Playing a prisoner of war (POW) or resistance campaign can be an interesting (and harrowing) alternative to straightforward military campaigns. POW campaigns can continue on from a regular campaign should the heroes become captured, or the campaign can start with the heroes already in an Axis prison camp. In a resistance campaign, the characters can be civilians in Axis-occupied territory who have taken up arms or Allied military personnel aiding the local resistance.

These types of campaigns can be very grim in tone. Life in Axis prison camps was often quite brutal. Anglo-American prisoners in German prison camps were relatively well treated. By comparison, Allied prisoners in Japanese camps suffered greatly and over onethird died of starvation, disease, mistreatment, or execution. Russian prisoners in German camps also died in great numbers from starvation, abuse, and general neglect.

Resistance fighters receive harsh treatment, usually summary execution, when captured. Still, in every occupied country resistance movements sprang up. In Europe, the largest were in Yugoslavia and Poland, with nearly a million fighters each. The French Resistance numbered around 100,000, then exploded to 1.2 million after the invasion of Normandy. In the Pacific theater, only in the Philippines did a large and organized resistance movement begin, although smaller resistance groups throughout Asia received Allied aid.

American and British prisoners in German POW camps went through hard times but most lived to see the end of the war and in relatively good condition. Allied POWs in the hands of the Japanese suffered a different fate. The Japanese warrior code made surrender a fate worse than death and being captured was a shame so terrible Japanese families would strike the names of their sons and fathers from the register if they were known to have given themselves up.

This attitude, combined with the general xenophobia of the Japanese, meant that Allied soldiers who surrendered were the lowest form of enemy, to be treated with barely-concealed contempt and scorn. Allied prisoners were regularly abused and often forced to work at extremely hard labor. Any infraction of camp rules usually resulted in savage beatings. The Japanese supply system had trouble supplying its own troops, so naturally POWs had an extremely low priority, leading to general starvation and illness exacerbated by the fetid jungle environments of many camps. Survival in a Japanese prison camp was a true test of one's will to live.

VIVE LE RESISTANCE!

Location: Occupied France

Date: June, 1940-August, 1944

- Major Units: French: Local resistance cells; Allies: SOE "Jedburgh" Teams; Germany: Wehrmacht, SS, and German police forces.
- **Bitter Lesson:** Soon after the fall of France, the heroes must try to organize themselves into an effective resistance unit. They know little about weapons and tactics but are determined to fight the Germans. If they can do it successfully, perhaps they can get some help from the British or the Americans.
- **Underground Railroad:** After a fierce aerial battle, an Allied pilot (or pilots) parachutes into the heroes' area. The team has to find the downed flier before the Germans then figure out a way to get him to safety.

John's Moustache: After weeks of speculation, the heroes hear the radio code phrase they've been waiting for—"John has a long moustache." The Allied invasion is about to begin. The cell's mission now is to hit a pre-designated German target, such as a bridge or command center, to help make the landings easier for the Allies.

UPRISING

Location: Warsaw, Poland

Date: January-April, 1943; August-October, 1944

- Major Units: 1943—Jewish Resistance: Z.O.B. (Zydowska Organizacja Bojowa); 1944—Polish Underground State: AK (Polish Home Army), AL (People's Army). Germany: Wehrmacht, SS, and German police forces
- **Escape from Hell:** The Nazis are winning. Mordechaj Anielewicz is dead. The only living leader of the resistance is Marek Edelman. He must not fall into German hands or be killed. The heroes' small unit of ZOB fighters must escort Edelman from the Ghetto, outnumbered and against all odds.
- We Need...Everything!: On the first day of the Uprising, Resistance soldiers are in great need of equipment. Everything is needed guns, ammunition, uniforms, food. Kedyw operatives have information about a warehouse with Waffen-SS equipment on Wola (Stawka Street nr 4). If the Resistance manages to capture that warehouse it would be a great boon for Polish troops
- The Sewers: 1st of September 1944, Old Town. There is no hope of victory or even help. The fighting is ruthless here. Some buildings change "ownership" a few times each day. Then comes an order: wounded and civilians are to be left behind. Those who can walk and fight must go through the sewers to the Srodmiescie. The Germans use hand grenades, poison gas, gasoline, and mines to flush them out. Is it escape or suicide?

KING RAT

- Location: Any Japanese POW camp in Asia (Burma, Thailand, China, Indonesia, Philippines, and including the Japan home islands.
- Date: December, 1941–August, 1945
- Major Units: Survivors of any kind of Allied unit, or Allied civilians; Japanese prison camp guards.
- The Bridge: Prisoners in the camp where the heroes are being held work 14 hours a day to build a railroad bridge over the river. Tensions are high among the prisoners with divisions between the American and British POWs over leadership of the inmates. The Japanese overseers are harsh and strict, and will suffer no delays to their schedule to complete the bridge on time. Perhaps one of the inmates is not what he seems either. This could be a hideous doppleganger-like creature born of the camp's misery who steals food, causes trouble with the guards, and generally ensures the prisoners continue to suffer.
- **Family Ties:** The heroes' families were interned at the beginning of the war. They are not soldiers but members of the foreign business community. As internees they must try to endure the slow degradation of morals within the camp that strips everyone down to their most basic instincts to survive.
- **Guerillas in the Mist:** The heroes are part of an anti-Japanese guerilla unit, possibly led and equipped by US or British commandos. There is a POW camp in their area of operations and the Allies are preparing to stage a raid to liberate the prisoners and get those poor souls out.

NIISSION GENTERATIORS

The Mission Generators are great for quickly coming up with an evening's adventure, and range from small unit actions (the squad) to large battles with dozens of troops per side. Use them to flesh out your campaigns, add scenarios between your set-piece events, or design one-shot adventures. The mission generator assumes you know in which theatre and which year your game takes place.

HOW TO USE THE MISSION GENERATOR

Most adventures in *Weird Wars* should be tales of personal horror, action, and investigation. A typical scenario is a group of soldiers who learn of some horrible thing and must then figure out how to destroy it.

But War Masters and players alike often want big battles—whether for narrative purposes or just as a different kind of gameplay for a session or two. This is what the mission generator is good for.

Let's say you want to do a Battle of Britain campaign. Most of your adventures might concern your pilots on the ground learning about some horror loose in the London underground—it has very little to do with flying or the air war with the Nazis. But every now and then the Blitz is on and your pilots take to the sky. You fight a battle with the Luftwaffe using the Dogfight rules. Those who come home can continue the fight against the monsters.

LAND MISSIONS

Missions on land are the default for most *Weird Wars* campaigns. Characters in these missions are mainly Army or perhaps Marines. Air Corps character can also take part in land-based missions though it may take some creativity on the War Master's part. Navy characters rarely appear in land-based campaigns, but anything can happen on shore-leave, or when sailors of a sunken ship find themselves washed up in enemy territory.

Follow the steps below to create a land-based mission.

- Roll or choose a mission from the Land Mission Table
- Roll 1d6 Support Tokens
- Roll for Attachments
- Roll enemy force Type (Table 1)
- Roll enemy force Size (Table 2)
- Roll enemy force Quality (Table 3)
- Roll enemy force Support (Table 4)
- Roll a die. Odd, roll for Complications (Table 5).

LAND MISSION TABLE

To use the Land Mission Table, first find the column for the theater and date. Roll or choose any mission from that column that you like that fits your campaign.

LAND MISSION TABLE

Advance to Contact: The objective of this mission is to maneuver until making contact with the enemy. Upon contact the unit is ordered to engage, observe and report, or fall back. The distance covered on the mission can be as little as a few yards (such as in the Normandy hedgerows) or many miles (on the Russian plains).

LAND MISSION TABLE													
d100	d100 Western Europe		North	Africa	Mediterranean		Eastern Front			Pacific & CBI			
	' 39–'40	' 44-'45	' 40- '41	' 42- '43	' 40–'41	' 42-'44	' 44-'45	' 40–41	' 42-'44	' 44-'45	'41–42	' 43-'44	' 44–'45
Advance to Contact	1-5	1-10	1-15	1-10	1-3	1-10	1-10	1	1-10	1-15	1-5	1-10	1-15
Ambush	6-10	11-15	16-20	11-15	4-7	11-20	11-20	2-6	11-20	16-20	6-10	11-20	16-25
Assault	11-15	16-40	21-25	16-20	8-10	21-35	21-35	7	21-30	21-55	11-15	21-40	26-50
Counterattack	16-20	41-45	26-35	21-35	11-15	36-45	36-38	8-18	31-35	56-57	16-20	41	51-55
Delaying Action	21-35	46-48	36-45	36-40	16-30	46-49	39	19-38	36-45	58	21-35	42-45	56-57
Holding Action	36–50	49-54	46-55	41-45	31-50	50-54	40-45	39-58	46-55	59-60	36-50	46-50	58-65
Patrol	51-55	55-65	56-60	46-50	51-55	55-65	46-55	59	56-60	61-65	51-55	51-60	66-75
Pursuit	56	66-75	61-65	51-70	56	66-68	56-65	60	61-70	66-70	56	61-65	76-81
Raid	57	76-80	66-70	71-75	57-60	69-73	66-75	61	71-75	71-75	57-60	66-75	82-92
Reconnaissance	58-68	81-90	71-80	76-85	61-65	74-84	76-89	62-67	76-80	76-90	61-65	76-85	93-97
Regroup	69-75	91-93	81-85	86-90	66-75	85-90	90-94	68-72	81-85	91-94	66-70	86	98
Relief	76-80	94-98	86-95	91-95	76-80	91-95	95-98	73-75	86-90	95-99	71-75	87-95	99
Retreat	81-100	99-100	96-100	96-100	81-100	96-100	99-100	76-100	91-100	100	76-100	96-100	100

LAND MISSION TABLE

Ambush: The objective of this mission is to lay an ambush for enemy patrols or formations. The unit must choose the location for the ambush, execute it, and then retreat back to friendly lines.

Assault: The objective of this mission is to assault an enemy position and seize it from the enemy. Assaults are often backed up with a lot of artillery and/or air support. Armored assaults may result in a breakthrough of the enemy lines leading to a Pursuit mission. Seaborne assaults mean beach landings.

Counterattack: The objective of this mission is to fight off an enemy assault then counterattack. The unit may be defending a fixed position or fighting a mobile defense (if mounted). If the enemy attack is repelled, a Pursuit or subsequent Assault may be ordered.

Delaying Action: The objective of this mission is to hold off enemy forces for a certain amount of time, then retreat. The unit may be ordered to hold for a few minutes or a few days depending on the situation. The retreat may be covered by friendly artillery or air support.

Holding Action: The objective of this mission is to hold a position until ordered otherwise. The unit must defend its position at all costs and stay there until relieved.

Patrol: The objective of this mission is to patrol an area of the lines. Patrols are conducted to keep a lid on enemy activity such as probes of the lines or reconnaissance, to gather intelligence about the enemy's whereabouts and activities, to grab prisoners, or to ambush enemy patrols. Most patrols only take a few hours, and cover a limited area of a generally static front line. Some patrols may take the unit deep into enemy territory for longer periods however.

Pursuit: The objective of this mission is to pursue and destroy retreating enemy units. Pursuits often follow successful assaults and are commonly conducted by armored or mechanized units. The pursuing unit may have a fixed limit to their pursuit of the enemy, or they may be given a free reign to chase them as far as their common sense and gasoline will allow.

Raid: The objective of this mission is to make a hit and run attack on an enemy position/territory. Usually there is a specific target that must be attacked and destroyed—a building, a bridge, or some other structure of strategic value. Raids can take units far behind enemy lines and well away from friendly support.

Reconnaissance: The objective of this mission is to find out what the enemy is doing and report it, preferably without alerting him! A successful reconnaissance may involve no shooting at all, but can have some tense moments when the unit must avoid enemy searches.

Regroup: The objective of this mission is to make your way to a rally point or base. Usually this mission is done under great duress as a result of an enemy breakthrough of the lines and friendly forces are in disarray. Many enemy forces could be encountered along the way. It could however, represent the initial hours following a poorly executed airborne assault that scatters the paratroopers all over the place.

Relief: The objective of this mission is to fight through enemy territory to relieve a surrounded unit. A Relief mission is usually fairly well supported by artillery or aircraft. Once a hole is punched through enemy lines to the surrounded unit, it must be held or widened to allow the surrounded friendly unit to escape or to allow follow on units to attack the enemy and push him back.

Retreat: The objective of this mission is to break contact with the enemy and fall back. An orderly retreat under fire is extremely difficult to pull off and often results in a rout, with friendly units scattering everywhere. The heroes' unit may be completely cut off, lost, surrounded, or in some other tight spot as all nearby friendly units bug out.

TABLE O—ATTACHMENTS

The missions themselves usually determine the makeup of the force assigned to complete the objective. The attachments table determines what kind, if any, of attached personnel or equipment are available. Check the Allied Powers information in Chapter Three for unit sizes and compositions.

Fill out an Ally Sheet for any attachments and make sure the player characters divide up responsibility for their control.

d12	Attachment
1–5	None
6–7	Transportation: The heroes have some sort of transportation—a halftrack, truck, or jeep (but not a tank or other armored fighting vehicle). The War Master determines the type.
8–9	Squad: A squad is detailed to go along with the heroes to support their mission. A sergeant or corporal of at least experienced status leads the squad. The members of this squad are basic troops but could be more experienced depending on the mission and the player character's squad.
10	Platoon: A whole platoon is assigned to support the heroes. The player character squad leader should normally be in command of the platoon. Add +4 to rolls on Table 2.
11	Heavy Weapon Team: A crew served weapon is attached to the team. The team leader is at least experienced competence. The quality of the other weapon crewmembers is rolled for like a squad. Roll on the Heavy Weapons table below.
12	Tank: A tank is put at the disposal of the Squad. The

War Master determines the type based on the mission.



OA-HEAVY WEAPONS TABLE

d10	Weapon
1	Flamethrower
2–4	.50 cal MG
5-6	Light or Medium Mortar
7–8	Bazooka
9–10	AT or AA Gun as desired, w/truck

TABLE 1—ENEMY OPPOSITION

Depending on your knowledge of a particular battle or operational area of the war, feel free to adjust results on these tables as you see fit. If you know the Japanese had no armor at Tarawa for example, or that German paratroops were not present at Stalingrad, ignore those results.

Japanese were far more infantry-heavy than this table suggests. Roll a die when encountering vehicles or armor. If the roll is odd, swap the vehicle or armor for a second infantry roll.

d10	Туре
1–3	Infantry (Table 1A)
4–5	Vehicle (Table 1B)
6–8	Vehicle + Infantry
9–10	Armor + Infantry

TABLE 1A-INFANTRY TYPE SUB-TABLE

In the last two years of the war, and particularly 1945, Germany and Japan had reached the bottom of their manpower barrel. In many cases it was all they could do to give under- or over-aged conscripts rifles and send them into the meat grinder. The War Master should feel free to remove airborne and engineers from the available infantry types in this period, and increase the chances of any enemy forces encountered in this period being regular infantry.

d20 Type

- 1–3 Airborne/Elite: For the Germans, this generally means SS mechanized infantry units, but can include Fallschirmjägers. Japanese airborne forces are rare. Other Japanese "elite" troops might include SNLF (Special Naval Landing Force) or simply experienced or veteran troops.
- 4–6 **Mechanized/Motorized:** These troops have trucks or halftracks to ride in. Alternately, they may be riding on a tank. Japanese infantry units were rarely motorized so the War Master can treat this result as "leg" infantry if desired.

7-12 Regular Infantry: No-frills ground pounders.

- 13–14 **Battery:** An AA, AT, or artillery battery. Reroll if this doesn't fit the mission type (they are not often used in assaults, for example).
- 15–17 **Heavy Infantry:** "Heavy" refers to the weaponry employed by these troops. They often have heavy weapons like mortars, light anti-tank guns, and medium and heavy machineguns, or are all equipped with SMGs.
- 18–19 **Engineers/Sappers:** Infantry troops trained as engineers. The German Pioneer battalions were elite assault engineers.

20 **Weird Opposition:** If the opposition is German it is an elite unit accompanied by an SS blood mage. If the enemy is Japanese, it is an elite unit under Unit 731 control. Either may deploy supernatural resources and weapons against the heroes. The War Master should feel free to ignore this result if desired.

TABLE 1B—VEHICLE TYPE SUB-TABLE

Treat any "Heavy Tank" result for Japanese armor as a "Medium Tank" result (even the biggest Japanese tank was a light tank by ETO standards). After 1942, treat any "Light Tank" result for German armor as a "Medium Tank" result. In addition, from 1944 onward add +2 to rolls for German armor. Historically, some tanks were not available or in use before or after a certain year.

d20	Type*
1–6	Scout Vehicle
7–10	Light Tank
11–14	Medium Tank
15–17	Heavy Tank
18–20	Self-Propelled Gun

* See Table 1C after rolling here.

TABLE 1C—VEHICLE TYPE

Туре	Germany	Japan		
Scout Vehicle	(d6) 1–2: Sdkfz 251; 3: Sdkfz 234;	Model 95 Black Medal		
	4–6: Kübelwagen			
Light Tank	Pz III	Model 95 So-Ki,		
Medium Tank	(d6) 1–4: Pzkpfw IV; 5–6: Panther V	(d6) 1: Model 89 Chi-Ro; 2–4: Model 95 Ha-Go; 5–6: Model 97 Chi-Ha		
Heavy Tank	Tiger	—		
Self-Propelled Gun	(d6) 1–4: StuG III, 5–6: Jagdpanther	Model 1 Ho-Ni		

TABLE 2—FORCE SIZE

The size of an enemy force varies and is dependent on many factors. Units on the line are almost never at full strength, particularly during extended combat operations. To determine the number of soldiers and/or vehicles in the enemy force, roll 1d4. Multiply the result by 10 and remove that percentage of troops or vehicles from the enemy formation to get its combat strength.

The enemy force sizes on the table are game-able using the regular combat system. For battles involving units larger than a company, the Mass Battle rules are recommended.

d10 Size

1–2 **Stragglers:** These troops have been separated from their parent unit and their only thought is to get back to friendly lines (or surrender to the Allies?). Roll 2d4 for the number of soldiers in the group. If rolling for a vehicle, there is only one vehicle encountered.

- 3–7 **Squad:** An enemy squad is operating in the area. For vehicles, this result indicates 1–3 vehicles (1d6 divided by two, round up).
- 8–9 **Platoon:** An enemy platoon is operating in the area, typically with AA or AT support. An enemy vehicle platoon consists of 2d6 vehicles.
- 10+ **Company:** An enemy company is in the area. If infantry, it has a battery of AA and/or AT in support. If a battery, it has an infantry company in support. An enemy vehicle company consists of 6d6 vehicles.

TABLE 3-TROOP QUALITY

d8*

Quality

- 1 **Poor:** "raw" or "green" troops with little or no combat experience. This category also represents troops that are poorly trained and equipped. If the infantry type are experienced, they may be beat up, wounded, or demoralized.
- 2–5 **Novice:** standard, trained, and normally equipped troops with average morale and skill.
- 6–7 **Experienced:** Soldiers who have been through several engagements and survived. They fight hard and they fight smart.
- 8 **Elite:** "crack" or "veteran" troops with good training, good equipment, combat experience, and high morale. A squad or platoon of these troops is going to give the heroes a tough time.

*Modifier: Japanese forces before 1943: +1; Japanese forces '44-'45: -3; German forces '39-'43: +1; German forces '44-'45: -2

TABLE 4-ENEMY SUPPORT

What's worse than running into an SS Panzergrenadier company that has tanks attached? Running into that same company's artillery and air support! The Allies aren't the only ones who can whistle up some heavy firepower or fighter cover.

The opposition doesn't spend Support Tokens to call in artillery or air strikes, just to actually use it. Germans get 1d6 Support Tokens for artillery, +2 if they're a Company or primarily elite troops. Japanese get 1d6–1 Support Tokens to use their assets. Calling for artillery otherwise works normally (see **Fire Support** in Chapter Two).

Axis aircraft arrive when you decide, or 1d6 rounds after being called, and make 2d6 attacks before leaving.

d12*	Result
1–4	None
5–7	Artillery* (Table A)
8–10	Air (Table B)
11–12	Artillery & Air

*Modifiers: Japanese Forces 1939–1942: +2; Japanese Forces 1944– 1945: -4; German Forces 1939–1942: +3; German Forces 1944–1945: -4

** Includes naval gunfire support.

TABLE 4A-ENEMY ARTILLERY TYPE

d12	Support
1–3	Light mortars (50–60mm)
4-7	Medium mortars (81mm)
8	Heavy Mortars (105mm+)
9–10	Medium Artillery (100mm–105mm)
11–12	Heavy Artillery (120mm+; includes naval
	guns)

TABLE 4B—AIRCRAFT TYPE

d6	Туре	German	Japanese
1—4	Fighter	Me 109, Fw 190	A6M Zero, Ki–43 Oscar
5	Light Bomber	Stuka	D3A1 Val, Ki–45 Nick
6	Med. Bomber	Ju88	G4M Betty

TABLE 5—COMPLICATIONS

d20 Complication

- 1 **Air Attack:** A fighter (not necessarily an enemy fighter either) swoops in overhead. The heroes have a chance to take cover. If they don't, the pilot makes an attack.
- 2 **Brass:** Somebody with more rank than sense is fooling around with the heroes' mission. As the squad is about to reach their objective or execute their plan, HQ contacts them with a change of mission, restrictions on their actions, or some other order which is a hindrance to their mission. Whether the order is obeyed or not is another matter...
- 3 **Lost:** The squad gets lost, adding 1d6 hours to the travel time, minus 1 for every success on a Knowledge (Navigation) roll, and Aces count! Roll a die. Odd, the heroes encounter an additional threat (generate a new enemy force).
- 4 **Minefields/Booby Traps:** The heroes find themselves in a minefield or faced with a booby trap of some sort.
- 5 **Pillbox:** The enemy has a pillbox or other fortified position along the heroes' route and fires on them unless the person on point spots the pillbox first (Notice roll at -2). The pillbox is manned by an enemy machinegun crew, and may be part of a larger complex or system of fortifications.
- 6 **Radios Down:** For some reason, radio and radio telephone communications are problematic. It could be a problem with the transmitter the heroes have, the line itself (if a radio telephone), or something on the other end. Whatever the cause, contacting anyone via radio is impossible without a successful Knowledge (Communications) roll at –2. The problem can be intermittent or last for the entire mission at the War Master's discretion.
- 7 Refugees: The team comes upon a group of refugees. They may be wary or welcoming depending on the circumstances. Refugees are usually hungry, sick, or wounded. They might try to follow the heroes for a while to seek protection. Women, children, and the elderly are common. An encounter with refugees is an opportunity for good roleplaying.

- **SNAFU**–Situation Normal All Fouled Up. Something goes wrong that can range from a minor nuisance (everyone's rations are ham and lima beans) to something that could jeopardize the mission (all the mortar rounds issued to the team are duds). SNAFUs can also involve mistakes with map coordinates, radio codes, or just about anything. SNAFUs generally should be created with a healthy dose of irony (the supply canister full of berets in the film *A Bridge Too Far* is a perfect example of this). The War Master should feel free to come up with some creative and nasty SNAFUs to plague the heroes with.
- 9 Sniper: An enemy sniper opens up on the heroes. The sniper is 1d4 x 100 yards away and concealed, so spotting him requires a very good Notice roll (-4 or higher to the roll). Since only a sniper's first shot announces his presence, kind War Masters may give the heroes a chance to spot the sniper first. Characters with Danger Sense should have a chance to roll Notice (with a hefty penalty) to get the sense that "something is wrong" or perhaps spot the reflection of the sniper's scope.
- 10+ **Weirdness:** Roll or choose an event from the Weirdness Table to determine just how weird things get.

TABLE 5B-WEIRDNESS TABLE

d20 Result

8

- 1–3 **Abandoned Church:** Out of the jungle or forest looms the crumbling steeple of an abandoned church. The structure does not necessarily have to be a Christian church—it could just as easily be a Buddhist temple or mosque depending on the location. It could be the home of a mad monk, a shelter for refugees (see Degenerate Locals), or the lair of whatever terrible creature drove the caretakers away in the first place.
- 4–6 **Abandoned Farm/Plantation:** Abandoned farms and plantations generally get picked clean by foraging troops (if in harvest season). The farmers who lived there may be long gone, or they could still be there. As a variant of the Degenerate Locals result, the farm could be strangely intact and the residents unconcerned about the war. Little do the heroes know with what evil force the farmers have made a deal for their protection.
- 7 **Altered Animals:** The weirdness has warped the wildlife. A mundane animal has been altered in some strange way and attacks the patrol. Maybe a bear has tentacles growing from its shoulders, or monkeys are covered in camouflaging moss. The extent of mutation is up to the War Master's evil imagination. Other *Savage Worlds* settings are a great source of monsters here.
- 8 **Creature:** The heroes are set upon by a monster from Chapter Ten, or an appropriate monster from one of our other Savage Settings.
- 9–10 **Degenerate Locals:** The war is bad enough on the local populace to drive them to extremes. Violence has destroyed their homes and livelihood and taken their sanity with it. They could be primitive jungle tribes or modern city dwellers. Whatever, they now worship dark gods that demand sacrifice. The heroes are good candidates for these rites (and as food when the ceremonies are over).

- 11 **Dark Nexus:** The characters have come across a locus point of dark energy. The rift has allowed some kind of horror from beyond to pass into the real world. There may be some history associated with the place—a massacre site is typical, or it could be located near an earlier battlefield. The physical appearance of the place itself is altered—the shadows are twisted, the wind moans like a dying scream, and an oppressive feeling lies over the area like bloody blanket. The War Master can choose a critter from the bestiary to torment the characters with while they are in this area. Magic spells cast in this area cost double the power points and there is an additional –1 modifier to Fatigue rolls as the dark nexus draws power to feed itself.
- 12 **Escaped Experiment:** The Axis (or perhaps the Allies!) have let one of their creations get away and the heroes have to deal with it. The War Master should choose an appropriate critter to inflict on the heroes.
- 13–14 **Gravesite:** This is a graveyard or burial ground. It could also be a mass grave for victims of an Axis atrocity. The squad may or may not be aware of its nature depending on how the graves are marked, though the dread and spookiness may be palpable. If it is a primitive burial ground of some sort, a guardian shaman or spirit may be present. More modern gravesites could be haunted, and mass graves may contain some extremely unpleasant and restless dead.
- 15 **Living Jungle/Forest:** The trees come alive around the characters and their allies. It may be subtle, with vines and branches snaking forward during a rest break to steal ammo and canteens, or it may whip into a lashing frenzy of vines and thorns, attacking as a swarm. See Living Jungle below.
- 16 **Lost Patrol:** The squad finds the remains of a group of friendly soldiers who went missing some time ago. They could have been done in by a fearsome critter stalking the area (which is still lurking about) or perhaps the deceased have become one of the several types of undead that stalk the battlefields of the *Weird Wars*.
- 17 **Magnetic Disturbance:** In this area, compasses go crazy and radios don't work properly. Metallic objects may stick together and mechanical mechanisms (including weapons) may not function. Compasses don't work and contacting anyone by radio is at –6. Anything that can be picked up on the radio is garbled or...unnatural...
- 18 **Strange Weather:** With the great flux in supernatural energy around the world, strange weather effects are not unusual. The heroes have entered an area affected by bizarre weather. Roll 1d8 to determine the type.
- 19 **Temporal Distortion:** The heroes enter a "time warp" where time flows differently than normal. They emerge from it hours, or even days, before or after they entered it. Sometimes the *Weird Wars* cross over and soldiers temporarily find themselves in wars that happend hundreds or even thousands of years ago—or even in the far-flung future!

DISTRACTIONS

The subplots presented below provide ways for the War Master to add a little flavor to an adventure or ongoing campaign. Most have an ongoing rather than immediate effect and can have an influence on the characters over several sessions. Some distractions may not be appropriate for a given location or time period so some flexibility is necessary. Distractions can be used for land, air, or sea missions, though you may need to tweak some of them a little to fit. Most of the events listed below happen behind the front lines, in bases or rear areas, so it shouldn't be too hard to adjust as necessary.

Too many Distractions is just that—a distraction. Adding one between every three missions is a good ratio for most campaigns.

d20	Distraction
1	The unit discovers a pair of orphans, two children in need of food and shelter. If the players help them, they have made friend for life who can get minor items for them. The children try to tag along with the heroes and could become a hindrance.
2	One of the characters finds a pet to adopt (puppy, kitten, or even a monkey or parrot). As long as he looks after it he gains + Sanity. If it ever dies, he gets -1 Sanity.
3	One soldier in the unit is desperately looking for a way off the lines and keeps trying to cook up stories to get himself transferred to the rear (he's sick, his mother is sick, his buddy is sick). He may even shoot himself in the foot to avoid combat duty. He could be a good soldier who has reached his limit or a real shirker.
4	Another unit develops an intense rivalry with the group and is always trying to out-do the competition—even if it gets someon killed. Creating a named leader for the other group is particularly effective—especially if the team must eventually come to hir rescue, or vice-versa.
5	One of the squad members develops a serious drinking problem. If the heroes don't get him some help, he's a hazard in combat situation.
6	One of the characters meets a girl in a local village or town. The girl's family strongly disapproves and makes trouble for th squad in whatever way they can.
7	The unit has the opportunity to do some looting (which is expressly forbidden of course). The items available could be a mundane as blankets or food, or perhaps famous artwork, jewelry, money, or even gold. Depending on who owns the loot (o who else wants it) many complications can ensue.
8	One of the soldiers discovers a bizarre artifact from local history. The artifact may be nothing but a trinket, or it may have som arcane significance.
9	One of the heroes receives a Dear John letter from back home. For the next mission all Spirit rolls for this character are reduce by –1. For some great roleplaying, have the player write the letter and read it aloud to the group.
10	High command wants something that seems absolutely silly but dangerous. Maybe they want one airborne trooper foun from behind enemy lines to send back to his family. Or maybe the group has to escort a top-secret crate from the resistance i Paris—that turns out to be a birthday cake for General "Monty" Montgomery from his favorite French bistro.
11	One of the characters' buddies wants a medal and keeps on talking about it. He starts to take unnecessary risks for the decoration.
12	There is a nasty strain of VD at the local town. Characters who visit the "local establishments" have a 50% chance of pickin up a serious infection that needs constant treatment.
13	A freak storm brings high winds and torrential rain (or blinding snow) to batter the unit. Notice rolls are made at -2 for the duration of the storm. Radios suffer from the rain, flights cannot get through the weather and the ground turns to much Wouldn't you know it? That's when the next assignment comes in.
14	One of the members of the unit is a bigot with a chip on his shoulder. He badgers one of the characters with an ethni background different than his and tries to pick fights or bully the character if possible.
15	Somehow the characters make an enemy in their unit. This person slightly outranks the characters and decides to make the lives a misery. He might even try to get them killed. Maybe he's just vengeful, or maybe he's been tainted by some horrible thin that's risen in the violence and horror of war.
16	One or more of the soldiers makes a very close friend (or sees a family member from back home). If this friend is killed, the character(s) suffer -1 Sanity.
17	The unit receives letters from home, boosting recipients' Spirit by +1. Each character has a letter on a d6 roll of 1–3. This is great chance to roleplay if each player writes (and reads aloud) his letter from back home.
18	Christmas comes early! The USO visits the rear area on a morale-boosting trip. Every unit is praying they aren't on other dutie as the show comes through. Lucky heroes may find themselves escorting some big star around.
19	An enemy propaganda unit sets up shop on the other side of the lines and starts blasting nonsense at the good guys through loudspeaker day in and day out. The propaganda is mostly just annoying noise, but can hinder a good night's sleep. Everyone is range must make Vigor rolls each night or be Fatigued. Perhaps some of their time is spent tracking down deserters as well.

20 The unit is having one of those days when everything seems to be going wrong. Roll for two Distractions.

20 Undisturbed Ancient Ruins: Lost ruins lie forgotten around the world. The heroes have come upon the site of an ancient temple, fort, or tomb thought lost to the ages. There could be fabulous treasure within, secrets of the ancients that have lain for centuries, or horrors best left undisturbed...

LIVING JUNGLE

Attributes: Agility d8, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Fighting d8, Notice d6 Pace: 8; Parry: 6; Toughness: 8 Special Abilities:

• Swarm: Because the living jungle is composed of hundreds of vines, piercing weapons do no damage. Cutting and crushing weapons such as rifle butts do half damage, and area effect weapons work normally. Because of the woody nature of the vegetation, characters who roll on the ground do no damage to the living jungle.

• **Thorns and Lashes:** Swarms inflict hundreds of cuts and gashes every round to those caught within the swarm. Characters must make Vigor rolls to avoid Fatigue that can lead to Incapacitation. This Fatigue ends with a

successful Healing roll.

STRANGE WEATHER TABLE

d8 Weather

- 1 **Twister:** A freak tornado touches down nearby. At sea, it forms a waterspout. The squad has a few seconds to seek cover before the tornado passes over them. When it does a Strength roll is required to hang on or else the tornado picks them up and flings them away. Characters caught by the tornado take 5d6 damage when they land...
- 2–3 **Cold Snap:** The temperature drops to below freezing for 1d8 hours. See the rules for cold in *Savage Worlds*.
- 4–5 **Heat Wave:** The temperature rises 40 degrees (Fahrenheit) for 1d8 hours. See the rules for heat in the *Savage Worlds* core rules.
- 6–7 **Heavy Rain:** The clouds open up with a deluge of rain, causing flash flooding. Aside from the immediate danger of being swept away, flooded areas slow movement to a crawl or prevent it entirely. When the floodwaters recede, the ground may also become a morass of mud.

8 **"That's unnatural!"** Hot hail, frogs, fish, or whatever fall from the skies. Roll Vigor each turn to avoid Fatigue from the falling objects.

AIR MISSIONS

The Air Mission Table assumes the characters are pilots of a fighter or medium bomber flight (3–5 planes). For heavy bomber crews, see the Bomber Mission Table. Use the Dogfight rules in Chapter Two for resolution.

Follow the steps below to create an air mission.

- Roll or choose a mission from the Air Mission Table
- If the mission is Ground/Surface Attack, roll for Ground Target Type (Table 1)
- If the mission is Ground/Surface Attack, roll for Ground Target Flak Intensity (Table 2)
- Determine Enemy Opposition
- Roll enemy force Type (Table 3)
- Roll enemy force Size (Table 4)
- Roll enemy force Quality (Table 5)
- Roll or choose Weather (Table 6)
- Roll a die. Odd, roll for Complications (Table 10)

AIR MISSION TABLE

Air Support: The objective of this mission is to provide on-call air support for ground units engaged in combat. This often means flying low and in range of small arms fire—usually not a problem but one "golden BB" is sometimes all it takes to bring an aircraft down. Generally fighters are used for air support. Roll on Table 1—Target Type.

Escort: The objective of this mission is to escort bombers, reconnaissance, or transport aircraft to their targets or destination.



These planes are usually big and slow and attract enemy fighters like flies. A successful escort mission is measured not by how many enemy planes are shot down, but by how many friendly aircraft reached their destination. Roll 1d6 to determine what kind of planes are being escorted. The number in parentheses is the number of planes.

ESCORT PLANE TYPE AIR MISSION TABLE

d100	Western Europe				
	' 39 –'42	' 44 –' 45	' 40 –'42	' 42 –'43	' 40 –'42
Air Support	1-10	1–15	1–15	1-20	1–5
Escort	11–15	16–45	16–25	21–30	6–15
Fighter Sweep	16–20	46–60	26-35	31–45	16-20
Ground Surface Attack	21–30	61–70	36–50	46-60	21–45
Intercept	31–60	71–75	51-65	61–70	46-65
Patrol	61-85	76–90	66–85	71–85	66–80
Reconnaissance	86–100	91–100	86–100	86–100	81–100

AIR MISSION TABLE - CONTINUED

d100	d100 Mediterranean			Eastern Front			Pacific & CBI		
	' 42 –'44	' 44 –'45	' 40 –'42	' 42 – ' 44	' 44 – ' 45	' 41 –'42	' 42 –'44	' 44 –'45	
Air Support	1-15	1–20	1–10	1–10	1-20	1-10	1-15	1-15	
Escort	16-30	21–35	11–15	11-20	21-30	11-20	16–25	16-30	
Fighter Sweep	31-45	36–50	16–25	21-30	31-45	21-35	26-40	31-45	
Ground Surface Attack	46-60	51-65	26-40	31–55	46–70	36–50	41-60	46-60	
Intercept	61-70	66–75	41-65	56-75	71–75	51-75	61-75	61-75	
Patrol	71-85	76–85	66–90	76–90	76–90	76–90	76–90	76–90	
Reconnaissance	86-100	86-100	91–100	91–100	91–100	91–100	91–100	91–100	



d6	Туре
1	Photo-reconnaissance (1)
2–3	Squadron of Bombers (4)
4	Squadron of Bombers (12–16)
5	Flight of Transports (4)
6	Squadron of Transports (12–16)

Fighter Sweep: The objective of this mission is to clear an area of enemy fighters. Fighter sweeps are often conducted in conjunction with ground operations, with the goal of obtaining air superiority over the battlefield.

Ground/Surface Attack: The objective of this mission is to attack ground or surface naval targets. All types of aircraft can carry out this mission, but fighters and medium bombers are best suited to the role. Roll on Table 1—Target Type.

Intercept: The objective of this mission is to intercept incoming enemy bombers. When fighter escorts protect the attacking bombers, some of the defending fighters are detailed to engage the escorts and try to draw them away from the bombers. See the Opposition Table below to determine what kind of force the enemy is sending against the heroes.

Patrol: The objective of this mission is to patrol over a fixed area and engage any enemy aircraft encountered. Also known as CAP (Combat Air Patrol).

Recon: The objective of this mission is to take aerial photographs of a ground target. The aircraft sent on these missions are specially equipped with cameras and are unarmed or very lightly armed. Roll on Table 1—Target Type.

TABLE 1—TARGET TYPE

Use the Target Type Table for Air Support, Ground/Surface Attack, or Reconnaissance Missions only.

d12	Target
1–2	Surface ships (Table 1A)
3–6	Installation (Table 1B)
7–8	Troops*
9–12	Vehicles (Table 1C)

* Use the Infantry Type Sub-table from the Land Mission Table (p. 121) to determine troop types.

TABLE 1A-SHIP TARGET TYPE TABLE

Treat this result as Installation if the mission or campaign area is far from the ocean. Roll on Table 1a to determine the type of ship target.

d20	Туре
1	Surfaced Submarine
2–5	Destroyer
6–11	Transport
12–14	Cruiser
15–17	Battleship
18–20	Aircraft Carrier

TABLE 1B-INSTALLATION TYPE TABLE

An Installation is any sort of building or building complex, large or small. It could be an artillery bunker, a house where the enemy HQ is, or a factory complex.

d10	Туре
1–2	Military, low value
3–6	Military, high value
7	Civilian, low value
8-10	Civilian, high value

TABLE 1C-VEHICLE TARGET TYPE TABLE

Use the Armor sub-tables from the Ground Mission Table to determine armor types. Vehicles in this case include parked aircraft.

d6	Туре
1–2	Aircraft
3–4	Trucks
5–6	Armor

TABLE 2—FLAK INTENSITY TABLE

Anything on the ground worth hitting from the air is likely to have some anti-aircraft protection. Table 2 determines the intensity of flak protecting the target. Warships have an Anti-Aircraft Rating in their profiles. See Anti-Aircraft Fire on page 35 for rules.

Flak Target Type

3d6	Military, Low Value: Small forward airstrip or supply
	dump

4d6 **Military, High Value:** Large air or naval base, supply dump, or division or higher HQ

2d6	Mobile, Low Value: Supply or troop convoy.
3d6	Mobile, High Value: Supply or troop train.
3d6	Civilian, Low Value: Residential areas.
4d6	Civilian, High Value: Factories, ports, railyards, bridges,
	or national government facilities.

TABLE 3-ENEMY AIRCRAFT TYPE TABLE

Like enemy ground forces, the type of enemy encountered depends on where and when the mission takes place. Near the end of the war, Allied pilots ruled the skies and Axis airpower was on its last legs, though not entirely out of the fight.

Use Table 3 to randomly determine enemy fighter cover for all mission types. If you know what kind of aircraft were used in a particular battle, engagement, locale, or time period, feel free to ignore this table. Note that this table only includes the most commonly encountered Axis aircraft types.

Year	Germany (d8)	Japan (d8)
1939–1940	1–5: Me109E; 6–8: Bf110C	1–5: Ki-27; 6–8: A6M2
1941–1942	1–4: Me109G; 5–7: Fw190A; 8: Bf110C	1–4: A6M2, 3; 5–8: Ki-43
1943–1944	1–4: Me109K; 5–8: Fw190D	1–3: A6M2, 3, 5, 6; 4–5: Ki-43; 6-8: Ki-61
1945	1–3: Me109K; 4–7: Fw190D, F; 8: Me262	1–3: A6M2, 3, 5, 6; 4: Ki-43; 5–7: Ki-61; 8: J2M3

TABLE 4-ENEMY FORCE SIZE TABLE

The enemy force size is always at least as big as the hero's group.

d10	Size
1–3	Element (2 planes)
4-6	Flight (4 planes)
7–8	Squadron (12–16 planes)
9	Wing
10	Group

TABLE 5-ENEMY PILOT QUALITY TABLE

The interesting thing about Axis pilots was at the beginning of the war most of them were very good. By the end of the war, either they were really bad or *really* good. Both German and Japanese pilots served continuously on the front lines throughout the war, so great was the need for experienced combat aircrew. German and Japanese aces, even in out-of-date aircraft, are very dangerous opponents!

Table 5 gives the average pilot quality of the enemy force as a whole. See Chapter Nine, **The Axis Powers**, for pilot stats. Novice pilots encountered in late 1944 and 1945 are often not properly trained and may have lower skill levels than the average Novice pilot.

Quality (d10*)	1939 – 1942	Early '43	Late '43– '44	1945
Novice	1–3	1—5	1–6	1-8
Experienced	4-8	6–8	7–9	9
Veteran	9–10	9–10	10	10

* For German pilots on the Eastern Front, add +3 to the roll.

TABLE 6-WEATHER TABLE

Weather has a big effect on air missions. Generally, missions are scrubbed (cancelled) when the weather over the target is known to be bad, but Table 6 assumes unexpected changes in the weather.

d8	Weather
1–3	Overcast/Fog: Reduces visibility to 100". Ground
	attack is impossible.
4-6	Clear
8	Stormy: Rain and wind inflict –2 penalties to all pilots.

BOMBING MISSIONS

Heavy strategic bombers like the B–17 or B–29 go after strategic targets (factories, airfields, submarine pens, railyards, etc.). Their mission profiles are fairly simple–fly to the target, drop the bombs, and fly home. Simple doesn't mean easy, and sitting in a bomber as it flies straight and level through a flak barrage and waves of attacking enemy fighters is not for the faint-hearted.

Enemy Opposition is determined the same as for regular air missions, with the exception that for bomber missions, the enemy attack in waves. For each leg of the mission, roll on Table 8 to determine how many waves of enemy fighters attack the bombers.

Range to Target: The distance to the target is of course important as it determines things like the bomb load, enemy opposition, and escort fighter cover! Use the historical distances if you know them, or just look at whatever maps you are using. No matter the range you determine, it will be within the operational range of the aircraft flying the mission. In extreme cases, some missions may be one way (like the Doolittle mission) where the bombers fly to their maximum range and land (maybe) at a different location than their home base.

Range is measured in "legs" of 250 miles for the ETO and Eastern Front, and 500 miles for the PTO. Divide the range to the target by these numbers to determine the number of legs the bombers must fly to the target.

Set up heavy bomber missions using the following sequence.

- Roll for Heavy Bomber Target Type (Table 7)
- Determine target Flak Intensity (Table 2)
- Determine range to target (see above)
- Determine Fighter Escort (Table 9)
- Roll enemy force Type (Table 3)
- Roll enemy force Size (Table 4)
- Roll enemy force Quality (Table 5)
- Number of waves of enemy fighters (Table 8)
- Roll number of attack passes per leg (Table 8a)
- Roll or choose Weather (Table 6)
- Roll a die. Odd, roll for Complications (Table 10)

TABLE 7-TARGET TYPE TABLE

Heavy strategic bombers like the B–17 or B–29 go after strategic targets (factories, airfields, submarine pens, railyards, etc.). Their mission profiles are fairly simple—fly to the target, drop the bombs, and fly home. Simple of course doesn't mean easy, and sitting in a bomber as it flies straight and level through a flak barrage and waves of attacking enemy fighters is not for the faint-hearted.

d12	Туре
1	Surface ships (Table 1A)
2-10	Installation (Table 1B)
11–12	Troops*

* Use the Infantry Type Sub-table, p. 121.

TABLE 8—FIGHTER WAVES/LEG

d6	Waves/Leg
1–3	1
4–5	2
6	3

TABLE 9—FIGHTER ESCORT

Fighter Escort: Fighter escort for heavy bombers was provided whenever possible. Early and mid-war fighters didn't have the range to accompany bombers all the way to their targets, and once beyond their fighter cover, the enemy fighters took a frightful toll on the unescorted bombers.

From 1939 to 1942, Allied escorts may accompany bombers for up to one leg in Europe and Russia and half a leg in the PTO. In 1943, escorts can stay with the bombers for two legs in Europe and one in the Pacific. After 1943, Allied fighters may accompany the bombers all the way to their targets and back.

d10	ETO	РТО	N.Africa	Eastern Front
1–3	Spitfire	P-4 0	Spitfire	P-39
4-6	P-38	P-38	Hurricane	Mig-3
7-8	P-47	P-51	P-4 0	Yak–9
9–10	P-51	P-47	P-38	La-7

TABLE 10—COMPLICATIONS

d20 Complication

- 1 **Bad Intel:** Some aspect of the mission intelligence is wrong. There could be more or different enemy fighters, more flak, or different target characteristics than expected. Reroll the enemy opposition, increase any flak by one level, or reroll the Target Type as you see fit.
- 2 **Bad Weather Over Target:** Whatever the weather rolled for the mission, the weather over the target is bad. This could mean the target is completely obscured by clouds, or even low clouds on an otherwise clear day. Knowledge (Bombardier) rolls are made at -4.
- 3 **Bounced!:** Unspotted enemy aircraft bounce (ambush) the flight. Roll up an enemy flight. The enemy planes attack from above and behind and get one free attack. When combat turns begin after the surprise attack, the enemy planes start in the tailing position at 6 o'clock.
- 4 **Enemy Ace:** Among the enemy encountered is a coolhanded, steely-eyed ace. This enemy pilot has Piloting and Shooting skills at least one die type higher than the highest die type for those skills among the heroes. The pilot also has the Bullseye and Killer Instinct Edges. There weren't many enemy aces, but the ones who were out there were deadly.
- 5 Engine Trouble: The aircraft's engine begins to cough and sputter. This may start off as innocuous backfiring then develop into a more serious problem. Engine trouble is a legitimate reason to abort a mission. Once the trouble starts, roll 1d10 to determine how many minutes are left before the engine gives out. It may sputter and cough and not develop enough power, catch fire, or simply quit. If the trouble develops during landing, the Piloting roll for landing is made at -2. Multi-engine aircraft can shut down the bad engine but their speed and performance suffer proportionately.
- 6 **Faulty Weapons:** One (or more) of the aircraft's weapons is faulty and may jam. Every time the weapon is fired, roll 1d6. On a 1 or 2, the weapon jams and cannot be repaired unless back at base.
- 7 **Flak Alley:** Flak en route to the target and over it is particularly heavy. Add an extra die to the level of flak encountered.
- 8 Gas Leak: At some inopportune moment, the pilot discovers his fuel gauges starting to drop. Unless the pilot immediately aborts and heads for home, he won't have enough fuel to make it back. To press on, make Piloting skill rolls to keep the plane in the air at some appropriate interval (every 15 minutes for a fast leak, every hour for a slow one). Failure means the aircraft can stay aloft for 10 more minutes before the engine dies. A critical failure means the engine dies immediately.

9 Jinx!: Someone lost their lucky rabbit's foot, forgot to wear their lucky tie-pin, didn't turn around three times, or perform some other ritual the crew believes guarantees their safety. The crew suffers -1 to their die rolls for the entire mission!

- 10 **Oxygen Out:** The aircraft's oxygen system is having problems, limiting altitude to no higher than 10,000 feet. Oxygen system trouble is a legitimate reason to abort a mission. The pilot may elect to press on but must make a Vigor roll every minute when flying above 10,000 feet. Those who fail pass out from hypoxia for 1d6 x 10 minutes—or until dead.
- 11 Lost: This doesn't happen to aircraft flying in formation, unless the flight *leader* is the one who is lost! Fighters and attack aircraft are most likely to get lost after an engagement as they'll be scattered all over the place. Roll a d6 to determine how badly lost an aircraft is. The result is the number of successful Knowledge (Navigation) rolls that must be made to get back on course and headed home. Naturally, fuel becomes an issue when you're lost. If three or more navigation rolls fail, the aircraft has 1d6 x 10 minutes before the tanks go dry. Getting your bearings at sea is especially difficult—there is a -2 penalty to all Navigation rolls.
- 12+ Weirdness: Roll on the Weirdness Table.

d12

TABLE 10B—WEIRDNESS

Event

- 1 **Dark Nexus:** The characters have come across a locus point of dark energy. Aircraft flying within 1,000 feet of the thing get trapped in its pull and are sucked in and destroyed (or spit out into some hellish dimension) within 1d10 rounds. To escape the dark nexus, pilots must make a Piloting roll at -4 for three consecutive rounds. Spells cast in this area automatically cause backlash or fail.
- 2 **Foo Fighters:** The aircraft is tailed by a "foo fighter," a mysterious ball of light that does little but illuminate them. Attacks against a plane dogged by a foo are made at +1 and ignore darkness penalties. The only way to shake them is to wait them out (typically 1d6 x 10 minutes).
- 3–5 **Gremlins:** The aircraft is beset with 1d6 of these little beasties (see p. 167). Hopefully the crew can deal with them before they crash the plane!
- 6–9 **Magnetic Disturbance:** In this area, compasses go crazy and radios don't work properly. Metallic objects may stick together, and mechanical mechanisms (including weapons) may not function. Smarts checks for navigation with a compass are at –4, and contacting anyone by radio is at –6. Anything that can be picked up on the radio is garbled or... unnatural...
- 10–11 **Strange Weather:** For pilots, weather is always a concern. "Normal" bad weather is bad enough, but no one expects anything *this* weird. Roll on the Strange Weather Table below.
- 12 **Temporal Distortion:** The heroes enter a "time warp" where time flows differently than normal. They emerge from it hours, or even days, before or after they entered it. Sometimes the *Weird Wars* cross over and crews temporarily find themselves in wars that happend hundreds or even thousands of years ago—or even in the far-flung future!



STRANGE WEATHER TABLE

d8 Weather

1

- **Dead Air:** The plane hits an unnatural vacuum. Without airflow over the wings, it falls out of the sky. Roll 1d6 and multiply by 1,000 feet to determine how much altitude is lost (if the plane is low it may crash). Upon reaching normal atmosphere, the pilot must make a Piloting roll at -4 to regain control.
- 2 Lightning Storm: This is a pilot's worst nightmare under the best of conditions, but this lightning seems *alive*. Roll a d6 each round for the next 3d6 rounds. On a 1, a bolt hits the plane for 6d6 damage. Instruments and electronics (not to mention crew) may be fried after such a strike. Each success and raise on a Piloting roll (each round) reduces the amount of time spent at the storm's mercy by 1 round.
- **6–7 Heavy Rain:** The rain is so heavy it seeps into the aircraft and threatens to stop the engines. Every turn the aircraft spends in the rain roll 1d6. On a one, one of the engines' air intakes is so full of water it sputters to a halt (see "Engine Out" above). The pilot can escape the deluge with a successful Piloting roll at –2.
- 8 **"That's unnatural!"** A weird cloud full of hot hail, frogs, fish, or whatever batter the aircraft. As Lightning Storm, but the damage is only 3d6 (but much more disgusting!).

NAVAL MISSIONS

Naval missions can be rather different than ground or air missions in that the heroes may not necessarily be directly in charge of the vessels they are on. The Naval Mission Generator is designed from the standpoint that even if the heroes are not in command, the ship or boat they are on is performing the mission.

Create Naval Missions using the sequence below.

- Roll or choose a mission from the Naval Mission Table
- Determine Enemy Opposition
- Roll enemy force Composition (Table 1)
- · Roll supporting ships for your own force on Table 2A
- Roll enemy force Size (Table 2)
- Roll enemy force Quality (Table 3)
- Roll or choose Weather (Table 4)
- Roll a die. Odd, roll for Complications (Table 5)

NAVAL MISSION TABLE

Blockade Run: The objective of this mission is to break through an enemy blockade. The blockade may consist of several layers of defenses including ship and aircraft patrols, and minefields.

Convoy Escort: The objective of this mission is to escort a supply ship convoy safely through enemy or contested waters. Convoys traveling near enemy-held coastlines risk attack from enemy aircraft and ships. Those at deep sea are at additional risk of submarine attack.

General Engagement: The objective of this mission is to engage and destroy the enemy fleet, and force it to withdraw.

Meeting Engagement: The objective of this mission is to engage the enemy to ascertain his strength and capabilities, then withdraw.

Raid: The objective of this mission is to destroy a specific target. Often the target is some sort of coastal installation.

Shore Bombardment: The objective of this mission is to bombard targets on shore, usually in support of an amphibious invasion. The primary threats are enemy aircraft and shore batteries.

Sub Hunt: The objective of this mission is to search for and destroy enemy submarines.

TABLE 1—ENEMY COMPOSITION

Roll a d10 for each category on the Composition Table. If the number rolled is equal to or higher than the value listed, that type of opposition is present. Surface ships are always present in the Pacific—Deep Sea area, for example, but enemy aircraft only appear on a d10 roll of 3+.

Shore batteries are large caliber guns aimed out to sea. Use guns from the Naval Weapons Table (p.41). Mines do damage equal to a 1,000 lbs. bomb (p.41).

TABLE 2—ENEMY FORCE SIZE TABLE

The size of the force encountered depends on the mission objective, location, and time period. The chart below shows the modifiers to the Size die roll.

NAVAL MISSION TABLE

d100		Atlantic		Ν	Iediterranea	ın	Central	Pacific	South	Pacific
	'39–'40	'41–'43	'44–'45	'40	'41–'42	'43–'45	'41-'43	'44–'45	'41-'43	'44–'45
Blockade Run	1-10	1-10	Х	1-20	1-15	Х	1-10	х	1–15	Х
Convoy Escort	11–35	11–35	1–20	21–35	16–30	1–40	11–20	1-10	16–25	1–5
General Engagement	36–45	36–45	х	36–50	31–45	Х	21–45	11–35	26–45	6–30
Meeting Engagement	46–60	46–60	21–25	51v65	46–60	х	46–65	36–60	46–65	31–50
Raid	61-75	61-70	26-40	66–80	61-75	41-50	66–80	61–65	66–75	51-60
Shore Bombardment	76–80	71–75	41-80	81–90	76–85	51–95	81–85	66–85	75–85	61–80
Sub Hunt	81-100	76–100	81-100	91-100	86-100	96–100	86-100	86–100	86–100	81-100

TABLE 1—COMPOSITION TABLE

Enemy Unit	Pacific-Deep Sea		Pacific-Coastal		Atlantic–Deep Sea		Atlantic Coastal		Mediterranean
	' 41–'43	' 44– ' 45	' 41–'43	' 44– ' 45	' 39–'43	' 44– ' 45	' 39–'43	' 44–'45	'40–'43
Aircraft*	3	7	2	8	х	х	3	8	5
Submarines**	5	7	6	8	Always	Always	4	6	5
Surface	Always	Always	Always	Always	4	8	Always	Always	Always
Shore Batteries	х	Х	3	4	Х	Х	4	5	5
Mines	Х	x	3	4	х	х	4	5	5

* The presence of aircraft in a deep-sea mission automatically means there is an aircraft carrier about, with escorts (usually).

** When the mission is a Sub-Hunt, submarines are automatically present.

Size (d10)	Pacific		Atla	Mediterr- anean	
	' 41–'43	' 44–'45	' 39–'43	' 44–'45	' 40–'43
Patrol	1–3	1-4	1–3	1-5	1–3
Squadron	4-6	5-8	4—7	6–9	4—7
Task Force	7–10	9–10	8–10	9–10	8-10

TABLE 2A—FORCE COMPOSITION

Use this table for both sides to determine which ships are actually present. If fighting an enemy Task Force, for example, roll a friendly Task Force as well. The heroes' ship should be one of these vessels.

Ship	Patrol	Squadron	Task Force	Fleet**
Destroyer	1d3-1	1d3	1d6	2d6
Light Cruiser	1d3-1	1d3	1d3+1	1d6+1
Heavy Cruiser	1d2	1d3	1d4	1d6
Battleship	0	0	0-1*	1d3
Carrier	0	0-1*	1d3–1	1d3
Submarine	1d3–1	1d3–1	1d3–1	1d3–1

*Roll a d6. 1–3 there are none, 4+ there's 1.

**Fleets aren't encounted randomly.

TABLE 3-ENEMY QUALITY TABLE

The table below reflects the quality of the officers and critical personnel, such as the crewmen who calculate firing ranges or command the ship. Look up the corresponding statistics in the German or Japanese troop tables for particular skill levels, such as Knowledge (Battle) or Knowledge (Gunnery).

d8*	Quality
1–5	Novice
6–7	Experienced
8	Veteran

Modifiers: Japanese before 1943: +3; Japanese forces '44–'45: –1; German forces '39–'43: +1; German forces '44–'45: –2

TABLE 4—WEATHER TABLE

Weather can have a big impact on the combat effectiveness of naval forces. In areas where hurricanes and typhoons do not occur, treat this result as storm.

d10	Weather Type	Effect
1–6	Visibility Unlimited	None
7–9	Overcast/Rain	-2 to Notice rolls to spot enemy ships
10	Rain Squalls	-4 to Notice rolls to spot enemy ships
11	Storm	Air operations cancelled, –6 to Notice rolls to spot enemy ships
12	Hurricane/ Typhoon	Air operations cancelled, no spotting of enemy ships, skill checks to maintain course.

TABLE 5—COMPLICATIONS

d20 Complication

- 1 **Circuit Breakers Tripped:** Whether caused by faulty wiring or battle damage, the ship's circuit breakers trip and the ship loses power. Naturally this happens at the worst possible moment. Damage control teams or repair parties must assess and repair the damage before power can be restored.
- 2 **Command Confusion:** Someone on the bridge has their wires crossed—orders are misinterpreted, issued incorrectly, or simply not issued at all. The ship draws two cards for initiative and acts on the worst one.
- 3 **Crew Confusion:** The crew just isn't on the ball. Skill rolls for key tasks (Repair, Shooting, etc.) are at -1 unless the captain or skipper can make a Spirit roll at -4 (by giving an inspiring speech or a good old-fashioned chewing out). This works best if you describe a few vignettes representative of the problems, then have one of the players make the speech (even if his character isn't actually the skipper).
- 4 **Dud Torpedoes:** The ship's load of torpedoes all have faulty detonators and won't detonate. It may take a few shots to realize this. Fixing them requires successful Repair skills rolls and a full round of work.
- 5 **Enemy Scout Planes Appear:** Enemy scout planes appear overhead. If not shot down, they report their position to the enemy fleet. The enemy may choose the better of two cards when determining initiative for the first round of any subsequent engagement.
- 6 **Enemy Sub Appears:** An enemy sub is stalking the formation. If not spotted and engaged it announces its presence with a salvo of torpedoes fired at the biggest ship in the formation.
- 7 **Friendly Fire:** During battle, a friendly ship fires on the heroes' vessel by accident.
- 8 **Out of Formation:** The heroes' ship cannot maintain proper formation or has fallen out of formation entirely. In battle, the enemy will concentrate his attacks mostly on this ship.
- 9 Position Reports Inaccurate: Wherever the enemy was supposed to be, he isn't there now. The heroes' ship is out of position, and when they engage the enemy ship gets to fire first.
- 10 Ship Radar or Sonar Failure: All that expensive electronic spaghetti isn't working right and the ship's radar is not functioning. The ship loses its radar bonus to Notice rolls made when attempting to spot enemy ships. A ship that loses its radar can still send someone up the mast with a pair of binoculars to have a look. A ship that loses its sonar cannot detect any submarines unless they surface and can be spotted visually. A submarine that loses its sonar is completely blind while submerged.
- 11 **Target Identification Error:** Whether the lookouts and spotters called in the wrong coordinates or the fire control center fouled up the plot, the heroes' ship, or the weapons battery they operate, has laid its guns on the wrong target. At the War Master's discretion, this misidentified target can be a *friendly* ship or aircraft.
- 12+ Weirdness: Roll on the Weirdness table below.

TABLE 5B—WEIRDNESS

d8 Result

1

- **Dark Nexus:** The ship has come across a locus point of dark energy. A seaborne dark nexus is like a black hole that sucks everything nearby into it. Ships within 500 feet of the dark nexus get trapped in its pull and will be sucked in and destroyed (or spit out into some hellish dimension) within 1d10 turns. To escape the dark nexus, the captain must make three consecutive Boating skill rolls at –4. Staying in the vicinity of a dark nexus (within 1 mile) risks madness. All crewmembers must make a Spirit check every hour or lose one Sanity. Spells cast in this area cost double the power points and there is an additional –1 modifier to arcane skill rolls when spellcasting.
- 2 **Ghost Ship:** A vessel from this war or one in the distant past has risen from the sea. Perhaps the ship is more or less normal but the sailors are all undead. Or perhaps the vessel and its crew are ghosts who can only be laid to rest after the completion of some task they could not complete in life.
- 3 **Haunting:** The ship has a ghost on board—the spirit of a dead crewman or officer (or both!). This entity may be hostile or benevolent, but until its motivations are known, its actions sow fear and discord among the crew, leading to a loss of morale and combat effectiveness (–1 to all actions). Hostile hauntings can turn into adventures themselves, as the heroes try to figure out a way to lay the angry spirit to rest.
- 4–5 **Magnetic Disturbance:** In this area, compasses go crazy and radios don't work properly. Metallic objects may stick together, and mechanical mechanisms (including weapons) may not function. Smarts checks for navigation with a compass are at –4, and contacting anyone by radio is at –6. Anything that can be picked up on the radio is garbled or...unnatural. Radar and sonar returns can be disturbing as well...
- 6 **Sea Monster:** The ship is being followed by some sort of unnatural sea creature or perhaps *Der Einzelgänger* (see Chapter Ten).
- 7 **Strange Weather:** At sea, weather is always a concern. "Normal" bad weather is bad enough, but no one expects anything *this* weird. Roll on the Strange Weather Table.

Temporal Distortion: The heroes' ship enters a "time warp" where time flows differently than normal. They emerge from it hours, or even days, before or after they entered it. Sometimes the *Weird Wars* cross over and sailors temporarily find themselves in wars that happened hundreds or even thousands of years ago—or even in the far-flung future!

STRANGE WEATHER TABLE

d6 Weather

- 1 **Dead Calm:** The ocean is as still and silent as a graveyard. There is hardly a ripple on the surface of the water. The air is equally still and silent. The effect is unnerving and causes tension among the crew as petty disagreements become violent arguments. If it gets out of control, there could be a mutiny.
- 2 **Freak Wave:** A tremendous wall of water comes out of nowhere, looming up in front of or behind the ship. The captain or skipper had better think quickly or else this could be the end! With a successful Boating skill roll at –2, the captain manages to take the wave head on and ride the ship over it, perhaps a bit shaken, but safe. On a failure, the wave breaks on top of the ship, or the ship takes the wave sideways. The ship takes 2 Wounds, is flooding, and any crew on deck must make Strength rolls at –2 or be swept overboard. On a critical failure, the ship capsizes or the keel is broken by the wave and the ship is sinking.
- 3–5 Weird Weather: For a few minutes, the ship experiences every form of weather known. Heavy rain, hail, snow, scorching heat, icy winds, thunderstorms, tornados, and waterspouts. The latter may damage the ship (1 Wound) if the captain cannot make a successful Boating skill roll.
- 6 **"That's unnatural!"** A weird cloud full of hot hail, frogs, fish, or whatever batter the ship. Anyone outside on deck takes 2d6 damage from the deluge.



CHAPTER EIGHT: RATTENKRIEG

"The gallantry and aggressive fighting spirit of the Russian soldiers command the American army's admiration." - George C. Marshall, Chief of Staff, US Army

Date: September, 1942–February, 1943 Location: Eastern Front—Stalingrad Unit: Soviet 13th Infantry Division (Later 13th Guards Rifles) Rank: Novice

Composition: At least one of the characters must be an NCO or Officer. The leader is assigned to a squad of 12 men, including the player characters and as many other Extras as it takes to fill out the squad. All of the heroes are infantry, but they've been given no training, uniforms, or equipment. Because of this, the usual requirements for being an infantryman are waived for this campaign (though characters may have such skills from their previous lives).

CAMPAIGN SUMMARY

The characters begin as new recruits in the "Lucky 13th" Infantry Division tasked with the defense of Stalingrad. After a terrible trial by fire they eventually settle in to the long, hungry winter. The madness of the commissars and their mortal foes are terrible enough, but

WAR IS HELL

A word of warning. This is a very difficult and dangerous campaign, particularly in the beginning. Your heroes will be assaulted by Germans, monsters, and even their own leaders. They will be poorly armed, starving, and freezing. This is the Eastern Front, where millions of soldiers on both sides died of combat, starvation, disease, and bitter cold. Prisoners were taken—sometimes—but they rarely survived captivity. The Eastern Front was a place of incredible violence and inhuman misery in the real world, and it's twice as terrible in the Weird Wars.

That said, this is still a good introductory operation for your group because the scale starts reasonably small and they can get used to military equipment, terminology, and tactics slowly—just as the characters they're playing would have. Most came from farms or factories and had never fired a weapon in their lives.

If a character dies, the player can jump into a replacement very quickly. Because this operation is so deadly, new characters enter with one less advance than the previous one (rather than half the Experience Points as usual). the increasingly-desperate Germans eventually bring in a blood mage and his awful minions as well. Even this is not the Soviets' greatest challenge, however, as a freakish monster born of the rats and the carnage they've fed upon lurks deep in the Stalingrad sewers.

PART ONE: CROSSING THE VOLGA

The heroes have traveled far and wide to arrive at the Russian rally point on the eastern side of the Volga River. There they are hastily placed into their units, but given no weapon, uniform, or equipment of any kind. The scene below is typical of those experienced by new recruits into Stalingrad, and was replicated in gory detail in the movie *Enemy at the Gates.* A group viewing of that film will greatly help you and your players understand the grim surroundings they're about to enter.

Read the following to your new recruits as they stare across the Volga at the ruins of Stalin's namesake:

It is September 23, 1942. You stand on the eastern bank of the Volga, looking West into what must surely be Hell. Massive columns of smoke rise above its shattered skyline. Few buildings are intact. Most are exposed shells filled with jumbled furniture and crumbling walls.

Far in the distance you see planes and hear the whine and thump of their bombs. You have no idea if they are yours or the fascists'. Most of you couldn't tell the difference even if you had a telescope.

Around you are hundreds of thousands of your countrymen. Some look tired, some look drunk, and some of the youngest even look eager. Fools.

Ferries have been taking men across the Volga all morning while you waited. Now it is your turn. Perhaps fifty of you are crowded on board a small boat by screaming sergeants and stern commissars. The overloaded ferry was designed for half as many and rocks violently in the cold river.

You push into the crowd, breathe deep, and hold on tight as the vessel pushes off into the muddy water. For you, the war has begun.

Pause for a moment, then have everyone make Notice rolls. The character with the highest total sees this first:

You're halfway across the Volga when you hear a strange whining sound growing louder. You look up and see a trio of strange silhouettes diving down from the sky toward you. The boat driver yells "Stukas!" and cowers down behind his steering column.

The ferry in front of you suddenly explodes in a massive upheaval of water, wood, and flesh. Bits of wet, crimson gore splatter over your clothes and face. Other bombs land all around you and throw huge columns of water into the sky. The staccato sound of the next Stuka's machine guns rattles your ears and the rounds rip through the front of the boat. A dozen of your comrades are shredded in an instant. Some literally explode from the violence of the attack while others fall spastically and writhe in pain.

Some of the other passengers dive into the water. A few swim west toward Stalingrad; two swim back to the east. You look back and forth for what seems like an eternity trying to decide what to do. A wounded commissar staggers to his feet and fires at the "traitors" swimming toward the east bank. One of the swimmers, a Ukrainian, screams as bullets splash around him. He curses at the commissar with his fist in the air—then is silent when a pistol round smashes through his left eye. The other man, an old hunter from Minsk, thinks better of his decision and turns back toward the boat.

What do you do?

Those who stay in the boat eventually make it to the dock on the other side. Anyone who goes into the water had best swim west (making an immediate Vigor roll for the cold water, then three successful Swimming rolls to fight the current to shore). Soviets who swim back to the east are shot at by the commissar until dead. The latter will have to make new characters—such is life on the Russian Front and a brutal introduction to this tale.

THE DOCKS

Eventually the heroes reach the far dock where they are hastily grouped into twelve-man squads. The leader of the squad is given his uniform and weapon but no other information or assistance. Half the soldiers are given a Mosin–Nagant rifle, the other half are given a 9-round clip (note that the clip must be used—one cannot fire the bullets without it). Soldiers who want to trade with their squadmates may do so as they wish, though Extras are *very* wary of giving up the equipment the commissars gave them.

The squad is given five minutes to organize and introduce themselves, then are hurried off to a nearby canning factory to relieve the last wave of defenders. The officer or NCO is told to hold until relieved, not to take prisoners, and to destroy any fascist equipment they find (including guns and ammo!).

USING THE MAP

On page 143 is an operational map of Stalingrad. Many of the adventures to come reference specific lettered places on the map. Third Squad, for example, is now stationed at A, the Canning Factory. Their post is on the second floor, but the first floor is blocked and the rubble leading up to the windows effectively puts the second floor at a few feet above ground level.

Two wounded soldiers sit in the center of the floor waiting for relief. The player character in charge hasn't been told what to do with the soldiers who remain there, but the two men try to head back to the rear unless they're told otherwise. They have normal statistics for Russian infantry, but fight at –1 for their rattled condition. Each man has a rifle and a full clip of ammunition they've scavenged from the two squads who were here previously. If asked, one of the men says a captain (Petrovich) came by and took the rest of the group's meager supplies. The bodies still lie about but have already been looted for ammunition and other "goods."

Give the group about 10 minutes to settle in. After that, they're attacked by two under-strength squads of German infantry.

• German Infantry Squad 1 (6 men): 1 sergeant with MP40, 3 x Kar-98 rifles, 2-man team with MG34. The riflemen have one grenade each.

ORDER OF BATTLE

A Russian infantry company consists of three platoons, and each platoon has four squads of 9 men armed with Mosin–Nagant M1930G rifles.

The heroes are part of Third Platoon (or *tretii vzvod*), Third Squad (or *tretti rota*). Their squad leader should technically be an NCO, but the situation is critical right now so a junior officer may lead the squad instead. Either way, this role must be fulfilled by a player character.

Two DP 1928 LMGs will eventually be attached to the group (see the Savage Tale, Machine Guns All Around). This comes with two additional squad members who can man the gun, or be given rifles so that player characters function as machine gunners.
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The heroes' company is commanded by Captain Boris Petrovich, described on page 136. He has a Headquarters squad with 12 men, two mortars, and a DP 1928 MG.
Should something happen in Committee Commi

• Should something happen to Captain Petrovich, a player character who rises to the rank of Captain can replace him. The player characters then essentially become his Headquarters Squad and the former HQ squad is parceled out as replacements to the rest of the company.

• German Infantry Squad 2 (5 men): 1 sergeant with MP40, 2 x MP40, 2 x Kar-98. All of the MP40s and riflemen have one grenade each.

The Germans move in a "bounding overwatch," meaning one group covers (or goes on Hold) while the other moves. As the squads close, they throw their grenades, hunker down behind rubble, and wait for the explosion. The moment they hear it, they bound forward and attempt to shoot anyone who survived.

The heroes should be victorious in this fight, but if they're not a whistle sounds far behind the enemy lines and the frustrated Germans withdraw to a breakthrough elsewhere in their lines. The new recruits won't get this kind of break again.

AFTERMATH

The Germans are dead or withdrawn and the Soviets have been forbidden from using their fascist equipment. The officer or NCO should order the destruction of any German weapons (clever players may try to hide scavenged gear in the rubble, of course, but risk the wrath of their commander and interrogation by the NKVD as described on page 63).

Don't forget to check and see which Incapacitated Extras, friends and foes, are actually dead. The wounded will need to be taken back to the Volga somehow. It's not appropriate for characters to openly kill prisoners, though if it happens it's likely to be ignored rather than reported. This is entirely up to the player character officer in charge. Make sure to let him deal with that situation when it arises rather than deferring to Petrovich—who won't want to be asked.

A half hour or so after the fight, a runner arrives with a message for the squad leader. The survivors are to settle in the canning factory. Blankets will be sent soon. No rations will be spared as the soldiers are fresher than those who have been fighting in Stalingrad for the last few weeks.

NEIGHBORS

The next day, a couple of soldiers from the next squad north stop by to visit their new neighbors. They bring a bottle of vodka to share a few sips, and some stale bread. The heroes shouldn't be starving yet, but it's been a long night without rations so they're definitely hungry. The "veterans" have been here a week. They don't have uniforms, but they do have a rifle each and even two magazines of ammunition (most of which came from the last group to die in this part of the canning factory).

Some of the Soviets are:

• **Private Bakhorov:** A good-natured former farmer who has been through a few battles now. He always seems to have a bottle of vodka and a few stale biscuits to share.

• **Private Chernov:** A conniving weasel who steals anything he can get his hands on. He doesn't talk much—he just accompanies the others to try and steal from the soldiers they visit. After he's been in camp, the group may find a few of their bullets, grenades, or other belongings missing. He's not above murder if the team finds something really valuable. Chernov is cowardly though—he'd only kill for what he wanted if its owner was sleeping.

• **Private Betin:** The quiet ideologue of the group. He believes in communism and thinks Captain Petrovich is betraying the revolution.

• **Corporal Golushko:** Friendly on the surface but cold as ice underneath. He looks something like Max Schnell from *Nosferatu.* He hums strange songs when conversation is at a lull. He doesn't take prisoners. Golushko doesn't lead much. If confronted about something, such as Chernov's kleptomania, he'll just shrug it off and change the subject. When he does turn, however, he's an expert and deadly hand-to-hand fighter.

GOSSIP

Some friendly interaction with the soldiers reveals the following.

• The company's captain is Boris Petrovich. He's a merciless bastard who doesn't mind seeing his men slaughtered. (Not actually true, but these men see him that way. Betin might also hint that Petrovich isn't much of a communist.)

• The Germans in this sector are extremely tough and well-trained. This is true.

• The company has a new political officer, Commissar Vasily Ivanovich. If one of the player characters is a commissar, this is his immediate superior. Commissar Petrovich is a friend to the men and listens to their problems with great interest. (See Vasily's profile, below, for the truth.)

🌪 CAPTAIN BORIS PETROVICH

Boris ran a large collective farm in Georgia, the home province of Stalin himself, but he is no fan. Unlike most of the people, Boris remembers all too well how willing Stalin was to work with Hitler prior to the fascist invasion. The appalling loss of life since the "surprise" attack angers Boris, but he can't let it out or "that snot-nosed punk Ivanovich" and the NKVD will have him shot. So he takes his anger out on his men. It's likely the player characters will hate their gruff officer at first, but perhaps once they learn the source of his anger they'll see him differently. Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8 Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d8, Shooting d6 Charisma: 0; Pace: 4; Parry: 5; Toughness: 6 Hindrances: Doubting Thomas, Lame, Loyal (to his men) Edges: Command, Inspire, Rank (Officer) Gear: PPSH SMG with two reloads, two grenades.

🌟 COMMISSAR VASILY IVANOVICH

Vasily is a sneaky *politruk* (political officer). He listens to and pretends to sympathize with the soldiers' plight. Those who lack loyalty to Mother Russia are quietly taken away under other pretenses later on so as not to immediately connect their disappearance to the commissar. It will be some weeks before the men of First Company figure out what Ivanovich is up to.

Vasily is 23 years old and was a student at Moscow University before the war. He's a firm believer in the communist party. Lenin and Marx are his personal heroes, and he's memorized most of their works. Vasily is smart enough to be wary of Stalin, but thinks his "zeal" is excusable given the current dire situation.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6 Skills: Fighting d4, Intimidation d8, Knowledge (Communism) d8, Persuasion d10, Shooting d6

Charisma: +2; Pace: 6; Parry: 4; Toughness: 5 Hindrances: Arrogant (but hides it well), Cautious, Vengeful Edges: Charismatic, Party Member, Rank (Officer) Gear: TT33 pistol.

SURVEYING THE TROOPS

The next night, Captain Petrovich visits Third Squad. He's accompanied by Commissar Ivanovich and a few of the submachine gunners of his Headquarters Squad.

Read the following aloud when you're ready to run this encounter:

It's just after what should be dinner time. You can tell because your stomach is growling even more than it has all day. You're starving. Is there nothing to eat in this damned city?

Suddenly your officer stands and snaps to attention. The other men do too. You stand and look about. At the rear of your position is an imposing-looking officer in a greatcoat. A few other hangers-on lurk behind him. You note that several are armed with submachine guns.

"Third Squad. I am Captain Boris Petrovich. I do not care to know your names. Most of you won't be alive the next time I visit anyway. The fascists are pushing hard against this sector. I'm working on getting you additional arms and ammunition, but in the meantime, I expect you to hold. I don't care if you have to throw rocks at them. I don't care if they come with tanks. There is nothing behind you but the river and I can assure you the Volga is very cold this time of year."

With that the officer turns and stalks away. The men with the submachine guns follow him, but a younger political officer stays behind. He carries a box with a few tins of food and a bottle of vodka and sets it down before your squad leader.

"Good evening, comrades. I have heard of your glorious victory against the fascists yesterday. Such bravery, and with only minutes to get accommodated to our...difficult... surroundings. Surely that deserves a few rations? This is all I have, but it is from my personal stores so I hope it serves you well. I am Commissar Vasily Ivanovich. I am here to see to your morale and help in my own small way in the fight against the invaders. You there, where are you from?"

Vasily engages each of the men in small talk, asking where they're from and a bit about their lives. Spend a little time roleplaying here and put the players at ease with the commissar. They're likely to be mistrusting, so it's up to you to work on them a little. It will be important later on when Vasily starts really prying.

PART TWO: HELL FREEZES OVER

The rest of the campaign consists of actions drawn from the Missions Table on page 138 and the map on page 143. The tale starts near the end of September and runs through Christmas of '42.

Beside each month is the approximate number of adventures you should run. In September, for example, you should run around three missions. In between adventures, the squad can heal up, see to personal matters, and gather rumors. Soldiers are allowed to wander within a few blocks of their area when there's no immediate threat or other duty to perform, but can't cross the Volga or venture more than a few blocks distant.

Savage Tales aren't necessarily tied to sessions. Some may take less than an hour of game time while others might take a couple of nights depending on how much roleplaying the group does and how fast your combats go. Unless a Savage Tale says "repeatable," reroll any results you've already run. If a scenario says "and roll again," run that tale, then a follow-on adventure immediately after. This counts as a single mission toward your monthly total.

Personal Quests: Just because there's a Mission Table doesn't mean you shouldn't let the players decide their own actions sometimes. Perhaps the group made an enemy and they want to enact some scheme to make him look bad, or maybe a soldier falls in love with one of the women holding out in the city and occasionally sneaks away to be with her.

Personal quests shouldn't typically count against the monthly total because they've been designed to trigger certain events within the timeline of the siege. The same is true of adventures you create. Slip them in when and where you want, but don't count them against the monthly mission totals.

BETWEEN MISSIONS

Between missions, the characters will be hungry and cold. They'll also have the opportunity to gossip and perhaps even get supplies. See below for more information.

Reports: The squad leader must send daily reports to Captain Petrovich that include any enemy action and supply levels. Failure to do so is grounds for NKVD Interrogation (see page 63).

Food: The heroes never have enough food. In between missions, everyone must make a single Vigor regardless of how much time the period actually represents. Those who fail suffer Fatigue for the next mission (roughly 24 hours). This can stack with Fatigue from Cold (see below).

Cold: The cold sets in after the first mission in October. Have everyone make a Vigor roll at a penalty of 1d4–1 to reflect the varying

weather. Those who fail are Fatigued for the next mission (roughly 24 hours). This can stack with Fatigue from hunger (see above).

Gossip: Corporal Golushko and his team visit every few days to gamble, swap food, drink, and most importantly gossip. This means that even information that isn't included in a report often makes its way to headquarters. Since groups rarely roleplay this kind of small talk, assume most soldiers have loose lips and information leaks out unless the group specifically says otherwise.

Supplies: Many of the missions grant the commander additional ammunition or Support Tokens. Small arms and munitions can be saved afterwards. Support Tokens are never saved. Additional troops return to their own platoons after an engagement.

Fascist weapons are to be gathered and turned in to HQ—they are never to be used by Soviets. That doesn't mean it won't and shouldn't happen—just that it's discouraged. If Captain Petrovich or Commissar Ivanovich witness the use of fascist equipment, the offender and his commander will be held accountable. "Does Comrade Stalin not provide for you?"

When asking for supplies, have the squad leader make a Persuasion roll, adding +2 if the last mission went particularly well, and subtracting 2 if it went poorly.

• **Critical Failure:** The squad leader is seen as wasting the Soviet Union's resources and must face NKVD Interrogation.

• Failure: Supplies are stretched thin. Captain Petrovich can come up with a half day's water rations for 1d6 men, 1d6 clips of rifle ammunition, 2d6 pistol rounds, and 1d4–1 grenades.

• **Success:** Petrovich finds a day's rations for the entire squad, 2d6 clips of rifle ammunition, 2 full magazines of pistol ammo, and 1d3 grenades.

• **Raise:** As success, but Petrovich also adds a single PPSH submachine gun to the group's armory and two drums of ammo. The next time this is rolled, the group can choose between another PPSH, 1d3 drums of ammo, a Soviet Anti-Tank rifle with 25 rounds, or 25 AT rounds.

SAVAGE TALES

The following Savage Tales are referenced on the Mission Table. Those marked with a red star are Plot Points, and are crucial to completing the *Rattenkrieg* campaign.

🌟 THE CELLAR

Amazingly, thousands of civilians continue to live in Stalingrad. Most play both sides, selling odd goods (and sometimes information) to German and Soviet soldiers alike. One of these individuals is Mrs. Irina Petrova. One day a visiting soldier tells the squad about her shelter, a large basement at the bottom of a former office building (Point B), where she sells meat (best not to ask what kind), eggs, milk, blankets, razors, and other necessities. She never carries weapons or ammunition—that would likely get her killed.

Mrs. Petrova's items sell for 5 times the normal price listed in the *Savage Worlds* book. Consuming a meal's worth of her edibles is such a rare treat that it gives the character +1 to Vigor rolls for the next 24 hours. Irina is well-connected to the city's scavengers, so special requests are also possible (and generally take 1d4 days).

At night, Irina opens up "the bar." She always has plenty of vodka (\$4 a shot) and every soldier who can slip away comes to escape for a few hours in her shelter. Currently, her building is within the Soviet lines and operates with official permission.

MISSION TABLE

Run the number of missions next to each month. Most refer to Savage Tales which follow alphabetically after this table. Those featuring the Red Star are Plot Points and are critical to completing the overall campaign. If the Plot Point hasn't come up before the month is up, run it as the last mission of the month before moving on.

Savage Tales are set in and around the city of Stalingrad, using the map on page 143. Those with a letter after the title refer to the listed points on that map.

Missions aren't limited to this sector of Stalingrad, however. The squad may be pulled off the line to take part in a strike elsewhere in the city, or even elsewhere in Russia.

0	September (3)
d20	Adventure
1-8	Use the Land Mission Generator
9–11	Political Rally (repeatable)
12–13	Uniforms (and roll again)
14–15	Machine Guns (and roll again)
16–17	Tank! (repeatable)
18-20	★ The Cellar —
	October (4)
d20	Adventure
1–5	Use the Land Mission Generator
6–9	Political Rally
10–11	Crash Landing
12–13	Shopping Spree
14	Sniper School
15	Devils at the Crossroads
16–17	Take Out the 88s (repeatable)
18	★ Soldiers of the Fourth Reich
19–20	Recon by Moonlight (treat as Soldiers of the Fourth Reich if you haven't run that one first)
-	November (5)
d6	Adventure
1–2	Use the Land Mission Generator
3	Political Rally
- 4	The Red October Tractor Factory -
5	Death of a Hero
-	The Special School
6	★ Rats in the Cellar
_	December (5)
d6	Adventure
1–3	Use the Land Mission Generator
4-5	Political Rally
6	★ The Vermin Lord

Allow the group to get to know Irina and some of her patrons. When she's threatened later on in the **Rats in the Cellar** Savage Tale it will mean more to them. This is also a good place to introduce any other Extras you want to work in. The Cellar is always busy with buyers and sellers. Below are a few characters who can be found at Petrova's at various times. All have standard abilities and skills.

• **Gregor Popov:** Gregor fought the "Huns" in World War I and knows all too well how things rise in the darkness. He's in his 70s now and in ill-health, but he's a tough old bird. He's a possible resource for occult information.

• Alexandra Eltsina: This pretty twenty-something serves in an anti-aircraft battery a few blocks away from the Cellar. She makes a great romantic interest, a possible ally, or damsel in distress.

• Commissar Anotoly Titov: Anotoly was a fanatical believer in the great new society of Lenin and Stalin. His wealthy, "bourgeois" family was less than enthusiastic. A few months ago, Anotoly turned in his uncle for making disloyal statements about Comrade Stalin. Two nights later, the former factory manager and father of four went missing. The local police said he had "volunteered" to serve in Stalingrad to make up for his treasonous thoughts. Anotoly is here trying to set things right with his furious parents. He wants to believe in the dream of communism, but the treatment of the common soldier has greatly disillusioned him. Anotoly is subordinate to Commissar Ivanovich and the one who is usually dispatched to bring in "traitors." This means he's often blamed for their disappearance. Anotoly might turn on his boss if given proper motivation.

• Mikhail: This 12-year-old boy is Irina's nephew (his father was drafted and is presumed dead, while his mother was lost to bombs a month ago). Mikhail is the Cellar's primary scrounger. He carries a slingshot which he uses to kill rats. He says they've been getting bigger and meaner as winter sets in. Mikhail frequently sneaks out to sell to the Germans, though this isn't public information.

• **Daniel Stern:** Somehow Daniel drew the short straw at the *New York Times* and got tasked with reporting on the war from Russia. He stays at the Cellar permanently, sequestered on a cot in the corner with a few possessions and his constantly-clattering typewriter. He's in his '40s and is primarily a financial reporter, but he's quickly learned a lot about war. Daniel makes a good source of information, but his Russian is poor and might frequently lead to mistranslation.

CRASH LANDING

It's twilight when a Pe-2 bomber crashes into the top of a building a few streets away (Point C). The characters saw the incident and have witnessed the brave pilot—a female by her size—crawl miraculously from the wreckage. The wounded pilot is now out of sight but glimpses of gray uniforms in the five-story building mean the Germans are searching for her. No orders have come to save the pilot—by the time they do she will almost certainly be dead.

The middle section of the building is demolished with the remains of the Pe-2. Its little remaining fuel ignited and started a smoldering fire that obscures the entire floor with smoke, reducing visibility to 5" (10 yards) for the rest of the day. The Germans are a small but highly-trained squad of SS Commandos!

This is a mission the squad's leader will have to decide on himself. The pilot is one of the Soviet Union's best—and pretty as well! If they can save her, the NKVD will appreciate the effort and write some great propaganda about the squad's heroic actions. If the pilot doesn't survive, if casualties are high, or some other disaster occurs, the squad's leader faces NKVD interrogation.

- German SS Squad (Elite): One elite Sergeant (WC) and six veteran Enlisted, all with MP40s and two grenades each.
- Anna Wolinski (WC): Anna is a beautiful blonde who happens to be a terrific pilot as well. She has three wounds and a permanent injury to her right leg after this crash, but she's stable and can fight (at the usual penalties). If she survives, she's the pilot the next time the group gets air support.

DEATH OF A HERO

It's the middle of the day when Corporal Golushko and company drop by for a visit. They have news that Captain Petrovich has been taken into custody by the NKVD. The story is that Ivanovich and his commissars shot retreating members of 4th Squad as they fled a fight with the huns. Petrovich went berserk and threatened to kill Vasily, then beat him severely in front of the remnants of 4th Squad. A few hours later, the NKVD showed up and took him away.

Whether Petrovich is dead or not is up to you. Perhaps the characters want to attempt to plead for his life. If they do, they make a permanent enemy of Ivanovich.

While he's away, Ivanovich is in charge and begins a literal reign of terror. Whatever the next few missions are, increase the enemy opposition by roughly 50%. Commissar Ivanovich and his gang of six thugs stand behind the lines with Maxims and SMGs to shoot anyone who tries to flee.

How the group takes care of Ivanovich is up to them, but they'll need to do it or they'll constantly be up against far greater odds than they can handle. When that situation is resolved, and assuming the team didn't somehow bring Petrovich back, the squad leader is the next in line to command the company. The rest of the group now becomes his HQ Squad and replacements take over Third Squad.

DEVILS AT THE CROSSROADS

The Russians are making a big push and the squad's commander is given the honor of commanding one portion of the attack. His target is a dug-in German company with tank and vehicle support. Use the map at right for the basic layout.

The commander is given four Support Tokens, four Molotov cocktails, an anti-tank rifle, two squads of Soviet soldiers with Mosin–Nagant rifles, and a Maxim machine gun section with three gunners. The entire force has Low Ammo.

The player characters are given two full magazines or clips of ammunition for their primary weapon and one grenade. They start on the road at Point F.

If a Joker comes up on the hero's side during the fight, roll a die. Even, a single T-34 arrives at Point F and stays for the duration of the battle. Leftover weapons and ammo (including the MG and its gunners) stay with the group. Surviving members of the two support squads are sent back to their platoons afterward.

• German Platoon: 4 squads (Sergeant w/MP40, 8 Enlisted with Kar 98), plus two, two-man teams with an MG42. A captain oversees the platoon and carries an MP40 submachine gun. All have two stick grenades each. The platoon has artillery support and a Stuka on CAP. Two squads are dug-in behind sandbags at Point G facing south. Two more squads are dug in at Point H facing east. On the second round of combat, a StuG III arrives at Point I.

MACHINE GUNS ALL AROUND

Captain Petrovich grudgingly sends a DP 1928 Light Machine Gun to the squad and two new gunners (Extras) to go with it.

POLITICAL RALLY

Vasily Ivanovich stops by for a political meeting and rally. He asks to hear tales of the group's adventures for the last week, smiling and laughing when appropriate even if a tale-teller complains or seems less than enthusiastic about Communism or Comrade Stalin.

This is the perfect chance for some roleplaying. The commissar asks each player character of his adventures and expects to hear a rousing patriotic story. Urge your players to do so, and perhaps even play some stirring music in the background.

The other purpose of this scene is to root out any traitors. If the commissar hears complaints, he smiles good-naturedly, but some time later the soldier is escorted to NKVD headquarters for interrogation by a lower level commissar (likely Anatoly Titov described under **The Cellar**).

🌟 RATS IN THE CELLAR

The squad hears that Irina Petrova's Cellar (see **The Cellar**) is being attacked by unknown forces. The messenger might be one of the characters who live there or a random soldier the group has come to know. The squad has not been given permission to leave their position so they'll have to figure out how to deal with the NKVD if they're discovered.

When the group arrives, they find they aren't fighting fascists the entire basement is overrun with rats. The things are swarming over the food, blankets, and other luxuries and destroying them almost as if with calculated effort (they are, in fact). Petrova and any of the Extras you might have introduced at the Cellar stand on tables, countertops, or any other elevated surface. A few rats attack them with little effect, but the horde is strangely focused intently on stores and supplies. The creatures have been driven here by the *naraziti chelovek* or "rat man" to destroy the food and luxuries—items that stave off hunger and cold. The vermin lord doesn't think consciously about this—it's purely driven by the need to cause hunger and misery.

The rampage continues for 15 minutes or so after the squad arrives, or until the rats are destroyed. When the vermin are done, there isn't a scrap of food left. All the blankets and winter coats are in tatters and even vodka bottles are cracked and empty. When they're finished the swarm scurries into the walls and ceilings.

• **Rat Swarms:** 12. A single swarm is quite dangerous without the right weapon. Attacking 12 of them is suicide. Make sure you point that out to the group before they do anything foolish. If a swarm is attacked or harmed, it fights back, heading straight toward whoever caused the damage until it's dead or its target is.

🌟 THE RED OCTOBER TRACTOR FACTORY

The action starts as the squad is asked to flank attack a German position at the famous Red October Tractor Factory (Point D). A series of concrete trenches run through portions of the factory floor where "tractors" (actually T34s at one point) could be worked on from beneath. A scout has found a collapsed ventilation duct that drops into one of these trench systems between German strongpoints. It's partially covered in rubble that leads directly behind a very wellprotected fascist machinegun emplacement and headquarters wants the nest destroyed. When the nest is engaged from the south by another squad, the soldiers are to emerge from the trench and attack from behind. The trench is roughly 30 yards long and covered by tin and rubble for the entire run. The soldiers will occasionally have to crawl through a man-sized hole where the rubble fell directly into the trench, but otherwise it's clear. The tunnel is 4' wide and just high enough for a normal-sized man to crouch (-1/4 Pace).

The Pitter Patter of Angry Feet: Describe the trench and let the group negotiate the first hole, one at a time. As the last character starts to go through, he hears the skittering, pitter-patter of rats somewhere in the distance behind him—but nothing happens.

The group pushes on another 10 yards when another hole is encountered. Allow them to discuss what to do, but ultimately, one person has to be left alone on the far side. As the second-to-last person squeezes through the hole, the remaining soldier hears the skittering of rats behind him again. This is a very dangerous time for the German positions are only 15 yards ahead. As luck would have it, the frontal feint begins exactly at this time and covers some of the noise, but anything as loud as a firearm will quickly draw the attention of the Germans above. Should they catch the characters in the trench, they add +2 to their Shooting rolls since there's no way to evade in the trench's narrow confines.

Move into combat rounds as the rat swarm attacks. It comes barreling down the trench system from behind, focusing on the character trapped alone. A few scamper through the hole to the rest of the squad for distraction (-1 to everyone else's actions), but otherwise cause no harm.

Everyone in the squad must make a fear test. If it should result in a phobia, the victim is afraid of all rodents from here on out—which will prove particularly deadly at the operation's conclusion.

During the struggle, make sure to play up the vicious and unnatural aggression of the vermin and how they go for soft spots like eyes and fingers. They seem driven by more than just hunger it's more like raw *hate*.

- Soviet Support Squad: 8 x Mosin–Nagant, 1 Sergeant with submachine gun. The squad has two grenades between them.
- German Squad 1: 4 x Kar 98, 3 x MP40, 1 (WC) Lieutenant with Luger. All have a single grenade.
- German Squad 2: 5 x Kar 98, 2-man team with MG42. Each man has a single grenade.
- Rat Swarm: See Savage Worlds.

German Tactics: The second German squad stays on the MG42 to fend off the probe from the front. The first squad is free to act normally, but sits in cover to let the MG crew do their job unless they detect the squad in their rear.

Aftermath: There are a lot of variables in this scene. The fight with the rats may tip off the Germans and give them time to turn the tables. If the fascists aren't attacked within a few rounds, the "off camera" squad feinting to the front, pushed forward by relentless commissars, is wiped out and the heroes are held accountable. Tales of supernatural rats will not likely be tolerated by the NKVD.

SHOPPING SPREE

140

The Russians have pushed past the initial defenses on the bank of the Volga and need to sweep out pockets of isolated fascists. The heroes are tasked with clearing two squads out of a large department store at Point D. The enemy is protecting a wounded captain who can't be moved, so they fight with particular desperation. The store is five stories straight up with an open central staircase. Shelves, rubble, bomb-holes, and ruined merchandise fill the floors.

• Squad 1: 5 x Kar 98, 3 x MP40. Two grenades each.

• Squad 2 (Veteran): 5 x Kar 98, 2-man team with MG42. Two grenades each.

• **Captain (WC):** He's Incapacitated and can't move, but he's conscious and can fire his Luger at the usual –3 wound penalty. He has normal statistics for a veteran German officer, except with a d10 Shooting and the Marksman Edge.

SNIPER SCHOOL

Vasily Zeitsev, the famous sniper, is teaching other recruits his methods. If one of the soldiers has been reported as a great shot in one of the previous missions, he's invited to attend a several-daylong high-intensity training course with Zeitsev. This is a great honor and results in a free increase in the character's Shooting skill. This can take the skill above d12, if applicable.

SOLDIERS OF THE FOURTH REICH

Late one night as the heroes fight the growing cold, they hear quiet shuffling sounds in the distance. A dozen individuals stagger through the streets toward the Canning Factory as if wounded. These are blood mage Hans Eichmann's first reanimates.

The things are very weak as the ritual went wrong, but Eichmann decided to turn them loose and see how the Soviets react anyway.

This is a very strange attack. The things stagger at a Pace of 3 toward the party and don't make a single attack. Set the fight up as usual and let the characters react, describing the deaths of the undead in gruesome detail. A fear check is definitely in order at the grotesque scene, but otherwise let the players wonder why it's so easy. When it's over, they can walk over to the twitching corpses and examine them. There's no doubt the things have been dead a while. Close scrutiny and a little light allows an investigator to detect a weird green glow in the veins beneath the skin.

THE SPECIAL SCHOOL

The BPO takes notice of one of the Soviets. Exactly who and how it happened depends on your campaign. Maybe the hero is particularly brainy, maybe it was the report of the zombies or the rats, or maybe it's pure chance. However it happens, the character is summoned by the NKVD for interrogation—which has hopefully happened at least once to someone else in the squad. Full of terror and dread, the soldier reports in, goes through a series of questions about his loyalty and the strange things he might have seen, and then is whisked away to another building. There the soldier is subjected to a number of drugs and a battery of tests that checks his extrasensory perception, psykokinesis, and other latent abilities he didn't even know he had. If the player wants to take the Arcane Background (Psionik) Edge as his next advance, he may do so. His character emerges a few days later as a new and exhausted psionik.

TAKE OUT THE 88S

A German 88 battery is well-protected by a platoon of German infantry and the squad is given the honor of leading an attack against it. The commander of the raid gets three Support Tokens and a squad of 9 Soviet soldiers, each armed with a Mosin–Nagant and Low ammo. He is also given three jury-rigged "sticky bombs" to disable the 88s. These are extremely dangerous. Anytime a character carrying one is hit by a direct attack, roll a d6. On a 1 the sticky bomb is hit and explodes for 3d6 damage in a Large Burst Template. If the character was in an area effect attack, the sticky bomb goes off on a



1-2 regardless of whether or not the character suffered any damage.

The guns are located at Point E. The support squads and MGs are stationed in the surrounding buildings.

• German Platoon: 4 squads (Sergeant w/MP40, 8 Enlisted with Kar 98), plus two, two-man teams with an MG42. A captain oversees the platoon and carries an MP40 submachine gun. All have two stick grenades each. The Germans have 5 Support Tokens for artillery and a Stuka on CAS.

• Artillery Crew: 1 x Luger, 3 x Kar 98.

UNIFORMS!

Headquarters has finally managed to secure uniforms for the squad. Never mind the freshly-patched bullet holes. Perhaps these are brought by Commissar Ivanovich after a particularly rousing **Political Rally** or a successful adventure in which one of the heroes received a medal. If this result is rolled a second time, treat it as a roll on the Mission Generator Table.

🌟 THE VERMIN LORD

The rat attacks have become more aggressive. Rumors abound that soldiers have even been swarmed as they slept and devoured alive. The squad might even have heard such an event from an adjoining building.

There are two ways to push the group into the Stalingrad finale. The first is to have the Vermin Lord become attracted to Alexandra Eltsina (see the Cellar) or some other love interest or companion. Its swarms take the victim to the sewers beneath the tractor factory (Point D). The heroes hear about the strange abduction and rush to the rescue. A smart team will find a way to get weapons that will be effective against rat swarms. Finding the captive is easy—a trail of dead rats leads them right into the lair of the Vermin Lord.

The second way to send the group against the horror is more direct. Headquarters believes there's a massive rat nest in the sewers beneath the tractor factory. The squad is given a flamethrower and two Molotovs and told to take care of it to help with the troops' morale.

Either way, the squad must battle their way through the tractor factory, fighting squads of Germans and machinegun emplacements or even tanks as you see fit.

Once in the sewers, the group navigates a stinking maze for several hours before finally coming to a large culvert waist-deep with the most foul substances imaginable. A great number of gnawed and bloody corpses float in the murk as well. The water begins to stir, and rats trickle in from holes, catwalks, and pipes. The vermin began to chitter, screech, and finally form into swarms 1d6 rounds later.

Four swarms attack. After another d4 rounds, or when it seems dramatically appropriate, the Vermin Lord appears. He erupts without warning in a geyser of rats, stinking slime, and body parts. Those who make Notice rolls at –4 (and aren't paralyzed by failed fear tests) can act on their initiative as usual that round. The rest are stunned by the violence of the monster's appearance and surprised.

The Vermin Lord fights until it or its prey is dead.

🖹 VERMIN LORD

The shivering survivors of Stalingrad loathe and fear the rats that infest their city and steal their meager food. This monster was born of that terror. It acts like a swarm in many ways, but is treated as an actual entity with standard attacks.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+4, Vigor d12+2

Skills: Fighting d10, Intimidation d10, Notice d10 Pace: 5; Parry: 7; Toughness: 9

Special Abilities:

- **Collective:** The Vermin Lord is a massive conglomeration of rats acting with collective purpose. Only fire or area-effect weapons cause damage. Stomping inflicts a character's Strength die in damage each round.
- Claw/Bite: Str+d6.



• Fear: -4.

- Fearless: The horror fears nothing.
- **Improved Frenzy:** The Vermin Lord can attack two targets a round with a Reach of 2" (a scurrying tide of rats).
- Miasma of Filth: The disease-ridden vermin spread their waste and even their own gore as they're being killed—everywhere. Characters within 10" (20 yards) of the thing are -1 to all actions.

TANK!

A German Panzer III is terrorizing a sector a few blocks from the character's position at Point E. The squad is given an anti-tank rifle, 25 rounds for it, and two Molotovs to take it out.

• Pz III (Veteran)

🌟 RECON BY MOONLIGHT

As the squad bundles up for the cold night, a runner comes from headquarters. The Nazis are up to something and HQ wants to know what. The squad is assigned a recon mission to a grass-covered park at Point J.

While travelling quietly through the streets that night, have everyone make Notice rolls. Those who succeed see a German soldier lying in the doorway of an old shoe store (Point K)—pointing a rifle directly at the squad! If the Notice was made with a raise, the character is pretty sure the soldier is dead. For the rest, start counting down from 5...4... as if the German is about to shoot, and see what happens.

Even if the Russians fire weapons, it doesn't attract a response (yet)—but they don't need to know that. As they look closer at the dead soldier they see he was crawling out of the doorway when he died. Closer inspection—close enough to touch in the darkness reveals thousands of tiny wounds. His uniform is in tatters and the flesh around his neck and eyes has been shredded. Those who were attacked by the rats before definitely see a similarity, but don't confirm it since it's very doubtful the soldiers are pathologists or experts on rat bites.

Further investigation in the shoe store provides more evidence. The leather shoes have been chewed to bits by rats and their droppings are everywhere. It looks like this particular soldier was in here doing a bit of looting when he died. The cabinet doors are wide open and dark holes peer into whatever chambers lie beneath the floor.

The strange night continues upon arrival at the park. A German Pz IV tank shines a light on a large hole or crater in the ground partially concealed by fallen trees. A squad of SS Commandos patrol the perimeter as an officer of some sort pokes around in the crater. Have the squad make Stealth rolls against a group roll for the commandos. If the Russians blow it, the SS troopers get behind cover and start shooting while the Pz IV tank blasts any targets they point out. If the Russians manage to remain undetected, they eventually see the officer in the crater walk out. Russian captives then haul bodies from what looks like a mass grave up behind the Pz IV into a cart, where they are carried off to the west. This is SS blood mage Hans Heinrich and his personal bodyguard. He's looking for bodies from a mass grave for a nasty ritual he's performing.

Of course it's possible the heroes are tough enough to take on the Pz IV and the commandos and even rescue the captives, but it's not likely. If they do, Hans escapes at the first opportunity and leaves the rest to fight. (Should Hans be killed, another blood mage takes his place in later adventures.)

- German SS Squad (Elite): One elite Sergeant (WC) and six veteran Enlisted, all with MP40s and two grenades each.
- Hans Deitrich (Blood Mage): Use statistics from page 92.
- Pz IV: Veteran.

CONCLUSION

The defeat of the Vermin Lord allows the Russians to concentrate on pushing the Germans back out of the city. By the end of February, a massive counterattack will see 90,000 members of General Paulus' 6th Army captured. Thousands of tanks, planes, and vehicles, and thousands of pounds of equipment will be lost as well.

The victors are treated to a brief respite of food, vodka, and celebration. Civilians pour out of the rubble to thank their heroes, and General Georgy Zhukov himself awards the defenders the Order of Stalingrad.



Each square is approximately 20 yards. Note that the Tractor Factory at Point D is only one building in a vast complex reaching further north.
CHAPTER NINE: THE AXIS POWERS

"Once we have the power we will never give it up." – SS Reichsführer Heinrich Himmler

By the time war broke out, German society was highly militarized. The army was large and very well trained, the Luftwaffe had experience fighting in the Spanish Civil War, and the navy was growing. The Wehrmacht had reformed the old Prussian approach to training and indoctrination, and the men were encouraged to bond with their units. Officer and NCOs were selected for their initiative and leadership capabilities, then given training to enhance and develop these talents.

The result was a military fighting force that was the finest in the world at the time, and managed to maintain a high level of quality even as events turned against Germany and resources and manpower grew scarce.

WEHRMACHT INFANTRY PLATOON

At the beginning of the war, the standard German infantry squad had 10 men and one MG34. By 1943, each squad had 9 men and two MG42 machineguns. Three squads made up a platoon, and the platoon HQ usually had a 50mm mortar. Engineer squads carried submachine guns (MP40), and a lot of explosives. Three platoons made a company, which also had a headquarters unit.



He may look young, but that's an Iron cross around this soldier's neck.

WEHRMACHT OFFICERS

German officers spent several years at a special enlisted rank before receiving their commission, or were selected from frontline personnel and given several more months of training. Officers coming from Prussian military academy backgrounds would likely have the Code of Honor Hindrance.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Battle) d6, Persuasion d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5 Hindrances: None

Edges: Command, Rank (Officer)

- **Equipment**: Officers are equipped as infantry or armor crews. Staff officers usually only carry a sidearm, unless they are on the front lines.
 - **Experienced:** Smarts d8, Knowledge (Battle) d8, Persuasion d8, Dodge, Hold the Line!
- Elite: Spirit d8, Knowledge (Battle) d10, Combat Reflexes, Inspire

WEHRMACHT INFANTRY

German troops were generally the best trained and led infantry of any nation during World War Two. By 1945, however, troop quality had eroded significantly, with many units made up of hastily trained conscripts led by a few veterans.

The same stats below may be used to represent Luftwaffe or Kriegsmarine ground troops, although they will rarely be experienced and almost never veteran.

Volkssturm troops used at the end of the war are always Novice and should have a d4 in most if not all skills (they were very poorly trained, if at all). Spirit should usually be d4, though a few may have d6. These troops are lucky to have weapons, and some are armed with nothing but panzerfausts.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6 Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Edges & Hindrances: None

Equipment: Steel helmet (+2), 2 *stielhandgranate*. Squad: 10 x Kar 98K , one MG34. By 1943, change this to 9 x Kar98K, 2 x MG42. After 1944, add 1d6 panzerfausts to the squad.

- Experienced: Spirit d8, Dodge, Rock and Roll!
- Elite: Vigor d8, Fighting d8, Shooting d8, Parry: 6, Toughness:
- 6, Combat Reflexes, Improved Dodge

WEHRMACHT TANK PLATOON

German medium tank platoons had five tanks each, while heavy tank platoons had four tanks each. Four platoons made a company, with two more headquarters tanks.

WEHRMACHT ARMOR CREWS

As the key practitioners of *blitzkrieg* tactics, German tankers were very well trained. German gunners were generally much better shots than their Allied counterparts.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 Skills: Driving d6, Notice d6, Repair d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Edges & Hindrances: None

Equipment: When dismounted, armor crews usually carry P38 pistols or MP40s.

- Experienced: Spirit d8, Driving d8, Shooting d8, Bullseye
- Elite: Smarts d8, Shooting d10, Steady Hands

SS INFANTRY PLATOON

SS units were usually mechanized and had halftracks or trucks to cart them around. Their structure was similar to the regular army—Nine-man squads with 2 MG42s. Late war units had a lot of automatic weapons, particularly the StG44.

SS OFFICERS

Often, SS officers were more adept at politics than battlefield tactics, although those serving in front line combat units could achieve the same level as their Wehrmacht counterparts.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6 Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: Fanatic, Loyal, Overconfident

Edges: Command, Rank (Officer)

- **Equipment**: Officers are equipped as infantry or armor crews. Staff officers usually only carry a sidearm, unless they are on the front lines, where they may carry an MP40 or StG44.
- Experienced: Spirit d10, Intimidation d8, Combat Reflexes, Dodge, Inspire, Rock and Roll!
- Elite: Intimidation d10, Knowledge (Battle) d8, Fervor

SS INFANTRY

SS troops fought with skill and incredible determination on all fronts (although, like the Wehrmacht, found their quality eroding by the end of the war). At the same time, the SS was guilty of many heinous atrocities and gained a reputation as ferocious fighters that neither gave nor asked for quarter.

The Novice stats may also be used for *Hitler Jugend* (Hitler Youth) troops, boys as young as 12 or 13 years old. Most attributes and skills can be reduced to d4, particularly Strength and Fighting.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5 Hindrances: Fanatic, Loyal

Edges: None

Equipment: Steel helmet (+2), 2 *stielhandgranate*. Squad: 10 x Kar 98K, one MG34. By 1943, change this to 9 x Kar98K, 2 x MG42. After 1944, add 1d6 panzerfausts to the squad.



Combine an 55 Ace like Michael Wittman with a Tiger tank and you've got real trouble.

Experienced: Vigor d8, Fighting d8, Shooting d8, Parry: 6, Toughness: 6, Combat Reflexes, Dodge, Élan, Rock and Roll!
Elite: Spirit d10, Improved Dodge

SS TANK PLATOON

The SS got the best and newest tanks first. They were organized in platoons of four or five tanks, with three platoons to a company, with two HQ tanks. Usually, the tanks were accompanied by panzergrenadiers mounted in Sdkfz 251 halftracks.

SS ARMOR CREWS

SS tankers were always in the thick of the fighting wherever they were deployed.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6 Skills: Driving d6, Notice d6, Repair d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Hindrances: Fanatic, Loyal

Edges: None

- Equipment: When dismounted, armor crews usually carry P38 pistols or MP40s.
 - Experienced: Spirit d10, Shooting d8, Bullseye, Élan
 - Elite: Vigor d8, Shooting d10, Toughness: 6, Steady Hands

LUFTWAFFE AIR UNITS

The smallest Luftwaffe formation was the two-plane *rotte* (a leader and his wingman). Two *rotte* made a *schwarm*. A *staffel* (equivalent to a squadron) was up to 16 planes. Bombers were formed into basic groups of three planes each.

LUFTWAFFE PILOTS

Germany's Luftwaffe started the war with some of the most highly trained pilots in the world and ended in a shambles, with poorly trained novices going up against Allied veterans.

The stats below are for fighter pilots—for bomber pilots, switch the d8 in Shooting for experienced troops to Knowledge (Bombardier), and exchange the Alertness Edge for Pickle Barrel. To simulate a poorly trained pilot, rather than a properly trained but green pilot, Piloting skill should start at d4, with no Edges.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 Skills: Knowledge (Bombardier) d6, Knowledge (Battle) d6, Notice d6, Piloting d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Hindrances: None

Edges: Rank (Officer)

Equipment: P08 or P38, knife, survival kit, flight helmet, and goggles.

• **Experienced:** Agility d8, Notice d8, Piloting d8, Shooting d8, Alertness

• Elite: Agility d10, Smarts d8, Knowledge (Battle) d8, Piloting d10, Ace, Killer Instinct

FALLSCHIRMJÄGER PLATOON

Fallschirmjäger (paratrooper) squads comprise 12 men—two leaders armed with MP40s, a sniper with a Gewehr 43, two MG42s, six riflemen armed with MP40s or StG44s, and a trooper armed with a panzershrek. Some units also carry flamethrowers and Granatwerfer 36 mortars.

FALLSCHIRMJÄGER OFFICERS

Fallschirmjäger officers are well trained and lead from the front. Like their men they are devoted soldiers, but rarely have the same fanatical fervor as SS units.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6 Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5 Hindrances: Loyal

Edges: Command, Jump Qualified, Rank (Officer), Rock and Roll! **Equipment**: Steel helmet, MP40.

- Experienced: Spirit d10, Intimidation d8, Combat Reflexes, Dodge, Hold the Line, Inspire
- Elite: Smarts d8, Intimidation d10, Knowledge (Battle) d8, Fervor

FALLSCHIRMJÄGER INFANTRY

The *Fallschirmjäger* troops were an elite branch, renowned among allied and enemy forces for their skill and bravery. Although devoted to the German cause, they lack the fanaticism of the SS.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: Loyal

Edges: Jump Qualified, Rock and Roll!

Equipment: Steel helmet, 2 *Stielhandgranate*. Squad: 9 x StG44 or Gewehr 43, 1 x MG42, 1d6+1 panzershreks per squad.

"MY LUFTWAFFE IS INVINCIBLE...AND SO NOW WE TURN TO ENGLAND. HOW LONG WILL THIS ONE LAST—TWO, THREE WEEKS?"

- HERMANN GORING, JUNE 1940

• Experienced: Vigor d8, Fighting d8, Shooting d8, Parry: 6, Toughness: 6, Combat Reflexes, Dodge, Élan

• Elite: Spirit d10, Improved Dodge

KRIEGSMARINE OFFICERS

KRIEGSMARINE OFFICERS

German naval officers were professionals and strived to reach the level of their counterparts in the Heer. German U-Boat captains in particular were intelligent and highly skilled mariners.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Boating d6, Knowledge (Battle) d6, Knowledge (Engineering) d6, Knowledge (Gunnery) d8, Persuasion d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Hindrances: Code of Honor

Edges: Command, Rank (Officer)

Equipment: Steel helmet (when topside during battle), binoculars.

- **Experienced:** Smarts d8, Boating d8, Knowledge (Battle) d8, Knowledge (Gunnery), Hold the Line!
- Elite: Smarts d10, Boating d10, Knowledge (Battle) d10, Inspire, Killer Instinct

KRIEGSMARINE SAILORS

Kriegsmarine sailors belonged to a relatively small force compared to the Heer and Luftwaffe. Near the end of the war many German sailors found themselves fighting as infantry, having no more ships to sail.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Knowledge (Gunnery) d6, Notice d6, Repair d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Edges & Hindrances: None

- **Equipment**: Steel helmet (when topside during battle), life jacket or flak jacket, toolkit.
 - Experienced: Smarts d8, Boating d8, Knowledge (Gunnery) d8
 - Elite: Agility d8, Shooting d8

GERMAN VEHICLES

German tank designs were often revolutionary and incorporated many technical innovations. They were generally better than Allied tanks, especially their armament. However, German tanks were often complicated to manufacture and production methods were not standardized and streamlined to the extent the American and Soviet war industries achieved. The result was many different models and variants, produced in relatively small numbers compared to Allied tank production. The wide variety of vehicles was difficult for many Allied troops to identify—misidentification is very common.

ELEPHANT (MAY '43)

The Elephant was a huge tank destroyer. Built on Tiger tank chassis, its long 88mm gun could knock out any Allied tank at long range, but it had poor mobility and was also vulnerable to close infantry assault.

Type: Tank Destroyer; **Acc/Top Speed:** 5/12; **Toughness:** 36/24/24 (20/8/8); **Crew**: 6 (Commander, gunner, assistant gunner, driver, assistant driver, loader)

Notes: Fixed Gun, Heavy Armor, Tracked

- Weapons:
 - 88L71 fixed (HE 15, AP 35)
 - MG34 bow (1,000 rounds)

HETZER ('44)

The Hetzer was a small, low profile tank destroyer with steeply sloped armor. Armed with a powerful 75mm gun, it was hard both to spot and to kill.

- Type: Tank Destroyer; Acc/Top Speed: 5/12; Toughness: 24/15/15 (12/3/3); Crew: 4 (Commander, driver, gunner, loader)
- Notes: Fixed Gun, Heavy Armor, Sloped Armor (-4 front only), Tracked. The Hetzer's roof-mounted MG can be fired remotely while the vehicle is buttoned up, with a -4 modifier to Shooting rolls.

Weapons:

- 75L48 fixed forward (HE 19, AP 20)
- MG34 remote, roof (1,000 rounds)

HUMMEL (NOV '42)

The Hummel was an open-topped, self-propelled artillery gun built on a Panzer IV chassis, used in support of panzer divisions.

Type: Self-Propelled Gun; Acc/Top Speed: 5/10; Toughness: 11/11/11 (2/2/2); Crew: 6 (Commander, gunner, driver, assistant gunner, two loaders)

Notes: Fixed Gun, Heavy Armor, Open Topped, Tracked Weapons:

• 150L30 howitzer fixed forward (HE 14, HEAT 2, Smoke 2)

JAGDPANTHER ('44)

The Jagdpanther was a heavy tank destroyer built on a Panther chassis. It had heavy front armor that was all but impenetrable to Allied guns, and a long 88mm gun.

Type: Tank Destroyer; Acc/Top Speed: 5/13; Toughness: 29/20/20 (14/5/5); Crew: 5 (Commander, gunner, loader, driver, assistant driver)

Notes: Fixed Gun, Heavy Armor, Sloped Armor (-4 front only), Tracked

Weapons:

- 88L71 fixed forward (HE 30, AP 25, Smoke 2)
- MG34 bow (1,000 rounds)

JAGDPANZER IV ('44)

The Jagdpanzer IV, nicknamed "Guderian's Duck" was intended to replace the StuG III. It had highly sloped armor and a powerful gun. After entering service in January of 1944, about 2,000 were produced before the end of the war.

- Type: Tank Destroyer; Acc/Top Speed: 5/10; Toughness: 22/16/16 (10/4/4); Crew: 4 (Commander, driver, gunner, loader)
- Notes: Fixed Gun, Heavy Armor, Sloped Armor (-4 front only), Tracked

Weapons

- 75L48 fixed forward (HE 45, AP 32, Smoke 2)
- MG34 bow (1,000 rounds)

JAGDTIGER (JULY '44)

The Jagdtiger was a very large tank destroyer, only this time built on a King Tiger chassis (German policy was to have both tank and tank destroyers use the same basic chassis). It mounted a huge 128mm gun that could easily destroy any Allied vehicle at long range.

Type: Tank Destroyer; Acc/Top Speed: 4/9; Toughness: 39/25/25 (23/9/9); Crew: 6 (Commander, driver, gunner, assistant driver, 2 loaders)



sloped armor on a Hetzer is a real killer

Notes: Fixed Gun, Heavy Armor, Tracked

Weapons:

- 128L55 fixed forward (HE 15, AP 25) • MG34 bow (1,000 rounds)

KÜBELWAGEN ('40)

The Kübelwagen was the equivalent of the American jeep. Type: Transport; Acc/Top Speed: 10/40; Toughness: 7 (1); Crew: 1 + 3

Weapons: May mount an MG42

Notes: -

Weapons: -

MARDER ('42)

The Marder was another tank destroyer built on a Czech chassis. It was open-topped and not particularly heavily armored, but it was easy to manufacture and had a powerful gun.

Type: Tank Destroyer; Acc/Top Speed: 5/10; Toughness: 12/12/10 (2/2/0); Crew: 4 (Commander, driver, gunner, loader)

Notes: Fixed Gun, Heavy Armor, Open Topped, Tracked Weapons:

• 75L48 fixed forward (HE 10, AP 15, Smoke 2)

OPEL-BLITZ TRUCK

The Opel-Blitz was adapted into many special variantsambulances, mobile labs, laundries, command posts, radio vans, and workshops.

Type: Transport; Acc/Top Speed: 10/25; Toughness: 11 (1); Crew: 1+20

Notes: —

Weapons: -

PZKPFW IB ('39)

The Pzkpfw IB was a fast light tank armed with two machine guns. It was good for fighting infantry and as a command car, but little else.



A German halftrack. They have all kinds of these-with mortars, AT guns, and even flamethrowers.

Type: Tank; **Acc/Top Speed:** 5/10; **Toughness:** 13/13/13 (3/3/3); **Crew:** 2 (Commander, gunner)

Notes: Tracked Weapons:

• Two MG34 turret (2,250 rounds)

PZKPFW IIC ('36)

The Pz IIC saw action in Poland, the Battle of France, and North Africa. Against infantry the 20mm cannon was adequate, but no good when going up against other tanks.

Type: Tank; **Acc/Top Speed:** 5/10; **Toughness:** 13/13/13(3/3/3);

Crew: 3 (Commander, gunner, driver)

Notes: Heavy Armor, Tracked

Weapons:

- 20mm cannon turret (HE 50, AP 130)
- MG34 coaxial (2,250 rounds)

PZKPFW III (F1) ('42)

The Pzkpfw was a flamethrower tank developed out of the German experiences at Stalingrad.

Type: Tank; Acc/Top Speed: 5/10; Toughness: 17/13/15 (7/3/5);

Crew: 5 (Commander, gunner, driver, assistant driver, loader) **Notes**: Heavy Armor, Tracked

Weapons:

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- Vehicle flamethrower turret (65 bursts)
- MG34 coaxial (2,000 rounds)
- MG34 bow (1,750 rounds)

PZKPFW IIIG ('39)

The III series of tanks became the backbone of German armored forces until surpassed by the Russian T–34. The Pz IIIG was a medium tank that was used in France and North Africa. Rommel used them in combination with the Panzer IV and the 88mm AT gun to great effect.

Type: Tank; Acc/Top Speed: 5/10; Toughness: 18/18/18 (8/8/8); Crew: 5 (Commander, gunner, driver, assistant driver, loader) **Notes**: Heavy Armor, Tracked. The PzIIIL variant has Toughness: 15/13/15 (5/3/5).

Weapons:

- 50L60 turret (HE 30, AP 69)
- MG34 coaxial (1,500 rounds)
- MG34 bow (1,200 rounds)

PZKPFW IVJ ('44)

The Pz IV series of tanks was the only German design produced throughout the war. The design was continuously upgraded with better armor and guns.

Type: Tank; Acc/Top Speed: 5/10; Toughness: 20/15/14 (8/3/2);

Crew: 5 (Commander, gunner, loader, driver, assistant driver) **Notes**: Heavy Armor, Smoke Mortar, Tracked

Weapons:

- 75L48 turret (HE 45, AP 45, Smoke 2)
- MG34 bow (1,000 rounds)
- MG34 coaxial (1,000 rounds)

PZKPFW V PANTHER G ('42)

The Panther combined good armor, mobility, and firepower into one deadly package. Early models had mechanical problems but these were ironed out by 1944.

Type: Tank; **Acc/Top Speed:** 5/12; **Toughness:** 29/20/20 (14/5/5); **Crew**: 5 (Commander, gunner, loader, driver, assistant driver)

Notes: Heavy Armor, Sloped Armor (–2 front only), Smoke Mortar, Tracked

Weapons:

- 75L70 (HE 33, AP 45, Smoke 3)
- MG34 bow (1,000 rounds)
- MG34 coaxial (1,000 rounds)
- MG34 pintle (1,000 rounds)

PZKPFW VI TIGER ('42)

The dreaded Tiger tank had a fearsome reputation. Its 88mm gun could knock out any Allied tank, and its armor was nearly invulnerable to most Allied guns.

Type: Tank; **Acc/Top Speed:** 4/9; **Toughness:** 25/23/23 (10/8/8);

Crew: 5 (Commander, gunner, driver, assistant driver, loader) **Notes**: Heavy Armor, Tracked

Weapons:

- 88L56 (HE 45, AP 45, Smoke 2)
- MG34 bow (1,000 rounds)
- MG34 coaxial (1,000 rounds)

PZKPFW VI TIGER II (KING TIGER) ('44)

The King Tiger mounted thick, sloped armor on the hull and turret, and a huge 88mm gun. The King Tiger saw action mostly on the Eastern Front but was also used in the Ardennes offensive.

Type: Tank; Acc/Top Speed: 5/10; Toughness: 40/25/25 (24/9/9); Crew: 5 (Commander, gunner, driver, assistant driver, loader)

Notes: Heavy Armor, Sloped Armor (–2 front only), Tracked Weapons:

- 88L71 turret (HE 35, AP 35, Smoke 2)
- MG34 bow (1,000 rounds)
- MG34 coaxial (1,000 rounds)

SDKFZ 251 HALFTRACK ('39)

The Sdkfz 251 was the standard German halftrack. It can carry a full infantry squad in its open-topped passenger compartment.

Type: Transport; **Acc/Top Speed:** 5/20; **Toughness:** 13/12/12 (2/1/1); **Crew:** 2+15 passengers

Notes: Halftrack, Heavy Armor

Weapons:

• MG34 pintle mounted (1,000 rounds)

SDKFZ 234/1 ('38)

The Sdkfz 234/1 was a highly mobile 8-wheeled scout car. The unique design had a steering wheel on both ends of the vehicle, allowing the car to move out of cover, take a look around, and then quickly drive off in the other direction.

Type: Armored Car; Acc/Top Speed: 5/20; Toughness: 15/12/13

(4/1/2); **Crew**: 4 (Commander, gunner, driver, assistant driver) **Notes**: Smoke Mortar, Heavy Armor

Weapons:

• 20mm cannon turret (HE 80, AP 40)

• MG34 coaxial (1,000 rounds)

SDKFZ 9 HALFTRACK ('40)

This huge halftrack was used primarily for recovering disabled tanks form the battlefield. A rear payload bed with a canvas cover carried supplies for the crew, extra gas and water, spare parts, and gear for rigging tows to stranded vehicles.

Type: Transport; Acc/Top Speed: 3/7; Toughness: 13/13/13

(2/2/2); Crew: 2 (Driver, assistant driver)

Notes: Halftrack

Weapons: —

SDKFZ 234/2 PUMA ('39)

The Puma was armed with a 50mm cannon. While not powerful enough to take out Allied armor from the front, the Puma could use its speed to get around the flanks or rear.

Type: Armored Car; Acc/Top Speed: 5/20; Toughness: 15/12/12

(4/1/1); **Crew**: 4 (Commander, gunner, driver, assistant driver) **Notes**: Smoke Mortar

Weapons:

- 50mm cannon turret (HE 35, AP 20)
- MG34 coaxial (1,000 rounds)

SDKFZ 234/3 (44)

This version of the Sdkfz mounts a 75mm cannon, which *was* a threat to Allied tanks. This gun allowed the 234/3 to provide fire support for advancing infantry.

Type: Armored Car; Acc/Top Speed: 5/20; Toughness: 15/12/13

(4/1/2); **Crew**: 4 (Commander, gunner, driver, assistant driver) **Notes:** Smoke Mortar

Weapons:

- 75L24 cannon turret (HE 40, HEAT 8, Smoke 2)
- MG34 pintle mount (1,000 rounds)

STUG III G ('40, G-'43)

The StuG III was an infantry support gun. It was fully enclosed and armored. The short-barreled version was later upgraded to a longer 75mm gun for use against Allied tanks.

Type: Self-Propelled Gun; Acc/Top Speed: 5/10; Toughness: 19/14/14 (8/3/3); Crew: 4 (Commander, gunner, driver, loader)

Notes: Fixed Gun, Heavy Armor, Tracked Weapons:

- 75L48 cannon fixed forward (HE 33, AP 18, Smoke 3)
- MG34 coaxial (500 rounds)
- MG34 remote, roof (500 rounds)

STUPZ IV "BRUMMBARR" ('43)

This heavy self-propelled gun was developed as a direct result of lessons learned at Stalingrad. Its stubby and heavy cannon was intended for use against buildings and other fortified positions.

Type: Self-Propelled Gun; Acc/Top Speed: 5/10; Toughness: 25/17/16 (13/5/4); Crew: 5 (Commander, driver, gunner, loader, assistant loader)

Notes: Fixed Gun, Heavy Armor, Tracked

Weapons:

- 150L12 Howitzer (HE 30, HEAT 6, Smoke 2)
- MG34 bow (1,000 rounds)
- MG34 optional pintle mount (1,000 rounds)

WESPE ('43)

The Wespe was another self-propelled artillery piece used in support of the panzers. Although used for indirect fire, it was sometimes used in a direct fire role.

Type: Self-Propelled Gun; **Acc/Top Speed:** 4/9; **Toughness:** 10/10/10 (1/1/1); **Crew**: 4 (Commander, driver, gunner, loader)

Notes: Fixed Gun, Heavy Armor, Open Topped, Tracked Weapons:

• 105L28 Howitzer (HE 26, HEAT 4, Smoke 2)

WIRBELWIND ('44)

The deadly Wirbelwind was a mobile anti-aircraft gun. Although designed for use against aircraft, it could be used against infantry to devastating effect.

Type: Air Defense; **Acc/Top Speed:** 5/10; **Toughness:** 19/14/13 (8/3/2); **Crew:** 5 (Commander, driver, gunner, loader, assistant loader)

Notes: Heavy Armor, Open Turret, Tracked Weapons:

- 4 x 20mm cannon turret (HE 160, AP 40)
- MG34 bow (1,000 rounds)

GERMAN AIRCRAFT

German aircraft were well designed and pushed the limits of existing technology. They were reliable and performed well, and the Germans created many variants of each type. Jet aircraft designs were years ahead of the Allies during the war, yet their production suffered from bureaucratic and doctrinal interference. Despite improvements in technology and performance even the best late-war German aircraft, in the hands of novice pilots, became prey for experienced Allied airmen. The decline in German pilot quality, combined with shortages of spare parts and above all, fuel, sealed the fate of the Luftwaffe.

BF 109G "GUSTAV" ('35)

The Messerschmitt Bf109 was the Luftwaffe's mainstay aircraft fighting on all fronts throughout the war.

Acc/Top Speed: 20/140; Engines: 1; Climb: 25; Toughness: 11(2); Maneuverability: +2; Range 325 miles; Crew: 1 (Pilot)



Notes: Turbocharger, Water Injection

Armament: 1 x 20mm cannon, nose, 2 x 13mm MG, nose Ordnance: 1 x 250 lbs. bomb

Variants: The E model "Emil" (used in the Battle of Britain) has a top speed of 156, +3 Maneuverability, and carries 2 x 7.92mm MGs and 2 20mm cannon. The K model, introduced in late '44, has a top speed of 180 and is armed like the Gustav.

BF 110C ('36)

The Bf110 was intended to be a heavily armed escort fighter, but it suffered badly in the Battle of Britain. It was later reconfigured for ground attack and night missions.

Acc/Top Speed: 15/125; Engines: 2; Climb: 20; Toughness: 12(2); Maneuverability: 0; Range 482 miles; Crew: 2 (Pilot, gunner)

Notes: -

Armament: 2 x 20mm cannon, nose, 4 x 7.92mm, MG nose, 1 x 7.92mm, MG rear cockpit

Ordnance: Up to 2,000 lbs. of bombs.

Variants: The G model was a radar equipped night fighter; 2 x 30mm (short) nose; 2 x 20mm (short) nose; 2 x 20mm (short) *schrage musik* (these guns were arranged to fire upwards at an oblique angle, from a position underneath an enemy bomber).

FIELSER STORCH ('37)

This light observation and reconnaissance plane was also used as a personal transport aircraft for high-level officers.

Acc/Top Speed: 10/44; Engines: 1; Climb: 15; Toughness: 8; Maneuverability: +2; Range 630; Crew: 1 (Pilot) plus 1 passenger

Notes: Short takeoff capability Armament: 1 x 7.92mm MG, rear Ordnance: None

FW 190A (JUNE '39)

The Focke-Wulfe was another workhorse of the Luftwaffe. Often encountered over Western Europe by the 8th Air Force. Next to the Me109 it was the most produced German fighter of the war.

Acc/Top Speed: 20/163; Engines: 1; Climb: 20; Toughness: 12(2); Maneuverability: +2; Range 500 miles; Crew: 1 (Pilot)

Notes: Bubble Canopy, Turbocharger, Water Injection on the A-4 model

Armament: 4 x 20mm cannon, wings, 2 x 13mm MG, nose Ordnance: Up to 1,000 lbs. of bombs

Variants: The D model "Dora" was designed as a high altitude interceptor with a turbocharged engine and water injection. Top speed is 176, Maneuverability +2, armed with 2 x 13mm (short) MGs and 2 x 20mm (medium) cannon. The F model was armed like the A model but more heavily armored; Toughness 12(3); and can carry up to 2,000 lbs. of bombs.

HE111H ('35)

The He111 was the Luftwaffe's primary bomber long after it was proven inadequate during the Battle of Britain.

Acc/Top Speed: 10/90; Engines: 2; Climb: 15; Toughness: 14(2); Maneuverability: -2; Range 1,212 miles; Crew: 5 (pilot, bombardier, 3 gunners)

Armament: 1 x 20mm cannon, ventral gondola front, 1 x 13mm MG, top rear, 2 x 7.92mm MG, nose, 1 x 7.92mm MG, ventral gondola rear

Ordnance: Up to 4,000 lbs.

Variants: Some models have the ventral gondola removed to allow 2 torpedoes in the bomb bay.

JU-52 ('31)

The Ju-52 was Germany's primary transport aircraft. The threeengine plane was nicknamed "Tante Ju" (Auntie Ju) by Luftwaffe pilots.

Acc/Top Speed: 10/71; Engines: 3; Climb: 15; Toughness: 13(1); Maneuverability: -2; Range 810 miles; Crew: 2 (Pilot, copilot) plus 18 passengers

Notes: The Ju-52 could be armed with 2 flexibly mounted 7.92mm MGs. Although primarily a transport aircraft, in a pinch it could also be adapted to carry up to 1,000 lbs. of bombs.

Armament: None, see notes

Ordnance: See notes

JU-87B ('37)

The Ju-87 Stuka dive-bomber symbolized the German blitzkrieg style of warfare.

Acc/Top Speed: 15/97; Engines: 1; Climb: 15; Toughness: 12(2); Maneuverability: 0; Range 373 miles; Crew: 2 (pilot, gunner)

Notes: Automatic pull-out device adds +1 to Piloting rolls to pull out of a dive.

Armament: 2 x 7.92mm MG, wings, 1 x 7.92mm MG, cockpit rear

Ordnance: 1 x 1,000 lbs. bomb, centerline; 4 x 100 lbs. bombs, wings

Variants: Designed specifically to kill tanks, the G variant was armed with two 37mm cannons mounted in underwing pods, and twin 7.92mm MGs for the rear gunner.

JU-88A ('36)

The Ju-88 was a successful design for the Luftwaffe and produced in large numbers with over 60 different versions. Acc/Top Speed: 15/117; Engines: 2; Climb: 15; Toughness: 14(2); Maneuverability: -2; Range 1,696 miles; Crew: 4 (Pilot, co-pilot, 2 gunners)

Notes: -

Armament: 1 x 13mm MG, nose, 2 x 7.92mm MG, cockpit rear, 2 x 7.92mm MG, ventral gondola

Ordnance: Up to 4,400 lbs.

Variants: The C model was a radar equipped night fighter. It had three 7.92mm MGs and three 20mm (medium) cannon mounted in the nose and 2 13mm (short) MGs in the cockpit rear. The ventral gondola was removed, increasing the top speed to 122 and Maneuverability to −1. The G model has four 20mm (medium) cannon in the nose and two more 20mm cannon firing obliquely upward in the *schrage musik* configuration.

ME 163 ('44)

The "Komet" was a rocket-powered interceptor used against daylight bombing raids starting in August of 1944.

- Acc/Top Speed: 30/238; Engines: 1; Climb: 30; Toughness: 9(1); Maneuverability: +3 (powered), 0 (gliding); Range 50 miles; Crew: 1 (Pilot)
- **Notes:** The Me163 has enough fuel to last for 10 minutes of powered flight. With a climb rate of 5,000 feet per minute, the Komet has enough fuel for 5 minutes of powered flight on a climb to 25,000 feet. Although the Komet does not have a turbocharger (because it is a rocket plane), it suffers no penalty to Maneuverability when operating at high altitude.

Armament: 2 x 30mm cannon, wings Ordnance: None

ME 262A ('44)

The Me–262 was the first jet fighter to see action in World War Two.

Acc/Top Speed: 30/216; Engines: 2; Climb: 20; Toughness: 12(2); Maneuverability: +4 (this represents the Me 262's ability to use its speed to outrun and gain position on enemy fighters trying to engage it rather than turning ability); Range 525 miles; Crew: 1 (Pilot)

Notes: Bubble Canopy, Turbocharger

Armament: 4 x 30mm cannon, nose

Ordnance: The Me 262A2-a "Sturmvogel" could carry up to 1,000 pounds of bombs.

V-1 BUZZ BOMB (JUNE '44)

The V–1 was the world's first cruise missile.

- **Top Speed:** 160 (199 on final descent); **Climb:** 20; **Toughness:** 8(0); **Maneuverability:** 0; **Range** 205 miles; **Crew:** None
- **Notes:** Because of its speed, intercepting a V–1 can be a bit tricky. To get into position for a shot requires a Piloting skill roll at –2. To get into position alongside a V–1 (in order to flip it over with the wingtip of the intercepting fighter) requires two successful Piloting skill rolls; one to get alongside and the other to flip it over). Failure on either roll means the V–1 gets away.

Armament: None

Ordnance: 2,337 lbs. warhead (treat as 2,000 lbs. bomb)

GERMAN SHIPS

Germany's navy had little effect on the overall war, but ships like the *Bismarck* terrified Allied vessels for the short time they ruled the sea lanes.

CA PRINZ EUGEN (AUG '38)

Acc/Top Speed: 2/13; Toughness: 51(16); Crew: 1,600 Notes: Heavy Armor; scout planes (3), catapult launched Weapons: 8 x 8" guns in 4 turrets, 12 torpedoes with 2 tubes.

AA Rating: 3d6 (12 x 50mm in 6 turrets, 17 x 40mm in 17 open mounts, 28 x 20mm in 14 open mounts)

SUB UNTERSEEBOOT TYPE VIIC-U-96 ('40)

Acc/Top Speed: 2/7 (1/3 submerged); **Toughness:** 20(0); **Crew**: 52

Notes: Heavy Armor; maximum depth 770 feet (220m)

Weapons: 14 torpedoes (4 bow tubes, 1 stern tube), 88mm deck gun, 2 MG34

AA Rating: None

SUB SCHNELLBOOT 1939/40 ('39)

Acc/Top Speed: 4/16; Toughness: 13(0); Crew: 8–10 Notes: Heavy Armor; Also can carry a smoke generator. Weapons: 4 torpedoes (2 tubes), 6–8 naval mines AA Rating: 1d6 (2 x 30mm, 2 x 20mm)

BB BISMARCK (FEB '39)

Acc/Top Speed: 2/12; Toughness: 102(62); Crew: 2,092 Notes: Heavy Armor, scout planes (2)

Weapons: 8 x 15" guns in 4 turrets, 12 x 6" guns in 6 turrets

AA Rating: 4d6 (16 x 4" guns in 8 open mounts, 16 x 3" guns in 8 open mounts, 20 x 20mm in 6 turrets)



The Tirpitz. I'm glad we sunk this one in the harbor at Norway.

Type/mm	Range	Damage	RoF	Weight	Shots*	Min Str	Notes	
			I	Pistols				
Luger P08 (9mm)	12/24/48	2d6-1	1	2	8D	_	Semi-Auto	
Walther P38 (9mm)**	12/24/48	2d6-1	1	2	8D	_	Semi–Auto	
Walther PPK (9mm)**	10/20/40	2d6-1	1	2	7D	<u> </u>	Semi-Auto	
			Subma	chine Gun	s			
MP35 (9mm)	12/24/48	2d6-1	3	10	24D	d6	AP 1, Auto	
MP40 (9mm)	12/24/48	2d6-1	3	9	32D	_	AP 1, Auto	
]	Rifles	Name of Street			
Kar 98K (7.92)	24/48/96	2d8	1	9	5M	d6	AP 2, Snapfire	
Gewehr 43 (7.92)	24/48/96	2d8	1	10	10D	d6	AP 2, Semi	
StG44 (7.92)	24/48/96	2d8–1	3	11.5	30D	d6	AP 2, Auto	
			Mac	hineguns				
MG34 (7.92)	30/60/120	2d8	3	27	50B	d8	AP 2, Auto, Snapfire	
MG42 (7.92)	30/60/120	2d8	4	25.5	50B	d8	AP 2, Auto, Snapfire	
FG42 (7.92)***	24/48/96	2d8	3	12.5	20D	d6	AP 2, Auto	

GERMAN SMALL ARMS

* The type of magazine/ammo feed for each weapon is noted by a single letter: B=Belt, C=Cylinder, D=Detachable Magazine (includes drums), M=Internal Magazine, S=Stripper Clip (cannot be reloaded until empty).

Carried frequently by police and Gestapo units *Used by select Fallschirmjager units

GERMAN SPECIAL WEAPONS

Туре	Range	Damage	RoF	Weight	Burst	Min Str	Notes
			Rocket	Launcher	s		
Panzerfaust	12/24/48	4d8	1	10	Small		AP 17, HW
Panzershrek	15/30/60	4d8	1	20	Small	d6	AP 20, HW
			Μ	ortars			
Granatwerfer 36 *	50/75/150	2d8+1	1	31	Med		AP 1, May not move, HW
Granatwerfer 34**	75/100/200	4d8	1	125	Med		AP 1, May not move, HW
			Gr	enades			
Stielhandgranate	5/10/20	3d6-2	_	2	Med		
Geballte Ladung	4/8/16	6d6		10	Med	_	AP 3, HW
Gewehrgranaten	10/20/40	2d6+1		2	Med		AP 1, Rifle grenade
			Flam	ethrowers			
Flammenwerfer 41	Cone	2d10	1	40	_	d6	Ignores armor

* Minimum range 30

** Minimum range 50

GERMAN ANTI-AIRCRAFT & ANTI-TANK TABLE

		Dan	nage	AP					
Туре	Range	AP	HE	AP	HE	RoF	HE Burst	Reload	Notes
Pak 38 50mm	60/120/240	4d8	3d8	4	3	1	Med	1 action	HW, 2 Crew
Pak 40 75mm	75/150/300	4d10	3d8	13	3	1	Med	1 action	HW, Gun Shield, 6 Crew
Pak 43 AT/Flak 36 AA 88mm	75/150/300	4d10+1	4d8	21	8	1	Med	1 action	HW, Gun Shield, 7 Crew
Flakvierling 38*	50/100/200	3d8	_	3	_	3		—	Auto, Linked, HW

* Four linked 20mm cannon provide a +2 to hit and +2 damage bonus

GERMAN VEHICLE WEAPONS

		Dan	nage	А	Р				
Туре	Range	AP	HE	AP	HE	RoF	HE Burst	Reload	Notes
20mm	50/100/200	3d8		3		3	_		HW
50L60	70/140/280	3d10	2d8	10	3	1	Medium	1 action	HW
75L48	75/150/300	4d10	3d8	13	5	1	Medium	1 action	HW
75L70	80/160/320	4d10	3d8	17	5	1	Medium	1 action	HW
88L56	100/200/400	4d10+1	4d8	16	8	1	Medium	1 action	HW
88L71	100/200/400	4d10+1	4d8	24	8	1	Medium	1 action	HW
128L55	100/200/400	5d10	4d8	26	10	1	Medium	1 action	HW

GERMAN HOWITZERS

		Dam	nage	А	Р				
Туре	Range	HE	HEAT	HE	HEAT	RoF	HE Burst	Reload	Notes
105L28	120/240/480	5d8	5d8	4	6	1	Medium	1 action	HW
150L12	120/240/480	5d10	5d10	8	20	1	Large	2 actions	HW
150L30	150/300/600	5d10	5d10	8	20	1	Large	2 actions	HW

GERMAN MILITARY RANKS

Rank	Wehrmacht (Army)	Kriegsmarine (Navy)	Luftwaffe (Air Force)	Waffen SS	
		Enlisted			
E1	Schütze	Matrose	Schütze	SS-Mann	
E2	Oberschütze	-	Oberschütze	SS-Sturmmann	
E-3	Gefreiter	Matrosen-Gefreiter	Gefreiter	SS-Rottenführer	
E4	Obergefreiter	Matrosen-Obergefr.	Obergefreiter	SS-Unterscharführer	
	and the second second	Non-Commissioned	Officer		
E5	Unterfeldwebel	Stabssteuermann	Unterfeldwebel	SS-Scharführer	
E6	Feldwebel	Bootsmann	Feldwebel	SS-Oberscharführer	
E7	Oberfeldwebel	Stabsbootsmann	Oberfeldwebel	SS-Hauptscharführer	
E8	Stabsfeldwebel	Stabsoberbootsmann	Stabsfeldwebel	SS-Sturmscharführer	
		Officers			
O–1	Leutnant	Leutnant	Leutnant	SS-Untersturmführer	
O–2	Oberleutnant	Oberleutnant	Oberleutnant	SS-Obersturmführer	
O–3	Hauptmann	Kapitänleutnant	Hauptmann	SS-Hauptsturmführer	
O–4	Major	Korvettenkapitän	Major	SS-Sturmbannführer	
O–5	Oberstleutnant	Fregattenkapitän	Oberstleutnant	SS-Obersturmbannführer	
O–6	Oberst	Kapitän	Oberst	SS-Standartenführer	
X		General Office	ers		
O–7	Generalmajor	Konteradmiral	Generalmajor	SS-Brigadeführer	
O–8	Generalleutnant	Vizeadmiral	Generalleutnant	SS-Gruppenführer	
O–9	General	Admiral	General	SS-Obergruppenführer	
O-10	Generaloberst	Generaladmiral	Generaloberst	SS-Oberstgruppenführer	
O-10	Generalfeldmarschall	Grossadmiral	Generalfeldmarschall	SS-Reichsführer	



By the 1930s the Imperial Japanese Army (IJA) and Navy (IJN) had come a long way in a relatively short time, compared to the other major military forces in the world. The IJA was formed just after the Meiji Restoration of the Japanese Emperor in the mid-19th century, and distinguished itself in battle with the Russians earlier in the 20th century. By 1941 the IJN was one of the largest, best equipped, and best trained navies in the world, with a superb aircraft carrier fleet and naval air arm.

Japanese military personnel were thoroughly indoctrinated and dedicated to service in the Emperor's name. Japanese cultural values made capture or surrender a terrible shame and dishonor to one's family, community, and country. Soldiers were expected to fight to the death in any circumstances. This absolute belief, combined with a general disregard and contempt for its enemies, led the Japanese military to develop a reputation for fanaticism and brutality.

JAPANESE INFANTRY PLATOON

A Japanese infantry platoon was made of three 10-man squads armed with Arisaka Model 99 rifles. Each squad was also equipped with a Type 96 light machinegun. The platoon HQ also directed another 10-man mortar squad equipped with three 50mm mortars. A company had three platoons. Japanese infantry walked almost everywhere they went, and were lucky to have trucks for transport.



Japanese wading ashore at saipan

IJA OFFICERS

Japanese Army officers are often dedicated patriots. They tend to operate at their best when under tight control or as part of a well developed plan.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6 Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: Fanatic (The Emperor)

Edges: Command, Rank (Officer)

- **Equipment**: Officers are equipped as infantry or armor crews. Staff officers usually only carry a sidearm, unless they are on the front lines. Many Japanese leaders may also carry a sword (katana; Str+d6+2) into battle.
 - **Experienced:** Fighting d8, Intimidation d8, Parry: 6, Dodge, Hold the Line!
 - Elite: Spirit d10, Knowledge (Battle) d8, Fervor

IJA INFANTRY

Japanese soldiers are very disciplined and generally well trained. By and large, Japanese troops do not surrender and fight to the death or commit suicide (often by setting off a hand grenade held against their stomachs) when trapped.

These stats may also be used for Japanese Special Naval Landing Forces (their equivalent of Marines), and Japanese airborne forces (rarely encountered).

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: Fanatic (The Emperor)

Edges: None

- **Equipment**: Steel helmet (+2), 2 Model 96 or 99 grenades. Squad: 10x Arisaka Model 99, 1 Type 96 MG. Airborne troops may be armed with the (rare) Kokura 100 SMG.
 - Experienced: Spirit d10, Stealth d8, Dodge
 - Elite: Fighting d8, Shooting d8, Parry: 6, Combat Reflexes, Improved Dodge

JAPANESE TANK PLATOON

Japanese tanks were usually attached to infantry units at the division level, then parceled out to infantry units that needed them. It would be unlikely to encounter more than a handful of tanks operating with an infantry unit.

IJA ARMOR CREWS

Japanese armored units are mostly used in China, but some see limited action in the Pacific. Near the end of the war, as supply lines fail and the vehicles they ride increasingly break down or are simply abandoned because of lack of fuel, the crews end up fighting as infantry. **Attributes**: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6 **Skills**: Driving d6, Fighting d6, Repair d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: Fanatic (The Emperor)

Edges: None

Equipment: When dismounted, armor crews usually carry Nambu Model 14 or Model 94 pistols.

- Experienced: Driving d8, Shooting d8, Bullseye
- Elite: Spirit d10, Shooting d10, Steady Hands

JAPANESE AIR UNITS

The IJA Air Force *chutai* (squadron) was made up of three or four *shotai* (sections) of three planes each. The Navy used three sections of three planes each, plus the section leader and two wingmen for a total of 12 planes.

JAPANESE ARMY & NAVY PILOTS

Japanese pilots at the start of the war were excellent fliers and Japanese carrier pilots were the finest in any navy. As the war went on and losses mounted, the Army and Navy failed to train enough replacements and pilot quality plummeted.

The stats below are for fighter pilots. For bomber pilots, switch the d8 in Shooting for experienced troops to Knowledge (Bombardier), and add Pickle Barrel. To simulate a poorly trained pilot, rather than a properly trained but green pilot, Piloting skill should start at d4, with no Edges.

Japanese kamikaze pilots never make Spirit rolls for morale when they are flying their final, fatal mission.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Knowledge (Bombardier) d6, Knowledge (Battle) d6, Notice d6, Piloting d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Hindrances: Fanatic (The Emperor)

Edges: Rank (Officer) or Rank (NCO)

- Equipment: Nambu Model 14 or Model 94 pistols, knife, life jacket, survival kit, flight helmet and goggles.
- Experienced: Agility d8, Knowledge (Gunnery) d10, Notice d8, Piloting d8, Shooting d8
- Elite: Agility d10, Smarts d8, Knowledge (Battle) d8, Piloting d10, Ace, Killer Instinct

JAPANESE NAVAL UNITS

IJN OFFICERS

Japanese naval officers were the most professional members of the Japanese military. Many of the higher-ranking officers were educated in foreign countries and had a generally broader and more sophisticated outlook than their Imperial Army counterparts. **Attributes**: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6 **Skills**: Boating d6, Knowledge (Battle) d6, Knowledge (Engineering)

d6, Knowledge (Gunnery) d8, Persuasion d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5

Hindrances: Code of Honor, Fanatic (The Emperor)

Edges: Command, Rank (Officer)

Equipment: Steel helmet (when topside during battle), binoculars

- Experienced: Smarts d8, Boating d8, Knowledge (Battle) d8, Persuasion d8, Hold the Line!
- Elite: Smarts d10, Boating d10. Knowledge (Battle) d10, Inspire

IJN SAILORS

The Japanese sailors who crewed the ships that fought against the US Navy in the first two years of the war were highly skilled and trained.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Boating d6, Knowledge (Gunner) d6, Notice d8, Repair d6, Shooting d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5 Edges & Hindrances: None

Equipment: Steel helmet (when topside during battle), life jacket or

flak jacket, toolkit.

- Experienced: Smarts d8, Boating d8, Knowledge d8
- Elite: Agility d8, Boating d10, Notice d10

JAPANESE VEHICLES

In mainland China and Indochina, the Japanese Army had no need to develop the kind of fast, heavy tanks used in Europe, since their enemies rarely had any effective anti-tank weapons or tanks of their own. The thick jungles and mountainous terrain also hindered their use.

Japanese tanks are lightweight and generally have poor anti-tank capability. The Japanese had no large armored divisions until close to the end of the war, and most Japanese tanks are attached to infantry as fire support.

MODEL 1 "HO-NI" ('44)

The Ho-Ni was used in both China and the Philippines as a selfpropelled artillery piece. It was also used as an assault gun.

Type: Self-Propelled Gun; **Acc/Top Speed:** 5/12; **Toughness:** 16/16/11 (5/5/0); **Crew**: 4 (Commander, driver, gunner, loader)

Notes: Heavy Armor, Open Topped, Tracked

Weapons:

• 75L38 fixed (loaded from separate an ammo carrier)

MODEL 2 "KA-MI" ('42)

This tank was developed by the IJN and used by their landing forces. It had two detachable steel pontoons that gave it a boat-like appearance. The pontoon system was meant for crossing rivers or small bodies of water, or for beach landings. It was not seaworthy at all.

Type: Tank; Acc/Top Speed: (ground) 2.5/9, (afloat) 2/2.5; Toughness: 13/12/12 (2/1/1); Crew: 5 (Commander, driver, assistant driver, gunner, loader)

Notes: Amphibious, Heavy Armor, Tracked

Weapons:

- 37L46 turret (HE 90, AP 42)
- 7.7mm MG coaxial (use Model 11 MG stats) (2,000 rounds)
- 7.7mm MG bow (use Model 11 MG stats) (1,500 rounds)

MODEL 94 TANKETTE ('36)

These small armored vehicles were normally attached to infantry divisions for fire support and use as command vehicles.

Type: Tank; **Acc/Top Speed:** 5/10; **Toughness:** 12/11/11 (2/1/1);

Crew: 2 (Commander, driver) **Notes**: Heavy Armor, Tracked

Weapons:

• 6.5mm Type 91 MG turret (use Model 96 MG stats) (2,000 rounds)

MODEL 94 TRUCK

The Model 94 truck built by Isuzu was developed from British and Czech designs. Different versions used both gasoline and diesel engines.

Type: Transport; Acc/Top Speed: 10/25; Toughness: 12 (1); Crew: 1+15

Notes: —

Weapons: —

MODEL 95 "BLACK MEDAL

The "Black Medal" was the Japanese equivalent of the jeep. **Type:** Tank; **Acc/Top Speed:** 10/26; **Toughness:** 7 (1); **Crew:** 1+3

Notes: —

Weapons: —

MODEL 95 "HA-GO" ('34)

The Ha-Go was a popular and widely used tank in the Imperial Japanese Kwangtung Army in China. It was very reliable and was kept in use even after it had become obsolete.

Type: Tank; **Acc/Top Speed:** 5/12; **Toughness:** 13/12/12(2/1/1);

Crew: 3 (Commander, driver, loader)

Notes: Heavy Armor, Tracked

Weapons:

- 37L37 turret (HE 79, AP 40)
- 7.7mm MG rear turret (use Model 11 MG stats) (1,940 rounds)
- 7.7mm MG bow (use Model 11 MG stats) (2,000 rounds)

MODEL 95 "SO-KI" TANKETTE

The So-Ki's design was similar to the Model 94, but it had a set of retractable steel wheels that allowed it to run on railway tracks. Most were used in China but a few appeared in Burma.

Type: Tank; **Acc/Top Speed:** 5/11; **Toughness:** 12/11/11 (2/1/1);

Crew: 2 (Commander, driver)

Notes: Tracked

Weapons:

• 7.7mm MG turret (use Model 11 MG stats) (2,000 rounds)

MODEL 97 "TE-KE" TANKETTE ('38)

The Model 97 Te-Ke was the successor to the Model 94, and featured better armor, an air-cooled engine, and a 37mm cannon. **Type:** Tank; **Acc/Top Speed:** 5/11; **Toughness:** 15/11/11 (5/1/1);

Crew: 2 (Commander, driver)

Notes: Heavy Armor, Tracked Weapons:



A Japanese Type 95 tankette. They're tough when you have nothing but a rifle to fight with.

- 37L37 turret (HE 60, AP 42) OR
- 7.7mm MG turret (use Model 11 MG stats) (2,800 rounds)

MODEL 97 "CHI-HA" ('38)

The Model 97 Chi-Ha was Japan's answer to modern European tank designs of the mid 1930s. It was used mainly in China, and not encountered by the US until 1944.

Type: Tank; **Acc/Top Speed:** 5/10; **Toughness:** 16/15/13 (5/4/2);

Crew: 4 (Commander, driver, gunner, loader)

Notes: Heavy Armor, Tracked

- Weapons:
 - 57L18 turret (HE 70, AP 30) OR 47L48 (after 1939)
 - 7.7mm MG turret rear (use Model 11 MG stats) (1,745 rounds)
 - 7.7mm MG bow (use Model 11 MG stats) (2,000 rounds)

JAPANESE AIRCRAFT

Japanese aviators had a clear advantage over their enemics at the start of the war. Japanese carrier pilots were the finest in the world, and in the Mitsubishi Zero they dominated the skies. Japanese aircraft designs stressed maneuverability in dogfights, and in order to achieve this sacrificed armor for weight. In the early stages of the war this design philosophy was successful against slower and less maneuverable Allied designs. Later, when faster and better armed and armored US aircraft appeared, the Japanese were forced to rely on older designs due to damage to their aircraft production industry.

AICHI D3A1 "VAL" ('38)

The Val was a carrier-based dive-bomber and it appeared in every major carrier battle in the early years of the war.

Acc/Top Speed: 10/96; Engines: 1; Climb: 15; Toughness: 11(1); Maneuverability: 0; Range 840 miles; Crew: 2 (Pilot, gunner) Notes: —

Armament: 2 x 7.7mm MG, nose, 1 x 7.7mm MG, cockpit rear Ordnance: Up to 500 lbs.

Variants: The D3A2 has a top speed of 106 and a range of 915 miles.

KAWANISHI H8K2 "EMILY" ('41)

The H8K2 "Emily" flying boat was a high winged, four-engine seaplane used for reconnaissance, transport, and bombing missions.

Acc/Top Speed: 10/112; Engines: 4; Climb: 10; Toughness: 17(2); Maneuverability: –3; Range 3,000 miles; Crew: 9 (Pilot, co-pilot, bombardier, navigator, 5 gunners), up to 64 passengers or troops.

Notes: ----

Armament: 1 x 20mm cannon, nose, 1 x 20mm cannon, dorsal mount, 1 x 20mm cannon, tail, 1 x 20mm cannon, left & right blisters, 1 x 7.7mm MG, ventral mount, 1 x 7.7mm MG, left & right waist blisters.

Ordnance: Up to 4,410 pounds OR 2 x Year 91 torpedoes

Variants: The earlier H8K1 had a top speed of 108. The transport variant of the Emily (H8K2-L) had only one 20mm cannon (rear) and one 12.7mm MG (top turret).

KAWASAKI KI-45-I TORYU "NICK" ('41)

The Toryu was a twin-engine escort fighter patterned after similar European designs. Its performance as a fighter was disappointing and it was used in the ground attack role.

Acc/Top Speed: 15/134; Engines: 2; Climb: 20; Toughness: 11(1); Maneuverability: +0; Range 1,400 miles; Crew: 2 (Pilot,

gunner)

Notes: -

Armament: 1 x 20mm cannon, nose, 2 x 7.7mm MG, nose, 1 x 7.7mm MG, rear swivel mount

Ordnance: Up to 1,000 pounds.

Variants: The Kai-C model was configured as a night fighter with two 12.7mm MGs in the nose and two 12.7mm MGs mounted between the pilot and gunner at a 30 degree angle upwards (similar to the German *schrage musik* configuration). The Kai-C also sometimes carried a forward firing 37mm cannon mounted under the fuselage.

KAWASAKI KI-61-I HIEN "TONY" ('41)

The Tony was the only Japanese fighter that had an inline engine, built under license from Germany and was nearly the same as the engine in the Me–109. The Tony was used extensively in New Guinea and the Philippines.

Acc/Top Speed: 20/147; Engines: 1; Climb: 20; Toughness:

11(1); Maneuverability: +3; Range 994 miles; Crew: 1 (Pilot) Notes: —

Armament: 2 x 20mm cannon, wings, 2 x 12.7mm MG, nose Ordnance: Up to 500 lbs.

Variants: Ninety-nine Ki-61-II variants were built with a turbocharged engine that improved high altitude performance.

MITSUBISHI A6M2 REISEN (ZERO) "ZEKE" ('40)

At the start of the war the Zero was the best fighter in the sky. Light, fast, and maneuverable, it could out-turn any other plane. Its main drawbacks were the lack of armor and self-sealing fuel tanks.

Acc/Top Speed: 20/126; Engines: 1; Climb: 20; Toughness: 10(0); Maneuverability: +4; Range 1,162 miles; Crew: 1 (Pilot)

Notes: —

Armament: 2 x 20mm cannon, wings, 2 x 7.7mm MG, nose Ordnance: None

Variants: The clipped wing A6M3 had a top speed of 336mph (134). The A6M5 and A6M6 (introduced in 1944) had a top speed of 354 mph (141) and carried 4 20mm cannons and 2 12.7mm machineguns in the wings. The engine in the A6M6c also had water injection.

MITSUBISHI G4M1 "BETTY" ('41)

The Betty was a land-based, long-range medium bomber that could also carry a torpedo. Betties tended to go up in flames when hit and were disliked by their crews, who called them the "one shot lighter."

- Acc/Top Speed: 10/119; Engines: 2; Climb: 15; Toughness: 13(1); Maneuverability: -2; Range 3,130 miles; Crew: 7 (Pilot, co-pilot, bombardier, navigator, 3 gunners)
- **Notes**: On a wing critical hit, roll 1d4; on a 3 or 4 the wing tanks ignite and the plane is destroyed.
- Armament: 1 x 20mm cannon, tail, 1 x 7.7mm MG, nose, 1 x 7.7mm MG, rear dorsal mount, 1 x7.7mm MG, ventral mount, 1 x 7.7mm MG, rear swivel mount
- Ordnance: Up to 2,000 lbs. OR Torpedoes: 1 x Year 91 Torpedo (18")
- Variants: The G4M3 had armor and self-sealing fuel tanks (giving it a Toughness of 14/2, and eliminating the deadly effects of wing tank critical hits) but was introduced too late in the war to have



any impact.

MITSUBISHI J2M3 RAIDEN "JACK" (DEC '42)

The J2M3 was a developed as an interceptor and was one of the few Japanese aircraft on par with similar late war allied designs. Acc/Top Speed: 20/152; Engines: 1; Climb: 20; Toughness:

12(2); Maneuverability: +2; Range 1,560 miles; Crew: 1 (Pilot)

Notes: Turbocharger, Water Injection

Armament: 4 x 20mm cannon, wings

Ordnance: None

Variants: Variants of the Raiden placed two cannons in the wings and two in the fuselage but did not significantly alter performance.

MITSUBISHI KI-21 TYPE 97 "SALLY" ('38)

The Sally was already obsolete by the start of the war, but it was pressed into service as the backbone of the bomber corps through the conflict. Near the end of the war, they were used in kamikaze attacks.

Acc/Top Speed: 10/114; Engines: 2; Climb: 10; Toughness: 13(1); Maneuverability: -2; Range 1,678 miles; Crew: 5 (Pilot, co-pilot, bombardier, 2 gunners)

Notes: —

Armament: 1 x 7.7mm MG, nose, 1 x 7.7mm MG, tail-remote control, 1x 12.7 MG, dorsal turret

Ordnance: Up to 2,000 lbs.

NAKAJIMA B5N2 "KATE" ('37)

The Kate was a carrier-based torpedo-bomber. Considered obsolete at the start of the war, the Kate still outperformed similar Allied designs until 1942.

Acc/Top Speed: 10/63; Engines: 1; Climb: 10; Toughness: 12(1); Maneuverability: 0; Range 609 miles; Crew: 3 (Pilot, bombardier, gunner)

Notes: —

Armament: 2 x 7.7mm MG, rear Ordnance: 750 lbs. OR 1 x Year 91 torpedo

NAKAJIMA KI-43-I HAYABUSA "OSCAR" ('41)

The Oscar was the primary Japanese Army fighter. It was a difficult plane to engage, but its weak armament was totally outclassed by later American designs.

Acc/Top Speed: 15/123; Engines: 1; Climb: 20; Toughness: 9(0); Maneuverability: +4; Range 800 miles; Crew: 1 (Pilot)

Notes: Bubble Canopy

Armament: 2 x 7.7mm MG, nose

Ordnance: None

Variants: The Ki–43 II had a top speed of 320 mph (128) and carried two 12.7 MGs in the nose with 250 rounds per gun. The Ki–43 III had a top speed of 360 mph (144) and had two 20mm cannon in the nose with 100 rounds per gun, and 1 point of armor, giving a Toughness profile of 10(1).

YOKOSUKA MXY-7 MODEL 11 OHKA (JUNE '41)

The Ohka was a purpose built suicide plane; a human piloted cruise missile! They were built from wood, had a short duration rocket motor in the tail, and carried a 2,600 lbs. explosive charge. They were launched from specially modified Betties.

Acc/Top Speed: 30/213; Engines: 1; Climb: 20; Toughness: 8(0); Maneuverability: Powered +2, Gliding 0; Range 55 miles; Crew: 1 (pilot)

Notes: In its final dive, the Ohka reaches over 600 mph, incurring a penalty of –6 to hit it.

Armament: None

Ammo: None

Ordnance: The Ohka is a 2,645-pound flying bomb!



The Battleship Yamato took 1¢ torpedo and 7 bomb hits before going down near Okinawa.

JAPANESE NAVY

The Imperial Japanese Navy was large and powerful, but focused too heavily on massive battleships like the *Yamato* rather than aircraft carriers. The experienced Admiral Yamato was intercepted and shot down by a flight of P–38 Lightnings on April 17, 1943. His death signalled the beginning of the end for the IJN, and it had few victories afterwards.

DD AYANAMI (OCT '29)

Acc/Top Speed: 3/15; Toughness: 25(0); Crew: 200 Notes: Heavy Armor

- Weapons: 6 x 5" guns in 3 turrets, 9 Long Lance torpedoes plus reloads with 2 tubes, depth charges
- AA Rating: 2d6 (22 x 20mm in 11 open mounts, 10 x 12.7mm MG)

CL JINTSU (DEC '23)

Acc/Top Speed: 3/14; Toughness: 50(20); Crew: 450

Notes: Heavy Armor; scout planes (1), catapult launched.

Weapons: 7 x 5" guns in 7 turrets, 8 Long Lance torpedoes plus reloads with 2 tubes

AA Rating: 3d6 (44 x 25mm in 22 open mounts, 6 x 13mm)

CA MYOKO (APRIL '27)

Acc/Top Speed: 2/13; Toughness: 55(20); Crew: 773 Notes: Heavy Armor

Weapons: 10 x 8" guns in 5 turrets, 8 x 5" guns in 4 turrets, 8 Long Lance torpedoes plus reloads with 2 tubes

AA Rating: 3d6 (48 x 25mm in 16 open mounts)

CA KIRISHIMA (DEC '13)

Acc/Top Speed: 2/12; Toughness: 90(50); Crew: 1,360 Notes: Heavy Armor Weapons: 8 x 14" guns in 4 turrets, 16 x 6" guns in 16 turrets AA Rating: 4d6 (118 x 20mm in 38 open mounts)

CV AKAGI (APRIL '25)

Acc/Top Speed: 2/12; Toughness: 94(54); Crew: 2,000 Notes: Heavy Armor; 1 squadron of Zekes, 1 squadron of Vals, 2 squadrons of Kates.

Weapons: 10 x 8" guns in 5 turrets, 12 x 5" guns in 6 turrets **AA Rating:** 3d6 (28 x 25mm in 14 open mounts)

SUB I-36 ('39)

Acc/Top Speed: 2/9 (1/3 submerged); **Toughness:** 20(0); **Crew**: 94

Notes: Heavy Armor; Maximum depth 330 feet (100m), scout seaplane (1)

Weapons: 17 Long Lance torpedoes (4 tubes forward), 1 x 13mm MG

AA Rating: None.



THEATER OF OPERATION: Any Japanese aircraft can be used as a kamikaze attack plane. A kamikaze aircraft that strikes its target does damage equivalent to a 2,000-pound bomb for single-engine aircraft, and a 4,000-pound bomb for multi-engine aircraft. Pilots of kamikaze aircraft do not take Spirit for fear while on their final missions. Obviously, the pilot of a kamikaze aircraft is killed on impact.

		grat Al					
Туре	Range	Damage	RoF	Weight	Shots*	Min Str	Notes
			Pie	stols			
Nambu Model 14 (8mm)	12/24/48	2d6-1	1	2	8D	-	Semi-Auto
Nambu 94 (8mm)	12/24/48	2d6-1	1	1.6	6D		Semi–Auto
			Submac	hine Guns			
Kokura 100 (6.5mm)	12/24/48	2d6–1	3	10	30D		Auto
			Ri	fles			
Model 38 (6.5mm)	20/40/80	2d6+1	1	9	5M	d6	AP 1, Snapfire
Model 99 (7.7mm)	20/40/80	2d8–1	1	9	5M	d6	AP 2
			Machi	ineguns			
Model 96 (6.5mm)	24/48/96	2d6+1	3	20	30D	d8	AP 1, Auto, Snapfire
Model 99 (7.7mm)	30/60/120	2d8–1	3	20	30D	d8	AP 2, Auto, Snapfire
Model 11 (7.7mm)	30/60/120	2d8	3	122	30D		AP 2, Auto, May not move

JAPANESE SMALL ARMS

* The type of magazine/ammo feed for each weapon is noted by a single letter: B=Belt, C=Cylinder, D=Detachable Magazine (includes drums), M=Internal Magazine, S=Stripper Clip (cannot be reloaded until empty).

JAPANESE SPECIAL WEAPONS

Туре	Range	Damage	RoF	Weight	Burst	Min Str	Notes
			Μ	ortars			
"Knee" Mortar*	50/75/150	2d8+1	1	10	Small	d6	AP 1, Snapfire, HW
81mm Mortar**	75/100/200	4d8	1	52	Med	_	AP 1, May not move, HW
150mm Mortar***	100/200/400	6d10	1	220	Med		AP 4, May not move, HW
			Gr	enades			
Model 96	5/10/20	2d6+1	_	2	Med		
Model 99	5/10/20	2d6+1		2	Med		Impact fused

* Minimum range 30

** Minimum range 50

*** Minimum range 75

"I FEAR ALL WE HAVE DONE IS TO AWAKEN A SLEEPING GIANT AND FILL HIM WITH A TERRIBLE RESOLVE."

- ADMIRAL YAMAMOTO, DEC 7, 1941

JAPANESE ANTI-AIRCRAFT & ANTI-TANK TABLE

		Dan	nage	Α	Р				
Туре	Range	AP	HE	AP	HE	RoF	HE Burst	Reload	Notes
Model 93* 13mm AA	50/100/200	2d10	_	4		3			Auto, Linked, HW, 7 Crew
Model 96* 25mm AA/ AT	50/100/200	3d8	_	4	_	3	—	—	Auto, Linked, HW, 7 Crew
Model 1 47mm AT	75/150/300	4d8	3d8	4	2	1	Med	1 action	HW, Gun Shield, 4 Crew
Model 92 70mm Infantry Gun	60/120/240		3d8	—	2	1	Med	1 action	HW, Gun Shield, 5 Crew
Model 38 75mm gun	75/150/300		3d8		2	1	Med	1 action	HW, 2 Crew
Model 91 105mm Infantry Gun	80/160/320	_	4d8		3	1	Med	1 action	HW, Gun Shield, 5 Crew

*linked guns provide a +1 to hit and +1 damage bonus

		Dan	nage	А	P				
Туре	Range	AP	HE	AP	HE	RoF	HE Burst	Reload	Notes
20mm	50/100/200	3d8	_	3	_	3			HW
37L37	50/100/200	4d8	4d6	3	3	1	Medium	1 action	HW
37L46	50/100/200	4d8	4d6	3	3	1	Medium	1 action	HW
47L48	60/120/240	3d10	3d8	5	3	1	Medium	1 action	HW
57L15	50/100/200	3d8	3d6	4	2	1	Medium	1 action	HW
57L18	50/100/200	3d8	3d6	4	2	1	Medium	1 action	HW
75L38	75/150/300	4 d10	3d8	6	4	1	Medium	1 action	HW

JAPANESE VEHICLE WEAPONS

JAPANESE HOWITZERS

		Dan	nage	А	P				
Туре	Range	HE	HEAT	HE	HEAT	RoF	HE Burst	Reload	Notes
150mm	120/240/480	5d10	5d10	8	20	1	Large	2 actions	HW

"WE HAVE RESOLVED TO ENDURE THE UNENDURABLE AND SUFFER WHAT IS INSUFFERABLE."

- EMPEROR HIROHITO

JAPANESE MILITARY RANKS

Rank	Dai-Nippon Teikoku Rikugun (IJA)	Dai-Nippon Teikoku Kaigun (IJN)		
	Enlisted			
E–1	Nit-tohei	Nit-to Suihei		
Е-2	It-tohei	It-to Suihei		
Е-3	Jotohei	Joto Suihei		
	Non-Commissioned Office	rs		
E-5	Gocho	Nit-to Heiso		
Е-6	Heiso	It-to Heiso		
E-7	Gunso	Joto Heiso		
Е-9	So-cho	Heiso-cho		
	Officers			
O–1	Sho-i	Sho-i		
O–2	Chu-i	Chu-i		
O–3	Tai-i	Tai-i		
O-4	Shosa	Shosa		
O–5	Chusa	Chusa		
O–6	Taisa	Taisa		
	General Officers			
O–7	Shosho	Shosho		
O–9	Chusho	Chusho		
O-10	Taisho	Taisho		

CHAPTER TEN: HORRORS OF WEIRD WAR 2

"God has given up the protection of the people. Satan has taken command." - Joseph Goebbels, Radio Werewolf broadcast

Monsters in World War II aren't hard to find. They lurk in the savagery of combat and the heart of most soldiers forced to kill their fellow man. In *Weird Wars* this hate and violence manifests to an even greater degree. Many of the horrors encountered are created by the Axis powers to fight the Allies, but a great many more rise from the darkness of their own accord, given life by the dark energy of war.

When creating new monsters for your heroes to fight, don't forget about the things that crawl out of the darkness of their own volition. Axis occultists create many minions, but they are only harnessing the power of negative energy—they are not the source of it.

Most monsters should be unique creatures, such as the rat-thing detailed in the Rattenkreig operation (page 134), or the ghost of some unfortunate trapped in otherworldly madness.

Folklore is also a frequent target of the dark powers. These can be especially powerful as many, like the adaro or the witch, have had hundreds or even thousands of years of fear and millions of believers to give them form.

War Masters should also skim other Savage Settings for monsters, but remember to ground them in more realistic tones for *Weird Wars*. Traditional fantasy goblins, for example, have the same statistics as those one might encounter here, but are much darker and harken back to their original roots as stealers of children. Wiping out a nest of the things preying on a town of villagers—while trying to stave off a German offensive—is a good example of such an integration.

ADARO

The natives of the Solomon Islands have long believed in the existence of the adaro, a race of evil sea spirits that feed on human flesh. Adaro stand between 6 and 8 feet in height and have leathery shark-like skin. Their faces and torso are humanoid, but they have tail fins for feet, and the black eyes of a shark. A bony horn, like that of a swordfish, juts from the peak of their skull, and they have a large shark fin on their backs.

Adaro live in elaborate coral palaces in lagoons and bays, richly adorned with loot from shipwrecks and stolen from coastal settlements. Adaro are savage and raid villages and small watercraft for the sheer pleasure of it—unless the natives offer sacrifices.

Area Appearing: PTO, CBI

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d6, Swimming d12 Pace: 6; Parry: 6; Toughness: 9

Special Abilities:

- Amphibious: Adaro are native to the water, though they can function on land. They swim at their full Swimming Pace, and can breathe water and air equally well. They add +2 to attacks versus non-amphibious or aquatic creatures.
- **Charge:** An adaro typically begins combat by swimming directly into an opponent at full speed. If it moves at least 6" in a straight line, it adds +2 to its Fighting roll and does Str+d10 damage.
- Claws/Horn: Str+d6.
- Frenzy (Imp): The adaro make two attacks at no penalty.
- Size +1: Adaro are slightly larger than humans.
- Summon Sharks: Once per day an adaro can summon 1–3 medium man-eater sharks. They arrive one round later.
- Weakness (Fresh Water): If an adaro is submerged in fresh water it must make a Vigor roll at -2 each round or suffer a level of Fatigue. If it becomes Incapacitated it passes out and dies 1d6 minutes later.

👼 AXIS STITCH

Stitched together from parts of different Axis soldiers, its life poured back into its body by Nazi rune mages, the Axis stitch is a deadly foe. Armor and weapons are grafted directly onto its supernaturally strengthened body.

The Axis stitch has odd combinations of limbs held together with large steel staples and thick black cords. The Axis stitch has two oversized steel hands that it uses to tear through the opposition. Its eyes are small pin pricks of purple light dancing on the inside of rotted black sockets. Its mouth is stitched shut with more thick black cords, and metal plating has been grafted onto the supernaturally muscular body. The Axis stitch moves slowly though it more than makes up for it with brute force.

Area Appearing: Any German operational areas

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d6

Pace: 4; Parry: 7; Toughness: 13 (4)

Edges: Combat Reflexes, Improved Frenzy, Two Fisted **Special Abilities:**

- Armor +4: The body of an Axis stitch is covered in metal plates.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; immune to poison and disease.
- Improved Arcane Resistance: +4 armor versus magic and +4 to rolls made to resist magic effects.
- Infravision: Halves darkness penalties when attacking heatproducing targets.

- Steel Hands: Str+d8.
- **Rend:** An Axis stitch that hits with a raise attempts to tear its foe in half. This deals an additional +2d6 damage instead of the usual +1d6.
- Size +2: An Axis stitch stands 8' tall and is heavily muscled.
- Slow: These lumbering fiends cannot run.

BLEMMYE

Blemmye are a race of warlike humanoids that inhabit the wastes between the Nile River and the Red Sea, particularly in the Sudan and southern Egypt. They are dark-skinned and lithe, their main distinguishing characteristic being their lack of a head. Instead, eyes and mouth are set into their breast with tufts of frizzled coarse hair protruding from their shoulder blades.

Blemmye avoid directly confronting their enemies, preferring hitand-run raids conducted at night. They are swift and sure-footed, although they ride camels into battle. They are primitive and wear only animal skins and fight with spears, swords, and bows firing poisontipped arrows. Blemmye are nomadic and live in tribes, though some have retreated deep into desert caverns.

Area Appearing: North Africa

- Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
- Skills: Fighting d6, Notice d6, Shooting d10, Stealth d6

Pace: 6; Parry: 5; Toughness: 5

Gear: Bow (Range 12/24/48, Damage 2d6), sword (Str+3) or spear (Str+d6, Reach 1, +1 Parry).

Special Abilities:

- **Deadly Precision:** With a raise on the Shooting roll, a blemmye hits the target's least armored spot.
- Low Light Vision: Blemmye ignore the lighting penalties for Dim and Dark conditions.
- Weakness (No Head): Blemmye have no peripheral vision. They suffer -2 to their Parry and Notice rolls for anyone approaching or attacking from the sides or behind.

BRUTE

In their unending quest to create a super soldier, Nazi doctors have combined their theories with the evil power of the rune mages to create brutes. These monsters are humans who have had the "beast" within their psyches brought to the surface through a mixture of drugs and blood magic. This transformation increases their strength and aggressiveness but dulls their intelligence at the same time. Physically, brutes manifest short claws and jagged teeth, while their muscle mass increases and their faces take on a fiendish aspect.

Brutes are among the most common of Nazi minions. They are still rare, but far less so than wehrwolves. German high command often sends them into combat ahead of traditional troops to frighten and unnerve the opposition before sending in regulars. **Area Appearing:** German operational areas Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10 Skills: Fighting d8, Intimidation d8, Notice d4, Shooting d6, Stealth d6, Throwing d6

Pace: 6; Parry: 6; Toughness: 9

Edges: Combat Reflexes

Gear: Kar 98K (Range 24/48/96, Damage 2d8, AP 2), 24 rounds of ammunition, 1 stielhandgranate 24 (Range 5/10/20, Damage 3d6–2, MBT), bayonet (Str+d4).

Special Abilities:

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• Size +2: Brutes are larger than normal folk and extremely solid.

CANINE HORRORS

Wild dogs, wolves, hyenas, and other canine types (yeah, we know hyenas aren't true canines) often become threats in war as their habitats are disturbed and battlefields provide plenty of opportunity for scavenging. The Dog/Wolf stats from the core rulebook can provide everything needed for these encounters. In addition though, most regions have a local supernatural version of such creatures, typically larger. For those, use the Dire Wolf stats (also in the core rulebook) with the Fear ability and the specific additions noted below.

> Black Dog (Western Europe): Black dogs choose human prey and haunt him over days with their Dark Omen ability. When the prey is weakest, they attack and then choose a new target. Remove (A) from Smarts and add the ability:

> > • **Dark Omen:** Anyone who sees a black dog has nightmares of their death and cannot sleep for 24 hours.

> > > Hellhound: Hellhounds can occur spontaneously when any canine comes in contact with the supernatural, most commonly by scavenging on the body of some evil creature. These animals transform painfully into larger, smarter, and purely malevolent beasts. Usually a hellhound will be found leading a pack of normal dogs or wolves,

but occasionally, an entire pack is transformed. Remove (A) from Smarts and increase it to a d6.

Inugami (Pacific): Inugami are undead dogs created by magic and filled with an evil intelligence. Magicians who know the secret of creating the abominations will often be attended by a pack of them. Should he die though, they become free to do what evil they wish, so they obey commands very

literally if it might free them. Add Undead and remove (A) from Smarts.

Leucrotta (Africa): Leucrotta appear as oversized hyenas

with cloven hooves. They typically lead a pack of normal hyenas. Leucrotta are not quite above animal intelligence, but they have the innate ability to mimic any sound they have heard. Sometimes the pack wounds a target just to learn how it cries for aid. Many a soldier has disappeared in the desert following cries of "Help me!" that led to a leucrotta and its pack. Add the ability:

• Mimic: The leucrotta can imitate any sound it has heard including human voices. If suspicious, it requires a Notice roll at -4 to detect the difference.

Simargl (Eastern Europe): Simargls appear as large dogs at first glance, but their dark skin is nearly hairless, and they have batlike snouts and wings. They hunt at night, primarily picking off those who are weak or alone. While they eat meat, they love the taste of blood and lap it up first thing from a kill if possible. If they are scared off from a victim, their tendency to take out the throat and drink the blood first may lead to thinking they are vampires. Add Low Light Vision and Flight (6" with a Climb of 3").

COLOSSUS

Colossi protect ruins, underground chambers, and remote desert sites. They seem to be massive statues decorating ancient architecture, standing in columns, in decorated niches, or flanking entrances to temple gateways. Arcane magic, a curse, or the power of ancient gods animates them as guardians. When trespassers enter, the colossi come to life and attack the intruders.

These towering statues depict ancient gods, statesmen, and warriors of the culture that built the sites they guard. Along the Mediterranean coast of North Africa, Roman and Greek colossi can be encountered, whereas Egyptian colossi are naturally found in ancient Egyptian sites.

Area Appearing: ETO (Mediterranean), North Africa

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d10, Notice d4

Pace: 6; Parry: 7; Toughness: 14 (3)

Gear: Giant weapon (Str+d12; Reach 2").

Special Abilities:

• Armor +3: Body of stone.

- **Construct:** +2 to recover from Shaken; does not suffer wound penalties; called shots do no extra damage; immune to disease and poisons.
- Fear: These giant statues incur a Spirit check in anyone who sees them.
- Fearless: A colossus is immune to Fear and Intimidation.
- Large: Opponents add +2 to attack rolls to hit a colossus due to its size.
- Mindless: These creatures have only a rudimentary intelligence. While this limits them considerably, their single-mindedness makes them difficult to trick. They add +2 to opposed Smarts rolls when being tricked. Agility-based tricks are handled normally.
- Size +4: Most Colossi are around 20' tall.

• Slow: A colossus moves at a Pace of 6 but rolls a d4 for running.

DAMA DAGENDA

Dama Dagenda are forest spirits that dwell in the jungles of New Guinea. Generally they shun contact with human beings, but can mimic human voices and speech almost perfectly. They use this ability to ambush anyone who wanders into their territory. They are about 5' tall and have dark brown skin. They appear to be wearing mud wattle masks that cover their heads, although no one can ever claim to have seen their faces and lived. Dama avoid attacking directly, but rather lightly touch intruders as they pass by the trees in which they hide to infect them with terrible debilitating sores.

Area Appearing: PTO (New Guinea, Solomon Islands, Indonesia)
Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Notice d10, Persuasion d10, Stealth d12, Taunt d8

Pace: 6; Parry: 4; Toughness: 5

Special Abilities:

- Bite: Str+d4.
- Low Light Vision: Dama dagenda ignore dark and dim lighting penalties.
- **Mimicry:** Dama dagenda can perfectly mimic any voice they've heard with a Smarts roll. This combined with their Persuasion and Taunt skills often allows them to talk victims into an ambush.
- **Rash Touch:** By making a successful touch attack, dama dagenda inflict a rash of painful, oozing sores. The victim makes a Vigor roll. With failure, the rash develops over 1d4 hours and causes a level of Fatigue. A second touch can add another level of Fatigue, but subsequent touches have no additional effect. The rash clears up in 48 hours, removing the Fatigue damage. Slaying the creature that caused the rash clears it up immediately.
- **Tree Stride:** A dama dagenda can physically merge with a tree and teleport to another tree within 100". They can't take any other actions in the same round they use this power.

DEATH SLICK

Sometimes ships sunk in battle do not break up when they go down. Their hulls full of water, they take their crew to their deaths in only minutes or seconds. Once the ship settles on the bottom, the heavy fuel oil often leaks from the ship's tanks. Imbued with the spirits of the restless dead, this leaking fuel oil may produce a "death slick."

Death slicks are connected to the area above the wreck that spawned them. Although not directly tied to the wreck they cannot venture more than three miles from where the ship went down.

Area Appearing: Any ocean (particularly shallows or harbors)

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+12, Vigor d12

Skills: Fighting d8, Notice d4

Pace: -; Parry: 6; Toughness: 23

Special Abilities:

- Aquatic: Death slicks move at a Pace of 4". They add +2 to attacks versus non-aquatic creatures.
- Blob: As an amorphous blob, death slicks get the following benefits: +2 to recover from Shaken; called shots do no extra damage; immune to disease/poison.
- Fearless: Death slicks aren't smart enough to be afraid. They're immune to Fear and Intimidation.
- **Gargantuan:** Opponents add +4 to attack rolls when fighting a death slick. Only Heavy Weapons can harm the slick (with the exception of fire; see below).
- Invulnerable: Death slicks can be Shaken by conventional weapons, but not wounded. They can only be killed with fire (see below).
- **Pseudopods:** Death slicks can extend up to ten pseudopods each tipped with the face of a dead sailor!—each does Strength damage and attacks with no multi-action penalty. Causing a

wound to a pseudopod lops it off and requires one round to re-grow.

- Size +15: Death slicks are huge, typically over 100' across.
- Weakness (Fire): If the slick is exposed to a burst of flame (explosions, flare guns, etc.), roll a die. If the result is odd, it bursts into flame. Once lit, it takes 2d6 damage each round to its base Toughness of 8. It can extinguish itself by submerging for three rounds. Anyone on the slick when it goes up takes 2d6 damage each round from the fire.
- Zombies: Death slicks frequently give rise to swarms of drownlings (see Zombies). Swarms seem to rise proportionately to the lifeforces they sense above. A destroyer (with nearly 2000 crew), for example, might spawn an identical number of undead. A PT boat with a crew of 14 might face off against 20 or so of the things.

DER EINZELGÄNGER-THE LONE WOLF

On July 24, 1942, during an attack on a convoy, U–90 was destroyed off the coast of Newfoundland by four depth charges dropped by the Canadian destroyer, *HMCS St. Croix.* Enraged by their early and inglorious death, the captain and crew wished for more time.

Their dark and dying prayers were answered.

Every 24 days for a period of 24 hours, *Der Einzelgänger* seeks its prey. It can be encountered only at night and only within the infamous Black Pit, the 300-mile area between Iceland and Newfoundland where there is a gap in Allied air cover. Its favored targets are Canadian convoys, though any convoy will do.

When Der Einzelgänger appears, it is accompanied by the ominous sound of twisting and tearing metal, the sounds of U–90's death scream. The hull is pitch black but rent with terrible gashes that glow with red foxfire like bloody wounds.

Area Appearing: Atlantic Ocean (the Black Pit)

Acc/Top Speed: 6/36; **Toughness:** 15 (3); **Crew:** 0

Notes: The Wolf rolls d12 for any required Boating rolls. **Special Abilities:**

- **Incorporeal:** The *Lone Wolf* is completely incorporeal; it can't be harmed by any conventional means (but see below).
- Fear -2: Anyone hearing the shrieking metal death knell of the ship must make a Spirit check.
- Weakness (Blessed Weapons): Weapons blessed by a chaplain within the last 24 hours can damage the Wolf. The damage isn't permanent, however; the sub returns the next night.
- Weakness (Depth Charge): There are two ways to permanently destroy *Der Einzelgänger*. The first is with a depth charge recently blessed by a chaplain. Such a weapon does double damage and ignores the sub's armor. The second is to destroy the captain, a drownling (see Drown under Zombie, p. 173) with the Incorporeal special ability.
- Weakness (Attack Run): In order to ram its target, the ghost sub takes solid form in the final moments of its attack run. During this time it can be damaged by normal weapons (at least temporarily).
- Weapons (Ramming Attack): Der Einzelgänger stalks its prey until it can set up a ramming attack. If it strikes the target ship it does 6d12 damage. If this does not sink the target ship, the Lone Wolf becomes incorporeal again and sets up for another attack 2d6 rounds later.

FIREBAT

Firebats appear to be normal bats with a wingspan of about two feet. These flittering fireballs explode into flame when aroused and angry, such as when defending their lair. Normal bat caves emit a horrific stench, but this is nothing compared to that of a firebat cavern thanks to the sulfur and brimstone that makes up their guano. Anyone entering a firebat cave without a gas mask on suffers a -2 penalty to all their rolls due to the stench and must make a Vigor roll every 10 minutes or take a level of Fatigue.

Firebats act as a typical swarm (see *Sarage Worlds*) but cause 2d6 damage per round from their intermittent combustions. Flammable objects caught in the swarm may catch fire as well. **Area Appearing:** ETO, PTO

GARGOYLES

These creatures sometimes erupt from the sides of buildings, showering those below with rock and rubble as they break free of their concrete shackles. Perhaps it is the constant bombing of the edifices they were created to protect that brings them to life.

Area Appearing: ETO

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d10 **Skills:** Fighting d10, Intimidation d8, Notice d6, Stealth d8

Pace: 4; Parry: 7; Toughness: 9 (2)

Special Abilities:

- Armor +2: Stony skin.
- Bite/Claws: Str+d6.
- **Camouflage:** Gargoyles receive +2 to Stealth rolls in rocky terrain due to their skin color.
- Flight: Gargoyles have a Flying Pace of 8" and an Acceleration of 4" in tactical battles, and Acc/Top Speed of 25/200 in air combat.

GHULS

Ghuls are an ancient race of carrion-eaters found primarily in Northern Africa and the Middle East. They appear nearly human but gaunt with beige skin, white hair, and sharp nails and teeth. Ghuls are most frequently found near burial sites, though since the war some have taken up a nomadic existence shadowing active military units. After a battle they feast on the battlefield by night. Ghuls prefer to scavenge through stealth but will attack when food is scarce or to conceal their existence.

Ghuls are typically found in small groups of less than a dozen, called a pack. Occasionally they kidnap humans to "reproduce" by transforming them into ghuls to replenish losses to the pack. Ghul

packs usually have one alpha leader who is a Wild Card.

Area Appearing: Any

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8 Skills: Fighting d8, Notice d8, Stealth d10

Pace: 6; Parry: 6; Toughness: 6

Special Abilities:

- Claws/Bite: Str+d4.
- Fear: A ghul provokes a fear test in anyone who sees it.
- Improved Frenzy: Ghuls attack twice each round at no penalty.
- Infection: Ghuls can pass on their condition by feeding the flesh of a ghul to a human. This may be done surreptitiously as well as forcibly. Anyone who eats ghul flesh must immediately make a Vigor roll at -2. Failure means they've been infected, turning into a ghul over the next 2d6 nights. A raise on the roll makes the character permanently immune to ghul infection and the victim now makes natural healing rolls every two days instead of five. Survivors do also gain a preference (Quirk Hindrance) for rotting meat over fresher game.
- **Regeneration (Slow):** Ghuls may make a natural healing roll once per day.
- Still as Death: Ghuls can hold a position without so much as a tremor; they gain a +2 bonus to Stealth rolls when hiding.

GREMLIN

Gremlins are small green humanoids that love to sabotage machinery. They have been known to cause problems for tankers, but for some reason they seem fascinated by aircraft and cause all sorts of havoc for both sides. They exist solely to cause mischief in mechanical devices. Most of the time they are incorporeal spirits, allowing them to inhabit planes, weapons, tanks, and the like. When physically manifested they are little green humanoids with comically big ears and not so comical long claws.

Area Appearing: Any

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d4, Vigor d6 Skills: Fighting d6, Notice d8, Stealth d10, Taunt d8

Pace: 6; Parry: 5; Toughness: 4

Special Abilities:

- Claws: Str+d4.
- Ethereal: Typically, gremlins are incorporeal and invisible, though they can be forced into physical form (see below). While in this state they can use their jinx power, but otherwise can't interact with the physical world, nor can they be harmed (even by magical attacks).
- Jinx: Gremlins inhabit mechanical devices (such as planes, flamethrowers, and tanks). The first signs of their mischief are small problems—loose bolts, twitchy triggers, or bomb doors that fail to open. If the gremlins are left unchecked, they eventually cause a catastrophic malfunction of some sort. Whatever the results, the device is all but ruined. If repairs are even possible, they take at least a full day and a Repair roll at -4 to fix. Of course, that assumes anyone is still alive at that point to notice...
- Size -1: Gremlins are the same size as small children and almost as mischievous.
- Weakness (Repairs): If a priest blesses a tainted device, a character can make a Repair roll at -4. If successful, the gremlins are forced into the corporeal world for 2d6 rounds. During this time they can be harmed, but can't wander more than 10 feet from the device they inhabited. The gremlins can only be forced out this way once every seven days.

👼 HAKO-IRI

The Kuromaku have succeeded at removing human brains and spinal columns of prisoners (the unfortunate victims are vivisected while still fully conscious) and wiring them into special "braincases", armored boxes filled with preservative fluids and inscribed with arcane runes. These braincases are then installed in specially modified vehicles, mainly tanks, occasionally aircraft. Crewed vehicles such as tanks are fitted with auto-loading cannon and other equipment that allows the hako-iri to control the vehicle.

The unfortunate brains that become hako-iri are all driven mad by their experience and when unleashed in battle, either charge straight ahead seeking destruction or simply begin to lash out at everything around them. Whatever they do, they have little instinct for selfpreservation.

Should a vehicle controlled by a hako-iri become disabled, or should the hako-iri itself be hit and killed, a special self-destruct mechanism, consisting of a thermite charge is set off, melting the hako-iri and its armored shell into slag. Vehicles most commonly fitted with hako-iri are the Model 95 Ha-Go light tank, or the Mitsubishi A6M Zero.

Area Appearing: Japanese operational areas

Attributes: Agility d8 (see below), Smarts d6, Spirit d8, Strength -, Vigor d6

Skills: Driving d10, Notice d8, Piloting d10, Shooting d10

Pace: —; Parry: 0; Toughness: 15 (see below)

Gear: Typically a Model 95 Ha-Go tank or a Mitsubishi A6M Zero. **Special Abilities:**

- Brain Box: A hako-iri's brain case has Toughness 15. If the case is breached, it dies instantly.
- Immobile: A hako-iri is little more than a brain in an armored case. They can't move, fight, or act independently in any way unless they're wired into a vehicle. If they need to make any Agility checks while driving or flying, treat them as having a d8.
- Self-Destruct: If a hako-iri's vehicle is disabled or destroyed, a selfdestruct mechanism activates in 1d6 rounds. This melts the brain box into slag, and does 3d8 damage in a Small Burst Template.

👼 НАТЕ

A hate is formed when multiple souls suffer a collective fate. They are most commonly found on battlefields, scenes of massacres, and death camps. When the bodies of the victims die, their souls flock to form a mass of swirling, screaming spirits. Hates are filled only with thoughts of vengeance. Although initially they target those who oppressed them in life, their desire for revenge can never be truly sated, and any living creature becomes suitable prey.

Hates possess others and turn them upon their friends out of pure rage. They remain invisible until someone stands over the site of the incident which spawned them and speaks aloud at least one of their names. When this occurs, the Hate manifests into a swarm-like collection of souls that can be destroyed with magical weapons. A manifestation is always accompanied by the spontaneous creation of risen dead (zombies), even if there are no bodies nearby.

Area Appearing: Any

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d10

Skills: Notice d6

Pace: 6; Parry: 2; Toughness: 7

Special Abilities:

- Ethereal: Hates can only be harmed by magical attacks. They appear as a swirling mist of damned, screaming souls.
- Fear –2: Anyone seeing the creature must make a fear test at –2.
- Fearless: Immune to Fear and Intimidation.
- **Possession:** The first sign of a Hate is random and violent possession. A comrade might stand and suddenly blow his own brains out, or drop a grenade in a foxhole with his friend. Possession is an opposed Spirit roll. The attack lasts for only 2d6 rounds, and only once per night.
- Manifestation: When forced to manifest, a Hate fills a Large Burst Template that can move at the Pace above. Any character in the template must make an opposed Spirit roll. On a failure, the victim attacks the nearest target, friend or foe. The victim makes an opposed Spirit roll with the Hate every round to break free, or automatically breaks free if no longer in the template. When a Hate manifests, it is automatically accompanied by 3d6 zombies as well.

HYBRID

Hybrids are the result of Axis scientists mixing rediscovered alchemy with freakish splicing surgeries. Most are part-human partanimal, but a few are the mixture of two breeds of animal.

To create a different hybrid animal simply mix the templates of two creatures. A hybrid has all the Special Abilities of both species. If the species have shared Abilities, such as Claws or Armor, use the highest value. If Pace is different, add the two values together and halve it, rounding down.

Traits work slightly differently. If one creature's Trait is two or more steps higher than the other, reduce it by one step and use that. Otherwise, use the highest trait as it stands. For example, an alligator has a Spirit of d6 and a lion a Spirit of d10. Since the lion's Spirit is two steps higher, reduce it by one to a d8.

Hybrids can be silly if used carelessly, so play up the grotesqueness of their condition and think along the lines of *The Island of Dr. Moreau.*

Ape–Man Hybrid ("Axis Ape"): Axis apes are the product of transplanting the brain of an injured Axis solider into the body of an ape. The resulting monstrosities are violent and short-lived, but terrifying when encountered.

Area Appearing: Axis operational areas

- Attributes: Agility d8, Smarts d4, Spirit d10, Strength d12+2, Vigor d10
- Skills: Climbing d8, Driving d8, Fighting d10, Intimidation d10, Notice d6, Shooting d8

Pace: 6; Parry: 7; Toughness: 11 (2)

Gear: Some ape hybrids have been smart enough to wield arms. Such apes are usually given the biggest, most destructive weapon their masters can find and turned loose to wreak havoc.

Special Abilities:

- Armor +2: Tough, thick skin and muscle.
- Claw/Bite: Str+d4.
- Combat Reflexes: +2 to recover from being Shaken.
- Fear -2: The grotesque surgical scars and fearsome sight of these monsters causes a fear test at -2.
- Frenzy (Imp): Hybrids make two Fighting attacks a round at no penalty.
- Leaping: Apes leap 3" from a dead stop, 5" with a running start, and gain 1" with a Strength roll.
- Size +2: Axis apes are the size of large gorillas.

Dog-Man Hybrid: A dog-man hybrid is humanoid, covered in fur, and has the head and tail of a dog. It stands hunched, and while it can run upright, prefers to move on all fours. Their fingers are tipped in small claws and dexterous enough to use weapons and tools. These foul beasts can talk, though they have a growling, rough voice.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6 Skills: Climbing d6, Fighting d6, Notice d10, Shooting d6, Throwing d6

Pace: 6; Parry: 5; Toughness: 5 Hindrances: Loyal (to master)

Gear: Whatever its master gives it, but most have the All Thumbs Hindrance.

Special Abilities:

- · All Thumbs: Hybrids have a difficult time with technology, and subtract 2 when using devices such as firearms or even grenades.
- Bite: Str+d4.
- Fear: Anyone seeing the creature must make a fear test.
- Fleet-Footed: A man-dog hybrid running on all fours has a d10 running die.
- · Go for the Throat: A hybrid scoring a raise on its attack roll automatically hits the target's least-armored location.

KILYAKAI

Kilyakai are forest spirits that dwell in the deep jungles of New Guinea and Indonesia. They are known for stealing babies and turning them into more kilyakai. They are small and light-footed, and look like skinny babies that have grown old without getting larger.

Kilyakai prefer to attack from hidden ambush with their tiny blow darts. These darts often feel no more painful than an insect bite, and many who are struck believe that is exactly what it is. Their darts are tipped with a poison that puts their targets to sleep. In addition, those struck with a Kilyakai dart must check to see if they contract malaria. They avoid direct combat and try to escape by using their natural camouflage ability.

Area Appearing: PTO (New Guinea, Solomon Islands, Indonesia) Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6 Skills: Climbing d10, Fighting d4, Notice d8, Shooting d10, Stealth d10, Taunt d6

Pace: 6; Parry: 8; Toughness: 3

Gear: Blowgun (3/6/12, see below for damage).

Special Abilities:

- Blowgun Darts: The darts from a kilyakai's blowgun are too small to do any real damage (and often mistaken for thorny grass or other debris). The kilvakai must target an unprotected spot on their opponent (typically the arm, face, or neck) for a dart to have any effect. If the dart hits, the victim suffers two levels of Fatigue; the victim can make a Vigor roll to reduce this to 1 level, or none on a raise. Subsequent hits can reduce the target to Incapacitated-they fall into a deep sleep for 1d4 hours-but can't kill them. Sleeping is the only way to remove the Fatigue levels (each hour of sleep removes one level).
- Camouflage: A kilyakai's skin changes color to match its surroundings. If they don't move, they get a +4 to Stealth rolls, or a + 2 if they move at up to half their Pace.
- Claws/Bite: Str+d4.

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• Living Jungle: A kilyakai can command the jungle to come alive to protect it once per day. Place a Large Burst Template centered on the kilvakai. Within the sphere, tree limbs, vines, and biting insects come alive. Anyone in the area of effect suffers -2 to

Agility-based rolls and has their movement reduced to 2" due to all the flailing foliage. This effect lasts for three rounds and doesn't affect kilyakai themselves.

- Size -2: Kilyakai are 18" tall.
- Small: Attackers suffer -2 to attack rolls when trying to hit a kilyakai.

👼 KLUDDE

A kludde is malevolent spirit that roams the Flemish countryside of Belgium. It normally manifests during the hours right around dawn and sunset in the form of a large, black dog wrapped in chains. The dog walks on its hind legs and makes no sound other than the clanking of its chains. The beast can attack with these weapons or use them to move by swinging from tree to tree.

Area Appearing: ETO (Belgium/Holland)

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6 Skills: Fighting d6, Notice d6, Stealth d8

Pace: 6; Parry: 5; Toughness: 4

Special Abilities:

- Bite: Str+d4.
- Chain Attack: The kludde can attack with one chain each round to make a grapple attack at any target within 5". If the grapple succeeds, it inflicts Str+d4 damage each round.
- Chain Swing: The kludde can manipulate up to two of the chains wrapped around it in a tentacle-like fashion. This allows it to move quickly in any area with low, overhanging vegetation or structures by swinging from object to object. It has Pace 12 when moving in this manner.
- Immunity: A kludde takes half damage from non-magical attacks.
- · Infravision: Halves darkness penalties against heat-producing targets.
- Low Light Vision: No penalties for Dim and Dark lighting.
- Size -1: Kluddes are the same size as large dogs.

MASCHINENMENSCH

Maschinenmensch ("machine men") are built in a cavern under the town of Haigerloch, Germany. Dr. Hans Gretscher heads this lab, which is dedicated to robotic research. Gretscher was paralyzed from the waist down during an Allied bombing attack and went stark raving mad with anger. The deranged scientist dreams of building a large, extremely powerful electrical man and encasing himself inside it-but he's not there yet. The brains he implants in his mechanical men suffer great damage, something Gretscher won't do to himself.

Maschinenmensch are made of metal with flexible rubber joints. The body, arms, and legs of the construct are full of wires within a mechanical framework. The heads look something like diving helmets with brains implanted within. The brains usually belong to loyal soldiers who were paralyzed or lost limbs and volunteered, but most die during the operation. Those who survive are left with severe brain damage-so far. Because of this, maschinenmensch can generally only follow fairly simple commands. Per Gretshcer's training and their fading memories, they recognize and obey commands given by anyone in a German officer's uniform.

Area Appearing: Any German operational area

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8 Skills: Fighting d6, Notice d6, Shooting d8

Pace: 6; Parry: 5; Toughness: 10 (4)

Gear: MP40 (Range 12/24/48, Damage 2d6-1, AP 1), 100 rounds of ammunition.

Special Abilities:

- Armor +4: Thick metal plating.
- Construct: +2 to recover from being Shaken; no additional damage from called shots; immune to poison and disease.
- Flashlights: Some maschinenmensch have one or two flashlights mounted in their heads, allowing them to ignore darkness penalties in two independently targetable cones (use the flame template).
- Slow: These lumbering creatures cannot run.

ORANG-BATI

Orang-bati are mysterious flying humanoids native to the jungles of the Molucca islands in Indonesia. The natives are terrified of the things with good reason. They stand 4–5' tall with black bat-like wings, red skin, and a long thin tail. Their face resembles that of a human, with larger eyes, sharp, pointed ears, and a muscular chest and arms. The lower body has the hairy legs and feet of an ape.

Orang-bati attack in slashing dives intended to wear down an opponent without providing a target in return. They cling to tree branches or rock outcroppings with their feet to attack with a height advantage. As they can see better in the dark, they prefer

to attack at night. Their dreaded weapons are spiked clubs called "liver cutters."

- Area Appearing: PTO (Indonesia, Philippines, Indo-China)
- Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
- **Skills:** Climbing d10, Fighting d6, Notice d6, Stealth d8, Throwing d10
- Pace: 6; Parry: 5; Toughness: 5

Gear: Liver cutter spiked club (Range 3/6/12, Str+d6).

Special Abilities:

- **Brachiation:** Orang-bati can move through tree-tops at their normal Pace. They're not required to make Climbing rolls when scaling up and down trees. While climbing, they can use their hands freely, using their feet and tail to climb.
- Flight: Orang-bati fly at a 15" Pace.
- Liver Cutter: When attacking with their special spiked clubs, orang-bati are skilled at striking vulnerable points. With a raise on their Fighting or Throwing roll, they hit the target's least armored location.
- Low Light Vision: Orang-bati ignore dim and dark lighting penalties.
- Mournful Wail: The wail of an orang-bati incurs a fear check in all those who hear it in a quarter-mile radius. If a hero succeeds, he is immune to the effects of further wails for 24 hours. Each orang-bati emit such a wail only once per day.

PAPUAN DRAGON

From the mid-19th century onwards, European explorers began to claim sightings of a huge dragon-like creature living in the jungles of New Guinea. This creature, known locally as the artrellia, came to be called the Papuan dragon. It is similar in appearance to the Komodo dragon except that it is over 25 feet long! Its hide is mottled brown and green to allow it to blend into the foliage and muddy jungle rivers. They are aggressive hunters and may lie in wait to spring upon their prey or simply run it down.

Area Appearing: The jungle isles of the PTO

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+4, Vigor d10

Skills: Fighting d10, Notice d6, Stealth d6, Swim d8

Pace: 8; Parry: 7; Toughness: 16 (3)

Special Abilities:

• Armor +3: Thick, tough scales.

• Bite: Str+d6.

- **Camouflage:** If a Papuan dragon remains motionless, it adds +2 to its Stealth rolls to remain hidden.
- Fear -2: Anyone who sees one of these massive creatures must make a fear test at -2.
 - Fearless: Papuan dragons are immune to fear and Intimidation.

• Grab and Run: If a dragon gets a raise on its attack roll, it snatches up the target in its mouth and drags it off into

the underbrush to feed, doing its Bite damage each round automatically. If the dragon is Shaken or Wounded during this time, it releases the target and defends itself.

• Hardy: A second Shaken result does not cause a wound.

- Large: Opponents add +2 to all attack rolls.
 - Size +6: Papuan dragons measure around 25' in length.

🖡 RUBBLE KITTEN

Some GIs swear that finding a kitten in the remains of a destroyed building brings good luck. They're right in some cases. The OSI has come to believe rubble kittens are actual kittens imbued with the spirit of children who were killed in the house where they're found.

Rubble kittens are rare, and only make themselves known to certain heroes (no psychological Hindrances, like Bloodthirsty or Mean and a good-hearted nature, as determined by the War Master). If a rubble kitten is in rubble and such a character approaches within 2", the player automatically hears the kitten meowing. Rubble kittens follow such a player and attempt to become their pet. Rubble kittens never grow beyond kitten size. If they are given away or taken by a different person, they

quickly disappear.

Area Appearing: Any place there are cats and bombed-out homes **Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6 **Skills:** Climbing d8, Stealth d10

Pace: 4; Parry: 2; Toughness: 3

Special Abilities:

- Luck: Rubble kittens bring good luck to the character who adopts them. This grants an additional benny per session. However, if a rubble kitten is killed, the player experiences bad luck for awhile (-1 benny per session for d6 sessions). Attempting to steal a kitten from its owner has the same adverse effects.
- Size -2: Rubble kittens are tiny creatures.
- Small: Attackers are -2 to attack a rubble kitten due to its size.

SEAWEED FIEND

Seaweed fiends are masses of intelligent seaweed given life. Their eyes burn red like the fires of Hell, and their soggy bulk crawls with bloated white crabs and other horrific crustaceans. Seaweed fiends rise in kelp beds where good men have fallen, feasting on their flesh and becoming hungry for more.

Area: Any ocean with seaweed

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d8Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d6, Stealth d8, Swimming d8

Pace: 4; Parry: 6; Toughness: 6

Special Abilities:

- Aquatic: Seaweed fiends move their full Pace underwater. They add +2 to attacks against non-aquatic targets.
- Flail: Str+d4 (formed from sharp pieces of fish bone or splintered metal wrapped within strands of seaweed).
- Fear -4: The fiends' black, slimy forms often contain rotting marine life and their eyes glow a baleful red.
- Immunity (Fire): Fire attacks cause no damage to their slimy bodies.
- Improved Frenzy: The fiend flails with both arms each round at no penalty.
- Stench: Seaweed fiends reek of decaying plant and marine life and crawl with unnatural crustaceans. Everyone adjacent to a fiend must make a Vigor roll each round or be Shaken with retching and nausea.
- Swarm: When a seaweed fiend dies the pale-skinned crabs within erupt into a swarm (Small Burst Template) that attack with vengeance.

SHIRONINGYO

The *Kuromaku* created a formula that causes a subject's muscle and bone mass to increase at a fantastic rate. The process however, turned out to be so tortuously painful that the victims are driven insane before their systems give out and they die. The *Kuromaku* found that using certain magic rituals at the moment of death keeps the body alive (though the soul is gone). The resulting creature can be controlled and directed at the enemy.

Shironingyo retain some of the facial characteristics they possessed before being injected with the Kuromaku's serum. In all

other respects they are huge, twisted monstrosities. Their skin is dead white and their eyes glow red. The rapid growth of their bodies sometimes causes their bones and musculature to stretch or even break through their skin. Shironingyo are often wrapped in bloodstained bandages where such breaks have occurred.

Shironingyo retain some of their basic knowledge of weaponry and combat, reinforced by the *Kuromaku* after revivification. They often attack from ambush, but once the fighting starts they try to get into hand-to-hand combat with the enemy as quickly as possible.

Area Appearing: Japanese operational areas

- Attributes: Agility d8, Smarts d4, Spirit d10, Strength d12+2, Vigor d8
- Skills: Climbing d8, Fighting d10, Intimidation d10, Notice d6, Shooting d6

Pace: 6; Parry: 6; Toughness: 9

Gear: Model 96 machinegun.

- **Special Abilities:**
- Claws: Str+d4.
- Fear: Shironingyo provoke a fear check when seen.
- Fearless: Shironingyo are immune to fear and Intimidation.
- Poison Gas: A shironingyo can belch forth a cloud of poison gas once a day; they can take no other action except movement when they do. Place a Flame Template directly in front of the shironingyo; those within must make a Vigor check at -2 or take 2d8 damage.
- Size +1: These fiends are larger than humans.
- Undead: +2 to Toughness; +2 to recover from Shaken; called shots do no extra damage; immune to disease/poison.

SLUAGH

The sluagh is a horde of evil spirits that manifests itself as a flock of large, black, crow-like birds. Their only goal is to capture and devour the souls of the dying, which means a battlefield is something of an all-you-can-eat buffet for them. Although they usually appear on battlefields, they may sometimes attack lone humans and peck them to death.

Sluagh sometimes manifest on their own when a character carelessly slaughters an animal for no reason.

Area Appearing: ETO

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d10

Skills: Notice d8

Pace: 4; Parry: 8; Toughness: 7

Special Abilities:

- **Bite/Claw:** Sluagh attack everyone within the flock every round, hitting automatically for 2d4 damage. Characters inside covered vehicles are immune. Light cover, like a tent or canvas tarp, is shredded and rendered useless in 3 rounds.
- Destabilization: The presence of a flock of sluagh can cause the wounded to die. All Vigor and Healing rolls made while a flock is within sight are made at -2. Blood mages can control sluagh through the *beast friend* spell; they sometimes focus a flock at a particular character as a sort of directed curse.
- Fly: Sluagh fly at a Pace of 12".
- Low Light Vision: Sluagh ignore the penalties for Dim and Dark lighting conditions.
- Swarm: +2 Parry. Sluagh attack in flocks of up to 100 birds. These flocks are treated as an individual creature the size of a Medium Burst Template. The flock can only be harmed by area effect attacks: explosives, flamethrowers, or automatic weapons using the Suppressive Fire maneuver, for example. A Wound disperses the flock.

TWISTED HULK

Soldiers sometimes whisper of tanks and other armored vehicles crewed by the spirits of their evil crews. The rumors are true. When the crews of SS vehicles are slain at once, their vile souls occasionally cling to the vehicle they spent so much time together in—even when their tank or APC is a shattered wreck.

The exact statistics for the hulk depend on the vehicle, but can be anything from armored cars to Tiger tanks. Hulks are only active at night—by day they are nothing more than wrecks. Rune mages direct them away from their own troops with warding rituals and hope their seemingly mindless rampages contact Allied forces.

The hulk's crews are incorporeal and invulnerable versions of what they were in life. The hulk itself can only be harmed by magic or blessed weapons. Use the statistics of the wrecked vehicle for the twisted hulk.

Area Appearing: Any

🌄 VAMPIRE

These bloodthirsty things are prevalant throughout the world in various shapes and sizes. Below are stats for those most likely to be found near the battlefields of the *Weird Wars*.

- Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d10
- Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d6, Swim d8, Throwing d6

Pace: 6; Parry: 6; Toughness: 9

- Special Abilities
- Claws: Str +d6.
- Frenzy: Vampires can make two attacks per round with a –2 penalty to each attack.
- Level Headed: Vampires act on the best of two cards.
- Invulnerability: Vampires can only be harmed by their Weaknesses. They may be Shaken by other attacks, but never wounded.
- Sire: Vampires in *Weird Wars* must consciously sire new "children" by forcing the victim to drink of their blood. The target must then make a Vigor roll at -2. Those who make it die over the next d6 days before they become vampires. The rest die immediately.
- Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage (except to the heart—see below).
- Weakness (Sunlight): Vampires catch fire if any part of their skin is exposed to direct sunlight. After that they suffer 2d10 damage per round until they are dust. Armor does not protect.
- Weakness (Holy Symbol): A character with a holy symbol may keep a vampire at bay by displaying a holy symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirits.
- Weakness (Holy Water): A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight (see above).
- Weakness (Invitation Only): Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.
- Weakness (Stake Through the Heart): A vampire hit with a called shot to the heart (-4) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.

WEHRWOLF

German folklore abounds with tales of werewolves and the SS Ahnenerbe was hot on the trail of these legends once it became clear that supernatural creatures did, in fact, exist. Special teams investigated any and all local legends and reports. Once the war started it wasn't long before these efforts bore fruit. One of the werewolf hunting teams managed, with some loss, to capture a Russian partisan with full-blown lycanthropy.

After severe and cruel testing, the prisoner was used as part of a program to breed werewolves. Carefully selected SS volunteers were infected with the Russian's disease. The result was a squad of supernatural commandos known as "Wehrwolves." They are extremely dangerous, as in their human-wolf hybrid form they have all the abilities of a werewolf and can still use modern weaponry.

A squad of six Wehrwolves accompanies Hitler as bodyguards. Other Wehrwolves accompany SS assault units and act as advance scouts or commandos. Their very presence is enough to sow fear and discord among Allied ranks.

(Note: The first set of stats is for the Wehrwolf's human form; the second, for its wolf/hybrid form.)

Area Appearing: German operational areas

- Attributes: Agility d6/d10, Smarts d6, Spirit d10, Strength d8/d12, Vigor d8/d12
- Skills: Climbing d6, Driving d6, Fighting d6/d10, Intimidation d6/ d10, Notice d6/d10, Shooting d8, Stealth d6/d10, Survival d8, Tracking d6/d10
- Pace: 6/10; Parry: 5/7; Toughness: 6/10 (2)

- Gear: MP40 (Range 12/24/48, Damage 2d6–1, AP 1), 6 magazines of ammunition, helmet (+2), uniform, 2 stielhandgranate 24 (Range 5/10/20, Damage 3d6–2, MBT), SS victory runes (see below).
- **Special Abilities:** (Note: Unless stated otherwise, these powers are only available in the Wehrwolf's wolf/hybrid form.)
- Armor +2: Tough hide and fur.
- Claws/Bite: Str+d6.
- Fear -2: A wehrwolf provokes a fear test in anyone who sees it.
- Frenzy (Imp): Two Fighting attacks a round at no penalty.
- Infection: True wehrwolves can pass on their condition with a bite, if they choose to. Anyone bitten must immediately make a Vigor roll. Failure means they've been infected, turning into a wehrwolf at the next full moon. The subject loses control of his actions for the next 2d6 full moons, but is eventually able to recover his own identity afterward. For this reason, wehrwolves are very selective in who they turn.
- **Invulnerability:** Only magic, the attack of other magically-created creatures, or weapons made of or containing silver can wound a wehrwolf. All weapons can Shake them, however. This power functions in the wehrwolf's human form as well.
- Quick: A wehrwolf redraws any Action Card of 5 or lower.
- Level Headed: Per the Edge.
- Shapechanger: Wehrwolves can change between their human and man/wolf hybrid forms as an action by making a Vigor roll at +2. With success they can't take any other actions that round, including movement. With a raise they can take other actions as normal. (Wehrwolves can also take on a true wolf form; this is functionally identical to their hybrid form, save that it's a lot less conspicuous, and they lose access to their Driving and Shooting skills.)
- Weakness (Silver): Silver weapons wound a Wehrwolf normally. This applies to the Wehrwolf's human form as well.
- Victory Runes: Wehrwolves wear the sowilo rune on their uniforms. This grants each of them an additional benny per session.
- Wolf Empathy: Wehrwolves can communicate with and control wolves. Normally, control is automatic, though the GM can call for an opposed Spirit roll if appropriate. A wehrwolf officer is typically accompanied by d4+1 controlled wolves.

🗑 WILLENSBRECHER (WILLBREAKER)

Experimentation with occult mind strengthening rituals has given a few select Nazis the ability to invade people's minds, sorting through their thoughts and memories like the pages of a book. This supercharging of the brain comes at the cost of atrophied bodies. Shrunken, twisted, and deformed, the willbreaker now has only one pleasure in life: the violation of another person's mind.

Although small (around 3–4' tall) and physically weak, a willbreaker's powerful psionic abilities more than make up for its physical deformities. They are often employed during interrogations where few can resist their psychic probes. Although they do not often go to the front lines, they may appear there for special missions, accompanied by squads of crack SS bodyguards.

Area Appearing: German operational areas

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d6Skills: Fighting d6, Intimidation d8, Persuasion d10, Psionics d12, Shooting d6

Pace: 6; Parry: 5; Toughness: 4 Gear: Uniform.

Special Abilities:

- Arcane Background (Psionics): Willbreakers have 40 Power Points and the following powers: *fear*, *puppet*, *stun*, and *telekinesis*.
- Mind Reading: By making an opposed Psionics vs. Smarts roll, a reaper can read the thoughts of others. With a success, it can read surface thoughts and emotions; a raise is required to read recent memories. With two raises the thing can scan into the darkest corners of the victim's mind. Using this power costs 2 Power Points.
- Mind Wipe: A Willbreaker can remove memories from the target's mind with a raise on an opposed Psionics vs. Smarts roll (rerolled each minute), and uses 5 Power Points/minute of use. For each minute the reaper uses its mind wipe, it eliminates 10 minutes of the target's memory. Regardless of the reaper's roll, the wipe is never perfect; the memories slowly return in flashes of increasing intensity.
- **Suggestion:** A Willbreaker can make a Psionics roll to add +4 to all Persuasion rolls against a single person for three rounds (a total of +2 counting the thing's negative Charisma). Unlike the *puppet* power, the target has no idea that this power has been used against them. Using this power costs 1 Power Point.

🦣 WITCH

Witches (also known as hags, bruja, strega, wiedzma, saahir, and other names depending on the region) are not simple spellcasters; they are people who have died due to hunger and war whose spirits cried out for vengeance. Something answered their cry, providing them with eternal life and infernal power but at a terrible cost. Witches live and gain power by draining the life of children, though they may subsist on the energy of adults for short periods if necessary.

Witches are intelligent, cunning, and powerful, and most blame their original death on soldiers, against whom they seek continual retribution. They are willing to act directly if need be but prefer to manipulate their targets into dangerous and deadly situations with a slow or ironic death if at all possible.

The stats below represent a witch who died during World War II, but each witch should be unique and more powerful ones exist from prior wars (including rumors of the most ancient of them all, Baba Yaga). Also, despite the connotation of their name, men can become witches as well as women.

Area Appearing: Any

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d12, Vigor d10 Skills: Climbing d8, Fighting d10, Intimidation d10, Notice d10,

Spellcasting d10, Stealth d10, Taunt d10 Pace: 6; Parry: 7; Toughness: 11

Edges: Combat Reflexes, Improved Frenzy, Improved Nerves of Steel.

Special Abilities:

- Arcane Background (Black Magic): Witches use the same rules as Blood Magic and have access to any power the War Master feels is appropriate.
- Farseeing: A witch can see and hear through certain objects or creatures. A traditional witch might see through the eyes of black cats, for example, while a druid-type warlock senses through the oak trees in the forest where he once lived. Choose the witch's focus based on her background and area of operation. Her attention is not omniscient—she must focus to use it. Once she's detected a threat, however, she's likely to observe her prey closely and near-constantly.

- Facade: Witches typically appear as they did in life but cannot always conceal their true form. A witch's true visage is apparent when she feeds, or in her reflection at night (when closest to her true nature). She may also appear if faced with one of her Weaknesses (see below).
- Fear: Witches cause fear in all those who see their true form, a crone-like visage with iron skin and coal-red eyes.
- Iron Hide: Hidden behind their façade, witches have skin like iron, giving them +4 Toughness.
- Iron Nails: Str+d6, AP 2.
- **Regeneration:** As long as a witch can feed on the life energy of children (about one every six months), they have Fast Regeneration. If a witch is unable to feed, she heals normally (once every week).
- Steal Life: Witches can make an opposed Spirit roll to steal life from a helpless or grappled foe. Success causes one Fatigue level to the victim and restores one of the witch's wounds. Raises have no additional effect, and only one Spirit roll per round can be attempted. A victim Incapacitated in this way is dead, but gets a single Spirit roll at -4 to return to life if the witch is slain by midnight.
- Weakness (Holy): Witches are susceptible to contact with holy symbols, consecrated ground, holy water, or any miraculous power. Simple contact requires a Vigor roll at -2 or they are Shaken and revert to their true form. Blessed weapons and powers cause +2 damage and the witch is permanently scarred even if healed.
- Weakness (Salt): A witch may not cross a line of salt and suffers a -4 penalty to Spellcasting to affect a target carrying salt or within an unbroken circle of it.

ZOMBIE

The walking dead are created by rune mages, but can also rise up spontaneously by the dark energies of the Weird Wars. Most are mindless and driven only by their hatred of life and hunger for flesh, but some are cunning and cruel—almost as if possessed by advanced and otherworldly intelligence. Zombies are terrifying but not particularly dangerous unless encountered in large groups where they take advantage of the Ganging Up bonus.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6 Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6 Pace: 5; Parry: 5; Toughness: 7

Gear: As in life or as equipped.

Special Abilities

- Claws: Str.
- Fear (-2): Zombies cause fear tests at -2 (sometimes worse for particularly gruesome or malevolent corpses).
- Fearless: Zombies are immune to fear and Intimidation.
- Undead: +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to the head).
- Weakness (Head): Shots to a zombie's head are +2 damage.

Further Special Abilities: Depending on their origin, zombies often have special abilities beyond undeath. Those dredged from the depths, for example, might be drownlings, and have the Drown attack below. Others might be stuffed with explosives and set to detonate the moment they're hit by a bullet. Below are some of the special abilities the War Master might add to the ubiquitous walking dead:

• **Disease:** Sometimes referred to as "gangrenes," these pus-oozing undead are noted by their stench and the diseases they may pass on to their victims. Any attack that causes one or more wounds

requires a Vigor roll or the target contracts sepsis (see page 33). Those who die rise as a new gangrene in 1d4 days.

- Drown: Often called "drownlings," these waterlogged zombies come from the dark depths of oceans and lakes. A drownling that succeeds in a grapple attack vomits water from its lungs directly into those of its shocked victim, drowning him. Each round the grapple is maintained the victim must make a Vigor roll at -2 or suffer a level of Fatigue. If Incapacitated, he gushes water and drowns 1d6 rounds later. Drownlings suffer half-damage from fire due to their inherent saturation.
- Explode: Some zombies are intentionally stuffed with explosives, grenades, or even gunpowder so that they detonate when impacted by bullets or other explosives. When an explosive corpse is hit by an attack, roll a die. On an odd result, the explosives inside detonate in a Large Burst Template. Most exploding corpses cause 3d6 damage, but larger detonations are possible with the right ingredients.
- Fresh: Zombies created within an hour of death sometimes not only retain the semblance of life but also greater intelligence. Smarts and Notice are increased to d6, but the zombie's Fear ability only kicks in when someone realizes their undead state. Such creatures try to gain a victim's trust then attack by surprise (with The Drop).
- Mustard Gas Breath: These horrors died from mustard gas, most likely in World War I. They ooze mustard gas from every pore and opening in their rotting bodies. A poisonous cloud the size of a Medium Burst Template surrounds each individual. Anyone inside the cloud must make a Vigor roll each round or suffer one level of Fatigue, which can lead to Death. If any Vigor roll is a 1 (regardless of Wild Die), the victim is also Blind. This remains for an hour after the victim leaves the gas cloud. If the zombie is killed, the gas cloud dissipates within 1d4 rounds (–1 round for light wind, –2 rounds for heavy wind, and +4 rounds for an enclosed location).





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