WEIRD WAR II

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Blood on the Rhine

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WEIRD WAR TWO: THE WESTERN FRONT™
BY JOHN R. HOPLER

WEIRD WARS

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Prologue

Lt. Grayson stood upright in the turret of his M4 Sherman. His eyes peered intently into the night, trying in vain to pierce the dark shadows that filled the woods around him. His ears strained against the swirling wind to hear sounds that could mean the difference between life and death. Fresh snow landed on the back of his neck, melted, and ran unnoticed in an icy stream down his back.

Behind him, Grayson could still hear the sporadic pop of small arms fire and the occasional scream. Here and there, moonlight penetrated the dense pines and reflected off the unbroken snow. The world surrounding the tank was a confusing patchwork of green, black, and gray shadows.

Grayson wondered what horrible misdeed he had perpetrated in a former life to end up in this situation. The previous day, the Germans had launched a surprise offensive that caught the American forces napping. Entire units were wiped out or captured. Those who survived fell back in panic. Here and there, small groups rallied around their leaders and fought desperate delaying actions in an attempt to slow the German juggernaut and buy time for fresh troops to organize a defensive line.

Grayson's platoon of Shermans had been one of these small groups. His tanks were paired up with the remnants of a battered infantry platoon and tasked with holding a vital road junction deep in the Ardennes Forest.

Artillery screamed in over the trees and pounded their position at dusk. Grayson rode out the barrage in his tank, but some of the grunts in the foxholes weren't so lucky. When the shelling stopped, he opened his hatch and listened to the shrill cries of the wounded.

There was little he could do to help. Before he could even get a status report from the other tanks, machinegun fire erupted from the woods and German infantry assaulted their position. Grayson ordered his gunner to hit them with high explosive rounds. Then he racked back the charging handle of the .50 caliber on the turret roof and worked the "Ma-Deuce" back and forth across the enemy troops. The heavy machinegun bucked in his hands and ripped off a hail of bullets that splintered trees and cut down men like so many rag dolls. Deadly balls of smoke and flame erupted among the advancing Germans as the tanks of his platoon unloaded round after round of HE into them.

Grayson wasn't really sure how long the fight lasted. All he remembered was it suddenly became very quiet and he had to pry his stiff fingers from the .50 cal's handles.

Then he heard it. The ominous screech of steel tracks straining under an enormous weight. The sound grew in volume and Grayson peered into the darkness, looking for the source.

Michaels, Grayson's gunner, saw it first, silhouetted against a burning pine tree. "Jagdtiger, 11 o'clock, 300 yards," he screamed. "Load armor-piercing," Michaels bellowed at the tank's green loader.

Grayson saw the blocky shape of the German tank destroyer against the darkness. There was a flash from one of the forward foxholes and a bazooka round streaked toward the enemy vehicle trailing a plume of smoke. It hit the jagdtiger squarely in the bow and detonated. The massive vehicle showed no visible reaction to the explosion and continued grinding slowly forward.

The jagdtiger answered. The blast from its enormous 128mm gun slapped Grayson in the face like a physical blow. For a second the road junction was lighted as clear as day by the muzzle blast. Grayson turned away, momentarily blinded. The Sherman to his left erupted in flames.

The tank rocked beneath him as Michaels fired the main gun. The steel armor-piercing round impacted the tank destroyer's superstructure in a cascade of sparks and ricocheted off into the woods. Grayson keyed the radio to contact the remaining tanks in his platoon. "Pop smoke and back off. I'll go right, you two try to work around to the left."

Grayson triggered his own tank's smoke mortar, sending a salvo of smoke grenades out in an arc to the tank's front. A wall of smoke quickly obscured the enemy from view. McKenzie, Grayson's driver, anticipated his next order and had the Sherman rolling in reverse before he could say anything. It occurred to him that the first German attack had simply been a feint intended to pinpoint the location of his tanks.

"McKenzie, take us down into that gully to the right and swing us around the junction so we can get a rear shot on that thing," yelled Grayson down through the open hatch. He ducked down into the turret as the tank surged forward and crashed through some low-hanging branches. Behind him he heard the chatter of machineguns as the German infantry renewed their assault.

Another loud explosion sounded to the tank's rear. Grayson keyed the radio again, "Charlie Three, status report." Static. "Charlie Four, report, over." Nothing.

The Sherman bounced hard as it hit the bottom of the gully and McKenzie gunned the engine to keep it rolling forward. Grayson, still fiddling with the radio, was slammed against the edge of his hatch. The impact forced the air from his lungs and he dropped into the turret like a rock.

Grayson lay there on the turret floor for a few long minutes, trying to catch his breath. Once he could breathe normally again, he realized that the tank had stopped. Michaels and the loader were staring at him. "What's the plan, boss?" asked Michaels quietly.

Grayson struggled to his feet. "I think we're the only tank left," he said, "but we're not going to give that junction to the Krauts without a fight." He pulled himself slowly back up through the commander's hatch and slapped the top of the turret with his hand. "Let's roll," he said.

The squeal of metal and the sound of a snapping tree brought Grayson back to the present. There. The tank destroyer was off to their left somewhere. The only chance they had of penetrating the jagdtiger's thick armor was to get it from behind. If they made a quick dash around it, they might have a chance of killing it. The turretless German vehicle would have to turn completely around to bring its gun to bear on the Sherman.

Grayson quickly outlined the plan to the crew. McKenzie fired up the engine and Michaels rotated the turret to track toward the tank destroyer's suspected position. The Sherman began rolling forward at a rapidly increasing pace.

The tank broke the tree line and raced toward the road that led back toward the junction they had abandoned. Its dark bulk was plainly visible to anyone who looked as it plowed through the moonlit snow.

The Sherman reached the road and slowed. "There it is," yelled Grayson. Looking down the road, he could plainly see the jagdtiger silhouetted against the fires of his burning tank platoon.

"Got it," responded Michaels as he triggered the main gun. The AP round impacted low on the rear of the German vehicle. Grayson's heart skipped a beat when nothing happened.

"Reload," he hollered.

Grayson heard the clank of the spent shell on the turret floor. It was followed
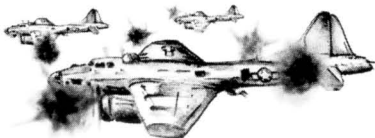
by another sound that made the hairs on the back of his neck come to attention—the muffled bang and woosh of a panzerfaust rocket. He turned in the hatch just in time to see a dark form duck back behind a tree. A small black object raced toward the tank.

"McKenzie, get us..." Grayson began. There was an explosion and a flash of light. The tank shuddered like a wounded animal and a wave of hot air blasted past him through the open turret. Something warm and wet splashed across his legs.

Grayson dropped down into a smoke-filled turret. Fumbling blindly, he reached toward the gunner position. His hands came away covered in blood. "Michaels? McKenzie?" he yelled. With a twinge of guilt he realized he couldn't remember the new guy's name.

No one answered. He crawled across the turret floor in the thickening smoke, feeling his way with his hands. He found one body and then another one. Neither had a pulse. Grayson started forward toward the driver's position and for once was grateful they had been running the tank short a crew member. The rocket impacted right where the assistant driver would have been.

A fit of coughing doubled Grayson over. When he finished, he realized he wasn't sure which way he was facing. Before he could get his bearings, a bright lance of flame from somewhere in the vehicle illuminated the inside of the turret. He had to get out now! If McKenzie was still alive, he would get him out through the driver's hatch.

Grayson pulled himself out of the turret and flopped onto the rear deck of the tank. It wasn't until he tried to stand that he noticed that some of the blood on his pants was his own. His right leg buckled beneath him.

"No time," he muttered to himself through gritted teeth. Grabbing hold of the .50 cal, he pulled himself up and limped forward to the driver's hatch. McKenzie hadn't secured it, and Grayson flipped it open. His driver was covered in blood, but he was still breathing.

The lieutenant grabbed McKenzie under the shoulders and tried to lift him from the tank. The driver's dead weight was too much, and Grayson's leg gave out again. He could see the orange light of flames flickering through the open hatch.

Grayson steeled himself to try again, but before he could heave McKenzie up, a bullet ricocheted off the tank near his head. He looked around and saw some

dark shapes advancing toward the tank. Another bullet whistled past him.

Grayson slid off the far side of the tank into the snow. He heard more rounds clatter harmlessly against the other side. A quick scan of the terrain spotted a low stone wall about 30 yards away. He began crawling toward it.

Grayson had just slithered behind the wall when he heard voices behind him. They were speaking a language he didn't understand in deep guttural voices. He risked a small peek over the wall.

A group of four large soldiers was gathered around the front of the disabled Sherman. Judging by their uniforms, they didn't appear to be SS.

Maybe I should surrender, Grayson thought, *then we could get Mac out of there before it brews up*. He began to struggle to his feet, but something about the soldiers seemed wrong and he hesitated.

One of the soldiers climbed up on the bow of the tank and peered into the driver's hatch. He turned to the others and said something unintelligible. Then he unslung his rifle and fired it down through the open hatch.

"NO!" Grayson screamed. He unholstered his .45 pistol and worked the slide.

The soldiers turned to look in his direction. At the same moment, the flames inside the tank began to burn brighter. The glow emanating from the driver's hatch illuminated the face of the one who had shot McKenzie. Grayson got a good look at it for the first time.

All he knew was that the thing on his tank was not human. Its face had a deep olive complexion that was almost a dark green and its eyes shone red in the firelight. The creature's features had a bestial quality to them that was emphasized by the jagged teeth that protruded from its lower jaw.

Grayson fired three rapid shots from his pistol that caught the thing in the chest. It staggered slightly, and then bellowed in rage. Its companions began to unsling their rifles. Grayson fired again, hitting another one—it didn't even seem to notice. He fired twice more, with no noticeable effect. A bullet caromed off the top of the wall and he dropped back behind it.

Grayson pulled the slide of his pistol partially back—one bullet left. He let the slide fall forward again and placed the pistol in his mouth. The hot barrel scorched his tongue, but it didn't matter. He squeezed the trigger.

Chapter One:
Welcome to the War

The world is in flames—and things are lurking in the smoke and shadows. Unnameable, unspeakable things; things made from the stuff of nightmares; things born from the evil in the hearts of men.

And it's up to you to stop them. Yes, you! Don't look so surprised. Your country needs you. The world needs you. This is a time when "ordinary" people can do extraordinary things. All you need to do is sign on the dotted line, raise your right hand, and repeat after me.

Getting Started

Whoa there, soldier! There are a few things you're going to need before you can hop on the train to the front:

1. A group of friends looking for action and adventure in the hedgerows and fields of Western Europe.

2. One person to act as the group's "War Master," or WM. This is the person called the "Dungeon or Game Master" in other games. The WM is responsible for designing and running the adventures for the rest of the group, playing the parts of all the Non-Player Characters (NPCs) the group encounters, and adjudicating the rules.

3. A copy of the *Player's Handbook* from Wizards of the Coast. This book contains the basic rules for character creation and combat you need to play *Weird Wars*. The rules in this book build on the foundation laid in the *Player's Handbook*.

4. Some dice, pencils, and paper.

Why We Fight

Before you head off to boot camp to create your alter ego, you should probably know a few things about what's happened in the war up to this point. It's always good to know who the enemy is so you don't shoot the wrong people.

Don't worry we'll keep it brief. The war has so far unfolded pretty much like the story you'll find in any good history book (although the Chapter Nine has the low down on the events that you'll never see in a documentary). This section hits the highlights, so those of you who slept through Miss Johnson's History class might want to pay attention.

Along the way you'll encounter a few sidebars that start with the title, "What If?" These short sections examine some of the pivotal events in the war and look

at what might have been had they unfolded differently. WMs can use these ideas if they wish to set their campaigns in alternate histories.

A Note to War Masters: This book assumes you're starting your campaign in June of 1944. If you'd like to start earlier in the war, you should check out the section in Chapter Ten that gives some hints for how to do this.

World War I

Wrong war, you're saying. Nope. In many ways, World War II was simply Round 2 of the War to End all Wars (somebody sure got that wrong). When the bell rang in 1918, the major combatants went to their respective corners for 10 years and then Germany came out swinging.

In 1918, things started to look up for Germany. The Communists in Russia overthrew the Czar and made a separate peace with Germany with the Treaty of Brest-Litovsk. This freed up thousands of troops for use in France, and Germany won a number of notable land battles in the final months of the war. Fortunately for the Allies, the British blockade had crippled Germany's economy and the Kaiser was faced with the prospect of riots and nation-wide strikes. Rather than be overthrown, Kaiser Wilhelm II stepped down voluntarily and Germany surrendered to the Allies.

Fresh from victories on the battlefield, many members of the German Army felt they had been betrayed by the civilians back home. Among those who felt that way was a runty little Austrian corporal with a funny mustache—Adolf Hitler.

An interesting side note is that swastikas were very popular during this period. A Tibetan symbol that represented the sun and denoted good fortune, swastika jewelry was popular in both Europe and the United States. Many German soldiers wore swastika pendants in the trenches as good luck charms.

The Treaty of Versailles

The details of Germany's surrender were worked out in the Treaty of Versailles. United States President Woodrow Wilson urged restraint when dealing with Germany, but nobody listened to him. England and France were looking for a good, old-fashioned, to-the-victors-go-the-spoils type treaty and they got it. The treaty saddled Germany with crippling reparation payments and humiliating restrictions on both the size and composition of its armed forces.

The National Socialist German Workers Party

The German Workers Party was formed in 1919. Adolf Hitler was hired by army representatives to infiltrate the group and spy on them. Instead, after only a few meetings, he joined the group and became one of the party's officers. A year later, Hitler assumed leadership of the party and renamed it the National Socialist German Workers Party (NSDAP). The word Nazi is a contraction of National Socialist. Along with the new name came a new symbol: the swastika.

Mein Kampf

The power of the Nazi party grew quickly under Hitler's leadership. The poor economic conditions in Germany led to numerous factions fighting for control of the country—violent clashes between them were not uncommon.

In 1923, Hitler decided it was time to make his move. He and his Nazi thugs attempted to overthrow the government of Bavaria in Munich. The coup failed and Hitler was jailed for nine months. During this time he wrote the book *Mein Kampf* (My Struggle). In it he outlined his vision for the future of Germany including the purification of the race and the need to find *lebensraum* (living room) in the lands to Germany's east.

After being released from prison, Hitler set about reorganizing the party, particularly the SA—the party's brown-shirted enforcers. From their ranks he formed a personal bodyguard called the Shutzstaffel (staff guard), or SS for short.

During the late 1920s, the popularity of the Nazi party waned due to improving economic conditions. But then in 1929, the Great Depression began and Hitler's political fortunes rose as the German economy slid downward.

The Nazis Take Power

By 1933, Hitler managed to become the dictator of Germany. Once in power, he quickly set about establishing the ideals of the Nazi party as the law of the land.

Hitler set about rebuilding the German military in violation of the Versailles Treaty. Some weapon development programs were conducted in other countries while others, like the tank program, were conducted in secret. The development of armor (specifically forbidden by the treaty) was thinly disguised as an agricultural tractor program.
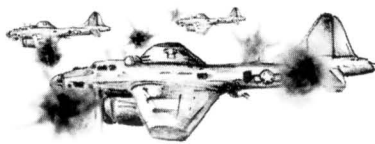
Hitler also began uniting the Germanic peoples of other countries under his rule. In 1936, again in violation of the Versailles treaty, he sent German troops into the demilitarized Rhineland. Britain and France, with economic problems of their own and a desire to avoid war, did nothing. Two years later, German troops entered Austria, making it part of the German Reich.

The Nuremburg Laws

In 1935, the Nuremburg Laws were enacted. These laws forbade marriage or sexual relations between Jews and those of German blood. Anti-semitic activity had been on the rise previous to these laws, but they were one of the first official acts of Hitler's campaign of "racial purification." This bloody campaign, administered by the SS, would see the internment and mass slaughter of over 6,000,000 Jews by the end of the war. Other undesirables such as gypsies, gays, and numerous races of Eastern Europeans were also considered "undesirable" and executed in massive numbers.

Peace in Our Time

Emboldened by his successes in the Rhineland and Austria, Hitler demanded that the Sudetenland—a portion of northern Czechoslavakia that contained many German-speaking citizens—be turned over to Germany. Britain and France protested at first, but after feverish negotiations in Munich, and Hitler's obvious willingness to use force to gain his demand, they granted his request. Hitler told the diplomats that this was his "last territorial demand." British Prime Minister Neville Chamberlain returned home to declare that the negotiations had "achieved peace in our time." German troops occupied the Sudetenland and then kept on going until all of Czechoslavakia was under their control. Britain and France protested, but took no direct action to stop this.

In the meantime, Hitler signed a formal alliance with Italy—the Pact of Steel. He then began to put the screws to Poland, demanding the city of Danzig and a corridor connecting East Prussia to the rest of Germany. At this point, Britain and France realized that nothing short of war would stop Hitler's expansion. The two countries issued a strong declaration that they would fight to preserve Poland. Hitler is said to have raged that he would "cook them a stew they'll choke on" when he learned of the statement.

The stiffening backbones of France and England didn't slow Hitler down for a moment. He beat them to the punch and signed a non-aggression pact with the Soviet Union. A secret protocol to this treaty granted Stalin a free hand in eastern Europe allowing him to take back territory lost in World War I, namely Latvia, Estonia, Lithuania, Finland, and eastern Poland. Hitler was willing to be generous to Stalin because he knew that in a few years he would be knocking on the Kremlin's door with a tank. Believing that he was now safe from having to fight a two-front war, Hitler began his final preparations for the invasion of Poland.

1939

The war begins.

The Invasion of Poland

On September 1, 1939, 60 divisions of German troops crossed the border into Poland. Some entered Poland from the west, while others advanced southward from the German territory of East Prussia. The Poles found themselves trapped between two encircling pincers.

This was the first demonstration of the new concept of Blitzkrieg (lightning war). This was a new, mobile form of warfare that used massed columns of armor supported closely by air power to find weaknesses in the enemy's defenses, smash through them, and then cut off and encircle enemy strongpoints.

Totally unprepared for these tactics, the Poles made a valiant stand, but were quickly overwhelmed. The Polish air force ceased to exist on the third day of the invasion. By the fifth day, only isolated pockets of Polish troops maintained any sort of organized resistance. To make matters worse, the Soviet Union invaded from the east on September 17. Faced with invasions from three directions, there was little the Poles could do. The last Polish troops surrendered on October 5.

Sitzkrieg

After the fall of Poland, things were quiet for a while in the West. Although Britain and France had declared war when Germany invaded its eastern neighbor, very little happened on the ground. There were a few border and air skirmishes, units on both sides traded an occasional artillery salvo, and German surface raiders (warships sent out to harass Allied shipping) clashed with the Royal Navy, but other than this, things remained relatively calm while everyone waited for the other shoe to drop.

The Winter War

In the East, the Soviets invaded Finland. The Russian offensive was poorly planned and badly led. The disciplined Finnish troops gave them a very hot welcome and fought the numerically superior Soviets to a standstill for a while. Debacles like the Russian defeat around Suomussalmi at first gave the Finns hope, but in the end, the invaders simply overwhelmed the weary resistors with incessant human wave attacks. Finland was forced to surrender in January. Finnish losses were approximately 25,000 killed and 43,000 wounded. Soviet losses were estimated at 200,000 dead and 400,000 wounded.

This campaign led Hitler to believe that the Soviet army was completely inept and would be a pushover for his seasoned troops.

A German Panzer IV during the Fall of France

1940

It didn't take long before Hitler was back to his expansionistic ways.

Invasion of Denmark and Norway

The next domino to fall was Denmark. On April 9, German troops crossed the border into Jutland. A battalion of infantry hidden on a merchant ship in Copenhagen harbor landed and seized the king and government. Denmark fell almost without bloodshed.

On the same day, German troops conducted simultaneous coastal and airborne attacks against Norway. They hoped to surprise the Norwegians and seize the government in the same way they did in Denmark. The Norwegians had some warning of the impending attack, though, and contested the landings.

Despite stiff resistance and the loss of some ships to Norwegian coastal batteries and the Royal Navy, German forces took all of their initial objectives by April 10. More troops were airlifted in by the Luftwaffe and German forces began to fan out across the countryside. They were aided by a fifth column led by the traitor Vidkun Quisling.

On April 14, British and French troops began landing in Norway. Those landing in the south to attempt to retake Trondheim were overwhelmed by German air attacks and eventually withdrew. Norwegian troops retreated into the northern portion of the country. An Allied counterattack spearheaded by Norwegian mountain troops drove the Germans back and recaptured Narvik.

Despite this success, the German advances in France (see below) caused the Allied troops to be withdrawn. King Haakon VII left with these troops and formed a government in exile in England.

The loss of Norway was a serious blow to the Allies. The country served as a base for German aircraft and surface raider attacks against the Murmansk Convoys carrying vital supplies to Russia. It also closed off the Baltic to Allied forces and assured Germany of an uninterrupted supply of iron ore from Sweden.

The Invasion of France

Following World War I, France constructed a formidable line of fortifications along its border with Germany called the Maginot Line. This impressive construction project consisted
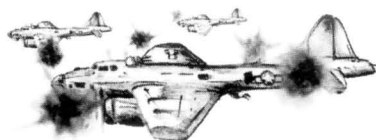
of all sorts of heavy guns, concrete pillboxes, obstacles, and strongpoints connected by an underground railway. There was only one problem with it, it didn't extend along France's border with Belgium.

On May 10, Germany launched its invasion of France in nearly the same way it began the war back in 1914, with a sweeping attack through the Netherlands and Belgium. The attack completely bypassed the Maginot Line.

When news of the German attack reached England, Neville Chamberlain, his government already weak due to earlier diplomatic embarrassments and setbacks in Norway, resigned. Winston Churchill became the new Prime Minister of England.

French troops and the British Expeditionary Force (BEF) moved north to Belgium to meet this attack. Unknown to the Allied commanders, however, another German force was advancing through Ardennes forest to their south. The French commanders never imagined that an armored force would attack through this rugged, heavily-wooded area, so this sector of the front was guarded by only a few light cavalry units.

The advancing German armor quickly smashed through these units and crossed the Meuse River. French reserves brought up to plug this hole were too little, too late. Armored units under General Charles de Gaulle made a little headway against the German's southern flank, but were driven back with armor and Stuka attacks. The German armor advanced rapidly, reaching the western coast of France on May 31. This move cut the BEF off from its main supply base in Cherbourg and pinned it and some French and Belgian forces against the sea.

Dunkirk

German armored units turned north to finish off the trapped BEF. The British forces had established a new supply base at Dunkirk and were gathered around it. Belgium surrendered at this point, freeing up more German troops to attack the surrounded Brits. It seemed little could be done to prevent defeat and the possible annihilation of the BEF, so Churchill ordered the Royal Navy to evacuate what troops it could.

Then, for reasons unknown, Hitler ordered the armored units that stood poised to wipe the BEF out to stop. There are a few theories as to why this happened. One is that Herman Göring,

commander of the Luftwaffe, had asked Hitler to be allowed to administer the coup de grace against the British. The fact that the Luftwaffe was told to pulverize the British position while the armor sat idle seems to support that theory.

If this theory is true, it is just the first of many times that Göring claimed the Luftwaffe could accomplish something that was out of its reach. British fighters from England covered the beaches and prevented many of the Luftwaffe attacks from getting through. Meanwhile, a fleet of nearly 850 boats of all shapes and sizes, most manned by civilian volunteers, converged on Dunkirk. In eight days, this makeshift flotilla managed to evacuate more than 380,000 men—among them 112,000 French and Belgian soldiers.

The Fall of France

After the departure of the BEF, the German forces reorganized to complete the conquest of France. After some heavy fighting north and east of Paris, German armor once again broke through. The French government abandoned the city and headed for Bordeaux. German troops occupied Paris on June 14.

At this point, the French armies began to disintegrate and the German forces pursued them south. On June 10, Mussolini decided that France could not win and bravely joined the war. Although the French forces did not fare well against the Germans, six French divisions in the Alpes Maritimes managed to repulse a three-pronged Italian invasion consisting of 32 divisions.

On June 21, France surrendered. The articles of surrender were signed in the same boxcar in which Germany had signed the armistice that ended World War I. France was forced to give up three-fifths of its territory to German control and all French troops were disarmed.

The Vichy Regime

One of the effects of the French collapse was the formation of a new government. The new regime made its capital in Vichy and was normally known by this name. The new government was organized by Marshal Henri Pétain, a military leader from World War I.

On July 10, what remained of the French parliament voted overwhelmingly for a resolution that granted Pétain the power to establish a totalitarian government. This resolution gave him almost unlimited dictatorial authority. Pétain set about transforming unoccupied France into a

regime patterned closely after Nazi Germany. He instituted repressive measures against opposition movements, arrested many of the moderate and radical political leaders of the old government, and passed anti-Semitic laws similar to those in Germany. The Vichy government also sentenced General Charles de Gaulle to death in absentia. You know what they say, "If you can't beat 'em..."

The Free French

So, why was Pétain so steamed at de Gaulle? Well, two days before the armistice with Germany was signed, de Gaulle announced from London that he was forming a French National Committee that intended to continue fighting the war. The British government extended recognition to de Gaulle's government in exile on June 28.

The Frenchmen that rallied around de Gaulle became known as the Free French. They fought alongside the other Allies throughout the war.

The formation of two French governments had unfortunate results. The British feared, and rightly so, that Pétain might collaborate with the Nazis. To prevent the French Navy from being used against them, the British attacked and destroyed important units of the French fleet at Dakar and Oran. This caused most of the French commanders in France's African colonies to take a stance hostile to Great Britain and de Gaulle.

The Axis

On September 27, the Rome-Berlin-Tokyo Axis was formed with a 3-power pact that pledged each country to the other partners' aid for 10 years. Japan and Italy were now formally a part of World War II.

The Battle of Britain

With most of Western Europe now under his control, Hitler's next step was the invasion of England. The codename for the planned invasion was Operation Sea Lion.

In order to do this, it would be necessary to neutralize the Royal Navy. The German Kriegsmarine did not have the strength to do this, so the job fell to the Luftwaffe. Before the Luftwaffe could deal with the Royal Navy, however, they would first need to defeat the Royal Air Force (RAF) and gain control of the skies over England. This led to a titanic air campaign known as the Battle of Britain.

Germany had the advantage of numbers in this battle, but Britain had two advantages of its own. The first was that many of the air battles fought took place over English soil. English pilots who managed to safely bail out of their aircraft could fight again; German pilots who were shot down became prisoners. The second advantage was Britain's newly developed radar system. The radar allowed Fighter Command to detect incoming raids with enough warning to scramble fighters to intercept them.

The Battle of Britain had four distinct phases. In the first phase, which lasted roughly from August 8 to the 18th, Luftwaffe planes tried to lure the British planes into combat by strafing seaports, fighter bases, and ships in the English Channel. The British radar system gave the RAF the upper hand in these battles and the Luftwaffe made little progress.

During the second phase, the Luftwaffe attacked RAF bases and production facilities with massed bomber formations protected by fighters. This strategy came very close to knocking the RAF out of the war. Over 450 British fighters were shot down; 103 pilots were killed and another 128 were wounded.

What If: Operation Sea Lion

England's victory in the Battle of Britain marked the first major Allied success of the war. Up to this point, Germany's war machine had been unstoppable.

This battle very nearly ended in defeat for the Royal Air Force (RAF). If the Luftwaffe's strategy hadn't changed to retaliatory raids against civilian targets, it is very likely that Germany would have gained air superiority over the English Channel. If this had happened, there is very little the Royal Navy could do to interfere with Operation Sea Lion.

After Dunkirk, the British Army was critically short of both trained men and equipment. Much of the defense of the British Isles would have fallen to Home Guard units—hastily-organized groups of civilians given rudimentary training and obsolete weaponry. While they would have fought valiantly, it is unlikely they could have withstood the seasoned veterans of the German Wehrmacht for very long.

Without England serving as an "unsinkable aircraft carrier" off the coast of Europe, the course of the war may have been very different and Hitler's invasion of Russia may have met with better success.

This could make for a very different campaign where the heroes are fighting as part of the Resistance in England, perhaps staging raids out of the rugged terrain of Wales and the Scottish Highlands—and encountering not only Nazi-inspired abominations, but also creatures of English myth and legend.
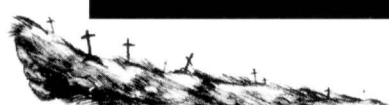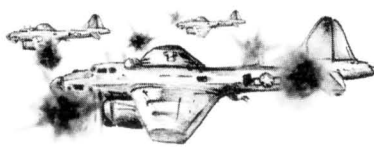
In retaliation for bombing London, Bomber Command staged a night raid against Berlin on August 28 and then held a repeat performance on the 29th. The damage caused was negligible, but the attacks enraged Hitler and Göring.

With the RAF on the ropes and victory nearly at hand, these two military geniuses (at least in their own minds) decided to change strategy. The Luftwaffe's air offensive was to be concentrated on bombing a civilian target—London. This sudden shift to a single target made Fighter Command's job easier and allowed time for damaged bases to be repaired.

The bombers caused terrible devastation to London and thousands of civilians were killed in pointless terror attacks, but the losses of German aircraft were staggering for very little military gain. The RAF's strength slowly rebuilt while fending off these raids, and the public's resolve only stiffened.

On the 14th and 15th of September, Bomber Command staged raids against ports in France and the Lox Countries, destroying nearly 200 barges intended for Operation Sea Lion.

The battle entered its final phase in October. The Luftwaffe continued sporadic hit-and-run raids but caused little damage. Another large raid hit London on October 10, but it was now obvious that the Luftwaffe had lost the battle. Operation Sea Lion was canceled. The bravery and sacrifice demonstrated by the RAF pilots during the Battle of Britain prompted Churchill to say, "Never, in the field of human conflict, was so much owed by so many to so few."

The Battle of the Atlantic

Another major threat to Britain's safety was brewing in the North Atlantic. German U-boats and surface raiders, operating from French ports, took a heavy toll on British shipping. By the middle of August, over 2.5 million tons of shipping had been destroyed. This caused shortages of many supplies critical to Britain's ongoing war effort.

Britain simply didn't have enough light warships to provide adequate escorts for its merchant convoys. Despite the United States' "neutral" stance, Roosevelt agreed to sell the UK 50 old destroyers in exchange for base leases in Newfoundland, Bermuda, the Bahamas, Jamaica, Antigua, St. Lucia, Trinidad, and British Guiana.

The Mediterranean

Things also started to heat up around the Mediterranean Ocean in 1940.

In September, Italian troops invaded Egypt. The outnumbered British forces under General Archibald Wavell, fell back before them. The Italians stopped once they reached Sidi Barrani and assumed a defensive posture. A planned British counterattack was delayed because forces from Egypt were sent to Crete and Greece to hold off an Italian invasion there.

The British finally mounted an offensive in December that sent the Italians reeling backward. By mid-month, the Italian forces had been driven completely out Egypt, leaving behind almost 38,000 prisoners and much equipment.

1941

In 1941, the Axis forces continue their expansion.

The North Atlantic

British shipping losses continue to mount in the North Atlantic. Wolf packs of German U-boats and long-range bombers flying out of Norway and France send 5.7 million tons of shipping to the bottom.

Churchill and Roosevelt meet at the Atlantic Conference in Newfoundland. Roosevelt announced that US warships would escort convoys west of Iceland.

The Bismarck

On May 18, the German battleship *Bismarck*—the most powerful warship in the world at the time—left port accompanied by the *Prinz Eugen*. The two ships were spotted by reconnaissance aircraft and all available Royal Navy ships from Scapa Flow to Gibraltar were called in to destroy the German ship.

On May 24, the German ships were spotted by the British battlecruiser *Hood* and the new battleship *Prince of Wales*. At a range of 25,000 yards (roughly 14 miles) a shell from the *Bismarck* punched through the *Hood's* deck armor and detonated an ammunition magazine. All but three of the *Hood's* 1,500-man crew went to the bottom with her. The *Bismarck* then damaged the *Prince of Wales* badly enough to force her to withdraw.

With a good portion of the Royal Navy giving chase, the *Bismarck* left the *Prinz Eugen* and headed for Brest. Torpedo bombers from the carrier *Ark Royal* damaged the *Bismarck's* rudder. This

slowed the ship down enough that the *Rodney* and the *King George V* were able to overtake her and engage the ship in a furious gun battle. Even after all the *Bismarck's* guns were silenced, the enormous battleship refused to sink under a barrage of 14 and 16-inch shells. The cruiser *Dorsetshire* finally sent the *Bismarck* and most of her 2,300 man crew beneath the waves with two torpedoes.

Lend-Lease

The Lend-Lease Act empowered US President Franklin Delano Roosevelt to provide goods and services to nations whose defense he considered to be vital to the defense of the United States. An immediate shipment of supplies headed to Britain. Once the Soviet Union entered the war, large amounts of equipment were shipped there also.

North Africa

Supported by naval gunfire, the British Western Desert Force renewed its offensive. Tobruk was captured on January 22. British forces then outflanked the Italian troops and pinned them in Cyrenaica. The Italians made one last attempt to break out and then surrendered on February 7. The Western Desert Force destroyed nine Italian divisions and took over 130,000 prisoners for the cost of 500 dead and 1,300 wounded.

The tide began to turn against the British in March. Hitler ordered the Luftwaffe's Fliegercorp X from Norway to Sicily. These long-range bombers took a heavy toll on British shipping in the Mediterranean and prevented the use of Benghazi as a supply port for the Western Desert Force.

Also in March, General Erwin Rommel arrived in Africa with the first units of what would become the Afrika Korps. Shortly after arriving, he launched his first offensive and pushed the British back into Egypt. The British managed to retain control of Tobruk, but the port was besieged by Rommel.

The British launched a counterattack to relieve Tobruk in June, but it was repulsed by the German troops. After this failed attack, Wavell was sacked and replaced as the Middle East Commander by General Sir Claude Auchinleck. The Western Desert Force was renamed the Eighth Army and heavily reinforced.

The Brits launched another attack in November. It stalled and Rommel counterattacked into the British rear areas, causing a panic. Auchinleck refused to allow General Cunningham (the Eighth Army's commander) to withdraw and the advancing German troops were encircled. Rommel managed to break out of this trap, but in the end he was forced to withdraw west of Tobruk and ended up back where he had started in March.

The Balkans

Meanwhile, Hitler had to bail Mussolini out of another mess. An Italian invasion of Greece had gone badly. The presence of British troops in Greece encouraged anti-German groups in Yugoslavia to overthrow the government and reject the country's partnership in the Axis alliance.

Hitler needed his southern flank secure before he launched his invasion of Russia, so he ordered the army to invade both Yugoslavia and Greece. Both of these invasions were launched simultaneously on April 6. Yugoslavia held out until April 17, mainland Greece until the 27th. German losses in both campaigns were very light. The British troops in Greece were forced to withdraw in a hurry and to abandon all of their heavy equipment.

About 15,000 of the British troops evacuated from Greece were landed on the island of Crete. They defended the island alongside its Greek garrison against a German airborne assault. The defenders inflicted heavy casualties on the paratroopers and the Royal Navy repulsed two attempts to reinforce the invaders by sea. Despite this, the overwhelming air support provided by the Luftwaffe allowed the Germans to triumph. Despite yet another victory, the high casualties suffered by the airborne troops shocked Hitler and may have been a major factor in his decision not to assault Malta.

Invasion of the Soviet Union

In June of 1941, Hitler unleashed Operation Barbarossa—the invasion of the Soviet Union. The Soviet Army, its officer corps weakened by Stalin's bloody and pointless purges to rid it of "traitors," and manned by poorly trained conscripts, was little match for the experienced German troops who attacked it. Even worse, Stalin so feared war with Germany that he had standing orders *not* to fire on the Germans lest some trigger-happy general start war on his own.

The advancing Germans made rapid advances at first and captured hundreds of thousands of prisoners. They were eventually slowed by Russia's primitive road network and the weather.
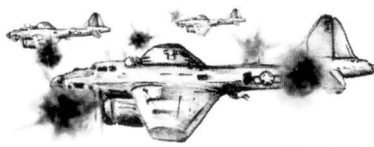
Heavy flak from Moscow during one of the Luftwaffe's air raids.

Pearl Harbor

December 7, 1941, a day that will live in infamy. On this day the forces of Imperial Japan launched a daring air raid with carrier-based aircraft against the US base at Pearl Harbor in Hawaii. The strike was a crippling blow to the US Pacific Fleet and brought the United States into the war.

The following day, Hitler honored his part of the Axis alliance and declared war on the United States.

1942

In 1942, the Axis experienced its first major reverses.

St.-Nazaire

The destroyer *Campbeltown* entered the port of St.-Nazaire accompanied by a small group of motor-launched carrying commandos. Despite heavy enemy fire, this group managed to wreck the only dry dock in Europe outside of Germany that could hold the *Tirpitz* (sister ship to the *Bismarck*).

Dieppe

This was a major amphibious raid against occupied France. It was intended to test the ability of the new landing craft and to gain experience in landings against a defended coast. It was also a major disaster.

Of the 5,000 men put ashore (mostly Anglo-Canadian troops, but including a small contingent of United States Army Rangers), the attackers lost 3,350 killed or wounded, 28 tanks, and a number of amphibious landing craft. Although the raid itself was an abysmal failure, it provided valuable lessons for later amphibious operations.

Strategic Bombing

Bomber Command stepped up its nighttime raids against the heart of Germany. In May, the railroad marshaling yards in Cologne were the target of the first 1,000-plane raid and took heavy damage.

American strength in England grew steadily. In August, the first US strategic bombing raid against Germany took place against the marshaling yards in Rouen.

North Africa

Rommel launched a new offensive in January. The Afrika Korps punched through the advance elements of the Eighth Army, pushing them back beyond Benghazi and capturing significant amounts of supplies.

Despite the amounts that were captured, Rommel soon exhausted his supplies and was forced to halt west of Gazala. Both sides spent the next few months resting and building up reserves for the next round of fighting. The Eighth Army defended a fortified and heavily-mined position that stretched from Gazala on the coast 40 miles into the desert to Bir Hacheim—defended by a Free French division under General J. P. Koenig.

Rommel attacked again in the end of May and tried to flank the British left flank in the desert. Italian troops attempting to take Bir Hacheim were thrown back by the French, but Rommel's tanks circled around the flank and struck north into the British position. A large-scale battle between British and German armor erupted around a desert crossroad called Knightsbridge. Rommel's panzers were nearly out of gas when the Italians broke through the minefields north of Bir Hacheim and resupplied him.

Rommel created a fortified zone within the British lines in an area that came to be known as "the Cauldron." The French were finally forced to evacuate Bir Hacheim and the Afrika Korp advanced to a position that threatened the rear of the entire Eighth Army. General Ritchie (the Eighth Army's latest commander), ordered a retreat.

The British fell back into Egypt, once again leaving the garrison of Tobruk behind German lines. This time, Rommel's attack on the port succeeded, and the Brits were forced to withdraw further, finally stopping at the Alam Halfa Ridge— a fortified line extending from El Alamein on the coast to the impassable Quattara Depression in the south. Both Auchinleck and Ritchie were relieved by Churchill in August. General Harold Alexander replaced Auchinleck in the Middle East Command and Lieutenant General Bernard Montgomery assumed command of the Eighth Army.

Rommel attacked again at the end of August. The attack penetrated the British lines, but was stalled by tanks dug in on the Alam Halfa ridge and a lack of fuel. The panzers withdrew back to their fortified positions.

In October, the reinforced Eighth Army attacked, beginning the Battle of El Alamein. Initial British gains were stopped by an armored counterattack, but Rommel lost much of his armor in the process. Desperately short of supplies and under constant air attack, Rommel decided to withdraw, but was stopped for 48 hours by Hitler's command to hold at all costs. Rommel eventually disregarded this order, disengaged the Afrika Korps, and withdrew, leaving the Italian troops to their fates.

The methodical Montgomery was slow in pursuing Rommel. The Afrika Korps was forced to stand and fight a number of times as it retreated further west, but skillful maneuvering allowed the Germans to escape—for the moment.

Operation Torch

To add to Rommel's headaches, four days after the Battle of El Alamein, Allied troops under the command of Lt. General Dwight D. Eisenhower landed in Morocco and Algeria. The landings were opposed by French troops loyal to the Vichy government. At Casablanca, ships of the French Navy tried to oppose the landings but were defeated by the large American fleet. The result of this was that Pétain broke relations with the United States and ordered all French African forces to continue to resist. Hitler ordered an immediate occupation of "unoccupied" France and began sending troops to Tunisia by air.

The Allied forces tried to bum rush the Germans before they could amass enough reinforcements in Tunisia, but a combination of bad weather and an aggressive enemy halted their advance. The year ended with Allied and Axis forces facing each other in a stalemate in central Tunisia.

1943

Despite some Axis victories, the tide of the war definitely began to shift in the Allies' direction.

Battle of the Atlantic

The German U-boat campaign reached its high water mark during the first three months of the year. The wolf packs sank 108 Allied merchantmen for the loss of only 15 of their own. Britain's food supply dropped dangerously low.
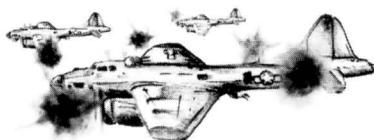
By the end of the year, though, the situation had been reversed. Better detection equipment and the organization of "killer groups" by the US 10th Fleet gave the upper hand to the surface vessels. Each killer group consisted of an escort carrier equipped with 24 aircraft and escorted by a number of destroyers. By late 1943, the Allies were destroying U-boats faster than German shipyards could replace them.

The Air Campaign

The US Eighth Air Force and Britain's Bomber Command began a round-the-clock air offensive against Germany. British bombers attacked the German economy and morale by nighttime saturation bombing. The American bombers concentrated on daylight "precision" bombing against industrial targets and the Luftwaffe itself.

Losses among the American bombers were high due to the fact that no Allied fighters had the range to accompany them all the way to their targets. German interceptors knew this, and waited until the bombers' escorts had turned for home before attacking.

On October 14, Eighth Air Force bombers attacked the ball bearing plant in Schweinfurt, Germany. Of the 288 planes involved in the raid, 62 were lost and 138 damaged by flak and Luftwaffe fighters; 599 men were killed and 40 were wounded. These costly casualties caused a temporary halt to daylight bombing until longer range escorts became available.

This occurred in December with the arrival of the new P-51 Mustang fighters. Daylight bombing raids resumed shortly thereafter.

Stalingrad

The encircled German 6th Army under the newly promoted Field Marshal von Paulus surrendered to the Soviets at Stalingrad on February 2nd.

Kasserine Pass

Rommel managed to give Monty the slip and withdraw into Tunisia. He was worried that the American forces to his west might hit him from behind when Montgomery finally got around to assaulting his defensive line around Mareth. So Rommel did what he normally did in such situations—he attacked!

The offensive began on February 14. Rommel's veteran panzers mauled the US 1st Armored Division and blasted their
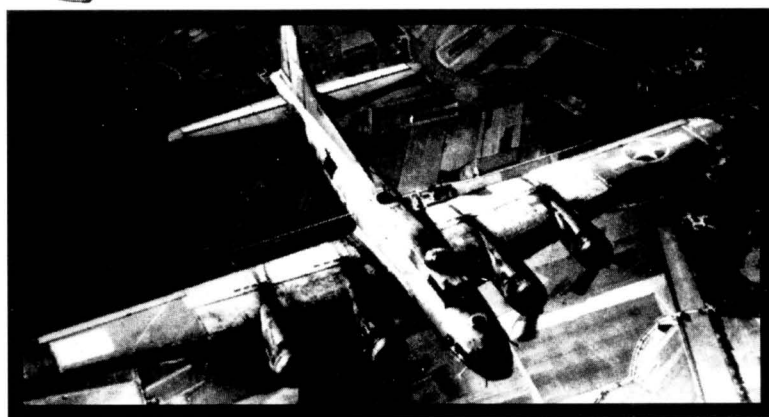
A B-17 in action over Germany

way through the Kasserine Pass. They then turned north to head for the coast and threaten the supply lines of the British troops that were facing off against the 5th Panzer Army in northern Tunisia. Unfortunately for Rommel, the commander of the 5th Panzer Army, General Arnim, wasn't too keen on Rommel's plan and failed to launch a supporting attack that would have kept the Brits busy while the Afrika Korps smashed into their rear. His supply lines overextended, Rommel withdrew back to his positions around Mareth.

The poor showing of the American troops in their first major combat caused a shakeup in command. General George S. Patton was placed in command of the US II Corps.

In March, the ill Rommel returned to Germany, leaving Arnim in command of all Axis forces in Tunisia. In the end of March, Monty pushed the German forces back from their defensive positions at Mareth. In May, a combined British-American-French offensive against the poorly supplied Axis forces ended all resistance in Tunisia—North Africa was now under complete Allied control.

Sicily

The Allies next step was to "strike at the soft underbelly of Europe"—in a word, Italy. The first step to doing this was the invasion of Sicily.

The invasion began on July 10. The US Seventh Army under Patton and the British Eighth Army under Montgomery landed on the southern coast of Sicily. The US forces were to pin Axis troops and provide flank protection for the British forces as they drove up the eastern coast to Messina—hopefully preventing the bulk of the Axis forces on the island from retreating to the Italian mainland.

Patton, however, wasn't content to command a sideshow. After taking his initial objective of Palermo, he raced his troops along the northern coast of Sicily toward Messina, using a series of small amphibious landings to outflank the defenders. Lead elements of the Seventh Army reached Messina a few hours before Montgomery's troops, who had faced rough-going along the rugged eastern coast.

Italy

On July 24, while fighting was still going on in Sicily, Mussolini was removed from power. The new Italian leader was Marshal Badoglio. He proclaimed his intentions to continue the war but opened secret negotiations with the Allies. On September 3, he signed a secret armistice that was to go into effect on the 8th.

On the 3rd, British forces landed at the tip of the Italian boot. The German commander, Field Marshal Kesselring, suspecting that the Italians were about to betray him, and that this attack was a diversion, delayed attacking the beachhead. On the 8th, US troops landed farther north at Salerno and ran into heavy resistance. For a time, it looked as if they might be forced back into the sea.

At the same time, the armistice was made public. The Italian Navy left port and headed for Malta, under attack by the Luftwaffe the entire way. German troops captured and disarmed units of the Italian Army.

The fighting in Italy continued throughout the war. The Allied drive up the Italian boot was a slow, painstaking operation hindered by the weather, the rugged terrain, and the skillful defense waged by Kesselring. The fighting here tied up thousands of German troops that could have been used to defend France or to slow the advancing Russians in the east.

Kursk

On July 5, the largest armored battle in the history of warfare began in the Soviet Union near Kursk. The new German Panther tanks made their combat debut here. Despite initial gains by the Germans, they were eventually stopped by the enormous defensive belt the Russians had constructed.

This battle was significant not only for its size, but because it marked the last German offensive on the Eastern Front.

Heavy Water

In November, a small group of Norwegian commandos attacked the German heavy water plant at Vemark. Heavy water is an isotope of regular water that is needed for the development of atomic weapons.

The commandos made a long, cross-country journey in freezing temperatures through heavy snow to reach the plant. Despite this hardship they were able to destroy the production facilities there; a job Allied bombers had been unable to accomplish for months.

Early in 1944, the surviving stocks of heavy water were to be moved from the plant in Norway back to Germany. Norwegian resistance members were able to slip a bomb on the ship carrying the heavy water and sent it to the bottom. This effectively ended the German atomic weapon program.

1944

The beginning of the end.

Anzio

Stalemated by stiff German resistance along the Gustav Line in Italy, the Allies perform an amphibious landing behind German lines at Anzio. The troops landed against light opposition. Instead of pushing inland and seizing the key terrain in the area—the Alban Hills—the US troops wait for the landing of heavy equipment and supplies.

A quick reaction by Kesselring forced the Americans back into their beachhead, turning a landing that was supposed to outflank the enemy into a 3-month long siege that was reminiscent of the trench fighting of World War I. The entire beachhead was under enemy observation. Allied troops were subjected to daily artillery and air attacks, including bombardments by "Anzio Annie," a large railroad gun in range of the beachhead.

Rome

Progress was finally made in May when the 15th Army group—composed of British, French, Polish, Canadian, and American troops—broke through German lines and established contact with the Anzio beachhead. A rapid advance followed and Rome was liberated on June 4.

The Big Week

In February, American and British bombers launch coordinated strikes against Germany's airplane and antiaircraft factories. For five days (February 20 to 26),

these plants were subjected to around-the-clock bombardment.

Allied losses were heavy, but the Germans lost 692 aircraft in the air and more on the ground. The aircraft industry recovered from the bombing, but the loss of so many trained pilots was a crippling blow to the Luftwaffe. The Allies gained critical air superiority over Europe.

Operation Overlord

The present. The invasion of occupied France is underway.

You've waited for an eternity in your small landing craft while rockets and shells from the fleet behind you screamed over your head and pounded the beaches. The constant rumble of explosions begins to dim as the barrage moves on to targets farther inland. Your boat stops circling and begins to head for shore. Ahead, Omaha Beach.

After the titanic bombardment, the roar of the boat's engine and the waves pounding against the hull seem almost quiet. But then you hear it; the high-pitched whine of incoming mortar rounds and the sharp crack of antitank cannons. A boat to your left explodes in a ball of

flame. Soldiers weighted down with heavy packs and ammunition dive into the water and never resurface. A fountain of water from a near miss soaks everyone in your boat with water. Someone behind you vomits and continues to retch for the rest of the trip to shore.

The smoke clears and you can see the beach ahead. It is littered with obstacles and dominated by a high bluff studded with concrete fortifications. You hear a ripping noise and a line of machinegun bullets stitch the water near your boat. The pitch of the boat's engine changes and the front ramp drops. Your squad leader bellows, "Everyone out! Move! Move! Move!" You surge forward with the soldiers around you, but another burst of fire from the enemy machinegun cuts down the first four men onto the ramp. You push past their bodies and jump down into chest high water that is already red with blood. A bullet snaps past your ear and you hear a grunt as it hits the man behind you.

Welcome to Hell.

Americans crawl through obstacles on "Bloody Omaha."
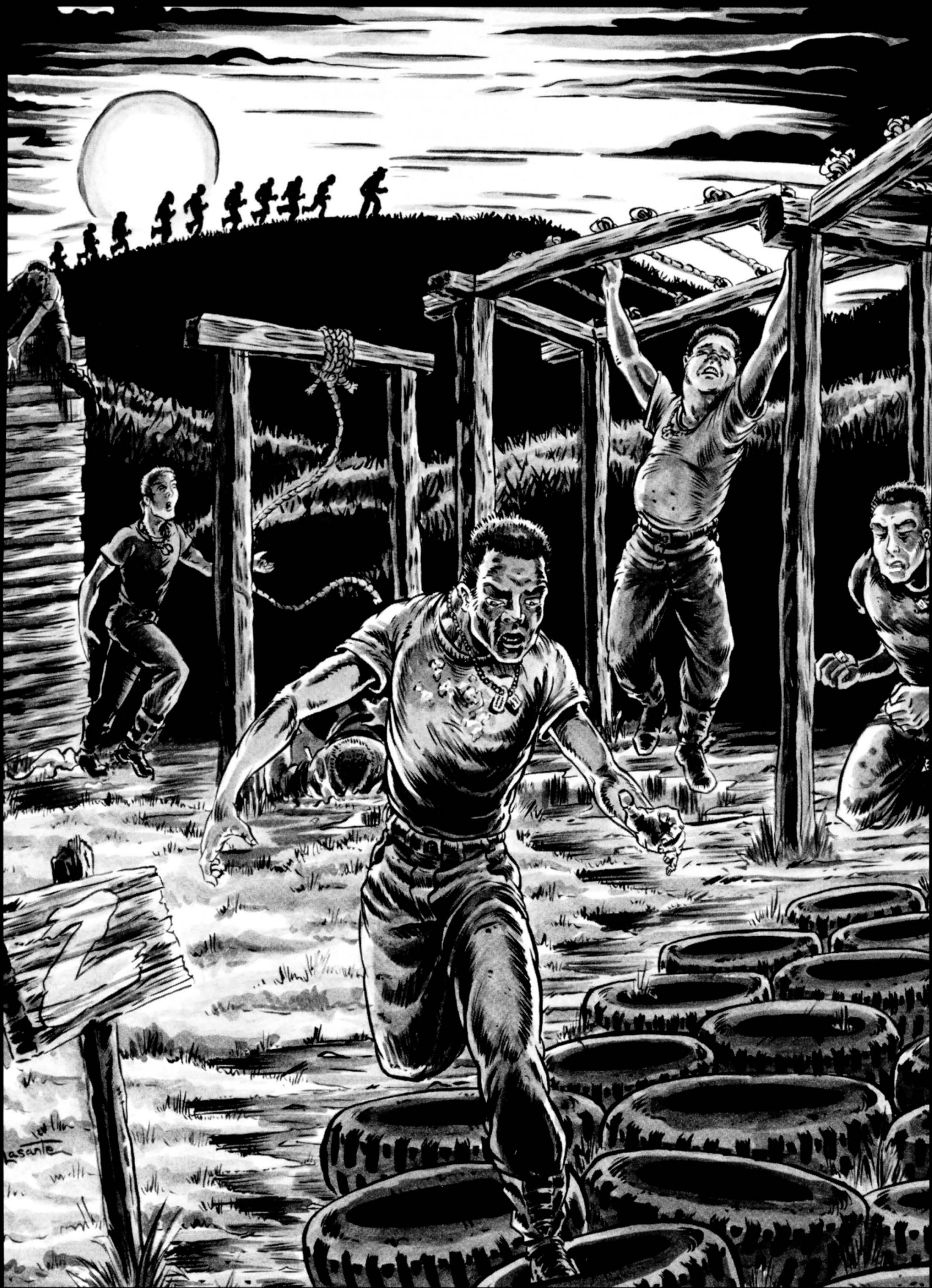
Chapter Two: Characters

The entire world is at war and you want to do your patriotic duty. In order to do that, you need to make a hero.

Most of the information you need to make a new hero can be found in the *Player's Handbook*. This chapter contains a number of new character classes specific to the *Weird Wars* setting.

Let's start with which side you're on—the Allies. The Axis are the bad guys. The view of this game and its authors is that Hitler and the Nazis were evil. Individual soldiers (outside of the SS) and civilians are somewhat compelled to follow them. See the sidebar on page 45 for a longer discussion on this game's take on Germans and Nazis.

The Allies are the heroes of this war. There are certainly examples of Allied war criminals and atrocities, and in the annals of the *Weird Wars*, there are certainly some American, English, Polish, and Russian villains to be encountered and defeated by stalwart heroes.

This doesn't mean a War Master can't run a German campaign. The classes included here work for any nationality. Just beware. Being the pawns of pure evil isn't a lot of fun. We leave this part of the game to you and your game group's collective conscience.

Race

Despite what the Nazis claim, there is only one race in *Weird Wars*—human. (Actually, there may be other races that you're not cleared to know about yet, but we'll leave that to the War Master.)

There's really no need for us to dwell too long on a description and personality, because everyone pretty much knows the basics there (unless you happen to be from the Andromeda Galaxy). Two arms, two legs, a head, and some sort of reproductive organs. Don't forget the bizarre capacity to love and kill.

You should take a look at the description for humans on page 12 of the *Player's Handbook*. Humans get a number of important bonuses that are important to keep in mind when creating your hero.

Classes

There are six basic character classes in *Weird Wars*:

Grunt: Grunts are the enlisted men and noncommissioned officers of the Allied armies. This class is the poor GI in the trenches who does the bulk of the fighting. He is good with a gun, grenade, or entrenching tool—whatever it takes to get the job done.

A GI runs for cover near Cherbourg.

Officer: This class provides the leadership needed by the Allied forces. Though they're not as good with a gun as the enlisted men, officers have a number of special abilities and feats available that allow them to make the men under their command more effective.

Medic/Nurse: Medics and nurses are angels of mercy with their medical kits on the battlefield and everyone's best friend once the bullets start flying.

Pilot: Whether flying a sleek fighter or lumbering bomber, these heroes rule the skies.

Resistance Fighter: In every country occupied by the Nazis, small groups of courageous men and women banded together to resist them. Years of living under German occupation have made them adept at sneaking through the shadows, gathering information, and sabotaging the Nazi war effort.

Scout: Masters of stealth and ambush, scouts are the eyes and ears of the army.

Class Name Abbreviations: The standard abbreviations for *Weird Wars* character classes are: Grt, grunt; Ofr, officer; Med, medic; Res, resistance fighter; Sct, scout.

Multiclassed Characters

As your hero gains experience and levels, you may find you want to diversify his abilities some. For example, you might want your GI to be able to take down enemy sentries more efficiently like a scout. That's what multiclassing is all about.

Creating a multiclassed character follows the rules outlined in the *Player's Handbook*. However, because most character types are part of a military structure, there are some restrictions as to which classes can be combined. A grunt, for instance, can't suddenly decide that he is going to be an officer—rank has to be earned. Each class description lists any such restrictions.

Class Descriptions

This section describes each class available in *Weird Wars*. In each description, we've included a brief introduction to the class to help you get a "feel" for what a character of that class is like and how he might fit into the setting. Of course, a lot of that depends on how you decide to play him and what sort of story and description you come up with for the character.

Following that is all the game information on the character's abilities and special abilities.

Nationality

All characters must choose a nationality. The most common in the European Theater are American, British, and Canadian. However, it's possible to play a character from an occupied European nation. Numerous people fled their countries one step ahead of the German Blitzkrieg in 1940. Many of these people ended up in England. Some served with UK forces, while others formed units with their fellow countrymen. These units were equipped and trained by the unoccupied Allied nations and played an important role in the liberation of Western Europe.

A character's nationality does two things. First, it helps define the character's motivations and background. Second, it determines what types of starting equipment your character begins play with.

Primary Weapons

Specialty	American	British
Air Crew	M1911	Enfield No.2 Mk1*
Airborne	M1 Carbine, M1, Thompson SMG	Lee-Enfield, Sten SMG
Antitank Team	Bazooka	Piat
Artillerist	M1911	Enfield No.2 Mk1*
Combat Engineer	M1 Carbine, M1, Thompson SMG	Lee-Enfield, Sten SMG
Ground Crew	None	None
Infantryman	M1 Carbine, M1, BAR	Lee-Enfield, Bren MG
Machinegunner	M1919	Vickers MG
Mechanic	M1 Carbine	Lee-Enfield
Mortar Crewman	81mm Mortar, M1911	50mm mortar, Enfield No.2 Mk1*
Tank Crewman	M1911, M3, Thompson SMG	Enfield No.2 Mk1*

Specialization Requirements

Specialization	Service	Required Skills	Required Feats
Air Crew	Air Force	None	Automatic Weapon Proficiency
Airborne	Army	None	Parachute Proficiency
Antitank Team	Army	None	Rocket Launcher Proficiency
Artillerist	Army	Artillery	Forward Observer, Gunnery Proficiency
Combat Engineer	Army	Demolitions	Flamethrower Proficiency
Ground Crew	Air Force	Mechanic	None
Infantryman	Army	None	None
Machinegunner	Army	None	Automatic Weapons Proficiency
Mechanic	Army	Mechanic	Wheeled Vehicle Proficiency
Mortar Crewman	Army	Artillery	Forward Observer
Tank Crewman	Army	Driving	Tracked Vehicle Proficiency

Languages

Languages work differently in *Weird Wars*. Your hero begins play with five ranks in his native language. You may purchase other languages using skill points. You do not get additional languages for having a high Intelligence score. See the Speak Language skill description on page 50 for all the details.

Game Rule Information

We've broken the game rule information down into categories to make it quicker to reference.

Abilities: These are the abilities that are likely to be most important to a character of that class. A hero who has scores in the listed abilities is likely to be more successful than one who doesn't. That doesn't mean you *have* to put your character's best scores in these abilities— sometimes it's more entertaining to play a hero who doesn't quite fit the usual mold!

Class Table: The Class Table shows how your character's abilities improve at different levels. Although the tables differ from class to class, they usually have the following:

Level: The character's level in that particular class.

Base Attack Bonus: The base attack bonus and number of attacks per round.

Fort Save: The modifier for Fortitude saving throws. The character also gets his Constitution modifier to this bonus.

Ref Save: The bonus for Reflex saves. The hero also gets his Dexterity modifier in addition to this base modifier.

Will Save: The base modifier for Will saving throws. A character applies his Wisdom modifier in addition to this bonus for Will saves.

Special: This is a catch-all category that includes any non-specific class abilities that are level-based.

Class Skills: This section lists the skill points available to a character and which skills are available to the class. Skills not on this list are considered cross-class skills.

Class Features: Features unique to each class and what benefits a hero derives from them are listed in this section.

Starting Package: Finally, we've provided a short quick-start guide at the end of each class to help you get rolling right away with a new character. You're free to use it or ignore it as you see fit.

Grunt

The grunt is the backbone of the Allied land forces. He's most often an infantryman, but he can also be a tank crewman, ball turret gunner, or supply truck driver—the choice is yours.

Characteristics: The grunt has the best all-around fighting abilities of the basic *Weird Wars* classes. Although all grunts are good fighters, they are not all alike. Depending on the feats and skills you select for your hero, he can be a crack marksman, a free-wheeling tanker, or a high-flying air crewman.

Background: All grunts are enlisted men. Regardless of whether they volunteered for the war or were drafted, all grunts have had formal basic infantry training. Those with specialties other than infantryman have also had some additional training in their areas of expertise.

In both the US and the UK, infantry units tended to be recruited from specific regions. This means that you often went into combat with some buddies from back home. The 29th Infantry Division, for instance, had a large contingent of troops recruited from southwestern Virginia. This made for good unit cohesion (no one wants to look like a coward in front of people they have to go back home with), but it could also mean devastating news for the folks back home if the unit was involved in heavy fighting. When the 29th took heavy casualties on Omaha Beach, the small town of Bedford, Virginia, lost 21 men in a single day—the highest per capita loss of any US town.

Game Rule Info

Abilities: Dexterity is the grunt's most important attribute. It adds both to his AC and to his attack bonus with ranged weapons. Constitution is also important when it comes to surviving a hostile battlefield. Grunt is a military class.

Alignment: Any
Hit Die: d10

Class Skills

The grunt's class skills (and the key ability for each skill) are Artillery (Int), Bombardier (Int), Climb (Str), Concentration (Con), Craft (Int), Demolitions (Int), Driving (Dex), Heal (Wis), Hide (Dex), Jump (Str), Leadership (Cha), Listen (Wis), Mechanic (Int), Move Silently (Dex), Search (Int), Spot (Wis), and Swim (Str).

Skill points at 1st Level: (4+Int modifier) x 4.
Skill points each additional Level: 4+Int modifier.

Class Features

All of the following are class features of the grunt:

Weapon and Armor Proficiencies: All grunts are proficient with simple weapons, firearms, and light armor.

Bonus Feats: At 1st level, the grunt gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans. The grunt gains an additional bonus feat at 2nd level and every two levels thereafter.
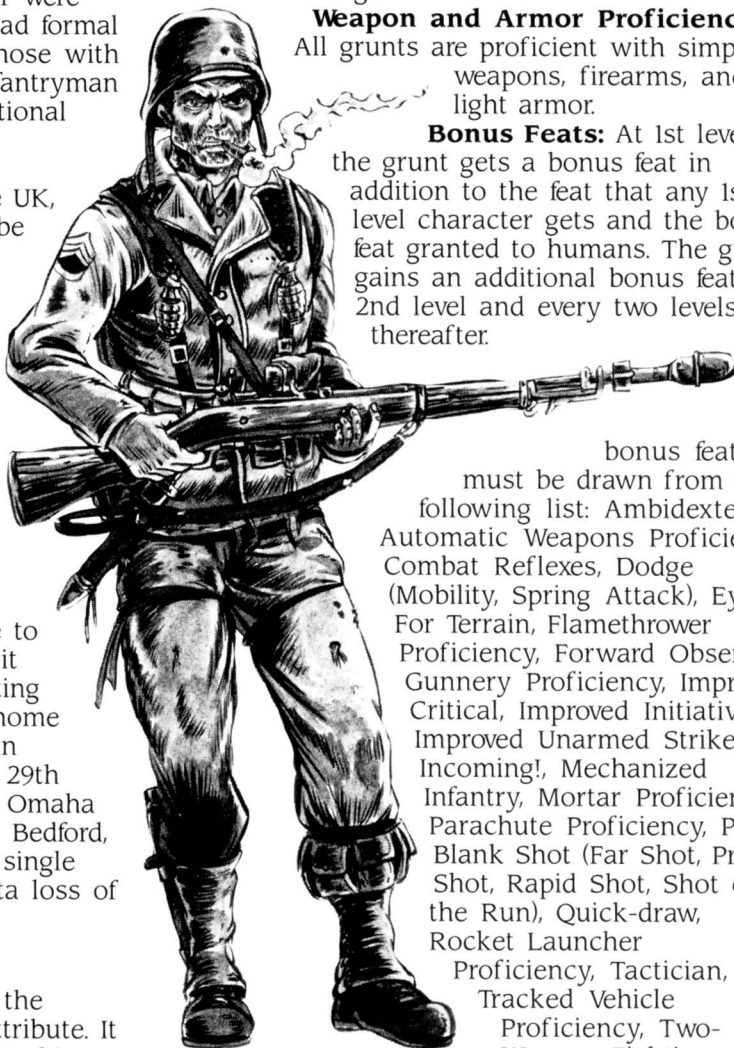
These bonus feats must be drawn from the following list: Ambidexterity, Automatic Weapons Proficiency, Combat Reflexes, Dodge (Mobility, Spring Attack), Eye For Terrain, Flamethrower Proficiency, Forward Observer, Gunnery Proficiency, Improved Critical, Improved Initiative, Improved Unarmed Strike, Incoming!, Mechanized Infantry, Mortar Proficiency, Parachute Proficiency, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick-draw, Rocket Launcher Proficiency, Tactician, Tracked Vehicle Proficiency, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Focus*, Weapon Specialization*.

Some of the bonus feats available to a grunt cannot be acquired until the grunt has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A grunt can select
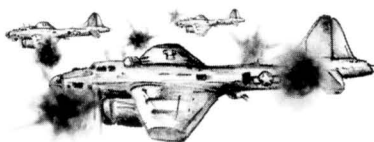
feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A grunt must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Multiclass Restrictions: Grunts can only multiclass as scouts and officers (if offered a commission).

Rank: All characters belonging to a military class have a rank. Grunts start play with a rank of Private. The Rank feat may be taken during character creation. If this is done, the grunt begins play with a rank of Sergeant. Once a character begins play, the Rank feat may not be taken (although certain prestige classes may grant the feat as part of the class description). Further increases in rank must be earned through adventuring.

Weapon Specialization: On achieving 4th level or higher, a grunt may take Weapon Specialization as a feat. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The grunt must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within the weapon's first range increment.

Service Branch & Specialization

All 1st level grunts must begin with a starting service branch and specialization. Each specialization requires the hero to start play with certain skills and/or feats. The available specialties, their service branches, and required skills/feats are listed in the Specialization Requirements Table.

For logistical reasons, equipment of American or British manufacture was issued to most units regardless of nationality. Look on the Nationality Equipment Table to see which type of equipment your hero is issued.

Most specialties are also issued a primary weapon. This varies by specialty and nationality. See the Primary Weapon Table for details. If more than one weapon is listed, you may pick one. All primary weapons come with 5 full loads of ammunition, except for machineguns, which come with two full belts. Heavy

The Grunt

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Bonus Feat
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Bonus Feat
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Bonus Feat
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Bonus Feat
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Bonus Feat
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Bonus Feat
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	Bonus Feat
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Bonus Feat
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Bonus Feat

weapon specializations (antitank team, mortar crew) also include a pistol for close range defense.

Nationality Equipment

Nationality	Equipment Type
American	American
French	American
British	British
Canadian	British
Belgian	British
Dutch	British
Polish	British

Starting Equipment

A character's starting equipment is determined by his service branch, specialization, and nationality. Character's within a particular service branch receive certain common items. Heroes may also be issued other equipment or weapons based on their specialization.

Common Items (Air Force): Gas mask, spare uniform, 4 pairs of socks, bedroll, rain poncho or overcoat depending on season.

Common Items (Army): Helmet, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, bedroll, rain poncho or overcoat depending on season.

Air Crew: Flight suit, bomber jacket, warm boots, survival kit.

Airborne: Bayonet, 3 frag grenades.

Artillerist: One character per party with this specialty is issued a radio tele-

phone.

Combat Engineer: Bayonet. A hero may opt to trade his primary weapon for a flamethrower of the appropriate nationality and a pistol. Heroes without flamethrowers are also issued one satchel charge.

Infantryman: 3 frag grenades.

Mechanic: Vehicle toolkit.

Tanker: If the WM allows, tankers may be issued a tank. Only one tank is issued per crew. If there are insufficient tanker characters to fill out the entire vehicle crew, any empty slots are filled by NPCs. A hero must have a rank of sergeant or higher to command a tank.

Officer

Officers provide the military's upper level leadership. They are responsible for not only for making command decisions and deciding strategy, but also for looking after the welfare of the soldiers under their command.

Characteristics: A good officer can greatly enhance the effectiveness of the soldiers under his command through sound tactics and inspirational leadership.

Background: Characters who were officers before the war were most likely educated at their nation's military academy, West Point in the US or Sandhurst in the UK. More recently commissioned officers are products of rapid officer training courses—US troops refer to them as 90-Day Wonders. Some may also be reserve officers called up to active duty. American officers have an eclectic mix of economic backgrounds, while British officers tend to come from the upper classes of society.

Game Rule Info

Abilities: Charisma is the officer's most important attribute because his ability to lead can often mean the difference between life and death for the men under his command. A good Dexterity to help with initiative rolls is also a plus because some of the officer's abilities depend on a high initiative to be effective. Officer is a military class.

Alignment: Any.

Hit Die: d8

Class Skills

The officer's class skills (and the key ability for each skill) are Artillery (Int), Climb (Str), Concentration (Con), Demolitions (Int), Diplomacy (Cha), Driving (Dex), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Leadership (Cha), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill points at 1st Level: (4+Int modifier) x 4.

Skill points each additional Level: 4+Int modifier.

The Officer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Rank
2	+2	+0	+0	+3	Bonus Feat
3	+3	+1	+1	+3	
4	+4	+1	+1	+4	
5	+5	+2	+1	+4	Bonus Feat
6	+6/+1	+2	+2	+5	
7	+7/+2	+3	+2	+5	
8	+8/+3	+3	+2	+6	Bonus Feat
9	+9/+4	+4	+3	+6	
10	+10/+5	+4	+3	+7	
11	+11/+6/+1	+5	+3	+7	Bonus Feat
12	+12/+7/+2	+5	+4	+8	
13	+13/+8/+3	+6	+4	+8	
14	+14/+9/+4	+6	+4	+9	Bonus Feat
15	+15/+10/+5	+7	+5	+9	
16	+16/+11/+6/+1	+7	+5	+10	
17	+17/+12/+7/+2	+8	+5	+10	Bonus Feat
18	+18/+13/+8/+3	+8	+6	+11	
19	+19/+14/+9/+4	+9	+6	+11	
20	+20/+15/+10/+5	+9	+6	+12	Bonus Feat

Class Features

The following are all class features of the officer:

Weapon and Armor Proficiencies: All officers are proficient with simple weapons, firearms, and light armor.

Bonus Feats: At 2nd level, the officer gets a bonus feat. The officer gains an additional bonus feat at 2nd level and every three levels thereafter. These bonus feats must be drawn from the following list: Ambidexterity, Automatic Weapons Proficiency, Combat Reflexes, Command Voice (Command), Dodge (Mobility, Spring Attack), Eye For Terrain, Flamethrower Proficiency, Forward Observer, Gunnery Proficiency, Improved Critical, Improved Initiative, Improved Unarmed Strike, Incoming!, Mechanized Infantry, Mortar Proficiency, Natural Born Leader, Parachute Proficiency, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick-draw, Rocket Launcher Proficiency, Tactician, Tracked Vehicle Proficiency, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Focus*, Weapon Specialization*.

Multiclass Restrictions: Officers may multiclass as any military class except medic to reflect experience gained in the field.

Rank: All officers gain the Rank feat at 1st level. First level officers begin with a rank of 2nd Lieutenant. All further increases in rank must be earned.

Weapon Specialization: On achieving 4th level or higher, the officer may take Weapon Specialization as a feat. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The officer must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within the weapon's first range increment.

Service Branch & Specialization

Officers must select a service branch and specialization from the list provided for the GI class.

Starting Equipment

An officer's starting equipment is determined by service branch and nationality:

Air Force Officer: M1911 (Enfield No. 2 Mk1*), 20 rounds of ammo, spare uniform, 4 pairs of socks, bedroll, flight suit, bomber jacket, warm boots, survival kit.

Army Officer: Helmet, M1911 (Enfield No. 2 Mk1*), 20 rounds of ammo, binoculars, map case, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, bedroll, rain poncho or overcoat depending on season. Officers may also take a submachinegun or carbine of the appropriate nationality and 30 rounds of ammo if desired.

Medic/Nurse

Medics served with front line combat units and provided immediate aid to those wounded on the battlefield until they could be evacuated to a field hospital. Nurses usually served behind the lines in field hospitals, but in situations where the front line was fluid, they could sometimes find themselves caught in the middle of a battle.

Characteristics: Medics and nurses are able to perform significant acts of healing through intensive medical training and the use of modern medicines.

Background: Many medics were conscientious objectors who refused to fight but were still willing to perform their patriotic duty to their country. Many nurses were healthcare professionals before the war and volunteered their skills to aid the war effort.

Game Rule Info

Abilities: Combat medicine is the medic's primary activity. This makes Wisdom this class' most important attribute. Medic is a military class.

Alignment: Any

Hit Die: d8

Class Skills

The medic's class skills (and the key ability for each skill) are Climb (Str), Combat Medicine (Wis), Driving (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), and Swim (Str).

Skill points at 1st Level: (4+Int modifier) x 4

Skill points each additional Level: 4+ Int modifier.
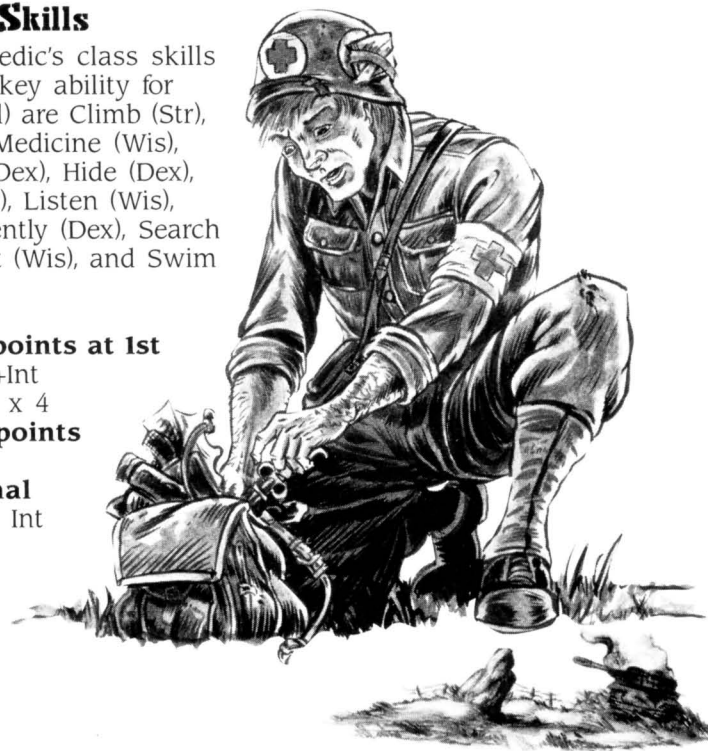
Medic/Nurse

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Bonus Feat
2	+1	+3	+0	+3	Bonus Feat
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	Improved Healing +1
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	Unflappable
7	+5	+5	+2	+5	
8	+6/+1	+6	+2	+6	Improved Healing +2
9	+6/+1	+6	+3	+6	
10	+7/+2	+7	+3	+7	
11	+8/+3	+7	+3	+7	
12	+9/+4	+8	+4	+8	Improved Healing +3
13	+9/+4	+8	+4	+8	
14	+10/+5	+9	+4	+9	
15	+11/+6/+1	+9	+5	+9	
16	+12/+7/+2	+10	+5	+10	Improved Healing +4
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	
19	+14/+9/+4	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	Improved Healing +5

Class Features

Weapon and Armor Proficiencies: All medics are proficient with light armor.

Battleground Healing: Medics and nurses have specialized medical training that allows them to heal hit points with a Combat Medicine check. See the skill description on page 50 for details.

Improved Healing: Constant exposure to numerous battlefield traumas increases the efficiency with which a medic works. Beginning at 4th level, medics may add half their medic level (round up) to all healing dice rolled to determine the number of hit points restored by a Combat Medicine check. A 5th level medic, for example, heals 1d6+3 hit points when using a standard dose of healing from his medic kit.

Multiclass Restrictions: Medics may multiclass as grunts to reflect combat experience gained on the battlefield.

Noncombatant: By regulation, medics were not allowed to carry weapons. These regs were rarely enforced, however, and many medics eventually scrounged a weapon off the battlefield to use in emergencies.

Note too that once a medic is drafted into the OSI, the rules change a bit. Dealing with things outside the normal scope of the war allows the individual to break the rules a bit.

Rank: All characters belonging to a military class have a rank. Medics start play with a rank of Private. The Rank feat may be taken during character creation. If this is done, the medic begins play with a rank of Sergeant. Once a character begins play, the Rank feat may not be taken (although certain prestige classes may grant the feat as part of the class description). Further increases in rank must be earned through adventuring.

Red Cross: Medics are required to wear obvious symbols marking their status. Medics most often had red crosses painted on the sides of their helmets and/or wore white armbands with a red cross. In accordance with the Geneva Conventions, properly marked medics cannot be targeted by the enemy. In practice, not all soldiers abided by this restriction. It's up to your WM whether enemy troops fire on medics or not. Medics carrying obvious weaponry lose this advantage.

Unflappable: At 6th level, the medic gains the ability to ignore what is going on around him and concentrate solely on saving his patient. He is immune to the effects of suppression and fear and gains a +4 morale bonus to all Will saves while working on a casualty.

Starting Equipment

Army Medic: Helmet with red cross, armband with red cross, medical kit, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, bedroll, rain poncho or overcoat depending on season.

Resistance Fighter

Many civilians in German-occupied territory defied their conquerors and became resistance fighters in the Underground. Both men and women became members of the resistance and aided the Allied forces in the liberation of Western Europe.

Characteristics: Resistance fighters must be equally adept at moving unseen and bluffing their way past suspicious
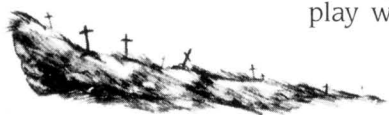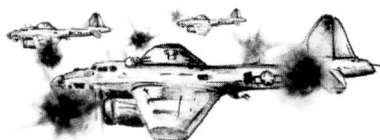
German sentries. This makes both Dexterity and Charisma important attributes for the resistance fighter.

Background: Resistance fighters come from all walks of life. All that's needed to join the Resistance is the courage to stand up against the oppressive Nazi conquerors in the hero's country.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
Resistance Fighter					
1	+0	+0	+2	+0	Sneak Attack +1d6
2	+1	+0	+3	+0	Contacts once per week
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	Uncanny Dodge (Dex bonus to AC)
5	+3	+1	+4	+1	Contacts once per day
6	+4	+2	+5	+2	Uncanny Dodge (can't be flanked)
7	+5	+2	+5	+2	Sneak Attack +2d6
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	
10	+7/+2	+3	+7	+3	
11	+8/+3	+3	+7	+3	
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+8	+4	Sneak Attack +3d6
14	+10/+5	+4	+9	+4	
15	+11/+6/+1	+5	+9	+5	
16	+12/+7/+2	+5	+10	+5	
17	+12/+7/+2	+5	+10	+5	
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	Sneak Attack +4d6
20	+15/+10/+5	+6	+12	+6	

Game Rule Info

Abilities: Dexterity and Charisma are the resistance fighter's primary attributes. Dexterity is needed for skulking around, while Charisma is important for pulling the wool over the eyes of German troops.

Alignment: Any
Hit Die: d6

Class Skills

The resistance fighter's class skills (and the key ability for each skill) are Climb (Str), Bluff (Cha), Disable Device (Int), Disguise (Cha), Demolitions (Int), Driving (Dex), Escape Artist (Dex), Heal (Wis), Gather Information (Cha), Hide (Dex), Innuendo (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), and Swim (Str).

Skill points at 1st Level: (6+Int modifier) x4
Skill points each additional Level: 6+Int modifier.

Class Features

Weapon and Armor Proficiencies: All resistance fighters are proficient with simple weapons and firearms.

Rank: Resistance fighters have no formal rank structure. This means they do not have to obey the orders of military class characters with the Rank feat.

Sneak Attack: This works the same way as the rogue's sneak attack described in the *Player's Handbook*.

Cell: The fighter can call on the members of her Resistance cell for assistance in the field. This provides 1d6 Resistance fighters (of 1st to 3rd level) for a single operation.

Forged Papers: The Resistance fighter can obtain easily-forged documents like travel passes, ration coupons, etc. More intricate documents like money are beyond the abilities of most Resistance forgers. The exact quality of the forgery is up to the WM.

German Uniform: The fighter can requisition captured or stolen German uniforms. If the hero needs a specific type and/or rank, the DC of the check is increased by +5. Each uniform needed beyond the first increases the DC by +2. It's possible to have partial success with this skill. If, for example, a character needed 4 Waffen SS uniforms, the DC would be 23. If he rolled a 21, the WM might rule that he was able to only obtain three.

The quality of these uniforms is up to the WM. Many captured uniforms may have holes in them or unpleasant stains.

Contacts: While operating in his native country, a Resistance fighter
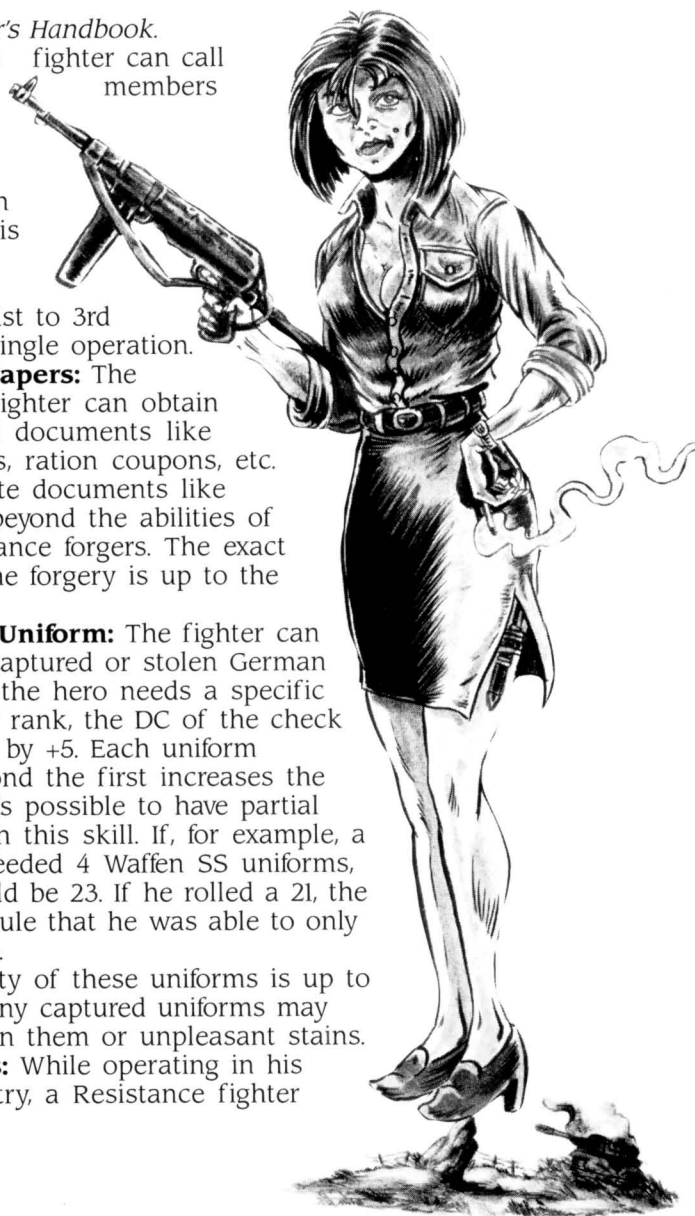
can go to his contacts in the Resistance for help. This requires a successful Gather Information roll. The DC for this roll depends on what sort of assistance the resistance fighter needs.

Aid	DC
Cell	15
Forged Papers	20
German uniform	15
Safehouse	20
Troop Information	20
Weapon:	
grenade	20
pistol	15
rifle	15
shotgun	10
submachinegun	15

Safehouse: The character learns the location of a nearby safehouse belonging to the Resistance. The occupants of the house take the fighter and her friends in and hide them if necessary.

Troop Information: The character can find out the number and types of enemy troops in an area no larger than 4 square miles. Information about areas in which the front line is fairly stable is much more reliable than areas in which there has been a lot of recent fighting. Each 5 points by which the character beats the DC increases the amount of information she gets. Extra information might include a rough sketch of the soldiers' position, a description of the troop's daily routine, a map through a minefield, etc.

Weapon: The fighter can requisition a weapon from a Resistance cell. The weapon provided comes with 3d20 rounds of ammunition. If the fighter needs multiple weapons, roll against the highest DC and add +4 per each additional weapon needed.

Starting Equipment

Resistance Fighter: Large knife and a random firearm. Roll 1d8: 1-shotgun, 2-civilian rifle, 3-M1942 Liberator, 4-Browning High Power, 5-Sten SMG, 6-K-98, 7-MP-40, 8-Luger. The weapon comes with 3d20 rounds of ammo.
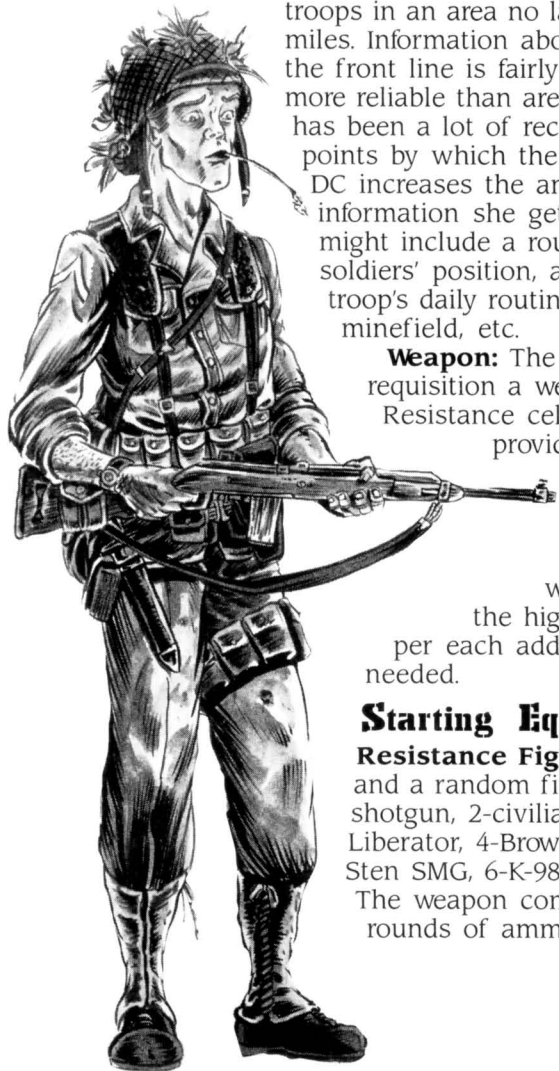
Scout

The scout is the eyes of the army. He is responsible for reporting on enemy troop activities and finding suitable terrain for his unit to move through and fight on.

Characteristics: Scouts routinely operate independently far ahead of, or on the flanks of, their units. This means that besides being stealthy, scouts must also be self-confident and capable of thinking clearly under pressure because they often have no one to help them in a tight spot.

Background: Many of these men were country boys who volunteered for service or were drafted. Once in France, they put the shooting and stealth skills they used to put meat on the table to work hunting Nazis.

Game Rule Info

Abilities: Scouts need to be stealthy and sure shots. That makes Dexterity the most important attribute for a scout. Wisdom and Intelligence are also important for spotting ambushes, boobytraps, and minefields. Scout is a military class.

Alignment: Any

Hit Die: d8

Class Skills

The scout's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Disable Device (Int), Demolitions (Int), Driving (Dex), Hide (Dex), First Aid (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill points at 1st Level: (4+Int modifier) x4

Skill points each additional Level: 4+Int modifier.

Class Features

All of the following are class features of the scout:

Weapon and Armor Proficiencies: All scouts are proficient with simple weapons, firearms, and light armor.

Bonus Feats: At 2nd level, the scout gets a bonus feat. The grunt gains an additional bonus feat three levels thereafter. These bonus feats must be drawn from the following list: Ambidexterity, Automatic Weapons Proficiency, Combat Reflexes, Dodge (Mobility, Spring Attack), Eye For Terrain, Forward Observer, Gunnery Proficiency,
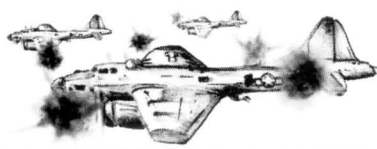
Improved Critical, Improved Initiative, Improved Unarmed Strike, Incoming!, Mechanized Infantry, Mortar Proficiency, Parachute Proficiency, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick-draw, Rocket Launcher Proficiency, Tactician, Tracked Vehicle Proficiency, Weapon Focus*, Weapon Specialization*.

The Scout

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Track, Sneak Attack +1d6
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Pathfinder
4	+4	+4	+1	+1	Uncanny Dodge
5	+5	+4	+1	+1	Sneak Attack +2d6, Bonus Feat
6	+6/+1	+5	+2	+2	One with Nature
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Bonus Feat
9	+9/+4	+6	+3	+3	Sneak Attack +3d6
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	Bonus Feat
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	Sneak Attack +4d6
14	+14/+9/+4	+9	+4	+4	Bonus Feat
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	Sneak Attack +5d6, Bonus Feat
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Bonus Feat

One with Nature: At 6th level, a scout gains a preternatural sensitivity to slight changes in the environment around him. This grants him a +4 bonus to all Spot and Search checks. It also grants him a +2 bonus to Wilderness Lore rolls made when tracking.

Pathfinder: At 3rd level, the scout becomes skilled at finding the best route through unfamiliar or obstructed areas. When traveling in poor conditions or rough terrain, the scout may make a Wilderness lore check to reduce travel time.

With a check result of 15 or better, the scout reduces total travel time by 25%. With a 25 or better, travel time is reduced 50%.

The scout can guide a group of up to three individuals at no penalty. However, for each additional three in the group being guided, apply a -2 penalty to the check.

Sneak Attack: This works in the same way as the rogue's ability described in the *Player's Handbook*.

Track: The scout gains Track as a bonus feat.

Uncanny Dodge: This works in the same way as the 3rd level rogue's ability described in the *Player's Handbook*.

Rank: All characters belonging to a military class have a rank. Scouts start play with a rank of Private. The Rank feat may be taken during character creation. If this is done, the scout begins play with a rank of Sergeant. Once a character begins play, the Rank feat may not be taken (although certain prestige classes may grant the feat as part of the class description). Further increases in rank must be earned through adventuring.

Weapon Specialization: On achieving 4th level or higher, a scout may take Weapon Specialization as a feat. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The scout must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within the weapon's first range increment.

Starting Equipment

Army scout: Helmet, binoculars, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, bedroll, rain poncho or overcoat depending on season. A scout with the Forward Observer feat is also issued a radio telephone. The scout's personal weapon can be chosen from among: M1 carbine (American), Thompson submachinegun (American), M1903A4 (American), Sten SMG (British), or a No. 4 Lee-Enfield with or without a scope (British).

Life in the Military

The previous chapter listed some of the major events of the war up to the point at which your hero enters it, but it didn't really give you any idea of what life was like for the typical soldier. This section gives you a quick glimpse of what it meant to be in the military during World War II.

Rank

One of the first things a new recruit learns is that everyone in the military has a rank. Those of a lower rank must obey the lawful orders of those with a higher rank. The term "lawful orders" means that a subordinate is not bound to obey an order that would cause him to commit an unlawful act such as murdering a prisoner or which violate existing military regulations.

Another concept related to rank is chain of command. This is the line of superior officers directly in command of a soldier. The chain of command for a lowly private in the US Army starts with his squad leader, usually a sergeant, and then goes up to his platoon sergeant, platoon leader, company commander, battalion commander, and so on, all the way up to the President. Any gripes or problems the soldier has should always be addressed to the soldier directly above him in the chain. Only if the problem is not fully resolved at this level should the soldier go further up the chain. Going over an NCO or officer's head to a higher ranking soldier is frowned on because it undermines the authority of the officer that was bypassed.

A soldier is not required to obey the orders of officers outside his chain of command (although he must still give them the respect due their rank).

NCOs

Enlisted soldiers with a rank of Corporal or higher are called noncommissioned officers or NCOs for short. A good corps of NCOs is vital to the efficient operation of an army. Career sergeants form the leadership backbone of the military and help preserve the service's traditions and esprit de corp. New officers usually rely on their senior NCOs for help until they have some experience under their belt.

The US Army had a severe shortage of experienced NCOs when America entered the war. Before hostilities in Europe broke out, the US Army was roughly the size of that of Portugal. The Army was quickly expanded when war seemed imminent, but many of the new NCOs had no more experience than the men they were leading. Many squad leaders were given their sergeant stripes while onboard ships bound for England. Some of these, like Audie Murphy, turned out to be exceptional soldiers and leaders. Others were less so. Only the brutal crucible of combat could sort one from the other, and this often meant men dying unneccesarily from poor leadership.

Most NCOs spent their entire military career as a sergeant of some rank (master sergeant, staff sergeant, etc.), but those who showed exceptional talent could be promoted to officer rank either directly or by being nominated to attend an Officer Candidate School (OCS). Soldiers that rise up through the enlisted ranks to become officers are sometimes referred to as mustangs.

Officers

Soldiers with a rank of 2nd Lieutenant or above are commissioned officers. They are expected to conduct themselves as an officer and a gentleman. That means they must not only provide leadership for their troops, but they must provide an example for them by not doing anything that would dishonor themselves or the service.

Officers were encouraged to keep a certain level of separation between themselves and the enlisted men under their command. This was done for two reasons. The first is that officers who have too close a relationship with their men lose a certain measure of authority— soldiers are less likely to take orders from their "drinking buddy." The second is that officers are often required to give orders that may result in the deaths of their men. An officer who is too close to his troops may hesitate to give the orders needed to carry out a mission.

The rapid expansion of the US military means that most new officers are "90-Day Wonders" who were commissioned after a short training period at an OCS.

Playing an officer character means more than just being able to give orders and have them obeyed. Officers not only command the troops under them, they are also responsible for them. This means that a good officer always makes sure the soldiers under his command have all the supplies, training, food, and shelter they

Enlisted Ranks

US	UK	Wehrmacht	SS
Private	Private	Grenadier	SS-Grenadier
Private, First Class	Lance Corporal	Gefreiter	SS-Gefreiter
Corporal		Obergefreiter	SS-Rottenführer
Sergeant		Unteroffizier	SS-Unterscharführer
Staff Sergeant		Unterfeldwebel	SS-Scharführer
Sergeant, First Class			
Master Sergeant	Sergeant		
First Sergeant		Feldwebel	SS-Oberscharführer
Sergeant Major	Staff Sergeant	Oberfeldwebel	SS-Hauptscharführer
Command Sergeant Major		Stabsfeldwebel	SS-Sturmscharführer

Officer Ranks

US	UK	Wehrmacht	SS
2nd Lieutenant	2nd Lieutenant	Leutnant	SS-Untersturmführer
1st Lieutenant	1st Lieutenant	Oberleutnant	SS-Obersturmführer
Captain	Captain	Hauptman	SS-Hauptsturmführer
Major	Major	Major	SS-Sturmbannführer
Lieutenant Colonel	Lieutenant-Colonel	Oberstleutnant	SS-Obersturmbannführer
Colonel	Colonel	Oberst	SS-Standartenführer
Brigadier General	Brigadier	Generalmajor	SS-Brigadeführer
Major General	Major-General	Generalleutnant	SS-Gruppenführer
Lieutenant General	Lieutenant-General	General der Infantrie	SS-Obergruppenführer
General	General	General Oberst	SS-Oberstgruppenführer
General of the Army	Field Marshall	General Feldmarschal	

need and doesn't place his men at unnecessary risk.

It also means that an officer is ultimately responsible for everything that happens under his command. He is responsible for the conduct of his men and for the success of any missions assigned to him. Regardless of the reason something happened, the officer in charge (OIC) is responsible.

There is one last thing to consider if you choose to play an officer character. *Weird Wars* is a game, and everyone in the game is playing to have fun. For most people, that means not having their character ordered around like a mindless robot. That doesn't mean your officer can't tell other PCs what to do—some interesting roleplaying situations can arise out of an officer giving orders that the others don't agree with—but he shouldn't micromanage the other players' characters for them. Players who abuse their rank may find they suddenly don't have it.

Court Martial

Characters who disobey orders and regulations may find themselves before a court martial. Convening a court martial is a fairly serious step, so most minor infractions of the rules are dealt with informally within a unit. Punishments for minor infractions like missing a curfew, being out of proper uniform, and so forth are usually punished by things like extra duties, confinement to quarters, not being allowed to go on a pass with the rest of the unit, and so on.

The sorts of infractions that require a court martial are listed in the Court Martial Offenses Table. During wartime, locking a soldier up often gives the offender what he wants—a way out of combat—so when possible, these offenses were punished by loss of rank and/or pay. Many crimes that would be punishable by jail time, a dishonorable discharge, or both during peace time, are punishable by death during a war.

A few of the offenses need some explanation:

Malingering is faking an illness or injury to avoid duty.

Misbehavior in the Face of the Enemy refers to running away or refusing to fight while under fire.

A general court martial consists of a military judge, at least five members, a trial counsel, and a defense counsel.

Demerits

A court martial is a serious form of discipline that can ruin a soldier's career. For lesser offenses an officer might

assign extra duty or put the soldier "on report." It's possible for NCO's and officers to do this in *Weird Wars*. Each time a soldier is "written up" he gets a -1 modifier to his promotion roll. This modifier is cumulative, so a troublemaker who gets written up many times may be a career private. This modifier lasts until the soldier succeeds at a promotion roll, at which time his slate is wiped clean.

WM, you should note that you can use this mechanic as a stick to keep commanding officers in line as well. Frequently failing missions or using NPC soldiers as expendable cannon fodder will be noticed by superior officers and they may make a note in the officer's file that hinders their chance for promotion.

Life on the Ground

If your hero learns only one thing during his time in Europe it will be how to dig. Whenever an infantry unit stopped somewhere the first order of business was to dig foxholes. The Germans would often shell suspected enemy positions at night, so your hero will normally sleep in his foxhole.

Soldiers also had to be very careful with light at night. A stray ray of light, if spotted, could mean an artillery strike, a sniper attack, or even a bomber attack on the soldier's position. Due to Allied air superiority, German bombers were forced to operate at night. They would often cruise over the Allied lines at low altitude looking for a light or other indication of enemy troops.

When possible, the division kitchens would be set up and hot meals were served to the troops. These were normally brought up to troops on the front line in large metal containers. If the unit was on the move or in combat, troops would have to get by on whatever C or K rations they were carrying.

Court Martial Offenses

Desertion: Death
Disrespect to an officer: Loss of pay and/or rank. Confinement up to 1 year.
Malingering: Up to 10 years confinement, dishonorable discharge, loss of pay/and or rank.
Misbehavior in the Face of the Enemy: Death
Striking or Disobeying an Officer: Death, confinement up to 5 years, dishonorable discharge, loss of pay/and or rank.
Theft or Sale of Government Property: Up to 10 years confinement, dishonorable discharge, loss of pay/and or rank.

Patrols

Whenever an infantry unit was not in contact with the enemy, it would send out patrols. A patrol could be only a few men or an entire squad. The purpose of patrolling was twofold. The first objective was to gather information; get a look at what the enemy was up to, map his positions, and maybe even capture a few prisoners to interrogate. The second purpose was to locate enemy patrols and prevent them from doing the same thing to your side.

The Bocage

The terrain behind the Normandy beaches presented a unique obstacle to Allied troops: bocage. The farm fields in this area were divided by small mounds of dirt and rock topped by hedges. These barriers dated back to medieval times. Over the centuries, the hedges grew and their roots intertwined with the dirt and rock to form nearly impenetrable barriers.

The bocage was so formidable that it could stop a tank. A tank that did manage to bull its way through the stuff would come through with its bow in the air. This exposed its thin bottom armor to any German antitank gunners on the other side and made it easy to knock out.

A solution was finally found. Steel beams with jagged teeth were welded to the front of some tanks. These "hedgecutters" allowed the tanks to dig into the bocage, uproot the hedges, and plow through the barrier quickly and without exposing its underside.

Tankers

Just because you're a tank jockey doesn't mean your life is any easier than the infantry. You'll do your share of digging, too. While it's possible for one or two people to sack out on the floor of the tank, it's not very comfortable. Those who sleep outside are going to want a foxhole to keep those stray artillery rounds and bombs from ruining their beauty sleep.

Being a tanker does have one big advantage; instead of carrying your equipment, your equipment carries you. However, that equipment requires a lot of maintenance. The unit mechanics take care of the big stuff, but that still leaves a lot of other tasks for the crew to do like checking the track pins and boresighting the gun.

Oh yeah, and don't forget about those German tanks that can pop your tank like a soap bubble.
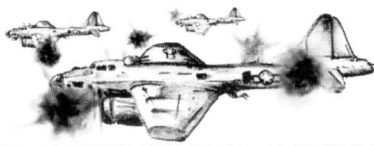
Army Organization

Unit	Commander	Size
Squad	Sergeant	US 12 men, UK 10 men, Canada 10 men, Germany 9 to 13 men
Individual Tank	Sergeant	One tank
Platoon	1st or 2nd Lieutenant	3 squads plus HQ group, 3 to 5 vehicles
Company	Captain	3 platoons plus HQ group
Battalion or Regiment	Colonel, Lt. Colonel	3 companies plus HQ group
Division	General	3 Battalions plus attached artillery, engineering, and other auxiliary units

Air Force Organization

Unit	Size
Element	Two aircraft
Flight	Two elements (four aircraft)
Squadron	Four flights (16 aircraft plus spares)
Group	3 or 4 Squadrons

Commandos

The British Commandos were formed in 1940 shortly after the disaster at Dunkirk. They were the brainchild of Lieutenant Colonel Dudley Clark. His idea was to create a small unit of highly trained men capable of completing any mission. A group of handpicked men underwent merciless training at the Scottish castle of Achnacarry. They were used to carry out raids along the coast of occupied Europe and in North Africa.

These raids demonstrated that Britain's fighting spirit was still strong and infuriated Hitler. He issued a special order that all captured commandos were to be executed as spies. In North Africa, Rommel chose to ignore this order—even though a team of commandos unsuccessfully attempted to assassinate him.

Rangers

The history of the US Army Rangers dates back to a unit known as Roger's Rangers that served during the French and Indian War. After the American Civil War, Ranger units were disbanded for over 70 years.

The original Rangers of World War II were a group of 2,000 hand-picked volunteers trained in Ireland by the British Commandos. At the end of the training, only 500 were left. These men became the 1st Ranger Battalion. Fifty of them participated in the raid at Dieppe.

More battalions were created in 1942 and 1943. The 2nd and 5th Battalions participated in the landings at Normandy. Companies D, E, and F of the 2nd Battalion were tasked with silencing a gun battery at Pointe Du Hoc. Two hundred and twenty men scaled a sheer cliff face under enemy fire to get at the guns. Only 90 of them made it to the top, but the guns were silenced.

POWs

There was a meeting at the Hague in 1907 to establish "rules of war." Following World War I there was another convention in Geneva, Switzerland in 1929 to update these rules. Many of the articles dealt with the treatment of prisoners of war. In the event your hero captures some prisoners or is captured himself, it's good to know what these rules are, even though they were often bent and sometimes broken. The treatment your hero receives from his captors is up to the WM of course.

A Sherman with a hedgecutter pushes through the bocage.

A rare photo of a female photographer for LIFE magazine.

Most militaries consider it the duty of POWs to try to escape.

The actual rules are fairly lengthy and full of legalistic jargon, but here are the highlights:

- Anyone fighting in the uniform of their country who surrenders must be considered a prisoner of war.
- Combatants in disguise or out of uniform may be considered spies and are not granted the privileges accorded POWs. They may be tried and executed.
- POWs are required to give their true name, rank, and serial number. They cannot be coerced into giving any other information.
- POWs cannot be physically harmed or threatened with harm.
- POWs have the right to retain all of their personal effects with the exception of weapons and military equipment. If any money is taken from a prisoner, he must be given a receipt.

- POWs must be allowed to correspond with their families and to receive packages. The captors have the right to censor mail and inspect packages.
- POWs must be given adequate food, water, and shelter.
- POWs cannot be used to shield military targets.
- POWs can be used for physical labor, but this labor cannot be military-related. Prisoners must be granted a 24-hour rest period every seven days, preferably on Sunday.
- POWs cannot be subjected to corporal or collective punishment.

Women in the Military

Most militaries of this period did not allow women to serve in combat positions—the most notable exception to this being the Soviet Union.

Women did, however make very valuable contributions to the war effort in a number of non-combat roles. Many women served as nurses, while others served as secretaries, radio operators, photographers, entertainers, and logistical personnel. This may not sound very glamorous, but the female radio operators at Bletchley Park (see page 154) performed an indispensable service and helped shorten the war. All of these women might find themselves in combat with a little misfortune.

WACs

The WACs (Women's Army Corps) began in 1941 as the Women's Auxiliary Army Corps (WAACs) at the urging of Massachusetts Congresswoman Edith Rogers. As auxiliaries, the WAACs did not receive any of the benefits given to members of the regular army like overseas pay, life insurance, or death benefits. This was remedied in 1943 when the unit was reorganized as the WACs and made an official part of the armed forces.

WACs with the Army served in a variety of roles like clerks, secretaries, motor pool drivers, and teletype operators. WACs assigned to the Air Force had more varied roles. They were used as weather observers and forecasters, cryptographers, radio operators, sheet metal workers, parachute riggers, aerial photograph analysts, and control tower operators. Some Air Force WACs were assigned flying duties. Three of them were awarded Air Medals for their work, including one who served in India and helped map the
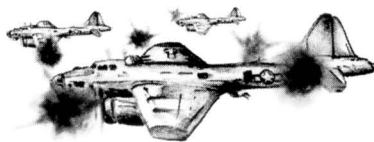
"Hump"—the mountainous air route used by pilots ferrying supplies to the Chinese Army.

Many WACs served overseas in England and a fairly large number also served in the Pacific theater.

Female Combatants

Sorry, ladies, but unlike earlier periods, it's not really possible to get into a combat unit by impersonating a man—those darned entrance physicals see to that.

That's not to say it's impossible to play a female character that belongs to one of the combat classes—you just have to be inventive and have an easy-going WM. Say for instance, you'd like to play a scout. Your character could be a country girl who grew up hunting and fishing on a farm back home and then did her patriotic duty by enlisting with the WACs. Her duties on some general's staff could take her to France where she could somehow be separated from the HQ staff by a German attack. She links up with a male combat unit and stays with them long enough to get recruited by the OSI (more on that later). The OSI prestige classes are open to all sexes and can multiclass as any other military class.

The other option is to begin play as a resistance fighter. Women throughout occupied Europe played important roles in the resistance and were often called upon to fight.

Blacks in the Military

The US armed forces were still segregated in the 1940s. Most black soldiers in the Army were used as drivers in transport units. In the Navy, most blacks served as stewards and cooks. There were a few notable exceptions to this however.

The 92nd Infantry

The 92nd Infantry Division was composed almost entirely of black soldiers. It had approximately 12,000 men with 200 white officers and 600 black officers. The division served in Europe as part of the US Fifth Army in Italy. It distinguished itself in combat against the veteran German troops holding the Gustav line. By the end of the war, members of the 92nd had earned 2 Distinguished Service Crosses, 1 Distinguished Service Medal, 16 Legion of Merit awards, 7 Oak-leaf clusters to Silver Stars, 95 Silver Stars, 723 Bronze Stars, and 1,891 Purple Hearts.

The Tuskegee Airmen

The 99th Fighter Squadron was an all-black squadron trained at an Army airfield near Tuskegee, Alabama. They fought in North Africa, Sicily, Italy, Southern France, and Germany, flying P-39, P-40, P-47, and P-51 fighters. Together with the 100th, 301st, and 302nd Fighter Squadrons they formed the 332nd Fighter Group.

The 332nd was known as the "Red Tail Angels" because the tail assemblies of their fighters were painted a bright red. This group had an unequalled record of never losing any bombers under their escort to enemy fighters. A number of Tuskegee airmen scored probable and confirmed kills of the Me-262 jet fighter.

The pilots of the 332nd earned 150 Distinguished Flying Crosses, numerous Air Medals, the Red Star of Yugoslavia, and a Presidential Unit Citation.

Black Combatants

A black hero can serve in one of these historical units or he could be a transport driver who decided to get into the fighting. The OSI needs anyone who can handle himself in a fight against the supernatural and doesn't discriminate by race.

The Japanese

The growing tensions with Japan prior to Pearl Harbor caused the War Department to regard Japanese-Americans with suspicion. After the surprise attack at Pearl, they were classified as 4C (Enemy Alien). Over 110,000 Japanese-Americans were relocated to internment camps in California and a number of southwestern states.

African-American soldiers of the 92nd Division take out a Nazi machinegun nest in Italy.

Lieutenant General Omar Bradley, the "GI's General."

In Hawaii, men of Japanese descent were discharged from the Hawaiian National Guard. They volunteered to serve in the Army in any capacity and were used as groundskeepers, builders, and for other menial tasks. Their dedication to these duties caused the local commander to recommend that they be sent to the mainland for training.

Most of the men had already completed training with the Guard and scored high marks while training at Camp McCoy. This prompted the War Department to reopen the draft to Nisei (second generation Japanese-Americans) and they were overwhelmed with recruits. These new recruits were formed into the 442nd Regimental Combat Team.

The 442nd first saw action in North Africa. From there, the unit fought in Italy and was involved in the fighting around Monte Cassino. The unit later served in France and Germany. The 442nd won seven Presidential Unit Citations and the 100th Battalion of the 442nd was known as the "Purple Heart Batallion" because

nearly every man in the unit had at least one Purple Heart. Many officers regarded the 442nd as the best assault troops in the entire army.

Allied Generals

As a soldier, you should have some idea of who is running the show. Let's take a look at some of the better known Allied generals.

Eisenhower

Dwight Eisenhower is Supreme Commander of the Allied Expeditionary Force. That means he's the head honcho and in the chain of command of every Allied soldier in Western Europe. Ike commanded the Torch landings in North Africa, and the landings in Sicily and Italy.

Eisenhower advocates a broad-front strategy that engages the enemy across a wide area. This may mean slower going in the short run, but it prevents the German defenders from concentrating their forces against a single, narrow front.

Bradley

General Omar Bradley commanded the II Corps in the final stages of the campaign in Tunisia and during the conquest of Sicily. He currently commands the First Army.

Bradley is known as the "GI's General" because of his concern for the welfare of his men.

Montgomery

General Bernard Montgomery currently commands the Twenty-First Army Group. That means he is the commander of all ground forces currently in the beachhead area.

Monty has a knack for inspiring the men he leads. He has a reputation for being a meticulous planner (some generals simply call him slow) and also for being quite stuck on himself. However, he did beat Rommel at El Alamein and brought the African campaign to a close, so he is the most successful general England has in the field.

Patton

George S. Patton is the commander of the Third Army. This group is currently in England awaiting orders for a move to France.

Patton is an aggressive general, but he has a bad habit of speaking before he thinks. He has been in trouble numerous times for off-the-cuff comments that ruffled the feathers of America's allies. He
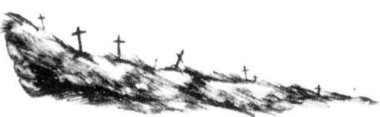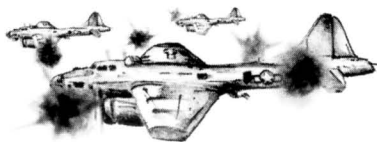
has also been disciplined for striking a soldier with combat fatigue. Patton believes he has led many past lives as a soldier and writes maudlin poetry. He is easily identified by his belligerent stance and his pair of ivory-handled revolvers.

de Gaulle

Charles de Gaulle is the leader of the Free French forces. A number of French divisions will serve as part of Patton's Third Army once it is activated and sent to the continent. They will play an instrumental part in liberating their homeland.

Crerar

Henry Crerar is a tough Canadian general who took a voluntary reduction in rank so that he could command the 2nd Canadian Infantry when it shipped out for England in 1940. He ended up in a staff job once he got there, but later commanded the 2nd Corp in Italy before returning to England to aid in the planning for Overlord. He is scheduled to soon replace General Simonds in command of the 1st Canadian Army near Caen.

The OSI

Not much is known about this shadowy organization by the rank-and-file troops. No one even knows what the OSI's initials stand for. Scuttlebutt has it that they mean "Office of Spooky Individuals."

All that is known for sure is that OSI officers appear out of nowhere on the front lines, have whispered conferences with the officer in charge, and then usually ask for volunteers for "special, detached duty" with the OSI. Those who volunteer are whisked away and usually never seen again.

The Resistance

Some form of resistance movement sprang up in every country occupied by German forces. These movements included men and women—and sometimes children—of all walks of life. They were united by a single goal: the liberation of their homeland from Nazi rule.

Most resistance groups were formed into cells. Each cell was a semi-autonomous group of usually four to five people. The members of a cell knew each other, but only the cell's leader knew the name of a resistance member farther up the chain of command. This meant that

the capture and interrogation of a single member would normally only compromise one or two cells, not the entire organization.

Most cells had access to radios capable of picking up transmissions from England. These radio broadcasts contained cryptic messages that meant little to the Nazis who were listening in, but had special significance to the cells they were intended for. Typical messages were things like "John has a long mustache. The chair is against the wall."

Some cells also had transmitters that could be used to contact Allied headquarters in England. Use of these radios had to be done with care and only very short messages could be sent. The German occupation forces used special radio direction finders mounted in vehicles to listen for these transmissions. A pair of these vehicles working together could triangulate the position of a radio that stayed on the air too long. Once this happened, Gestapo agents and soldiers raided the area and arrested anyone suspected of being connected with the resistance.

In Holland, the resistance found a way to bypass the regular telephone circuits and could actually pass messages by telephone without the Nazis being any

General George S. Patton.

A well-armed member of the Resistance.

sabotaging rail networks and bridges. This prevented the movement of troops to reinforce the invasion area. Assassinations of prominent Nazi officials and collaborators were not uncommon.

Members of the resistance had to be utterly committed to their cause because they risked torture and death, and possibly the torture and death of loved ones. A common initiation for a prospective member was to give him or her an unloaded gun and ask them to execute another resistance member who had betrayed the group (this person was actually a loyal member who was in on the test). Those who couldn't pull the trigger were rejected.

Post Invasion Resistance

Once the Allies land on June 6, 1944, the Resistance took on a different roll. Many picked up rifles and fought alongside regular combat units, or joined the Free French under de Gaulle. Legions of these vengeful volunteers formed some of the hardest fighting regiments, and quickly proved very difficult to control—especially when Allied forces attempted to take prisoners.

Other Resistance members quickly rooted out Nazi collaborators, shaving the heads of women or dispatching of men before they could be imprisoned by American or British forces the Resistance considered too soft on those who had betrayed their nation.

Nazi Countermeasures

Nazi occupation forces were particularly brutal in their suppression of the Resistance. They would often take hundreds of civilians hostage and execute these hostages in reprisal for the deaths of any German soldiers—often at a ratio of 20 to 50 hostages for the death of a single soldier.

Anyone suspected of partisan activity was arrested and brutally tortured for information. Once the captors were convinced they had gotten all the information possible out of a prisoner, they were executed. The family members of suspected resistance fighters were also sometimes arrested and tortured as a means of discouraging people from joining the Resistance.

In many instances, these barbaric practices backfired. They simply hardened the resolve of the Resistance and pushed those who were unwilling to fight at first into the organization.

the wiser. Unfortunately, some of the information passed on by resistance members was often disregarded as "unreliable" by Allied commanders. Dutch reports of German armor in the Arnhem area were ignored with tragic results during the Market-Garden operation.

Resistance Activities

The Resistance performed all sorts of heroic feats in pursuit of this goal. Safehouses were established where resistance members on the run from the Gestapo could hide. Other safehouses were used for smuggling Jews, downed Allied pilots, and others considered "undesirable" by the Nazis to safety in England.

Resistance members gathered information on German troop numbers and movements and performed all manner of sabotage. The French resistance greatly aided the Normandy landings by

The Third Reich

Before you hit the beaches, you should know something about the enemy you are fighting.

Nazi Leaders

There was a close circle of diehard Nazis around Hitler who were responsible for giving the orders for the many atrocities committed in the party's name.

Adolf Hitler

Der Führer. Hitler was the ultimate authority in Nazi Germany and his word was literally law. The German armed forces swore an oath of loyalty to Hitler himself, not to the German state. The final responsibility for every atrocity committed by German forces before and during the war can be laid at his feet.

Hitler was a powerful and charismatic orator who could dominate those around him through the sheer force of his personality. This allowed him to assemble a fanatical following of likeminded people who would carry out his orders without question.

Hitler was obsessed with the occult. He was an avid reader of "Ostara," an occult journal published in the early 1900s. Ostara taught about the Aryan "master race" and Germany's destiny to dominate the world. Many readers of Ostara thought that World War I would usher in this new era and were bitterly disappointed by Germany's defeat. The journal's author, Guido von List, also foretold the coming of a messianic figure in Germany whose "very word would be law" and who would establish a German kingdom that would last a millennium—Hitler's blueprint for the Third Reich.

Herman Göring

Herman Göring was a decorated fighter pilot during World War I. By the time World War II began, he would have only been able to get into the cockpit of a fighter with a very large shoehorn.

Göring was the first head of the Gestapo (more on this below). He lost a political struggle with Himmler for the control of this organization, but eventually became the commander of the Luftwaffe. Göring was always looking to expand his power and influence, and he often claimed that his pilots were capable of doing things that were well beyond their capabilities, such as destroying the BEF at Dunkirk and supplying the encircled troops at Stalingrad by air. Göring considered himself Hitler's right hand man (an idea that Hitler allowed him to keep).

While the Nazis remained in power, Göring lived a decadent life in a luxuriously appointed castle filled with stolen art and other treasures pillaged from conquered Europe.

Heinrich Himmler

In 1936, Himmler was appointed Reichsführer, the chief of police for the entire country. This consolidated the command of both the SS and the Gestapo under his control. It also meant that he was responsible for directing both the brutal suppression of resistance in occupied countries and for administration of the Nazi death camps.

Joseph Goebbels

Goebbels was the Reich Minister for Public Enlightenment and Propaganda. This gave him control over all media within Nazi Germany. He used his position
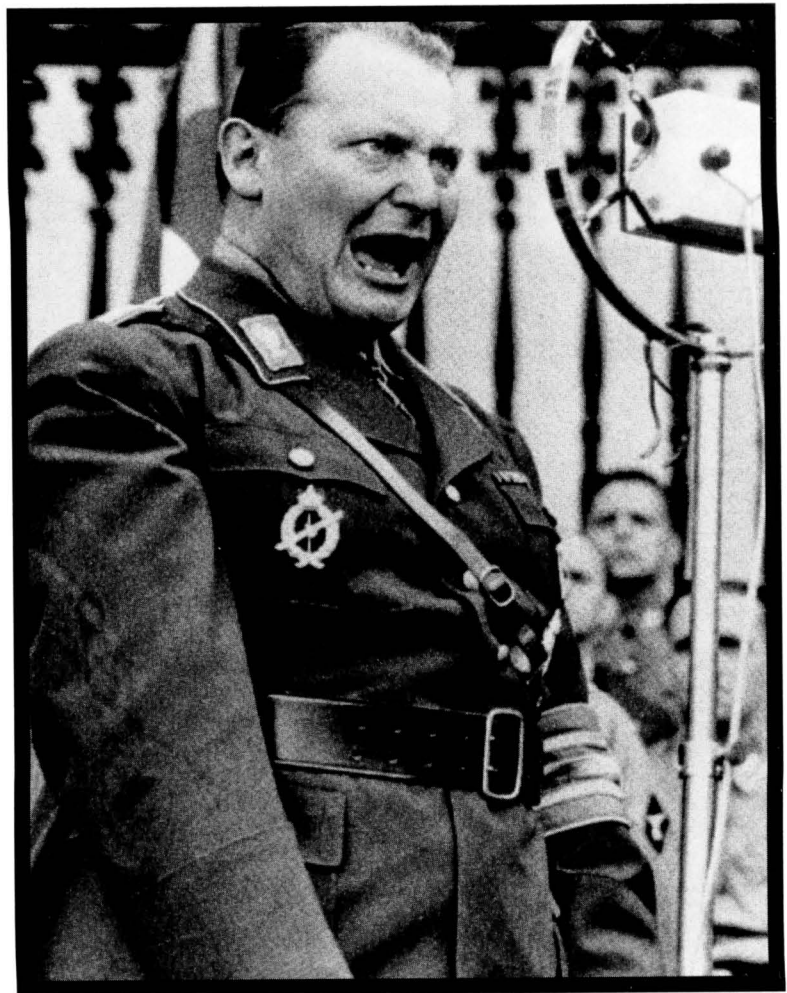
Herman Göring, competent pilot and bootlicker but incompetent strategist.

to call on the German people for sacrifice for the war effort, the "Nazification" of German culture and the enlightenment of the German people to the dangers of "International Jewry." In 1933, he staged the massive book burnings in Berlin where the works of Jews, Marxists, and other "subversives' were publicly burned in enormous bonfires.

Adolf Eichmann

Adolf Eichmann was appointed the head of a portion of the Gestapo known as Section IVb4 in 1939. This organization was directly responsible for the deportation of Jews and other undesirables to the death camps. Eichmann was given this post because he was the Nazi party's acknowledged "Jew expert." Prior to the war he spent months in Jewish communities and attended Jewish religious services and took copious notes—he even spoke a little Yiddish.

A captured member of Hitler's SS.

The Gestapo

The Gestapo (a contraction of *Geheime Staatz Polizei*, Secret State Police) was formed in 1933. Before the war it was used to silence the Nazi's political opponents. Once the war began, it was also used to suppress resistance in occupied territories, ferret out spies and traitors, and to organize the "final solution" to the Jewish question.

The "Gestapo Law" of 1936 placed the organization literally above the law. It stated that "neither the instructions nor affairs of the Gestapo will be open to the administrative courts." In 1938 Hitler said, "All means, even if they are not in conformity with existing laws and precedents, are legal if they subserve the will of the Führer."

The Gestapo had the power of preventative arrest—they could arrest someone who might *in the future* break the law or betray the Reich. The Gestapo routinely used torture in its interrogation of prisoners. Some of their favorite methods were near drowning in tubs of ice cold water, applying electrodes to hands, feet, and genitals, crushing a man's testicles in a vise, and beatings with short leather whips or rubber nightsticks.

The Gestapo gained much of its perceived power through fear—fear that anyone you spoke to could be a Gestapo spy. In 1942, Hitler issued his Night and Fog decree. The idea behind it was that anti-Nazis would simply vanish into the misty night—their fate unknown.

Section IVb4

Section IVb4 was given the responsibility for the extermination of Jews and other undesirables such as gays and gypsies. Units called Einsatzgruppen followed German forces into Eastern Europe and carried out mass executions.

At first these executions were carried out by firing squads in front of mass graves, but after Himmler witnessed one of these shootings and nearly fainted, he ordered that a new means of execution be found. This led to the use of gassing. This was at first carried out by "mobile units" with special trucks that vented their exhaust into the rear passenger compartment. This was eventually replaced with large gas chambers using the deadly Zyklon-B gas (this approach had been pioneered before the war by T4 teams that had been tasked with euthanizing the mentally ill).
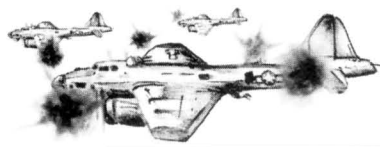
Concentration Camps

The final form of Hitler's "final solution" was the purpose-built death camp. Most of these were located in Poland. Trains deposited Jews and other prisoners here from all across occupied Europe and Russia. Those who could work were used in labor projects until their turn in the gas chamber came. Those unable—or too young—to work were executed immediately or used for medical experimentation.

The personal effects of those executed, including gold fillings and the hair of female prisoners, were collected and used for the war effort. The hair for instance, was used to make socks for U-boat crews. The dead bodies were cremated in massive ovens.

In the end, over 6 million Jews and other people designated as "undesirable" were put to death in these camps.

The SS

The SS (Schutzstaffel) was formed from the SA, the Nazi party's brown-shirted enforcers, as a personal bodyguard for Hitler.

The SS was considered the elite of the Nazi party. Membership was limited to only the most loyal party members. Prospective members also had to undergo a thorough physical, meet height requirements, and provide a genealogy back to 1750 to prove they were descended from pure Aryan stock. The SS was to be one of the primary instruments by which the Aryan blood of the German people was to be renewed.

Marriages by members of the SS had to be approved by a special council. The woman to be married also had to be "pure Aryan." As prime examples of the Aryan race, SS members were encouraged to father as many children as possible. Special maternity camps were set up for the SS elite. One of the sayings of the Nazi League of German Maidens was "not every German girl can find a husband, but you can still be mothers."

The Death Camps

Although the administration of the concentration camps was technically under the Gestapo's control, they were actually run by the SS. All of the guards at the camps were members of the SS and were often particularly brutal to the "subhumans" they watched over.

Germans vs. Nazis

In *Weird Wars*, the Nazis are cast as the bad guys; a role they earned through their actions during the 1930s and '40s. One thing you should keep in mind while playing, though, is that while the Nazis were evil, not all Germans were Nazis and therefore evil by extension.

There were definitely Germans who were not members of the Nazi party who sympathized with their goals or who benefited from their heinous policies. These actions are obviously inexcusable. There were also those who knew of the atrocities being committed and did nothing to stop them—they must live with this on their conscience.

However, there were also courageous Germans who risked their lives to resist the Nazi regime. Some, like Oskar Schindler, did what they could to save Jews from the concentration camps. Others, like the White Rose Society, resisted the government in more direct ways. The students of this group were eventually arrested, tortured, and executed. In 1944, a number of German generals attempted to kill Hitler with a bomb. They failed and were imprisoned, tortured, and hanged with piano wire for their efforts. This plot caused Hitler to order the death of Field Marshall Erwin Rommel, one of Germany's most successful generals, because of his peripheral involvement with the conspiracy.

The point of this discussion is that while the German people as a whole share some responsibility for what occurred in Nazi Germany (Hitler wasn't secretive about his anti-Semitism), they are not evil. The average German soldier (outside the Waffen SS) was at worst doing his patriotic duty for his country and was probably just doing what he could to survive in a world gone mad.

This is our view for the game on what is obviously and appropriately a very touchy subject. If you feel otherwise and wish to play it that way, it's your game.

Waffen SS

The Waffen SS ("fighting" SS), was a branch of the regular SS that fielded actual combat units. They were a sort of Praetorain Guard for the Nazi party who fought in both Russia and Western Europe. They were given priority for men and supplies and were always outfitted with the best equipment available.

The members of Waffen SS units were often fanatical to their cause. This made them extremely tough opponents in combat. Waffen SS units were also known to execute prisoners (something not limited to the Waffen SS, but they seemed more prone to this activity) and to commit atrocities against the civilians in the areas in which they operated. Officially, the Allies treat Waffen SS units
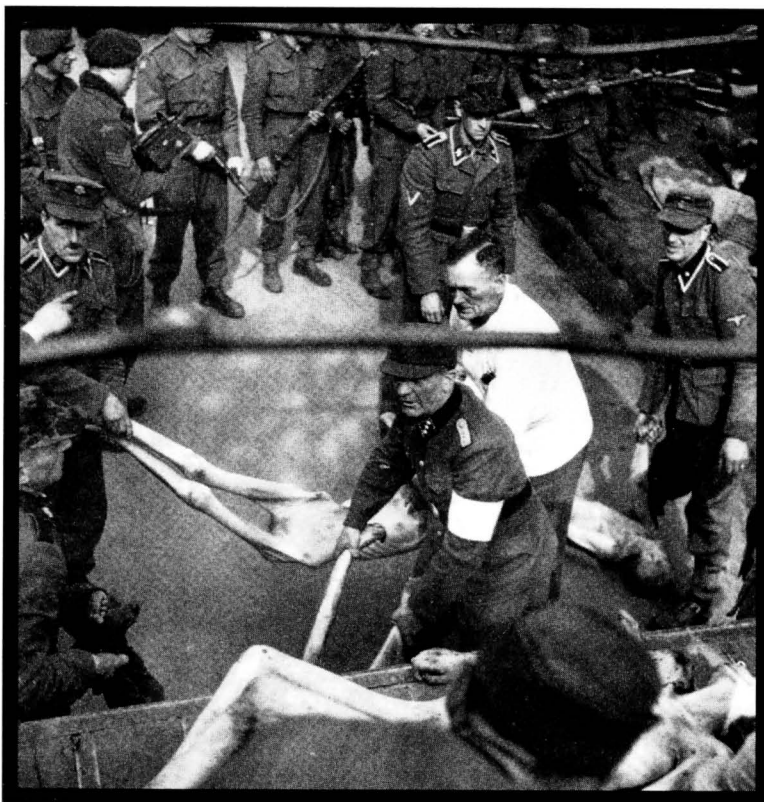
Captured SS are forced to clean up their handiwork at Buchenwald Death Camp.

as any other German soldiers. Unofficially, many of those who "wouldn't surrender" may well have tried before Allied soldiers "finished" the battle.

German Armed Forces

As with most countries, the German armed forces were divided up into a number of branches.

Wehrmacht

The Wehrmacht was the regular army. It was divided up into divisions that were grouped to form armies. The most common division types were infantry, panzer (armored), panzer grenadier (infantry that had been trained to operate in conjunction with tanks), and fallschirmjaeger (paratroopers).

Later in the war, volksgrenadier and volkssturm units were formed. Volksgrenadier divisions were hastily trained units that often had substandard equipment. Their name was intended as a morale booster: "volk" means "people" and the term grenadier was historically associated with elite troops. Volkssturm (People's Storm) units were hastily assembled militia units consisting primarily of old men and young boys. They were often armed with nothing more than a panzerfaust or two.

The Wehrmacht also had a number of Öst battalions that fought in France against the Allied landings. These were Asians that had been captured on the Russian Front and formed into conscript units for use in the West.

Luftwaffe

The Luftwaffe was the German air force. It dominated the skies at the beginning of the war, but by the end, hamstrung by a shortage of fuel and trained pilots, it was capable of only a feeble defense of the Reich. In 1944, most German fighter squadrons in the West were used for defense against the daylight bombing raids of the US Eighth Air Force. The few bomber squadrons still active in this theater operated mostly at night, bombing known troop concentrations, cities, and targets of opportunity.

Kriegsmarine

The Kriegsmarine is the German navy. The German surface fleet was never large enough to be a real threat to the British Royal Navy. However, the few ships it had were of the finest quality. The *Bismarck* and *Tirpitz* rank among the most powerful warships ever built, and the *Scharnhorst* and *Gneisenau* were no pushovers. Most

Editor's Note: The Holocaust

One of the hardest things about making a game set during World War II is how to deal with the atrocities that took place, especially the Holocaust. As a business, we don't want to offend anyone. Simply mentioning the Holocaust in a game setting is bound to offend some. Leaving it out is, in our opinion, even more offensive.

So we've decided to let history be our guide. Where atrocities took place, whether by Allies or Axis hands, we'll deal with them with the facts we have on hand. We're sorry if anything we say or show in our books offends you. Our only defense is that we will endeavor to portray these topics as historically as possible, and use them only with taste, or to show the *true* horror of war. If we err on occasion, please feel free to let us know.

—Shane Hensley
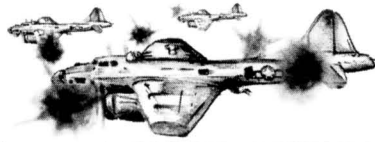
of these ships served as surface raiders during the war.

The real threat posed by the Kriegsmarine was its fleet of submarines, or U-boats. The wolf packs of submarines operating in the North Atlantic very nearly knocked England out of the war. Fortunately for the Allies, improved anti-submarine warfare technology and Ultra intercepts (don't ask, you're not cleared for that level of information, WMs can find out more in Chapter Nine) eventually defanged them.

German Generals

The Wehrmacht had a number of capable generals, but the two below are the ones most likely to affect your hero's immediate future on the Western Front.

Von Rundstedt

Born in 1875, Field Marshal Karl von Rundstedt typifies the best of the old Prussian officer corps. He commanded Army Group South during the campaign in France and again during the initial stages of the Russian campaign. He had serious problems with Hitler's handling of this campaign and resigned his commission just before Hitler had him relieved of command. He was called back to duty as Commander-in-Chief, West to prepare for the eventual Allied invasion.

Rommel

Field Marshal Erwin Rommel was an infantry commander in the First World War where he rose to the rank of Captain. His abilities quickly earned him promotions, and in 1939, he became fascinated with British General B.H. Liddel Hart and German General Heinz Guderian's theories on tank warfare. He not only came to master the best of their theoretical strategies, but added his own incredible genius to the dawn of tank warfare as well.

Rommel is best known for his exploits in Africa, where he earned the nickname, "the Desert Fox." In January of 1944, he was made commander of German forces in northern France and the Low Countries. Prior to the invasion he worked feverishly to strengthen the Atlantic Wall (the series of fortifications along the French coast) against attack. Thousands of mines and obstacles were laid on the beaches and lowlands behind the beaches were flooded to prevent airborne drops.

Army Group B under his command defends the Normandy landing areas.

"It is also greatly in the commander's own interest to have a personal picture of the front and a clear idea of the problems his subordinates are having to face. It is the only way in which he can keep his ideas permanently up to date and adapted to changing conditions. If he fights his battles as a game of chess, he will become rigidly fixed in academic theory and admiration of his own ideas.

Success comes most readily to the commander whose ideas have not been canalized into any one fixed channel, but can develop freely from the conditions around him."

—Field Marshal Erwin Rommel, *The Rommel Papers*, 1943.
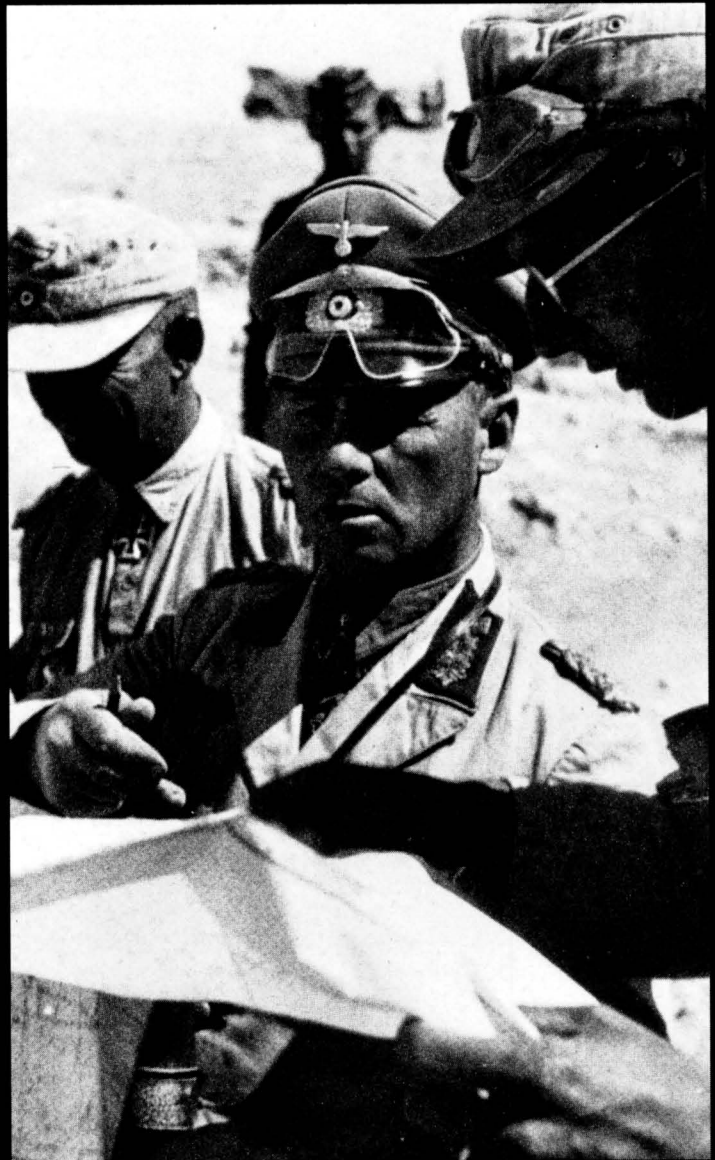
Chapter Three: Skills & Feats

The *Weird Wars* setting is quite different from the Medieval fantasy setting described in the *Player's Handbook*. New technologies and styles of warfare require new skills and feats to accommodate them.

Existing Skills

All of the skills in the *Player's Handbook* are available in *Weird Wars* with the exception of those that are replaced by new skills. Some skills, such as alchemy, are only available to a few select classes. See the Skill Availability Table for details. Skills that don't appear in this table are open to all classes.

Skill Availability

Skill	Restrictions
Alchemy	OSI Adepts only
Decipher Script	OSI Adepts and Operatives only
Combat Medicine	Medics only
Knowledge (Arcana)	OSI classes only
Scry	OSI Adepts only
Use Magic Item	OSI Adepts only

A few skills have been changed slightly for the *Weird Wars* setting. These skills are listed below.

Decipher Script (Int; Trained Only)

This skill works normally on ancient texts, but also allows your hero to break encrypted messages and ciphers. This makes it an important skill for spies. The DC to decipher most encrypted messages is 20 or 25, although simple substitution ciphers may be as low as 10 or 15. Mechanically encrypted messages, such as those created by an Enigma machine, are effectively unbreakable and cannot be cracked with this skill.

Knowledge (Int; Trained Only)

Here are a few additional knowledge skill focuses available in *Weird Wars*.

Biology (the generalized study of the life sciences)

Chemistry (familiarity with chemical processes and interactions)

Engineering (building—or destroying—structures or devices)

Geology (understanding of the Earth, rocks, geological processes, mining, etc.)

Mathematics (complicated formulae and calculations, knowledge of calculus)

Meteorology (study of weather patterns and phenomenon)

Military (knowledge of military

German Field Medics look suspiciously at a wounded comrade.

organizations and hardware. This focus is most commonly used to identify vehicles and weapons on the battlefield. It can also be used to determine the capabilities and weaknesses of enemy hardware and troops encountered.)

Physics (understanding of physical forces and movement)

Check: Solving a problem or answering a question in your hero's field of expertise has a DC of 10 (simple questions), a DC of 15 (basic knowledge), or a DC of 20 or more (truly difficult problems).

Retry: No retry is possible under most circumstances. Your character either knows the answer or he doesn't. However, the WM may allow a retry if your character gains access to new materials on the subject, such as through a visit to a library or university. Raising your hero's rank in the skill also allows a retry.

Special: A hero with 5 or more ranks in any scientific focus gains a +2 synergy bonus to other knowledge skill checks in a scientific focus. This represents the character's mastery of the basics of the scientific method. A hero does not gain multiple synergy bonuses for having more than one knowledge skill at rank 5 or better.

Speak Language (Int; Trained Only)

This skill doesn't work like standard ones. Your hero begins play with 5 ranks in his native language. Characters in *Weird Wars* do not get bonus languages for a high Intelligence score.

Having 1 rank in a language means your character can speak a few simple words.

Two ranks means he can compose basic sentences. Three skill ranks means your hero can say all but the most complex sentences. At four ranks, the character can speak simple sentences with a native accent good enough to fool native speakers in short conversations. At 5 ranks, your hero is fluent in the language and can accurately maintain a native accent in fluid conversation. Six ranks in a language allows your character to accurately mimic particular dialects and regional accents.

Literacy is fairly widespread in *Weird Wars*, so it is assumed that your character can read and write any language he can speak. You're welcome to decide that your hero is illiterate due to his background, of course, but that's purely optional.

Check: A native speaker of the language may make a Listen roll (DC15) to understand a halting speaker. A successful check adds a +4 circumstance bonus to the speaker's language total. Native speakers may also make Listen rolls against the speaker's total to discern false accents. If the speaker has 5 ranks or more in the language, the listener should only roll if he has some reason to suspect deception.

Retry: A character may retry as often as needed to communicate his message. If attempting to pass himself off as a native speaker, there is no retrying a failed opposed roll.

New Skills

World War II requires a few new skills not needed in your average Medieval fantasy world. Each follows the standard rules and mechanics for skill usage unless otherwise noted.

Artillery (Int; Trained Only)

Your hero is trained in calculating indirect fire missions and the sighting and laying of guns and mortars for indirect fire.

Check: See the Artillery section on page 93 for details.

Retry: Nope. You either hit the target or you don't.

Combat Medicine (Wis; Trained Only)

Your hero has training in combat medicine. This branch of medicine focuses on the treatment of gunshot wounds, broken bones, and other common battlefield traumas. The specialized training this skill imparts
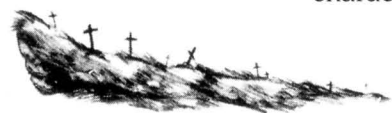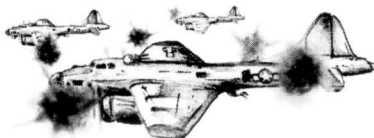
allows a character to heal limited amounts of hit points on the battlefield. Combat medicine cannot be taken as a cross-class skill.

Check: The DC and effect depend on the task you are attempting:

Task	DC
Battlefield Healing	15
Long-Term Care	15
Treat Poison	Poison's DC
Treat Disease	Disease's DC

Battlefield Healing: Combat Medicine can stabilize characters who have been reduced to less than 0 hit points just like the Heal skill. See the rules for stabilizing dying characters found on page 129 of the *Player's Handbook.*

Combat Medicine can also be used to restore hit points to wounded characters. This requires a skill check against a DC of 15. Performing this in combat is a full round action, consumes one "dose" of healing supplies, and heals a number of hit points equal to one healing die roll (see below). Outside of combat, if the medic takes a full minute to perform healing, he may take 10 on his check, and may heal 1 healing die's worth of hit points per minute spent on the patient. If the medic is interrupted for any reason, he must make a new check. Each die of healing applied to a character consumes one dose of healing supplies.

Stabilizing a character is a separate action from healing hit points and must be performed first. In other words, a medic must stabilize a character before he can restore any hit points.

Medics must have access to medical supplies to restore hit points to a wounded character. Once these supplies are exhausted, the medic can no longer restore hit points, but he can still stabilize dying characters. The number of hit points restored by a Combat Medicine check depends on the equipment available. Better equipment provides access to more powerful drugs and specialized instruments that make the medic or nurse's job easier.

Equipment	Healing Die
First Aid Kit	1d6
Medic Kit	1d8
Field Hospital	1d10

Long Term Care: A medic can oversee the recovery of up to 6 patients. A successful check doubles the rate of recovery to 2 hit points per character level per day.

Treat Poison: To treat poison means to care for a single character who has been poisoned and is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character must make a saving throw, the medic must make a combat medicine check. The poisoned character uses the higher of his saving throw or the result of the combat medicine check.

Treat Disease: To treat disease means to care for a single character who has contracted a disease and is going to take more damage from the disease (or suffer some other effect). Every time the sick character must make a saving throw, the medic must make a combat medicine check. The diseased character uses the higher of his saving throw or the result of the combat medicine check.

Demolitions (Int)

This skill can be used to set explosive charges, defuse charges, and to estimate the amount of explosives needed to demolish buildings (see the section on Damaging Buildings, page 112, for more details). The DC of the check depends on the activity being attempted:

Activity	DC
Set Charge	10 or 15
Defuse Charge	10 or opposed
Estimate Charge	20
Tamped Charge	20

Set Charge: This ability can be used to set a single charge to be detonated by fuse or handheld detonator. If a series of charges is to be detonated from a single fuse or detonator, add +2 to the DC for each charge after the first. Partial success

An American sergeant places an antitank mine.

is possible with this use of the skill. For instance, if a character attempts to set a chain of 4 charges to blow at once, the DC is 16. If he rolls a 14 on his skill check, only three of the four charges (determined randomly) actually detonate.

This skill can also be used to set boobytraps. The base DC for this use is 15, +2 for every additional charge rigged to the same trigger. In most cases, a boobytrap is rigged to a wire or object that triggers the explosion when moved. The Demolitions roll used to set the charge is the DC for any spot or search checks made to notice it.

Rolling a natural 1 while rigging a charge is bad news. Roll 1d20. If the roll is greater than the character's Demolitions skill level, the charge detonates immediately. If the roll is less, the charge fails to go off when needed or goes off 1d6 minutes (rounds, for short fuses) before or after desired.

Setting a simple charge (single explosive and fuse) is a full round action. Setting up a string of linked charges is a bit more complicated and takes a minimum of 1 minute per charge. The WM may increase this time depending on the circumstances. For instance, if your hero is swimming in ice cold water beneath a bridge while trying not to be heard by sentries on the road above, it's going to take a little longer. The WM may also impose a circumstance penalty to the skill roll in this case to represent the increased difficulty of setting a charge quietly with cold-numbed fingers.

Defuse Charge: This ability can be used to render an explosive charge harmless. If the charge was set by the character attempting to disarm it, success is automatic as long as the hero doesn't roll a natural 1 (there's always a chance something can go wrong when dealing with explosives). Disarming a charge set by someone else requires a check against a DC of 15. If the person who set the charge took steps to prevent it from being defused, roll an opposed demolitions check. Failing the roll means there is a chance the charge detonates. Roll 1d20 against the hero's demolitions skill level minus the skill level of the character who set the charge. If the roll is higher, the bomb explodes. If it is lower, the charge remains armed. The hero may try again.

Estimate Charge: A successful demolitions check for this use gives the hero an idea of how many damage points a structure has remaining within plus or minus 10%. Heroes with the Profession:

engineer skill gain a +2 synergy bonus to this check. Failing a check for this purpose simply means the hero wildly over- or underestimates the structure's integrity (WM's call).

Tamped Charge: Tamped charges can be used against buildings to cause extra damage without additional explosives. The explosives are shaped, or tamped with rubble, furniture, and what have you, to channel the explosion in the direction it can do the most damage. A successful check causes the explosion to do double damage against its intended target. If the demolitions roll is high enough to make the DC to set a normal charge, but below that for a tamped charge, it is still set, but it was not placed correctly and does only normal damage.

Tamped charges can only be placed against buildings, parked vehicles, and other stationary objects.

Combining Charges: Sometimes the damage caused by a single basic explosive charge isn't enough to get the job done. Adding more explosives to the mix increases the size and power of the blast. Each basic charge added to a bomb increases its damage by 1 die and its burst radius by 1 yard.

Driving (Dex)

This skill is used whenever driving ground vehicles. Characters who plan on driving often should have Wheeled or Tracked Vehicle Proficiency as well.

Check: See the Vehicle Combat section for details.

Retry: Checks made to maneuver a vehicle cannot be retried, the character either retains control of the vehicle or doesn't. Checks made to free a stuck or trapped vehicle may be retried as described on page 101.

Leadership (Cha)

Your hero knows how to motivate and inspire others.

Check: Checks against this skill are used to determine how well your character has communicated his plans to those under his command or the extent to which your hero has inspired them. This skill is used in conjunction with the Command, Command Voice, and Tactics feats to achieve various effects. See the descriptions of these feats for details. Leadership can also be used in air combat, as shown in the Weird Wars companion book *Dead From Above*.

Mechanic (Int)
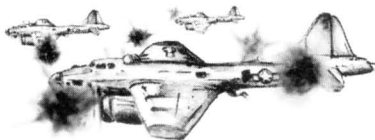
Your soldier can repair damaged vehicles, weapons, and machinery.

Check: Most repair checks are made to fix broken vehicles or weapons. The DC and time required depends on the type of repair being made. Each successful attempt to restore lost damage points restores 2d20 points plus 1 for every point by which the skill roll exceeds the DC. Beating the DC also reduces the time required by 10% for each point by which the roll exceeded the DC (maximum reduction of 50%).

The listed DCs assume the mechanic has the proper tools and access to spare parts. If he doesn't have either, he suffers a -5 penalty. A vehicle that has lost more than 25% of its original damage points has suffered serious structural damage. Restoring it back to its original total requires access to some form of welding equipment. Without this equipment, the vehicle can never be restored to more than 75% of its original damage point total. Working on unfamiliar vehicles or machinery increases the DC by +5.

A mechanic can also choose to attempt temporary or jury-rigged repairs. This reduces the DC by 5, and cuts the required time in half. However, there is a chance that these repairs can come apart under stress. Each time the weapon or vehicle takes damage or is used in a way that requires a skill check, roll 1d20 against the mechanic's skill rank. If the roll is higher than the character's Mechanic rank, the repairs fall apart. Damage points cannot be restored through jury-rigging.

Repair	DC	Time
Personal Weapon	10	1d10 minutes
Heavy Weapon	15	1d20 minutes
Critical Damage	20	1d10x10 minutes
Restore DPs	15	1d20x10 minutes

Navigation (Int)

Your hero has been trained to determine his location using a map, compass, and watch, or by taking a sighting of the stars or sun.

Check: Perform a navigation check (DC20) whenever the hero needs to determine his exact location or plot a course to a destination. If the character succeeds, he knows his relative location. If the character misses the roll by 1 to 4 points his calculations are off by 1d4 (1d10, if in an aircraft) miles times the number of points the roll failed by. If the roll is missed by 5 or more points, the character is lost, but can try again. A roll of a natural 1 means that the hero thinks he

A young and idealistic Russian officer leads from the front.

knows where he is, but is actually off by 5d10 (5d20 in an aircraft) miles.

If the character does not have the proper equipment, increase the DC by 10.

Prayer (Wis)

This skill is used by OSI chaplains to invoke divine power.

Check: Prayer checks are made to cast divine miracles.

Existing Feats

Most existing feats are available to characters in *Weird Wars*. Only item creation feats are not normally allowed to characters. To be specific, Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, and Scribe Scroll. Certain NPCs under the WM's control may have these abilities, but player characters do not. Metamagic feats may be used normally.

A few existing feats need some modification for use in *Weird Wars*. These are listed below.

Far Shot

This feat cannot be used with shotguns or sawed-off shotguns using shot shells. A hero firing slugs from these weapons may use the Far Shot feat.

Rapid Shot

This feat isn't actually altered, but just to make it perfectly clear, Rapid Shot grants your hero one additional attack. It doesn't matter how many base attacks your hero has or how many weapons he

An American mans a .50 caliber M2, or "Ma-Deuce."

is using. A grunt with three base attacks and two pistols still gets only one extra attack from this feat.

Simple Weapons Proficiency

This feat includes the use of bayonets (mounted or handheld), the use of the rifle butt as a weapon, and the use of hand grenades.

New Feats

Automatic Weapons Proficiency (General)

Your hero has received training with automatic weapons.

Prerequisite: Firearms Proficiency

Benefit: Your hero makes attack rolls with submachineguns, automatic rifles, and machineguns normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty. Characters without this feat may not make suppressive fire attacks.

Command (General)

Your hero is able to quickly formulate plans under fire and communicate them to his troops.

Prerequisite: Command Voice, Int 12+, rank of Sergeant or higher.

Benefit: Using a combination of hand signals and shouted orders, your hero can quickly communicate a coordinated plan of action to those within sight or range of his voice. The player must come up

with a plan and explain it to the WM. The plan can only use actions which the involved characters could conceivably perform in the current combat round. Then he must make a Leadership roll versus a DC of 15 plus the number of soldiers involved in the plan. If he succeeds, all of the characters involved in the plan act in unison on an initiative number equal to the leader's minus 1. Failure at the Leadership roll causes confusion and reduces the initiative number of all the soldiers involved by 5 for the current round. Communicating a plan in this way is a full round action.

Enacting a plan in this way only affects the involved soldiers' initiative for the current round. On subsequent rounds, the soldiers act on their normal initiative number.

Example: On 18, Lt. Morrison yells to his men, "Kowalski, Carpazzo, and Uppam lay down covering fire on that machinegun. Jackson, once they start firing make a dash for that crater." In game terms, this means he must make Leadership roll against a DC of 19 (15 + 4 soldiers). If he succeeds, on 17 (18-1), the three soldiers make suppressive fire attacks against the machinegun crew. Jackson delays until 16 and then runs for the crater.

Command Voice (General)

Your hero has mastered the skill of projecting his orders in a loud, authoritative voice that grabs the attention.

Prerequisite: Rank of sergeant or better.

Benefit: Under normal combat conditions, a shout is understandable up to a range of about 60 feet. Heroes with this feat can be understood out to 120 feet.

In addition, your hero can take a move equivalent action to bark orders. This gives any soldiers, who are under his command, within the sound of his voice, and suffering from the effects of suppression or fear, an immediate chance to roll a new Will save against the effect. They gain a +2 morale bonus to their rolls.

Dead Eye (General)

Some people are just naturally good shots. These heroes are more likely to hit their opponents in a vital spot. Dead Eye raises a character's damage total when he's made an exceptional attack roll with a ranged weapon.

Prerequisite: Proficient with weapon,
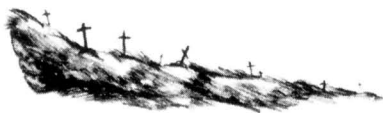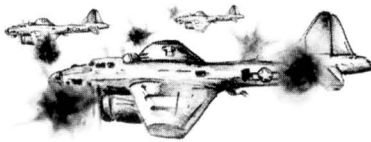
Point Blank Shot, base attack bonus of 4+.

Benefit: If the character uses the full-attack option while shooting, he adds his level to the damage of his attack. This feat applies to all the character's attacks in a round. The damage is multiplied if the shot is a critical as usual.

Special: Creatures that are immune to criticals do not suffer this additional damage.

Eagle Eyed (General)

Your hero can spot a gnat at 100 yards.

Prerequisite: None.

Benefit: Your hero gains a +2 proficiency modifier to any Spot or Listen checks made at 100 yards or more. In air combat, a character with this feat that is able to communicate with his squadron leader grants a +4 circumstance bonus to the leader's Leadership check for position at the start of the battle.

Eye for Terrain (General)

Your hero has an innate talent for picking good defensive terrain.

Prerequisite: Tactics

Benefits: This feat grants the character a +2 proficiency bonus to Spot checks to detect an ambush (this stacks with the bonus granted by Tactics). When setting an ambush, the character and all soldiers under his command gain a +2 proficiency bonus to their Hide rolls. Tank crewmen with this feat gain a +4 proficiency bonus when performing a search for a hull down position.

Firearms Proficiency (General)

Your hero has received basic small arms training.

Prerequisite: None

Benefit: You may use any non-automatic pistol or rifle without incurring a non-proficiency penalty.

Normal: A character who uses a weapon without being proficient with it incurs a -4 penalty.

Flamethrower Proficiency (General)

Your hero has received training with flame-throwing devices.

Prerequisite: None

Benefit: You may use any flamethrower without incurring a non-proficiency penalty.

Normal: A character who uses a weapon without being proficient with it incurs a -4 penalty.

Forward Observer (General)

Your soldier has been trained in the proper procedures for calling in artillery strikes.

Prerequisite: None

Benefit: Your hero may use his Artillery skill to call in artillery attacks and adjust fire without incurring a non-proficiency penalty.

Normal: Characters without the Forward Observer feat suffer a -4 non-proficiency penalty to their Artillery skill checks when calling for fire. They may not adjust or walk the artillery strike. See the Artillery section on page 93 for details.

Gunnery Proficiency (General)

Your hero has been trained to use large caliber guns like artillery pieces, antitank guns, and vehicle-mounted cannons.

Prerequisite: None

Benefit: You may use these weapons without incurring a non-proficiency penalty.

Normal: A character who uses a weapon without being proficient with it incurs a -4 penalty.

Gyrostabilizer Proficiency

Your tanker has been trained in the use of gyrostabilizing devices. Using one of these devices is quite complicated, so characters without this proficiency—while they can read the instructions—can't make truly effective use of the device.

Prerequisite: Gunnery Proficiency

Benefit: Characters with this feat may gain the benefits of a gyrostabilizer.

Normal: Characters without this feat gain no benefit from the use of a

A flamethrower in action.

An American cowboy and his 81mm mortar.

gyrostabilizer.

Mortar Proficiency (General)

Your hero knows the basics of using mortars for both direct and indirect fire.

Prerequisite: None

Benefit: Your character may use his Artillery skill with these weapons without incurring a non-proficiency penalty.

Normal: A character who uses a weapon without being proficient with it incurs a -4 penalty.

Incoming! (General)

Your hero has been in combat long enough to distinguish the sound of incoming artillery fire.

Prerequisite: The character must have been in combat at least one month.

Benefit: Whenever the character comes under artillery attack, make a Listen roll against a DC of 10. If he succeeds, he may throw himself prone before the shell impacts and he receives a +4 bonus to Reflex saves made to avoid damage from the attack.

Mechanized Infantry (General)

A hero with this feat is trained to fire small arms from moving vehicles.

Prerequisite: Simple Weapons

Benefit: The penalty suffered from firing personal weapons from moving vehicles is halved.

Natural Born Leader (General)

Your character was born to lead men in combat.

Prerequisite: Charisma 13+

Benefit: Other soldiers instinctively follow your hero's lead in dangerous situations. This grants other soldiers within sight of your hero a morale bonus to their saves against suppression and fear equal to your character's Charisma bonus.

The downside to this is that should your hero become suppressed or fall victim to fear, this bonus becomes a penalty to the other soldiers' saves. After all, if things are bad enough to make your character afraid, the others should be very afraid.

In situations where there are two or more natural born leaders in a group, only the highest bonus applies. If one of these characters becomes suppressed or afraid, the highest bonus of the non-suppressed natural born leaders can be used to offset the penalty incurred.

Parachute Proficiency (General)

Your hero has received training with parachutes and is qualified to make an airborne drop.

Prerequisite: None

Benefit: Your character does not incur a non-proficiency penalty when using a parachute.

Normal: Characters using a parachute without this proficiency suffer a -4 penalty to Dexterity checks made to maneuver the parachute or land.

Rank (General)

Your character has been promoted to a position of responsibility.

Prerequisite: Character must belong to a military or OSI class. Resistance fighters cannot have rank.

Benefit: Starting characters begin as new sergeants or green second lieutenants (if of the officer class). All military characters of lesser rank are expected to obey your orders and can be court-martialed if they do not. Ranks above the starting levels must be earned (see the Promotion section in Chapter Nine).

When attempting to Intimidate a lower ranking character of the same military service, higher ranking characters receive a +1 bonus to the their Intimidate checks for each level difference in rank.

Rocket Launcher Proficiency (General)

Your character is trained in the use of direct-fire rocket launchers. He knows how to operate its mechanisms as well as how to lead a moving target.

Prerequisites: None
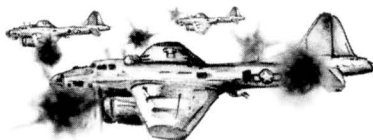
Benefit: You may use bazookas, PIATs, panzerschrecks, and panzerfausts without incurring a non-proficiency penalty.

Normal: A character who uses a weapon without being proficient with it incurs a -4 penalty.

Tactician (General)

Your hero has a natural grasp of small-unit tactics and can instantly size up a situation.

Prerequisite: None

Benefit: At the beginning of any combat encounter in which your hero is in charge, he can make an opposed Leadership roll against the leader of the opposing force. If he wins, all characters under your hero's command and within sound of his voice (60 feet in combat) gain a +2 bonus to their initiative rolls. In addition, your character receives a +2 proficiency bonus to all Spot checks to notice an ambush.

Note that in situations where multiple characters have this feat, only the highest ranking character gets to roll against the enemy leader.

Tracked Vehicle Proficiency

Your hero knows the basic operation of tracked vehicles. He can drive them, and perform basic functions such as replacing a track.

Prerequisite: Wheeled Vehicle Proficiency

Benefit: Your hero may use his Driving skill with tanks and halftracks without incurring a non-proficiency penalty.

Normal: Characters driving tracked or half-tracked vehicles without this feat incur a -4 non-proficiency penalty.

Wheeled Vehicle Proficiency

Your hero knows the basic operation of wheeled vehicles. He knows how to drive them, and perform very basic repairs (such as fixing a flat tire, adding oil, or identifying the radiator).

Prerequisite: None

Benefit: You may use his Driving skill with motorcycles, jeeps, cargo trucks, etc. without incurring a non-proficiency penalty.

Normal: Characters driving wheeled vehicles without this feat incur a -4 non-proficiency penalty.

New Weird Wars Skills

Skill	Key Ability	Notes
Artillery	Int	Trained Only
Combat Medicine	Wis	Trained Only
Demolitions	Int	
Driving	Dex	
Leadership	Cha	
Mechanic	Int	
Navigation	Int	
Prayer	Wis	Exclusive skill

New Feats

Feat	Prerequisite
Automatic Weapons	Firearms
Command	Command voice, Int 12+, rank of Sergeant or higher.
Command Voice	Rank of Sgt. or better
Dead Eye	Proficient with weapon, Point Blank Shot, base attack bonus of 4+.
Eagle Eyed	
Eye for Terrain	Tactics
Firearms	None
Flamethrower	None
Forward Observer	None
Gunnery	None
Gyrostabilizer	None
Mortar Proficiency	None
Incoming!	In combat at least 1 month
Natural Born Leader	Cha 13+
Parachute Proficiency	None
Rank	Military or OSI class
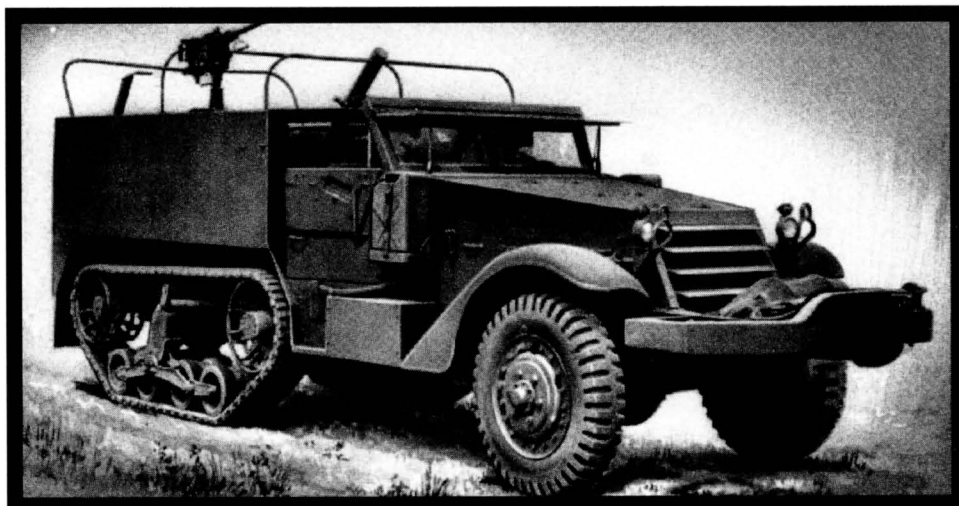
An American M3 Halftrack. A frequent ride for the heroes of the Weird Wars

Chapter Four: Equipment

World War II truly spanned the globe and involved more nations than any war in history—and every one of them had their own equipment—knives, pistols, rifles, grenades, and especially military vehicles. There's no way we can give an exhaustive list of the equipment used by even the major players in the war in this book, but this chapter provides a good overview of the most common and interesting equipment used in the Western European Theater. More equipment for other theaters like North Africa and the Pacific will appear in books that cover those areas in depth. Aircraft, rules for using them, and the pilot class also appear in a separate book, entitled *Weird War Two: Dead From Above.*

We've broken down the massive amount of equipment we do cover here by nation and type. Entries for large, crew-served weapons, like antitank guns, list a typical ammo load-out for the weapon (the amount of High Explosive (HE), Armor Piercing (AP), and any other special ammo such as Tungsten rounds (T). Guns that have occupied a position for a while or are part of a planned offensive may have larger stocks of ammunition available to them. The game statistics for weapons can be found at the end of this chapter.

Infantry Weapons

This first section deals with both personal firearms and crew-served weapons that infantry are likely to encounter or use in the battlefield.

Civilian Weapons

A variety of civilian weapons were used by resistance forces.

Browning High Power: The Browning HP is a Belgian design used by many militaries. When Belgium was overrun many of these were put into service by the Germans. A good number also ended up in the hands of various resistance movements.

Garrote: The garrote requires the Exotic Weapon Proficiency feat. It is a short piece of piano wire with small wooden handles at each end. It is normally looped over the target's head and tightened around his throat, causing suffocation and sometimes cutting the carotid artery. A garrote attack can only be made when the attacker is eligible to conduct a sneak attack. Hitting with the garrote requires a successful touch attack made with a -6 modifier. If the attack hits, the target takes damage and is considered grappled.

The attacker may add any sneak attack bonuses to damage on the first round of the attack. Each round thereafter, the attacker can inflict the weapon's normal damage to the target on his action. The only action possible by the target is to attempt to break the grapple. The attacker gains a +4 circumstance bonus to rolls made to maintain the grapple. The attacker may choose to do real or subdual damage.

Note that a garrote may be used for a coup de grace as well if the defender is unaware of the attacker's presence. Sneaking this close to a defender typically gives the victim a +4 circumstance modifier to his Listen roll.

Molotov Cocktail: A Molotov is a simple, makeshift flame weapon consisting of a glass container filled with gasoline or other flammable liquid attached to an oily rag. The rag was ignited and the container thrown at the target. If all goes well, the container shatters against the target and engulfs it in flames.

Revolvers: A wide-variety of police revolvers, most .38 caliber, could be found in civilian hands during the war.

Rifle: Most civilian rifles are lever or bolt-action and are chambered for a variety of calibers ranging from 6mm to 9mm. Many are single-shot weapons, but others have integral magazines that held up to 5 shots.

Shotgun: A wide variety of civilian shotguns are used by resistance fighters. Most of these are simple, single-shot, break-open models with one or two barrels.

German Weapons

The German reputation for quality engineering was well-earned during World War II. More than any other country involved in the war, Germany continuously upgraded and improved its weaponry throughout the conflict. This resulted in weapons that ranged from the astonishingly effective—the Me-262 and Panther—to the ridiculously wasteful like city-leveling, monster artillery pieces that required crews of hundreds of men.

In many cases, this constant tinkering backfired. Many of the German heavy tanks like the Tiger were overly complex and required many more man-hours to produce than simpler, yet effective weapons. Given Germany's limited production capacity, this meant that the country could never hope to match its opponents' production in sheer numbers.

Pistols

Pistol P08 (Luger): This 9mm pistol was first taken into service with the German army in 1908. It remained the standard service pistol until the introduction of the Walther P38. Production ended in 1942, but it was never completely replaced by the P38 due to the failure of Walther to meet demand for the new pistol. Lugers had a distinctive look that made them prized war trophies by Allied soldiers.

Walther PPK: This small 9mm pistol was easy to carry and conceal. It was widely used by the Luftwaffe and many German police organizations. Many staff officers also carried it as personal weapon.

Walther P38: This simple pistol was designed to replace the Luger and production began in 1938. Walther was never able to meet demand for the pistol which was widely used as a sidearm throughout the German armed forces.

Submachineguns

MP35: The MP35 was a reliable submachinegun used exclusively by the Waffen SS. It had a unique trigger assembly that allowed the shooter to control the rate of fire through pressure. A light trigger pull allowed single shots, while a hard trigger pull caused the weapon to fire in a fully automatic mode. Characters who are familiar with this feature of the weapon may fire single shots or bursts with it and may vary the rate of fire between attacks.

MP40: This weapon is often referred to mistakenly as the "Schmeisser," although the German weapon designer Hugo Schmeisser had nothing to do with its development. The gun was a simplified version of the MP38. It was issued primarily to panzer grenadier units.

Rifles

Gewehr 43: This rifle was developed to take advantage of the greater firepower provided by semiautomatic weapons. It can optionally be fitted with a 4x telescopic sight and was often used by German snipers.

Kar 98k: The Kar 98k is a shortened version of the Gewehr 98—the rifle used by Germany in World War I. It is a simple and reliable bolt-action rifle with an integral magazine.

Sturmgewehr 44: The Sturmgewehr 44 was the first true modern assault rifle. It had a selector switch that allowed the shooter to choose between semi-auto and
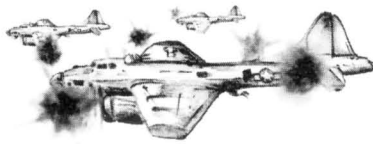
fully automatic fire. This means that characters with this weapon may fire bursts or single shots. The weapon fires the 7.92mm kurz (short) round. This ammo is not compatible with other 7.92mm weapons.

Machineguns

Maschinengewehr 34 (MG34): To avoid the restrictions placed on the German armed forces by the Treaty of Versailles, early versions of this machinegun were developed in Switzerland by a shell company of Rheinmetall-Borsig. It was a good, reliable weapon, but too difficult to manufacture. Attempts to simplify the design led to the development of the MG42. The MG34 can be fired from a tripod or from its integral bipod.

Maschinengewehr 42 (MG42): This excellent machinegun was nicknamed "Hitler's Buzzsaw" because it has an extremely high rate of fire that makes a sound like tearing linoleum. The MG42 can be fired from a tripod or from its integral bipod. The MG42 design served as the basis for the M-60 machinegun in use by the US Army today.

In game terms, this weapon's high rate of fire means it fires 4-shot bursts, rather than the standard 3-shot bursts.

Antitank Weapons

Raketenpanzerbuchse (Panzerschrek): This potent antitank rocket launcher was based on the design of bazookas captured by German forces in North Africa. The large warhead it fired could knock out any Allied tank. The weapon's official designation was RPzB 54, but it was nicknamed ofenrohr (oven chimney) and panzerschrek (tank terror). The weapon was usually served by a two-man crew. One man aimed and fired the weapon, the other loaded the rocket and connected the electrical connections to the ignition system.

Panzerabwehrkannone (Pak) 38: The Pak 38 was a small, light 50mm antitank gun that could be easily be moved by hand. It was first introduced to counter Soviet armor on the East Front, but it also saw service in the West throughout the war. By 1944, it was a bit underpowered in the antitank role, but it could still penetrate most Allied tanks—especially when firing high-velocity, tungsten ammo. The gun had a crew of 5 and a small blast shield (Armor 20). The gun is normally equipped with a mix of armor piercing, HE, and tungsten rounds (AP35/HE15/T5).
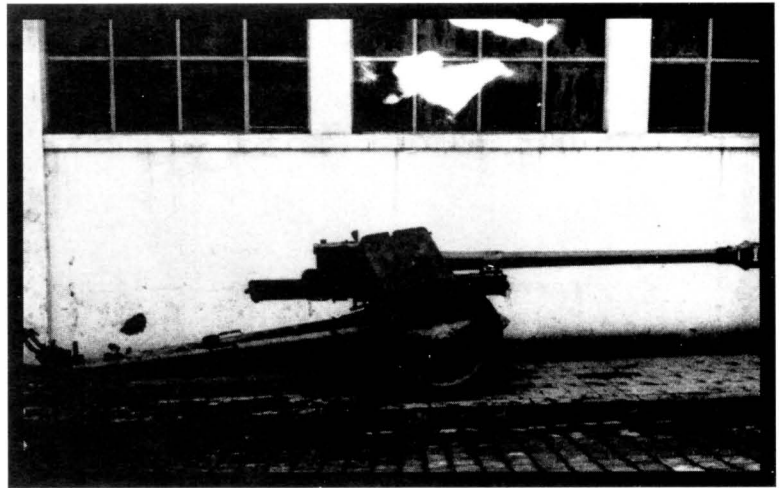
An abandoned Pak 40 75mm antitank gun.

Pak 40: The Pak 40 is a 75mm antitank gun. It was much heavier than the Pak 38 both due to its size and a shortage of the light alloys used in the construction of the smaller gun. This powerful gun is capable of knocking out any tank fielded by the Allies. It has a crew of 6, a front gun shield (Armor 20), and used a mix of AP, HE, and tungsten ammo. (AP25/HE20/T5).

Pak 43: The Pak 43 is a version of the dreaded German "88" adapted specifically for use against armor. It is mounted lower to the ground than the antiaircraft version and sports a sloped blast shield for the protection of the crew (Armor 30). This fearsome weapon can easily penetrate Allied armor at long ranges and is greatly feared by Allied tank crews. It has a crew of 7 and fires a mix of ammo. (AP30/HE20).

Panzerfaust: The panzerfaust is a simple, single-shot, disposable antitank weapon capable of knocking out any Allied tank. It consists of a short tube filled with propellant at the end of which is a large, shaped-charge warhead. The panzerfaust comes in three versions: the panzerfaust 30, panzerfaust 60, and panzerfaust 100. The number following the name is the weapon's effective range. Allied infantrymen often keep captured panzerfausts for their own use as most Allied antitank weapons are incapable of penetrating heavy German armor from the front.

Grenades and Explosives

Flammenwerfer 41: This is the standard-issue German flamethrower. It consists of two tanks connected to a projector wand through a flexible hose. One tank contains compressed propellant,

A German skirmish line firing Kar 98k rifles. The soldier at far left is throwing a potato masher.

the second contains fuel. These weapons are normally issued to Pioneer (combat engineer) units.

Geballte Ladung: This improvised antitank weapon consists of the heads of six potato mashers strapped with wire around the head of a seventh. It is armed by igniting the central grenade and is then thrown on or under the enemy tank. German infantry generally only use such devices when panzerfausts run short.

Panzerwurfmine: This antitank mine is issued only to specially-trained tank hunter squads. The grenade consists of a large, shaped-charge warhead connected to a shaft. On the shaft are small, fabric-covered fins that pop out when thrown, and ensures the grenade hits the target warhead-first.

Schiessbecher: The schiessbecher isn't a grenade itself—it's actually a cup-like attachment that can be attached to the barrel of the Kar 98k to launch rifle grenades. Most rifle squads have one man trained and equipped with this weapon with a supply of ten HE and five AT rifle grenades.

Stielhandgranate 24: This is the famed potato masher grenade (so named for its resemblance to this bit of household equipment).

It consists of a small charge on the end of a short throwing handle. It is armed by unscrewing the cap at the base of the handle and pulling the detonation cord. Unlike Allied grenades, which depend on fragmentation effects for killing power, the potato masher depends primarily on its explosive power alone to kill. Its fragmentation power can be increased by adding "splitterringe" (fragmentation rings) over the grenade's head.

Support Weapons

Granatwerfer 36: This is a small, man-portable, 50 mm mortar. It is normally served by a two-man crew. When moving, one man carries the mortar while the other carries the ammunition. Ammunition is transported in small steel boxes with carrying handles that can hold four 50mm rounds.

Granatwerfer 34: The sGrW 34 is a simple yet accurate 81mm mortar. It is operated by a three-man crew and breaks down into three pieces: baseplate, tube, and tripod. Its simple design allows it to fire captured ammunition of a similar caliber.

Antiaircraft Weapons

Flakvierling 38: This weapon has taken a heavy toll on low-flying Allied attack aircraft. It is a rapid-firing, 20mm antiaircraft gun that mounts four barrels on a light gun carriage. It is easily manhandled by its crew of six. (HE60/AP20)

Flak 36: The dreaded German 88mm Flak 36 is the bane of both tank and aircraft crews alike. It can engage aircraft up to 26,000 feet or switch to a ground role and pop Allied tanks like so many balloons. Rommel used these weapons as deadly tank killers in the deserts of North Africa and it claimed many more Allied tanks in Europe and Russia. By August of 1944, more than 10,000 of these guns were in active service. The Flak 36 had a crew of seven and takes a few minutes to set up. It was much too heavy to be moved by hand and relied on gun tractors or halftracks for transport. (HE20/AP30).

United Kingdom

The outbreak of war in 1939 caught the UK somewhat off guard and the British munitions industry was constantly struggling to keep up with the demand for weapons. Most British weapon designs were workmanlike, but effective. The Sten gun, an ugly, but deadly, submachinegun, is a prime example of this form of rushed development.

Pistols

Enfield No. 2 Mk1 & Mk1*: This sturdy revolver was issued in large numbers to vehicle crews and glider pilots. The original Mk1 had a tendency for its hammer to snag on things inside the close confines of a vehicle, so a new model with the hammer spur removed was created and designated the Mk1*.
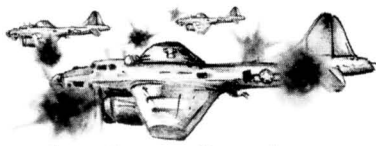
Webley Mk4: The Webley Mk4 is nearly identical to the Enfield No. 2 Mk1. It was manufactured by Webley when government factories were unable to meet the demand for pistols.

Submachineguns

Sten: Following the Dunkirk evacuation, the British Army was desperately short of weapons. The Sten was rushed into production to meet a call for submachineguns that could be quickly mass-produced. It's an ugly weapon made of steel tubes and sheet stampings held together with pins, welds, and bolts. Although not much to look at, it is a reliable and deadly weapon. The Germans even produced their own version of the gun in 1944 and '45.

Rifles

No. 4 Lee-Enfield: The Lee-Enfield is a sturdy, bolt-action rifle that fires a .303 cartridge. It evolved from earlier rifles used in World War I and earlier. It has a 10-round internal magazine.

De Lisle Carbine: This weapon was developed specifically for the Commandos and other units that needed a silenced weapon. It has an integral silencer as part of the barrel and fires a subsonic .45 round. Detecting the sound of this weapon firing within 60 feet requires a Listen check against a DC of 20. It is normally undetectable beyond this range unless conditions are very quiet. After the invasion at Normandy, there was less of a need for this weapon by conventional forces, so many were transferred to the OSI's armory.

Machineguns

Bren Gun: The Bren gun was developed from a Czechoslavakian design. Its name comes from a combination of its place of origin, BRno, and the place in which it was manufactured Enfield Lock. This excellent weapon has an integral bipod and a carrying handle above the barrel for easy transport. Its curved, top-mounted magazine gives it a distinctive appearance. The Bren is equipped with a selector switch that allows the user to choose between full-auto and single-shot operation.

Vickers Machinegun: The Vickers evolved from the Maxim gun of the late 19th Century. It is a water-cooled machinegun fired from a heavy tripod. The weapon's ammunition feeds on heavy canvas belts that cannot be linked. The gun itself is a handful to transport. When the cooling sleeve over the barrel is filled with water, the gun weighs 40 pounds. Its tripod weighs an additional 49 pounds. The cooling sleeve can be attached by hose to a water can that collects evaporated steam from the barrel—useful for situations where there is not a ready supply of water.

Antitank Weapons

PIAT: Piat stands for Projector, Infantry, Anti-Tank. It consists of a short tube with a shoulder pad at one end. At the other end is a short trough in which the antitank round is placed. The tube contains a powerful spring that shoots forward when fired and ignites the round's propellant charge. Recoil from the charge, in theory, recocks the spring. This doesn't always happen, though, and recocking the spring normally requires the efforts of two people.

In game terms, whenever a natural 1 is rolled when attacking with a PIAT, the spring has not recocked. Cocking it requires the user to spend a full-round action and succeed at a Strength check (DC20).

6-pdr: The 6-pdr first saw action in the deserts of North Africa. It was retired from the Royal Artillery after this

British Airborne troops carrying Sten Submachine guns.

campaign and transferred to infantry units for antitank defense. The 6-pdr was unable to penetrate heavy German armor like the Tiger from the front, but performed well against lighter vehicles. This weapon was adopted by the US Army to replace its obsolete arsenal of 37mm antitank guns. The 6-pdr has a crew of five. (HE15/AP30)

17-pdr: The 17-pdr was designed to take on heavy German tanks and performed well in this role. The weapon has a crew of 7. (HE20/AP30/T5).

Grenades & Explosives

No. 23 MkII: The British Army has a wide range of fragmentation grenades. The No. 23 MkII is typical.

Lifebuoy: Officially known as the Flame-Thrower, Portable, No. 2 MkII, this flamethrower was nicknamed "the lifebuoy" by the troops because the main fuel tank is donut-shaped with a spherical propellant tank suspended in the middle.

Support Weapons

2-inch Mortar: This small mortar is light and easily portable by a single person. It is normally served by a crew of two. One crew member carries the mortar while the other carries the ammunition.

3-inch Mortar: This medium mortar has a crew of three. It breaks down into three pieces for leg transport, but mechanized units normally transport these weapons on a Universal Carrier. The mortar is carried fully-assembled and then removed from the carrier for firing.

Antiaircraft Weapons

40mm Bofors: The Bofors gun is a Swedish design developed before the war. Numerous countries purchased the license to build their own, including Hungary, Poland, Finland, Greece, Norway, and Great Britain. Both Great Britain and France were in such a hurry to arm themselves with these guns that they bought guns from Poland. The US manufactured the gun as the 40-mm Gun M1 and Germany manufactured it in Norway as the Flak 28.

The Bofors is a fully automatic, 40mm cannon mounted on a light gun carriage. It normally has a crew of 6. (HE50/AP20).

United States

The United States relied on its industrial might to get it through World War II. A number of standard designs were adopted and these were mass-produced in enormous numbers for use

both by American troops and her allies. These basic designs were incrementally improved throughout the war to counter growing enemy threats. This cautious approach to weapon design often had tragic consequences on the battlefield.

Pistols

Liberator M1942: This strange little gun was developed as an assassination weapon for people with little or no training in occupied countries. The Liberator is small and easily concealable. It holds only a single shot, but there is room to store five more bullets in the weapon's handle. The gun's short, unrifled barrel makes it unsuitable for use at anything other than extremely close range. Liberators were airdropped into occupied countries in small plastic pouches that also contained six rounds of ammunition and a short, cartoon-like pamphlet depicting how to operate the weapon.

M1911A1: One of the most successful pistol designs ever developed, the M1911A1 was originally produced for use in World War I. Insufficient supplies were available to equip all US troops in that war, but by World War II, most American units were equipped with this pistol. It is normally issued as a sidearm to officers and vehicle crews.

M1917: The Smith & Wesson M1917 is a robust revolver developed in World War I to meet the shortages caused by insufficient numbers of the M1911. It is chambered to fire the same .45 caliber ammunition as the M1911. This caused a problem because .45 ACP rounds are rimless and revolver rounds need rims to hold them in the cylinder. This was solved by using half-moon shaped clips that attached to the base of the rounds. Each clip holds three bullets.

Large numbers of the M1917 were shipped to England for use by the British Home Guard and Royal Navy in 1940. Many US military police units used this revolver throughout the war as well.

Rifles

M1903A3: The M1903A3 is an accurate bolt-action rifle first adopted by the US Army in 1903. The A3 version was modified with a pistol grip stock to allow better aiming. Short supplies of the M1 Garand forced this weapon back into production and many US troops who landed in France on D-Day were equipped with this rifle.

M1903A4: The A4 version of the M1903 was designed specifically for use by
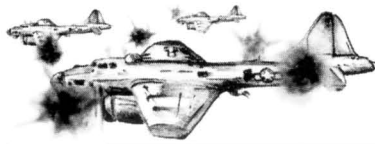
scouts and snipers. It was issued with a Weaver 4x scope as standard equipment and had no fixed sights.

M1 Garand: The Garand was the first self-loading rifle to be accepted for military service. It is loaded with an eight round stripper clip that slides completely inside the weapon's internal magazine. This clip has two drawbacks. First, the soldier can load eight rounds or nothing. There is no way to top off a partially-loaded gun. The second problem is that when the last round is fired, the clip ejects from the weapon with a distinctive pinging noise that tells any nearby enemies that the soldier needs to reload.

M1 Carbine: The M1 Carbine was developed for use by second-line troops and as a secondary weapon for specialists like machinegunners. It fires a shortened 7.62mm round that is not compatible with that fired by the Garand, BAR, or M1919. The weapon's high ammo capacity and lighter weight makes it popular with front line troops.

Submachineguns

M1 Thompson: The M1 Thompson is a simplified version of the M1928 Thompson. The earlier M1928 model was capable of accepting 50 and 100-round drum magazines, but these were found to be too unreliable for military use. The newer M1 version is easier to mass produce and accepts only vertical 20 or 30-shot magazines. It is issued to commando units and paratroopers, and was also carried by some vehicle crews.

M3: Nicknamed the "grease gun" by the troops due to its tubular shape, the M3 was the US equivalent of the British Sten. It was a simple and somewhat ugly, but easily produced in large quantities. The M3 is used both as a front line weapon and as a backup weapon for transport unit drivers and vehicle crews.

Machineguns

Browning Automatic Rifle (BAR): The BAR is a light machinegun created to give rifle squads some additional mobile firepower. It first entered service with the US Army in 1918—a few saw action in France during the final months of World War I. Updated models, the M1918A1 and M1918A2, were issued to US troops in World War II. These newer models include an integral bipod that allows braced fire. The BAR's main drawback is its 20-round magazine—much too small for a weapon used in a machinegun role.

M1919A4: The M1919A4 is the standard United States machinegun. It's highly

A host of American machine guns, including M2s and M1919s guard a vital road.

reliable and capable of withstanding considerable abuse. It is normally fired from a tripod.

M1919A6: The M1919A6 is a modified version of the A4, designed to supplant the BAR as a squad support weapon. It is basically an M1919A4 fitted with a shoulder stock, bipod, and carrying handle. It uses the same 250-round belts as the A4.

M2: The .50 caliber M2 is a fear-inspiring machinegun. Although slow-firing, its heavy bullets are equally effective against both men and light vehicles. Besides being used as an infantry weapon, the M2 is often mounted on vehicles as an antiaircraft gun.

Antitank Weapons

Bazooka: The M1A1 bazooka fires a 60mm rocket armed with a shaped-charge warhead. The weapon is normally served by a crew of two. One man aims and fires the weapon while the other loads the rockets and connects the electrical ignition system. When first introduced, the bazooka was capable of defeating most German armor, but by the end of the war it was unable to kill heavy German tanks unless fired at the sides or rear of the vehicle.

M1 57mm AT: This weapon is the American version of the British 6-pdr. (HE15/AP30)

M5 76.2mm AT: The M5 3-inch antitank gun was introduced when it became apparent the 57mm was incapable of penetrating heavy German armor. This heavy gun requires a 6x6 heavy truck to transport. It has a crew of six. (HE15/AP30/T5)

Grenades & Explosives

Bangalore Torpedo: The Bangalore torpedo is a five-foot long tube filled with TNT or C-3. It is used for clearing lanes through enemy obstacles. Multiple torpedoes can be joined together and then armed by putting a fuse in the final section. Joining two sections of torpedo together is a move-equivalent action, as is arming the weapon. The torpedo's blast clears a 10 foot wide path through most anything.

M9A1: This antitank grenade can be fired from the end of an M1 Garand using an M7 launcher, an M1 Carbine using an M8 launcher, or an M1903A4 using an M1 launcher.

Mk2: This is the standard US "pineapple" fragmentation grenade.

M1A1 Flamethrower: The standard US flamethrower after 1943, the M1A1 has a troublesome ignition system that doesn't always light. This forces the user to sometimes use matches or burning paper to light the stream of fuel. In game terms, whenever a natural 1 is rolled when using this weapon, the ignition system has malfunctioned. The character must spend a full-round action relighting the weapon.

Support Weapons

60mm Mortar M2: This small mortar is primarily used by airborne units and has a two-man crew.

81mm Mortar M1: This is one of the main infantry support weapons of the US Army. It normally has a crew of three. It can be broken down into three loads for transport, or it can be pulled with its ammo by two men on the Hand Cart M6A1.

An M2 90mm AA/AT gun.

Antiaircraft Weapons

Maxson Mount: The powerful Maxson Mount combines four .50 caliber machineguns in a single mount. The gunner sits in the middle of the mount with two guns on each side of him. Each gun feeds from individual canisters that hold 250 rounds each. The Maxson Mount is most commonly mounted on a trailer that can be towed behind a jeep or halftrack. It is also mounted on the M16 halftrack.

40mm Gun M1: This is identical to the British 40mm Bofors gun.

90mm Gun M2: This heavy gun is used in both the antiaircraft and antitank roles. It has a crew of seven and requires a truck for transport. (HE40/AP15)

General Equipment

In addition to their weapons, soldiers are generally issued a variety of equipment to make their life in the field a little easier.

Ammo Pouches: These are small canvas pouches with flip-up tops. They can be attached to a standard web belt and can hold two magazines, four stripper clips, or 30 rounds of loose rifle or pistol ammo.

Backpack: All soldiers are issued a heavy canvas backpack. This is used for carrying the soldier's spare clothing, mess kit, rations, bedroll, and any other personal items. The backpack is normally left behind when on patrol, but is taken with the soldier when on the offensive. Backpacks are usually dropped in combat to make the soldier a smaller target and to allow him to move more quickly. Removing a backpack in combat is a move equivalent action.

Bedroll: This normally consists of a few blankets and some sort of sleeping bag.

Canteen: The canteen holds a quart of water and weighs three pounds when full. It is normally carried in a canvas holder attached to the soldier's belt.

Communications Wire: Communications wire is usually strung between fixed observation posts and unit headquarters to allow communication by field telephone. These lines are often the targets of enemy patrols. Often, a patrol cuts an enemy line and then ambushes the detail sent to repair it. New wire is strung from spools that normally hold
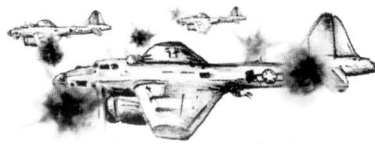
1,000 yards of cable. These spools have long carrying handles that allows the soldier stringing the wire to drag the spool on the ground behind him when laying cable in dangerous areas. The spool and wire weigh approximately 20 pounds.

Entrenching Tool: The entrenching tool is a short-handled shovel that can be folded up. It is normally attached to the soldier's backpack or carried in a special holder on his belt. The blade of the tool can be fixed at a right angle to the handle to form a pick. The entrenching tool is used for digging foxholes, but in an emergency it can also be used as a makeshift hand weapon. When used in combat, the user can choose to strike with the flat of the blade, the edge of the blade, or with the pick point.

Field Stove: This is a small, metal stove that folds flat for transport. It normally uses small cans of solid fuel for cooking, but when these are not available a small wood fire can be made in it. Each infantry squad or weapon crew normally has one or two of these stoves for heating rations, boiling water, and making coffee.

Field Telephone: This is a small rectangular unit with a telephone handset. It is normally carried in a canvas cover with a shoulder strap. When connected to communications wire, the phone can be used to communicate with any other phones connected to the wire.

Mess Kit: The mess kit consists of a knife, fork, spoon, and two metal plates. One plate is divided into two sections for holding hot or liquid foods. The plates can be fastened together with a small metal strap for easy storage.

Metal Detector: This is a battery-operated metal detector consisting of a small rectangular control box connected to a magnetic sensor by a short pole. It can be used to detect concentrations of metal beneath the ground and grants a +4 circumstance bonus to any rolls made to detect landmines. It does not grant this bonus when trying to detect special wooden mines made to defeat these detectors.

Radio Telephone: This is a rectangular, backpack-sized radio with a flexible antenna. It is used by units in the field to communicate with headquarters and by artillery observers to call in fire missions. The maximum range of the radio telephone is 20,000 yards (approximately 11 miles). This range can be much less depending on the weather and terrain. In hilly or mountainous terrain, the range of the set is halved unless broadcasting from the top of an elevated terrain feature.

Vehicle Toolkit: This kit includes a basic assortment of wrenches and screwdrivers, a hammer, and specialized track tools for working on tracked vehicles.

Web Belt: This is a heavy canvas belt pierced at regular intervals with small metal grommets. Most equipment holders are equipped with small curved hooks that fit in these grommets to attach the item to the belt.

Medical Equipment

Most medical equipment is found in a field hospital, but a few items are common on the battlefield.

Medic's Kit: The medic's bag contains an assortment of surgical instruments (scalpel, clamps, etc.), 10 vials of morphine, intravenous needles, saline solution (in glass bottles), sulphur powder (an antibiotic), gauze, and medical tape. A fully-stocked bag has 10 doses of healing supplies before it must be restocked. As long as there is at least one dose of supplies left, the bag grants a +2 circumstance modifier to all Combat Medicine checks.

Personal Aid Kit: Each soldier carries a personal kit that contains a battle dressing and sulphur powder. One of these kits contains one dose of healing supplies (1d6 hit points worth of aid).

Stretcher: Two sturdy poles connected by a canvas sheet, stretchers are used to cart wounded soldiers off the battlefield.

Armor

There isn't much in the way of personal armor on the battlefields of World War II. The high-tech fibers that make lightweight bulletproof possible haven't been developed yet; a soldier's best protection is usually a good, thick wall.

Helmet: Soldiers of most armies are issued steel helmets. The helmets aren't strong enough to stop direct hits from bullets, but they can deflect grazing shots and shrapnel. Most helmets come with heavy cardboard liners. Besides being used as head covers, helmet also serve as handy water receptacles for shaving and bathing.

Flak Jacket: This is a bulky padded vest with steel plates inside. It is

generally not issued to the infantry because the protection it provides is generally not worth the extra weight. It can stop pistol small caliber pistols and shrapnel, but can still be penetrated by rifle and machinegun fire. The flak jacket is most often worn by air and ship crewmen.

Tanker's Helmet: This is a close-fitting helmet made of thick cardboard. It provides little protection against enemy fire, but it does cushion the tanker's head from injury when his vehicle is bouncing its way over rough terrain.

Rations

Whenever a ground unit stops in a location for any length of time, the field kitchens attached to the unit's headquarters cook hot meals for the troops. These are then transported up to troops near the front in large containers.

If the unit is on the move or in combat, soldiers have to hump their own food with them. There are a number of different rations issued to the troops, described below.

C Ration: This ration provides food for one soldier for one day. It consists of six cans: three "meat units" and three "bread

A GI eats from his mess kit in cold weather.

units." Meat units include: meat and beans, meat and vegetable stew; meat and spaghetti; ham, egg, and potato; meat and noodles; frankfurters and beans; pork and beans; ham and lima beans; and chicken and vegetables. Bread units contain a selection of the following: compressed and premixed cereal; biscuits; candy-coated peanuts or raisins; instant coffee; sugar; lemon or orange juice powder; hard candies; jam; cocoa beverage powder; and caramels. The C ration also includes: nine cigarettes, halazone water purification tablets, book matches, toilet paper, chewing gum, and a can opener.

K Ration: The K ration was originally developed for paratroopers, but it was eventually approved for issue to all troops. It provides food for one soldier for one day, and contains a breakfast, dinner, and supper packet. The breakfast packet contains a canned meat product, biscuits, a compressed cereal bar, soluble coffee, a fruit bar, gum, sugar tablets, four cigarettes, water-purification tablets, a can opener, toilet paper, and a wooden spoon. The dinner carton has a canned cheese product, biscuits, a candy bar, gum, a variety of beverage powders, granulated sugar, salt tablets, cigarettes, matches, a can opener and spoon. The supper packet includes a canned meat product, biscuits, bouillon powder, confections and gum, soluble coffee, granulated sugar, cigarettes, can opener, and spoon.

Ration, Parachute, Emergency: This is a pack designed to fit in the pocket of the Air Force emergency vest. It is intended to provide limited food for air crews forced to abandon their aircraft. It includes sweet chocolate, hard candy, dehydrated cheese and crackers, bouillon cubes, sugar, cigarettes, water-purification tablets, instant coffee, chewing gum, and a small cellophane bag to hold the uneaten food after the can is opened.

Explosives

Combat engineers get to play with all sorts of things that go boom. The exact names and specifications of these explosives vary from country to country, but they have the same basic effects.

Caps: Caps come in two varieties, electrical and non-electrical. Electrical caps require an electrical current to set them off. Non-electrical caps require a burning fuse or a sharp blow to ignite them. Caps are attached to/inserted in other explosives to detonate them.
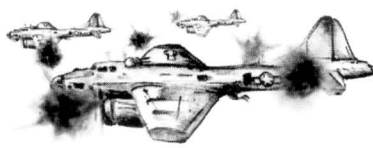
Detonators: Detonators are small electrical generators used to set off electrical caps. A small detonator can be held in one hand and has a small handle that is twisted to generate current. It creates sufficient electricity to ignite up to five separate electrical caps at once. A large detonator is a rectangular box about a foot tall that has a large plunger depressor handle. This detonator can set off up to ten electrical caps at once.

Detonator Wire: A detonator is connected to the caps by wire. Detonator wire comes in 500 foot spools. Multiple lengths of wire can be connected together to allow the user to be a safe distance from his handiwork when it explodes.

Dynamite: The basic dynamite charge is a stick eight inches long. Dynamite may be accidentally detonated if exposed to flame or if it receives a sudden blow. Roll 1d20 for each round a stick of dynamite is exposed to flame or each time it is caught in the primary blast radius of an explosion. On a roll of 1 or 2, the dynamite explodes. Old (sometimes called "sweaty") dynamite, or dynamite that has been frozen, is extremely unstable. Roll 1d20 when any of the above conditions are met or when the dynamite is dropped or otherwise shocked. Unstable dynamite explodes on a roll of 1 to 4 on a d20.

Fuse: A length of flammable cord is used to ignite non-electrical caps. Slow fuses burn at the rate of two feet per minute. Fast fuses burn at the rate of two feet per round. The fuse must be lit with a flame or a mechanical fuse timer.

Plastic Explosives: Plastic explosives were a new development during World War Two. They were not available prior to 1942 and were normally only issued for special missions. Plastic explosives do not explode if exposed to flame, but they do burn.

Satchel Charge, Small: This is a prefused, two pound TNT charge in a canvas bag with carrying strap. It is used in combat against vehicles and fortifications and can be thrown like a grenade. Also like a grenade, it can be thrown back by a courageous defender.

Satchel Charge, Large: This is a prefused ten pound charge of TNT. It also comes in a canvas bag with a carrying strap and can be thrown (although not very far). It is used primarily for demolishing buildings and fortifications.

TNT: The TNT charge is a half pound block, usually issued in a small metal tin with a tear-off lid.

Vehicle Profiles

Let's take a look at some of the hardware your hero is going to run into on the battlefield. All vehicle profiles have some common bits of information:

Armor Class: This works in the same way as Armor Class for characters. It is the base DC needed to hit the vehicle with an attack.

Damage Points: Damage Points (DPs) are the total amount of damage a vehicle can take—just like hit points for characters. Once a vehicle reaches 0 DPs, it's knocked out and no longer functions.

Size: This is the vehicle's size. The modifier for size has already been factored into the vehicle's Armor Class, so this is primarily used in determining damage in collisions.

Cruising Speed: This is the vehicle's basic movement rate per round in feet.

Range: This is how far the vehicle can travel on a full tank. It assumes that most of the travel is on roads. If a significant portion of a journey is made off-road, reduce the range by half or even more for really difficult or mountainous terrain.

Weapons: This section lists the weapons carried by the vehicle and their locations. The game statistics for these weapons are found in the Vehicle Weapons Table on pages 84-85. Many armies had cannons of similar caliber that varied in length. These are listed as "xLy," where x is the caliber of the gun in millimeters and y is the length of the gun in calibers. A 75L48 gun for instance, is a 75mm gun that is 3.6 meters long (75mm x 48). In general, longer guns tend to be more accurate and have a higher penetration value. This is only important if you are trying to figure out the damage of a gun we haven't listed in this book.

Ammo: This lists the maximum amount of ammo carried for the main gun, as well as a typical ammo load.

Crew: This is the number of crew members needed to run the vehicle and their positions. If there is a second number, this is the number of passengers the vehicle can carry.

Armor: This section details the amount of protective armor carried by the vehicle. It is compared to the penetration values of any weapons fired at the vehicle to determine if the attack actually causes damage. Some entries contain three numbers separated by slashes. These numbers represent the armor on the front, sides, and rear of the location

An open-topped Hummel heads for battle with a fresh crew.

(Front/Side/Rear). Penetration and armor values are explained in detail in Chapter Five.

Special: This section lists any special notes or equipment carried by the vehicle. The Sherman tank for instance, has a nasty habit of bursting into flames when hit, so it adds a +20 to all critical damage rolls to the hull.

German Vehicles

The German armed forces have a wide variety of vehicles available.

Hummel

The Hummel is a self-propelled artillery gun built on the Panzer IV hull. It is open-topped with a 150mm artillery piece. It is normally issued to panzer divisions to provide mobile artillery support.

Armor Class: 13, **Damage Points:** 50 **Size:** Huge, **Cruising Speed:** 40 **Range** 134 miles, **Weapons:** 150mm howitzer (upper hull) **Ammo:** Max 18 (HE 14, HEAT 2, Smoke 2), **Crew:** 6 (Commander, gunner, driver, assistant driver, 2 loaders), **Armor— Upper Hull** 15/10/10, **Lower Hull** 20/20/20, **Deck** 15, **Suspension:** 30

Kubelwagen

The kubelwagen, built by Volkswagen, is the German equivalent of the American jeep. It has good off-road performance and can transport three passengers in addition to the driver.

Armor Class: 14, **Damage Points:** 20 **Size:** Large, **Cruising Speed:** 90 **Range** 150 miles, **Weapons:** None, **Ammo:** None, **Crew:** 1+3 (driver), **Armor—Upper Hull** 2/2/2, **Lower Hull** 2/2/2, **Deck** 2, **Suspension:** 20

Hetzer

The Hetzer is one of the best German tank destroyers. Built on the chassis of the Czech 38(t) tank, it mounts a powerful 75mm gun. The Hetzer is fast, nimble (for an armored vehicle), and small—shorter than a standing man. This and its highly sloped armor make the Hetzer both hard to spot and hard to kill. The Hetzer's machinegun is mounted on the roof and can be remotely controlled from within the vehicle. This allows it to be fired while the vehicle is buttoned up. Doing so imposes a -4 circumstance modifier on any shots taken with the machinegun.

Armor Class: 17, **Damage Points:** 50 **Size:** Large, **Cruising Speed:** 30 **Range** 155 miles, **Weapons:** 75L48 cannon (upper hull), MG34 (roof), **Ammo:** Max 41 (HE 19, AP 20, Smoke 2), 7.92mm 1000, **Crew:** 4 (Commander, gunner, driver, loader), **Armor—Upper Hull** 120/25/25, **Lower Hull** 80/20/20, **Deck** 8, **Suspension:** 30, **Special:** Smoke mortar

Jagdpanzer IV

As Germany found itself on the defensive, German factories began to concentrate on the production of self-propelled guns. The absence of a turret made self-propelled guns easier to manufacture, and in a defensive role, they were just as effective as a tank. The Jagdpanzer IV is a tank destroyer built on the Panzer IV chassis. It's highly sloped armor makes it hard to kill and its 75mm gun penetrates most Allied tanks.

Armor Class: 14, **Damage Points:** 50 **Size:** Large, **Cruising Speed:** 30 **Range** 133 miles, **Weapons:** 75L48 cannon (upper hull), MG34 (bow) **Ammo:** Max 79 (HE 45, AP 32, Smoke 2), 7.92mm 1000, **Crew:** 4 (Commander, gunner, driver, loader), **Armor—Upper Hull** 95/35/35, **Lower Hull** 85/30/20, **Deck** 20, **Suspension:** 30

Jagdpanther

The Jagdpanther is a heavy tank killer built on the Panther chassis. Its heavy front armor makes it nearly impervious to Allied tanks. Its 88mm gun can knock out enemy tanks at long range.

Armor Class: 14, **Damage Points:** 100 **Size:** Huge, **Cruising Speed:** 45 **Range** 100 miles, **Weapons:** 88L71 cannon (upper hull), MG34 (bow) **Ammo:** Max 57 (HE 30, AP 25, Smoke 2), 7.92mm 1000 **Crew:** 4 (Commander, gunner, driver, assistant driver, loader), **Armor—Upper Hull** 140/60/50, **Lower Hull** 105/40/45, **Deck** 25, **Suspension:** 30, **Special:** Nahverteidgungswaffe
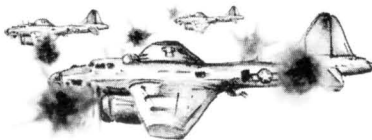
Jagdtiger

The Jagdtiger is a monster tank killer built on the King Tiger chassis. Its incredibly thick armor makes it next to impossible to kill and its 128mm gun can easily destroy any Allied tank at long range. The Jagdtiger mounts its massive gun in a fixed superstructure. Treat this just like a turret except that it cannot rotate independently of the vehicle.

The Jagdtiger did not see action in Western Europe until the Battle of the Bulge began in late December of 1944.

Armor Class: 12, **Damage Points:** 150 **Size:** Gargantuan, **Cruising Speed:** 30 **Range** 105 miles, **Weapons:** 128mm cannon (Superstructure), MG34 (bow) **Ammo:** Max 40 (HE 15, AP 25), 7.92mm 1000 **Crew:** 6 (Commander, gunner, driver, assistant driver, 2 loaders), **Armor— Superstructure** 260/90/80 **Upper Hull** 230/90/90, **Lower Hull** 155/80/90, **Deck** 45, **Suspension:** 30, **Special:** Nahverteidgungswaffe

Marder III

The Marder III is an open-topped tank destroyer built on the chassis of a captured Czech design. The Marder III isn't particularly heavily armored, but it is easy to manufacture and its 75mm gun can knock out most Allied tanks.

Armor Class: 12, **Damage Points:** 50 **Size:** Large, **Cruising Speed:** 40, **Range** 118 miles, **Weapons:** 75L48 cannon (upper hull), **Ammo:** Max 27 (HE 10, AP 15, Smoke 2), **Crew:** 4 (Commander, gunner, driver, loader), **Armor—Upper Hull** 9/10/0, **Lower Hull** 20/15/13, **Deck** 10, **Suspension:** 30

Pzkpfw IVJ

The Panzer IV series of tanks was the only German design to be produced throughout the entire war and it formed the backbone of German armored divisions. The design was continuously upgraded throughout the war with better armor and guns.

The Panzer IVJ is one of the last designs produced and is an even match for most Allied tanks.

Armor Class: 12, **Damage Points:** 75 **Size:** Huge, **Cruising Speed:** 35, **Range** 125 miles, **Weapons:** 75L48 cannon (turret), MG34 (bow), MG34 (Coaxial) **Ammo:** Max 87 (HE 35, AP 42, Smoke 10), 7.92mm 2000, **Crew:** 5 (Commander, gunner, driver, assistant driver, loader), **Armor—Turret** 50/35/30, **Upper Hull** 80/30/20, **Lower Hull** 80/30/20, **Deck** 12, **Suspension:** 30, **Special:** Smoke mortar

Pzkpfw V Panther G

The Panther is one of the best tank designs of the war. It combines good mobility, armor, and firepower into a single deadly package. The early Panthers were plagued with mechanical difficulties, but these problems had been ironed out by 1944.

Armor Class: 15, **Damage Points:** 100 **Size:** Huge, **Cruising Speed:** 40 **Weapons:** 75mm cannon (turret), MG34 (coaxial), MG34 (bow), MG34 (flexible, commander's hatch) **Ammo:** Max 81 (HE 33, AP 45, Smoke 3, 7.92mm 3000, **Crew:** 5 (Commander, gunner, loader, driver, assistant driver), **Armor—Turret:** 110/50/ 50, **Upper Hull** 140/50/45, **Lower Hull** 105/40/45, **Deck** 15, **Suspension:** 30, **Special:** Smoke Mortar

Pzkpfw VI Tiger

The first Tigers saw action in 1943. These heavy tanks quickly established a reputation for being both deadly and tough. US and British troops first encountered Tigers in North Africa and discovered the hard way that they had nothing that could take one of these heavily armored tanks out from head on. Only a rear or flank shot on these beasts had any hope of penetrating its thick skin.

Armor Class: 12, **Damage Points:** 125 **Size:** Huge, **Cruising Speed:** 35, **Range** 62 miles, **Weapons:** 88L56 cannon (turret), MG34 (bow), MG34 (Coaxial) **Ammo:** Max 92 (HE 45, AP 45, Smoke 2), 7.92mm 2000, **Crew:** 5 (Commander, gunner, driver, assistant driver, loader), **Armor—Turret** 100/80/80, **Upper Hull** 100/80/80, **Lower Hull** 110/60/80, **Deck** 40, **Suspension:** 30, **Special:** Nahverteidgungswaffe

A Jagdpanther. Note the penetration to the front—a lucky hit for the Allies.

Pzkpfw VI Tiger II (King Tiger)

The Tiger's big brother, the King Tiger is a terror to Allied tankers. Its thick, sloped armor shrugged off most antitank rounds and its powerful 88mm gun could kill Allied tanks from long range.

Armor Class: 12, **Damage Points:** 125 **Size:** Gargantuan, **Cruising Speed:** 35, **Range** 68 miles, **Weapons:** 88L71 cannon (turret), MG34 (bow), MG34 (Coaxial) **Ammo:** Max 72 (HE 35, AP 35, Smoke 2), 7.92mm 2000, **Crew:** 5 (Commander, gunner, driver, assistant driver, loader), **Armor—Turret** 190/85/85, **Upper Hull** 235/90/90, **Lower Hull** 155/80/90, **Deck** 45, **Suspension:** 30, **Special:** Nahverteidgungswaffe

Sdkfz 234/1

The Sdkfz 234/1 is a highly mobile, 8-wheeled scout car. A novel feature of the Sdkfz 234 series is a front and rear driver. This allows the car to pop out of cover to take a look around and then quickly drive away in reverse.

In game terms, the vehicles in this series (234/1, 234/2, 234/3) can drive in reverse at up to fast speed and do not suffer doubled modifiers for driving in reverse.

Armor Class: 14, **Damage Points:** 50 **Size:** Large, **Cruising Speed:** 75, **Range** 170 miles, **Weapons:** 20mm cannon (turret), MG34 (Coaxial) **Ammo:** Max 120 (HE 80, AP 40), 7.92mm 1000, **Crew:** 4 (Commander, gunner, driver, assistant driver), **Armor—Turret** 40/10/10, **Upper Hull** 40/10/15, **Lower Hull** 40/10/15, **Deck** 6, **Suspension:** 30, **Special:** Smoke mortar

The versatile German halftrack was used to carry troops, machine guns, 75mm antitank guns, and even flamethrowers.

Sdkfz 234/2 Puma

The Puma is extensively used for reconnaissance work. Although its 50mm cannon cannot penetrate most Allied armor from the front, the scout car's speed and maneuverability often allow it to work itself around on the flanks for a shot that can penetrate.

Armor Class: 14, **Damage Points:** 50 **Size:** Large, **Cruising Speed:** 75, **Range** 170 miles, **Weapons:** 50mm cannon (turret), MG34 (coaxial), **Ammo:** Max 55 (HE 35, AP 20), 7.92mm 1000, **Crew:** 4 (Commander, gunner, driver, assistant driver), **Armor—Turret:** 30/10/10, **Upper Hull** 35/10/10, **Lower Hull** 40/10/15, **Deck** 10, **Suspension:** 30, **Special:** Smoke Mortar

Sdkfz 234/3

Another 8-wheeled armored car, this variant of the Sdkfz 234 series mounts a short-barreled 75mm gun. This allows the car to provide direct fire support for any infantry accompanying it and makes it a threat to most Allied tanks.

Armor Class: 14, **Damage Points:** 50 **Size:** Large, **Cruising Speed:** 75, **Range** 170 miles, **Weapons:** 75L24 cannon (turret), MG34 (flexible mount on turret) **Ammo:** Max 50 (HE 40, HEAT 8, Smoke 2), 7.92mm 1000, **Crew:** 4 (Commander, gunner, driver, assistant driver), **Armor—Turret** 35/10/10, **Upper Hull** 40/10/15, **Lower Hull** 20/15/20, **Deck** 6, **Suspension:** 30, **Special:** Smoke mortar

Sdkfz 251

The Sdkfz 251 is the standard German halftrack. It is used for transporting infantry, towing artillery and other guns, and a host of other uses. The halftrack has a crew of three and can carry a full infantry squad in its open-topped passenger compartment.

The basic design spawned a large number of specialized variants that mount bridgelaying equipment, flamethrowers, antiaircraft guns, 75mm cannons, and a variety of other weapons and equipment.

Armor Class: 13, **Damage Points:** 30 **Size:** Large, **Cruising Speed:** 45, **Range** 186 miles, **Weapons:** MG42 (Pintle, front) **Ammo:** 7.92mm 1000, **Crew:** 2 (Driver, gunner), **Armor—Upper Hull** 15/10/10, **Lower Hull** 15/10/10, **Deck** 0, **Suspension:** 30

StuG III G

The StuG III (short for Sturmgeschutz) is a low-slung, self-propelled gun. Its primary role is as an infantry support
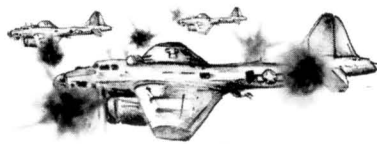
gun, so it normally carries more HE ammo than AP. The early StuGs mounted a short-barreled cannon, but later models are upgunned to long, 75mm cannons that make them a threat to Allied tanks.

Armor Class: 12, **Damage Points:** 75 **Size:** Huge, **Cruising Speed:** 35 **Range** 102 miles, **Weapons:** 75L48 cannon (upper hull), MG34 (coaxial), MG34 (remote, roof), **Ammo:** Max 54 (HE 33, AP 18, Smoke 3), 7.92mm 1000, **Crew:** 4 (Commander, gunner, driver, loader), **Armor—Upper Hull** 80/30/30, **Lower Hull** 85/30/30, **Deck** 15, **Suspension:** 30

Trucks

The German armed forces have a wide variety of heavy trucks for hauling troops and supplies. Most are variants of typical civilian trucks. The most common models are the Opel-Blitz—which have been adapted into numerous special models like ambulances, mobile laboratories, laundries, mobile command posts, radio vans, and mobile workshops—and the Mercedes-Benz L4500. The statistics given below are for an Opel-Blitz.

Armor Class: 12, **Damage Points:** 40, **Size:** Huge, **Cruising Speed:** 75 **Range** 255 miles, **Weapons:** None, **Crew:** 1 (Driver), **Armor—Upper Hull** 2/2/2, **Lower Hull** 2/2/2, **Deck** 2, **Suspension:** 20

Wespe

The Wespe is a self-propelled artillery piece. It has a high, open-topped crew compartment that mounts a 105mm gun. The Wespe is normally attached to panzer divisions to provide mobile artillery support. The vehicle is sometimes also used as a direct fire support weapon.

Armor Class: 12, **Damage Points:** 50 **Size:** Huge, **Cruising Speed:** 35 **Range** 127 miles, **Weapons:** 105mm howitzer (upper hull) **Ammo:** Max 32 (HE 26, HEAT 4, Smoke 2), **Crew:** 4 (Commander, gunner, driver, loader), **Armor—Upper Hull** 10/10/10, **Lower Hull** 25/15/8, **Deck** 10, **Suspension:** 30

Wirbelwind

The Wirbelwind is a mobile antiaircraft vehicle that consists of a Flakvierling 38 mounted on a tank chassis. Deadly against low-flying aircraft, the Wirbelwind is also dangerous to Allied infantry; its quad-20mms can lay down a murderous fire.

Armor Class: 13, **Damage Points:** 50 **Size:** Large, **Cruising Speed:** 35 **Range** 133 miles, **Weapons:** 4 x 20mm cannon (turret) **Ammo:** Max 200 (HE 160, AP 40),

Crew: 5 (Commander, gunner, driver, loader, assistant loader), **Armor—Turret** 20/20/10, **Upper Hull** 80/30/20, **Lower Hull** 80/30/20, **Deck** 12, **Suspension:** 30, **Special:** Smoke mortar

UK Vehicles

UK forces use a mixture of equipment manufactured in the British Isles, Canada, and the United States.

Archer

The inability of Allied tanks to deal with German heavy armor forced the Allies to rush a number of new tank destroyers into production. The Archer is one of these. It mounts a fixed 17-pounder gun on the chassis of a Valentine tank.

The Archer has an odd layout. Its gun fires over its rear deck, which means that it has to point its rear at the enemy. Archer crews developed tactics that turned this potential liability into an asset. The Archer takes a few shots from an ambush position and then drives quickly away since its front is already pointed in the right direction and its gun is still trained on the enemy as it retreats.

Armor Class: 12, **Damage Points:** 75 **Size:** Huge, **Cruising Speed:** 30 **Range** 140 miles, **Weapons:** 17-pdr cannon (upper hull), **Ammo:** Max 39 (HE 14, AP 25), **Crew:** 4 (Commander, gunner, driver, loader), **Armor—Upper Hull** 20/20/20, **Lower Hull** 60/60/60, **Deck** 17, **Suspension:** 30

Churchill VII

The Churchill is a boxy looking tank that was first designed in 1939. The basic design was modified a number of times. Early Churchills were armed with 2-pdr guns, but this was eventually increased to a 6-pdr, and then a 75mm gun on the Churchill IV. A number of important variants of the Churchill are described below.

Armor Class: 12, **Damage Points:** 75 **Size:** Huge, **Cruising Speed:** 20 **Range** 90 miles, **Weapons:** 75L40 cannon (turret), Besa MG (bow), Besa MG (Coaxial), **Ammo:** Max 84 (HE 40, AP 40, Smoke 4), .303 2000 **Crew:** 5 (Commander, gunner, driver, loader, assistant driver), **Armor—Turret** 90/90/90, **Upper Hull** 90/75/65, **Lower Hull** 90/75/65, **Deck** 17, **Suspension:** 30, **Special:** Smoke mortar

Churchill VIII

The Churchill VIII was created as an infantry support tank. It mounts a large 90mm gun that is used to pound buildings and fortification with HE rounds.
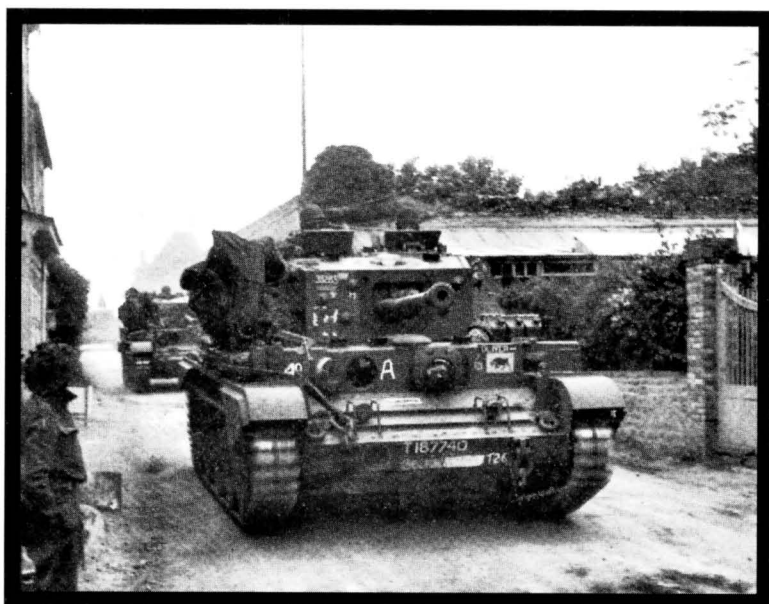
British Cromwells of the 11th Armoured Division, near Caen.

Armor Class: 12, **Damage Points:** 75 **Size:** Huge, **Cruising Speed:** 20, **Range** 90 miles, **Weapons:** 95mm cannon (turret), Besa MG (bow), Besa MG (Coaxial), **Ammo:** Max 47 (HE 35, HEAT 12), .303 2000, **Crew:** 5 (Commander, gunner, driver, loader, assistant loader), **Armor—Turret** 150/95/ 95, **Upper Hull** 150/95/50, **Lower Hull** 140/95/50, **Deck** 17, **Suspension:** 30, **Special:** Smoke mortar

Churchill Crocodile

The Crocodile is a flamethrowing tank that mounts a 75mm gun in the turret in addition to its flame projector. The front of the tank is very heavily armored to allow it to get close enough to a target to employ its rather short-ranged flamethrower. Fuel for the flamethrower is towed behind the vehicle in an armored tank trailer. The flamethrower itself is mounted in the front hull of the tank and replaces the bow machinegun.

Armor Class: 12, **Damage Points:** 75 **Size:** Huge, **Cruising Speed:** 20, **Range** 90 miles, **Weapons:** 75L40 cannon (turret), Besa MG (Coaxial) **Ammo:** Max 84 (HE 40, AP 40, Smoke 4), Flame 40 bursts, .303 1000, **Crew:** 5 (Commander, gunner, driver, loader, assistant driver), **Armor—Turret** 150/95/95, **Upper Hull** 150/95/50, **Lower Hull** 140/95/50, **Deck** 17, **Suspension:** 30, **Special:** Smoke mortar

Cromwell VII

The Cromwell series was designed as a "cruiser" tank. To British tank designers, that means a tank intended to fight other tanks as opposed to an "infantry" tank, which is supposed to blast the snot out of poor infantry types. Like most other British designs, the Cromwell started life with a 2-pdr main gun. This was eventually upgraded to a 6-pdr and then a 75mm cannon. These tanks were easy pickings for the concealed 88s in Caen.

Armor Class: 12, **Damage Points:** 75 **Size:** Huge, **Cruising Speed:** 60, **Range** 173 miles, **Weapons:** 75L40 cannon (turret), Besa MG (Coaxial), Besa MG (Bow), **Ammo:** Max 51 (HE 30, AP 19, Smoke 2), .303 2000, **Crew:** 5 (Commander, gunner, driver, assistant driver, loader), **Armor—Turret** 75/65/60, **Upper Hull** 90/30/30, **Lower Hull** 60/25/30, **Deck** 20, **Suspension:** 30, **Special:** Smoke mortar

Daimler Armored Car

The Daimler Armored Car served as one of the British Army's primary reconnaissance vehicles throughout most of the war. It is a small, 4-wheeled armored car with a turreted 2-pdr gun.

Armor Class: 12, **Damage Points:** 50 **Size:** Large, **Cruising Speed:** 75, **Range** 205 miles, **Weapons:** 40mm cannon (turret), Besa MG (Coaxial) **Ammo:** Max 80 (AP 80), .303 1000, **Crew:** 3 (Commander, gunner, driver), **Armor—Turret** 150/95/95, **Upper Hull** 150/95/50, **Lower Hull** 140/ 95/50, **Deck** 17, **Suspension:** 30, **Special:** Smoke mortar

M5 Halftrack

The M5 halftrack was provided to British forces by the US. It can haul an entire squad and its gear and carries a .30 caliber machinegun on a pintle mount.

Armor Class: 12, **Damage Points:** 40 **Size:** Large, **Cruising Speed:** 60, **Range** 175 miles, **Weapons:** Vickers MG (Center pintle), **Ammo:** .303 1000, **Crew:** 2 (Driver, gunner), **Armor—Upper Hull** 8/8/8, **Lower Hull** 8/8/8, **Deck** 8, **Suspension:** 30

Sexton

The Sexton is a variation of the M7 Priest. The Priest's 105mm gun was not a standard piece of ordnance for the Royal Artillery, so they requested a version that mounted the British 25-pdr. This was accomplished, but at the time the United States was unable to produce it. An assembly line in Canada picked up the slack and production was soon underway.

The Sexton has no mounted machineguns, but the crews are normally issued two Bren machineguns for close defence.
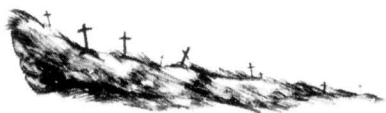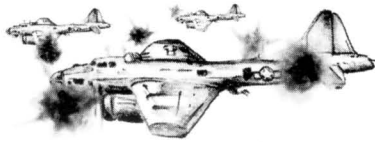
Armor Class: 12, **Damage Points:** 75 **Size:** Huge, **Cruising Speed:** 35, **Range** 180 miles, **Weapons:** 25-pdr cannon (Upper hull), **Ammo:** Max 105 (HE 60, AP 40, Smoke 5), **Crew:** 6 (Commander, gunner, driver, 2 loaders, assistant driver), **Armor—Upper Hull** 20/15/15, **Lower Hull** 105/40/40, **Deck** 12, **Suspension:** 30

Sherman II

The Sherman II is a basic Sherman as adopted for use by the British army. See the Sherman entry in the US Vehicles section for more details.

Armor Class: 15, **Damage Points:** 75 **Size:** Huge, **Cruising Speed:** 45, **Range** 100 miles, **Weapons:** 75L40 cannon (turret), M1919 MG (Coaxial), M1919 (Bow), M2 (Flexible mount. commander's hatch), **Ammo:** Max 90 (HE 40, AP 45, Smoke 5), .30 2000, .50 1000, **Crew:** 5 (Commander, gunner, driver, loader, assistant driver), **Armor—Turret** 90/50/50, **Upper Hull** 90/40/40, **Lower Hull** 50/40/40, **Deck** 25, **Suspension:** 30, **Special:** Smoke mortar, gyrostabilizer, +20 modifier to rolls on the Hull Critical Damage Table.

Sherman Firefly

The Firefly is a Sherman modified to mount the powerful British 17-pdr antitank gun. This gives the tank enough punch to penetrate even heavy German armor. It was greatly feared by German tankers, even those in heavy panzers such as Panthers and Tigers. There aren't enough of these tanks to go around, so they are normally issued one to a tank platoon (4 tanks). Normal tactics for this tank is for the Firefly to take up an overwatch position and cover the other tanks as they advance. Once the rest of the platoon has reached a new location, the Firefly moves up to a new covering position and the process is repeated.

Armor Class: 15, **Damage Points:** 75 **Size:** Huge, **Cruising Speed:** 45, **Range** 100 miles, **Weapons:** 17-pdr cannon (turret), M1919 MG (Coaxial), M2 (Flexible mount, commander's hatch), **Ammo:** Max 77 (AP 65, Tungsten 12), .30 2000, .50 1000, **Crew:** 4 (Commander, gunner, driver, loader), **Armor—Turret** 90/50/50, **Upper Hull** 90/40/40, **Lower Hull** 50/40/40, **Deck** 25, **Suspension:** 30, **Special:** Smoke mortar, gyrostabilizer, +20 modifier to rolls on the Hull Critical Damage Table.

Stuart V

The Stuart V is the British version of the American M5 Stuart. See the entry in the US Vehicle section for more details.

Armor Class: 12, **Damage Points:** 50, **Size:** Large, **Cruising Speed:** 60, **Range** 70 miles, **Weapons:** 37L53 cannon (turret), M1919 MG (Coaxial), M1919 (Bow), M2 (Flexible mount. commander's hatch), **Ammo:** Max 174 (HE 140, AP 30, Smoke 4), .30 2000, .50 1000, **Crew:** 4 (Commander, gunner, driver, loader), **Armor—Turret** 40/30/30, **Upper Hull** 40/30/30, **Lower Hull** 60/30/30, **Deck** 12, **Suspension:** 30

Trucks

The British armed forces use a wide variety of trucks. Some of the more common models are the AEC Matador, Leyland Hippo, and the Bedford MWD. As with most vehicles of this type, there are numerous variants of the basic models such as mobile command posts, ambulances, mobile workshops, etc.

The statistics below are for a common truck model.

Armor Class: 12, **Damage Points:** 40, **Size:** Huge, **Cruising Speed:** 60, **Range** 360 miles, **Weapons:** None, **Ammo:** None, **Crew:** 1 (Driver), **Armor—Upper Hull** 2/2/2, **Lower Hull** 2/2/2, **Deck** 2, **Suspension:** 20

Universal Carrier

The Universal Carrier is a small, open-topped vehicle used for transport. It can carry half a squad. It is also used to transport ammunition and for towing light guns. There are numerous special purpose versions of the basic carrier, such as machinegun and mortar carriers.

Armor Class: 13, **Damage Points:** 40, **Size:** Large, **Cruising Speed:** 45, **Range**

A British Universal Carrier during training exercises.

100 miles, **Weapons:** Besa MG (Bow), **Ammo:** .303 2000, **Crew:** 3 (Commander, gunner, driver), **Armor—Upper Hull** 10/10/10, **Lower Hull** 10/10/10, **Deck** 10, **Suspension:** 30

Wasp

The Wasp is a Universal Carrier equipped with a flamethrower. The British version carries fuel for the flamethrower in two internal tanks. The Canadian version carries the fuel in a single tank mounted on the rear of the vehicle. The Canadian version also carried a third crew member who was armed with a light machinegun.

Armor Class: 13, **Damage Points:** 40, **Size:** Large, **Cruising Speed:** 45, **Range** 100 miles, **Weapons:** Flamethrower (Bow), **Ammo:** Flame 20 bursts, **Crew:** 2 (Commander/gunner, driver), **Armor— Upper Hull** 10/10/10, **Lower Hull** 10/10/10, **Deck** 10, **Suspension:** 30, **Special:** +20 modifier to rolls on the Hull Critical Damage Table.

US Vehicles

Once it geared up for war, the auto industry of the United States was able to churn out a river of vehicles for both American and Allied troops.

Jeep

The 4-wheel drive jeep is the workhorse of the US Army. It is used for transporting troops, hauling supplies and light guns, as a courier vehicle, as a recon vehicle, as an ambulance, and the list goes on. With a few modifications, the jeep remained in service with the US Army until the 1980s.

Armor Class: 12, **Damage Points:** 40, **Size:** Large, **Cruising Speed:** 75, **Range** 200 miles, **Weapons:** M2 .50 cal MG (Center Pintle), **Ammo:** .50 1000, **Crew:** 2 (Driver, gunner), **Armor—Upper Hull** 2/2/ 2, **Lower Hull** 2/2/2, **Deck** 2, **Suspension:** 20

M3 Halftrack

The M3 Halftrack is another hard-working workhorse. This open-topped vehicle provides troops with protection from small arms fire on their way into combat. It is also used to tow guns and transport supplies. Some halftracks are equipped with large caliber guns for use as tank destroyers, but this practice was phased out prior to the landings in Normandy. The typical layout for the M3 is an M2 .50 caliber mounted on a ring mount in the forward "pulpit" (an armored

ring above the cab that resembles a church pulpit) and an M1919 mounted on a pintle at the rear of the vehicle.

Armor Class: 12, **Damage Points:** 40, **Size:** Large, **Cruising Speed:** 60, **Range** 175 miles, **Weapons:** M2 MG (Front ring mount), M1919 (Rear Pintle mount), **Ammo:** .30 1000, .50 1000, **Crew:** 3 (Driver, 2 gunners), **Armor—Upper Hull** 8/8/8, **Lower Hull** 8/8/8, **Deck** 8, **Suspension:** 30

M4 Sherman

The M4 Sherman is the basic American medium tank design. Many of the other armored vehicles produced throughout the war used the M4 chassis as the starting point of their design. When the Sherman first saw action in 1943, it was a match for most of its opponents, but advances in German tank design quickly caused it to become outclassed. The Tiger tanks encountered in North Africa unmistakably demonstrated this point.

Despite being woefully outmatched by German armor, the majority of US tank crews were equipped with these early Shermans on D-Day.

Armor Class: 15, **Damage Points:** 75 **Size:** Huge, **Cruising Speed:** 45, **Range** 100 miles, **Weapons:** 75L40 cannon (turret), M1919 MG (Coaxial), M1919 (Bow), M2 (Flexible mount, commander's hatch), **Ammo:** Max 97 (HE 50, AP 40, Smoke 7), .30 2000, .50 1000, **Crew:** 5 (Commander, gunner, driver, loader, assistant driver), **Armor—Turret** 90/50/50, **Upper Hull** 90/40/40, **Lower Hull** 50/40/40, **Deck** 25, **Suspension:** 30, **Special:** Smoke mortar, later models have gyrostabilizers, +20 modifier to rolls on the Hull Critical Damage Table.

M4A3(76)W Sherman "Easy Eight"

The Sherman (76) is an attempt to address the huge disparity in quality between American and German armor. The new tank has a more powerful 76mm cannon and thicker armor. The Easy Eight's high volute suspension also gives it a slightly higher top speed. These changes help, but the Sherman is still outmatched by its opposition. German Panthers and Tigers can still knock out these tanks at a range at which the 76mm gun usually fails to penetrate the enemy armor.

Armor Class: 15, **Damage Points:** 75 **Size:** Huge, **Cruising Speed:** 45, **Range** 100 miles, **Weapons:** 76L52 cannon (turret),
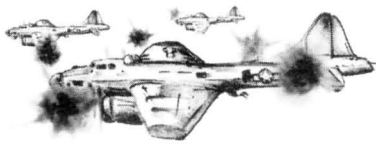
A fast-moving American Stuart and a nimble Jeep move carefully in a ruined city.

M1919 MG (Coaxial), M1919 (Bow), M2 (Flexible mount, commander's hatch), **Ammo:** Max 71 (HE 36, AP 25, Tungsten 5, Smoke 5), .30 2000, .50 1000, **Crew:** 5 (Commander, gunner, driver, loader, assistant driver), **Armor–Turret** 90/65/65, **Upper Hull** 95/40/40, **Lower Hull** 105/40/40, **Deck** 25, **Suspension:** 30, **Special:** Smoke mortar, gyrostabilizer

M4A3E2(76) Sherman
Jumbo

The Jumbo was designed as an assault tank. When firing from a hull down position, its heavily armored turret makes it difficult to kill. Its greatest weakness is its 76mm cannon. While better than the 75mm (which also has a low muzzle velocity), the 76mm can still only penetrate German armor at close range unless firing special tungsten rounds.

Armor Class: 14, **Damage Points:** 75, **Size:** Huge, **Cruising Speed:** 45, **Range:** 100 miles, **Weapons:** 76L52mm cannon

(turret), .30 cal MG (coaxial), .30 cal MG (bow), M2 .50 cal (flexible, commander's hatch), **Ammo:** Max 71 (HE 36, AP 25, Tungsten 5, Smoke 5), .30 2000, .50 1000, **Crew:** 5 (Commander, gunner, loader, driver, assistant driver), **Armor–Turret:** 155/155/150, **Upper Hull:** 135/65/40, **Lower Hull:** 135/40/40, **Deck:** 25, **Suspension:** 30, **Special:** Smoke mortar, gyrostabilizer

M4A3(105) Sherman

The Sherman 105 was designed as an infantry support tank. It mounts a large 105mm cannon and carries a large supply of HE rounds for bombarding enemy fortifications. This tank was not meant to tangle with other tanks, but it does carry a few HEAT rounds for use in emergencies.

Armor Class: 14, **Damage Points:** 75, **Size:** Huge, **Cruising Speed:** 45, **Range:** 100 miles, **Weapons:** 105L23 cannon (turret), .30 cal MG (coaxial), .30 cal MG

(bow), M2 .50 cal (flexible, commander's hatch), **Ammo:** Max 66 (HE 55, HEAT 6, Smoke 5), .30 2000, .50 1000, **Crew:** 5 (Commander, gunner, loader, driver, assistant driver), **Armor—Turret:** 90/50/50, **Upper Hull:** 95/40/40, **Lower Hull:** 105/40/40, **Deck:** 25, **Suspension:** 30, **Special:** Smoke mortar, gyrostabilizer

M5A1 Stuart

The M5 is a light tank used for reconnaissance. The tank's light 37mm gun is useless against anything other than infantry and light vehicles, so wise crews make themselves scarce when German armor is present.

Armor Class: 12, **Damage Points:** 50, **Size:** Large, **Cruising Speed:** 60, **Range** 70 miles, **Weapons:** 37L53 cannon (turret), M1919 MG (Coaxial), M1919 (Bow), M2 (Flexible mount. commander's hatch), **Ammo:** Max 147 (HE 110, AP 30, Smoke 7), .30 2000, .50 1000, **Crew:** 4 (Commander, gunner, driver, loader), **Armor—Turret** 45/30/30, **Upper Hull** 50/30/30, **Lower Hull** 60/30/30, **Deck** 12, **Suspension:** 30, **Special:** Gyrostabilizer

M7 Priest

The Priest is a self-propelled artillery piece built on the basic M4 chassis. Its open-topped crew compartment mounts a 105mm gun. The Priest is normally used for mobile artillery support, but it is also sometimes used in a direct fire role against enemy fortifications.

Armor Class: 13, **Damage Points:** 75, **Size:** Huge, **Cruising Speed:** 45, **Range:** 125 miles, **Weapons:** 105L23 cannon (Upper hull), M2 .50 cal (Flexible mount front), **Ammo:** Max 69 (HE 58, HEAT 6, Smoke 5), .50 1000, **Crew:** 7 (Commander, gunner, 3 loaders, driver, assistant driver), **Armor—Upper Hull:** 15/15/15, **Lower Hull:** 105/15/15, **Deck:** 12, **Suspension:** 30

M8 Greyhound

The Greyhound is one the US Army's primary scout vehicles. It is a fast-moving armored car with good off-road performance. Its turreted 37mm gun is of little use against tanks, but provides some measure of defence against other armored cars and infantry.

Greyhound crews faced much danger in their lightly-armored vehicles, but were vital to finding enemy armor concentrations for Allied air assaults or platoons of better-armed tank destroyers.

Armor Class: 15, **Damage Points:** 50, **Size:** Large, **Cruising Speed:** 80, **Range:** 350 miles, **Weapons:** 37L53 cannon (turret),

.30 cal MG (coaxial), M2 .50 cal (Flexible, commander's hatch), **Ammo:** Max 80 (HE 50, AP 25, Smoke 5), .30 1000, .50 1000, **Crew:** 4 (Commander, gunner, loader, driver), **Armor—Turret:** 20/20/20, **Upper Hull:** 25/10/10, **Lower Hull:** 20/10/10, **Deck:** 6, **Suspension:** 30, **Special:** Smoke mortar

M10 Wolverine

The M10 was the first of a series of American tank destroyers built to counter the threat of heavy German tanks. The US tank destroyer doctrine called for quick, lightly armored vehicles mounting large guns. The idea was that the faster-moving tank destroyers could outmaneuver the heavy tanks and dart from one covered firing position to another. The idea sounds good in theory, but often fails on the battlefield—it's hard to outrun a tank shell.

The M10 was built on the chassis of the M4A2 Sherman. It has a lightly armored, open-topped turret that mounts a 76mm cannon. An M2 .50 caliber machinegun is mounted on a pintle at the rear of the turret for use an antiaircraft weapon.

Armor Class: 14, **Damage Points:** 75, **Size:** Huge, **Cruising Speed:** 45, **Range:** 200 miles, **Weapons:** 76L52 cannon (turret), M2 .50 cal (Flexible, turret rear), **Ammo:** Max 54 (HE 15, AP 33, Tungsten 6), .50 1000, **Crew:** 5 (Commander, gunner, loader, driver, assistant driver), **Armor—Turret:** 80/25/25, **Upper Hull:** 65/25/25, **Lower Hull:** 50/25/25, **Deck:** 20, **Suspension:** 30, **Special:** Smoke mortar

M18 Hellcat

The M18 was designed from the ground up as a tank destroyer. It somewhat resembles the M10, but is smaller and weighs only half as much. Like the M10, it has an open-topped turret. The Hellcat is lightly armored and depends on its speed to survive—the M18 was the fastest tracked vehicle used by any side during the war. To take on tanks, it mounts an updated version of the 76mm cannon used on the M10.

Armor Class: 16, **Damage Points:** 60, **Size:** Large **Cruising Speed:** 80, **Range:** 105 miles, **Weapons:** 76L52 cannon (turret), M2 .50 cal (Flexible, turret rear), **Ammo:** Max 45 (HE 12, AP 28, Tungsten 5), .50 1000, **Crew:** 5 (Commander, gunner, loader, driver, assistant driver), **Armor—Turret:** 25/15/15, **Upper Hull:** 30/15/15, **Lower Hull:** 15/15/15, **Deck:** 8, **Suspension:** 30, **Special:** Smoke mortar
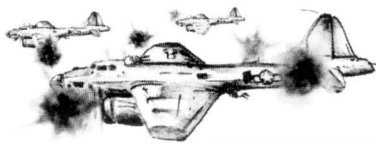
M20 Armored Utility Car

The M20 is an M8 Greyhound with its turret removed—it has a partially-open crew compartment. The M20 is used as a scout car, a mobile observation post, and to haul ammunition for armored formations.

Armor Class: 15, **Damage Points:** 40, **Size:** Large, **Cruising Speed:** 85, **Range:** 350 miles, **Weapons:** M2 .50 cal (Flexible, commander's hatch), **Ammo:** .50 1000, **Crew:** 4 (Commander, gunner, loader, driver), **Armor—Upper Hull:** 25/10/10, **Lower Hull:** 20/10/10, **Deck:** 6, **Suspension:** 30, **Special:** Smoke mortar

M24 Chaffee

The M24 is a light tank designed to replace the M5 Stuart. It has considerably more armor and a 75mm gun, and didn't see action until December of 1944.

Armor Class: 16, **Damage Points:** 60, **Size:** Large, **Cruising Speed:** 60, **Range** 100 miles, **Weapons:** 75L40 cannon (turret), M1919 MG (Coaxial), M1919 (Bow), M2 (Flexible mount, commander's hatch), **Ammo:** Max 48 (HE 24, AP 16, Smoke 8), .30 2000, .50 1000, **Crew:** 4 (Commander, gunner, driver, loader), **Armor—Turret** 45/30/25, **Upper Hull** 50/25/20, **Lower Hull** 35/20/25, **Deck** 13, **Suspension:** 30, **Special:** Smoke mortar, gyrostabilizer

M26 Pershing

Although it is medium tank by most standards, the Pershing is classified as a heavy tank for morale purposes. It is the first US tank that has a reasonable chance of surviving a one-on-one encounter with a German Panther or Tiger. The Pershing is an all new design with much heavier armor than that carried by the Sherman. It also carries a potent 90mm cannon that can penetrate most any German armor, even to the target's front.

Unfortunately, the Pershing was too little, too late for many US tank crews in the real world. It didn't enter service in Europe until the early months of 1945 and only a few actually saw combat.

Armor Class: 14, **Damage Points:** 100, **Size:** Huge, **Cruising Speed:** 45, **Range** 92 miles, **Weapons:** 90L50 cannon (turret), M1919 MG (Coaxial), M1919 (Bow), M2 (Flexible mount, commander's hatch), **Ammo:** Max 70 (HE 36, AP 29, Tungsten 5), .30 2000, .50 1000, **Crew:** 5 (Commander, gunner, driver, loader, assistant driver), **Armor—Turret** 114/75/75, **Upper Hull** 145/75/50, **Lower Hull** 40/30/40, **Deck** 25 **Suspension:** 30, **Special:** Smoke mortar, gyrostabilizer

The M24 Chaffee with its 75mm gun was designed to replace the Stuart, but had little additional armor.

M36 Jackson

The M36 is the last of the dedicated tank destroyers. Like the M10, it is built on a Sherman chassis and lightly armored. It carries a powerful 90mm cannon in its turret that can knock out all but the heaviest of German armor with a head-on shot.

Armor Class: 13, **Damage Points:** 75, **Size:** Huge, **Cruising Speed:** 45, **Range** 200 miles, **Weapons:** 90mm cannon (turret), M2 (Flexible mount, turret rear), **Ammo:** Max 47 (HE 17, AP 30), .50 1000, **Crew:** 5 (Commander, gunner, driver, loader, assistant driver), **Armor—Turret** 75/30/45, **Upper Hull** 65/25/25, **Lower Hull** 105/25/20, **Deck** 19, **Suspension:** 30, **Special:** Smoke mortar

Trucks

The Detroit factories turned out a wide array of transport vehicles for the US armed forces. The most famous of these is the WMC 2 1/2-ton truck—affectionately known by the troops as the "Deuce-and-a-half." This six-wheel drive truck hauls troops, ammo, and guns under some of the most adverse conditions possible—and keeps right on going. The Deuce-and-a-half still serves with the US Army today (albeit upgraded with modern technology).

Armor Class: 12, **Damage Points:** 40, **Size:** Huge, **Cruising Speed:** 60, **Range** 165 miles, **Weapons:** None, **Ammo:** None, **Crew:** 1 (Driver), **Armor—Upper Hull** 2/2/2, **Lower Hull** 2/2/2, **Deck** 2, **Suspension:** 20

Pistols

Weapon	Damage	PV	Critical	Range Inc	Ammo	Type	Action	Weight	Damage Type
Browning HP	2d6	-10	19-20/x2	30	13D	9mm	Semi-auto	2.25 lbs	Piercing
Colt M1911A1	2d6+2	-10	19-20/x2	30	7D	.45 ACP	Semi-auto	2.5 lbs.	Piercing
Enfield No.2 Mk1*	2d6-1	-10	19-20/x2	30	6C	.38	Revolver	2 lbs.	Piercing
Liberator M1942	2d6+2	-10	19-20/x2	10	1M	.45 ACP	Bolt	1 lb.	Piercing
M1917	2d6+2	-10	19-20/x2	30	6C	.45 ACP	Revolver	2.25 lbs.	Piercing
Pistole 08 Luger	2d6	-10	19-20/x2	30	8D	9mm	Semi-auto	2 lbs.	Piercing
Revolver, civilian	2d6-1	-10	19-20/x2	20	6C	.38	Revolver	2 lbs.	Piercing
Walther PPK	2d6	-10	19-20/x2	20	7D	9mm	Semi-auto	1.25 lbs.	Piercing
Walther P38	2d6	-10	19-20/x2	30	8D	9mm	Semi-auto	2 lbs.	Piercing
Webley Mk4	2d6-1	-10	19-20/x2	30	6C	.38	Revolver	2 lbs.	Piercing

Submachineguns

Weapon	Damage	PV	Critical	Range Inc	Ammo	Type	Action	Weight	Damage Type
M1 Thompson	2d6+2	-10	19-20/x2	30	20/30D	.45 ACP	Auto	10.5 lbs.	Piercing
M3 Greasegun	2d6+2	-10	19-20/x2	20	30D	.45 ACP	Auto	8 lbs.	Piercing
MP35	2d6	-10	19-20/x2	30	24/32D	9mm	Auto	10 lbs.	Piercing
MP40	2d6	-10	19-20/x2	30	32D	9mm	Auto	9 lbs.	Piercing
Sten	2d6	-10	19-20/x2	30	32D	9mm	Auto	8 lbs.	Piercing

Shotguns

Weapon	Damage	PV	Critical	Range Inc	Ammo	Type	Action	Weight	Damage Type
Single Barrel	1-4d6	-10	19-20/x2	30	1M	12 gauge	Single	8 lbs.	Piercing
Sawed-off	1-4d6	-10	19-20/x2	10	1M	12 gauge	Single	5 lbs.	Piercing
Double Barrel	1-4d6	-10	19-20/x2	30	2M	12 gauge	Single	10 lbs.	Piercing
Sawed-off	1-4d6	-10	19-20/x2	10	2M	12 gauge	Single	7 lbs.	Piercing

Rifles

Weapon	Damage	PV	Critical	Range Inc	Ammo	Type	Action	Weight	Damage Type
De Lisle Carbine	2d6+2	-10	19-20/x2	60	7D	.45	Semi-auto	8 lbs.	Piercing
Gewehr 43	2d8	-5	19-20/x2	120	10D	7.92mm	Semi-auto	10 lbs.	Piercing
KAR-98K	2d8	-5	19-20/x2	120	5M	7.92mm	Bolt	9 lbs.	Piercing
M1	2d8	-5	19-20/x2	90	8S	.30	Semi-auto	9.5 lbs.	Piercing
M1 Carbine	2d8	-5	19-20/x2	30	15/30D	.30	Semi-auto	5.5 lbs.	Piercing
M1903A3	2d8	-5	19-20/x2	120	5S	.30	Bolt	8 lbs.	Piercing
M1903A4	2d8	-5	19-20/x2	120	5S	.30	Bolt	8 lbs.	Piercing
No.4 Lee-Enfield	2d8	-5	19-20/x2	120	10S	.303	Bolt	9 lbs.	Piercing
Rifle, civilian	2d8	-5	19-20/x2	120	5M	.30	Bolt	9 lbs.	Piercing

Machineguns

Weapon	Damage	PV	Critical	Range Inc	Ammo	Type	Action	Weight	Damage Type
Sturmgewehr 44	2d8-1	-5	19-20/x2	120	30D	7.92k	Auto	11.5 lbs.	Piercing
BAR	2d8	-5	19-20/x2	120	20D	.30	Auto	16 lbs.	Piercing
Bren Gun	2d8	-5	19-20/x2	160	20D	.303	Auto	22 lbs.	Piercing
M1919A4*	2d8	-5	19-20/x2	150	250B	.30	Auto	31 lbs.	Piercing
M1919A6*	2d8	-5	19-20/x2	120	250B	.30	Auto	32 lbs.	Piercing
M2*	2d10	0	19-20/x3	300	110B	.50	Auto	84 lbs.	Piercing
MG34*	2d8	-5	19-20/x2	120	50B	7.92mm	Auto	27 lbs.	Piercing
MG42*	2d8	-5	19-20/x2	120	50B	7.92mm	Auto	25.5 lbs.	Piercing
Vickers*	2d8	-5	19-20/x2	120	250B	.303	Auto	40 lbs.	Piercing

Ammo Notes: The type of magazine/ammo feed for each weapon is denoted by a single letter following the ammo supply—B = Belt, C = Cylinder, D = Detachable Magazine, M = Internal Magazine, S = Stripper clip.
*If used with a tripod, add 30 pounds to the gun's listed weight.
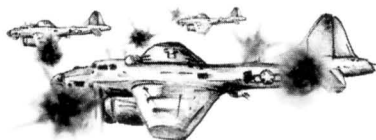
Hand Grenades & Explosives

Weapon	Damage	PV	Primary Burst	Range Inc	Weight	Type
AN-M8	NA	NA	10	10	2 lbs.	Smoke
Bangalore Torpedo	5d6	0	4	5	15 lbs.	Piercing/Fire
Dynamite Stick	4d6	0	4	15	0.5 lb.	Fire
Geballte Ladung	10d6	0	8	5	10 lbs.	Piercing/Fire
No. 23 Mk II	6d6	0	4	15	2 lbs.	Piercing/Fire
M9A1 rifle grenade	6d6	80	2	30	2 lbs.	Piercing/Fire
Mk2 "Pineapple"	6d6	0	4	15	2 lbs.	Piercing/Fire
Molotov Cocktail	4d10	Special	2	15	2 lbs.	Fire
Panzerwurfmine	5d8	80	2	10	3 lbs.	Piercing/Fire
Plastic Explosive	6d6	0	4	15	0.5 lbs.	Fire
Satchel Charge, Small	7d6	0	10	10	4 lbs.	Fire
Satchel Charge, Large	10d10	0	20	5	12 lbs.	Fire
Schiessbecher						
AT	6d6	80	5	30	2 lbs.	Piercing/Fire
HE	4d6	0	10	10	2 lbs.	Piercing/Fire
Stielhandgranate 24	4d6	0	10	5	2 lbs.	Piercing/Fire
with spliterringe	6d6	0	10	4	2 lbs.	Piercing/Fire
Smoke	NA	NA	30	5	2 lbs.	NA
TNT (1 charge)	4d6	0	5	5	0.5 lb.	Fire

Rocket Launchers

Weapon	Damage	PV	Burst	Range Increment	Weight	Type
Bazooka	5d8	100	10 ft.	60	12 lbs.	Piercing/Fire
60mm rocket					3.5 lbs	
Panzerschreck	6d8	175	10 ft.	60	20 lbs.	Piercing/Fire
88mm rocket					7 lbs.	
Panzerfaust 30	7d8	140	10 ft.	10	10 lbs.	Piercing/Fire
Panzerfaust 60	7d8	140	10 ft.	20	10 lbs.	Piercing/Fire
PIAT	5d8	70	10 ft.	30 ft.	32 lbs.	Piercing/Fire
PIAT rocket					3 lbs.	

Flamethrowers

Flamethrower	Damage	PV	Max Range	Weight	Type
Flammenwerfer 41	4d10	Special	90	40 lbs.	Fire
Mk1	4d10	Special	150	70 lbs.	Fire
Lifebuoy	4d10	Special	90	64 lbs.	Fire

Melee Weapons

Melee	Damage	Weight	Type
Bayonet	1d6+1/x2	1 lb.	Piercing
Entrenching Tool			
Flat	1d6/x2	3 lbs.	Bludgeoning
Edge	1d6/x3		Slashing
Pick	1d4/x4		Piercing
Garrote	2d6/19-20/x3	1 lb.	Slashing
Rifle Butt	1d6/x2	NA	Bludgeoning

"I don't care how many tanks you British have so long as you keep splitting them up the way you do. I shall just continue to destroy them piecemeal."

—Field Marshal Erwin Rommel, 1941,
to a captured British brigadier general

Antitank Guns*

Weapon	Damage	PV	Burst	Critical	Range Inc	Action	Type	Weight
6-pdr								2,471 lbs.
AP	6d10	65/3	0	x2	200y	Breach	Piercing	
HE	5d8/6d6	15/2	4	x2	200y	Breach	Piercing/Fire	
Tungsten	6d10	150/11	0	x2	200y	Breach	Piercing	
17-pdr								6,444 lbs.
AP	8d10	130/5	0	x2	200y	Breach	Piercing	
HE	7d8/5d8	20/2	6	x2	200y	Breach	Piercing/Fire	
Tungsten	8d10	250/6	0	x2	200y	Breach	Piercing	
M1 57mm AT								2,471 lbs.
AP	6d10	65/3	0	x2	200y	Breach	Piercing	
HE	5d8/6d6	15/2	4	x2	200y	Breach	Piercing/Fire	
Tungsten	6d10	150/11	0	x2	200y	Breach	Piercing	
M5 76.2mm AT								5,850 lbs.
AP	8d10	100/3	0	x2	200y	Breach	Piercing	
HE	7d8/5d8	20/2	6	x2	200y	Breach	Piercing/Fire	
Tungsten	8d10	215/12	0	x2	200y	Breach	Piercing	
Pak 38								2,205 lbs
AP	6d10	60/6	0	x2	200y	Breach	Piercing	
HE	5d8/4d6	10/1	4	x2	200y	Breach	Piercing/Fire	
Tungsten	6d10	130/12	0	x2	200y	Breach	Piercing	
Pak 40								3,1414 lbs.
AP	8d10	95/5	0	x2	200y	Breach	Piercing	
HE	7d8/5d8	20/2	6	x2	200y	Breach	Piercing/Fire	
Pak 43								13,000 lbs.
AP	8d12	170/6	0	x2	200y	Breach	Piercing	
HE	8d8/6d8	35/1	6	x2	200y	Breach	Piercing/Fire	

Antiaircraft Guns*

Weapon	Damage	PV	Burst	Critical	Range Inc	Action	Type	Weight
40mm Bofors								5,423 lbs
AP	5d10	35/4	0	x2	200y	Auto	Piercing	
HE	5d8/4d6	15/2	2	x2	200y	Auto	Piercing/Fire	
Flak 37								15,000 lbs.
AP	8d12	170/6	0	x2	200y	Breach	Piercing	
HE	8d8/6d8	35/1	6	x2	200y	Breach	Piercing/Fire	
Flakvierling 38								3,338 lbs.
AP	3d10	15/3	0	x2	200y	Auto	Piercing	
HE	3d8	3/1	2	x2	200y	Auto	Piercing/Fire	
M2 90mm AA								2,396 lbs.
AP	8d12	100/7	0	x2	200y	Breach	Piercing	
HE	8d8/6d8	50/2	6	x2	200y	Breach	Piercing/Fire	
Maxson Mount	2d10	0	0	19-20/x3	100y	Auto	Piercing	

The dreaded Flak 36 88mm AA/AT Gun, firing in a battery formation. These large guns were difficult to hide, but when concentrated, were a formidable obstacle to both Allied air and ground forces.
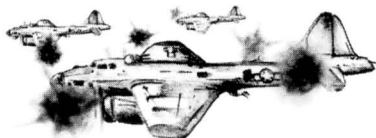
Landmines

Mine	Damage	Burst	Notes
Antipersonnel Mine	6d8	4	15 lbs. of pressure or more to detonate.
Antitank Mine	6d12	4	100 lbs. or more of pressure to detonate.
S-Mine 44	6d8	10	The infamous "Bouncing Betty." This mine jumps 3 to 5 feet in the air before exploding

Mortars*

Mortar	Damage	PV	Burst	Range Increment	Minimum	Weight	Type
2-inch Mortar	4d6	10	4	50y	50	9 lbs.	Piercing Fire
2-inch shell						2.25 lbs.	
3-inch Mortar	5d8	10	4	250y	100	126 lbs.	Piercing/Fire
3-inch shell						10 lbs.	
60mm mortar, M2	5d6	10	4	200y	100	42 lbs.	Piercing/Fire
60mm shell						3 lbs.	
81mm mortar, M1	6d8	10	6	300y	100	136 lbs.	Piercing/Fire
81mm shell						7 lbs.	
Granatewerfer 36	4d6	10	4	60y	50	31 lbs.	Piercing/Fire
50mm shell						2 lbs.	
Granatewerfer 34	6d8	10	6	250y	100	125 lbs.	Piercing/Fire
81mm shell						8 lbs.	

*Note that ranges for heavy weapons are listed in yards.

Equipment

General Gear

Item	Weight
Ammo Pouch	0.25 lbs.
Backpack	5 lbs.
Bedroll	3 lbs.
Canteen	1 lb./3lbs.
Communications Wire	20 lbs.
Entrenching Tool	3 lbs.
Field Telephone	5 lbs.
Field Stove	5 lbs.
Fuel Canister	1 lb.
Mess kit	2 lbs.
Metal Detector	7 lbs.
Radio Telephone	15 lbs.
Survival Kit	3 lbs.
Vehicle Tools	20 lbs.
Web Belt	0.25 lbs.

Medical Equipment

Item	Weight
Medic's Kit	10 lbs.
Personal Aid Kit	1.5 lbs.
Stretcher	5 lbs.

Rations

Item	Weight
C Ration	5 lbs.
K Ration	3 lbs.
Survival Ration	2 lbs.

Explosive Supplies

Item	Weight
Caps (10)	1 lb.
Detonator, Small	3 lbs.
Detonator, Large	10 lbs.
Detonating Wire (500')	10 lbs
Fuse (100')	2 lbs.

Ammo Weight

Item	Weight
Pistol Bullets	1 lb./25 rounds
Rifle Bullets	1 lb./20 rounds
Belted MG Bullets	1.5 lbs./20 rounds

Armor

Armor	AC Bonus	Weight
Helmet, Steel	+1	2 lbs.
Flak Jacket	+2	10 lbs.
Tanker Helmet	+1	1 lb.

Vehicle Weapons *

Weapon	Damage	PV	Burst	Critical	Range Increment	Action	Damage Type
20mm cannon							
AP	3d10	5/2	0	x2	200y	Auto	Piercing
HE	3d8/2d6	3/1	2	x2	200y	Auto	Piercing/Fire
50mm cannon							
AP	6d10	60/6	0	x2	200y	Breach	Piercing
HE	5d8/4d6	10/1	4	x2	200y	Breach	Piercing/Fire
75L48 cannon							
AP	8d10	95/5	0	x2	200y	Breach	Piercing
HE	7d8/5d8	20/3	6	x2	200y	Breach	Piercing
75L70 cannon							
AP	8d10	130/6	0	x2	200y	Breach	Piercing
HE	7d8/5d8	61/2	6	x2	200y	Breach	Piercing/Fire
88L56 cannon							
AP	8d12	100/5	0	x2	200y	Breach	Piercing
HE	8d8/6d8	40/1	6	x2	200y	Breach	Piercing/Fire
88L71 cannon							
AP	8d12	170/6	0	x2	200y	Breach	Piercing
HE	8d8/6d8	35/1	6	x2	200y	Breach	Piercing/Fire
105mm howitzer							
HE	10d8/8d8	50/1	8	x2	200y	Breach	Piercing/Fire
HEAT	10d8/4d8	70	4	x2	200y	Breach	Piercing/Fire
128mm cannon							
AP	12d12	190/6	0	x2	200y	Breach	Piercing/Fire
HE	12d8/10d8	85/3	8	x2	200y	Breach	Piercing/Fire
150mm howitzer							
HE	12d8/10d8	40/1	10	x2	200y	Breach	Piercing/Fire
HEAT	12d8/5d8	130	4	x2	200y	Breach	Piercing/Fire

Note that ranges for heavy weapons are listed in yards.

The dreaded King Tiger on the assault during the later days of the Normandy campaign.
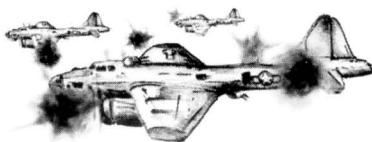
Allied Vehicle Weapons*, Cont.

Weapon	Damage	PV	Burst	Critical	Range Increment	Action	Type
17-pdr							
AP	8d10	125/5	0	x2	200y	Breach	Piercing
HE	7d8/5d8	20/2	6	x2	200y	Breach	Piercing
Tungsten	8d10	235/5	0	x2	200y	Breach	Piercing
20mm cannon							
AP	3d10	5/2	0	x2	200y	Auto	Piercing
HE	3d8/2d6	3/1	2	x2	200y	Auto	Piercing/Fire
25-pdr							
AP	8d12	40/4	0	x2	200y	Breach	Piercing
HE	8d8/6d8	35/1	6	x2	200y	Breach	Piercing/Fire
30mm cannon							
AP	4d10	25/3	0	x2	200y	Auto	Piercing
HE	4d8/3d6	2/1	2	x2	200y	Auto	Piercing/Fire
37L53 cannon							
AP	5d10	35/3	0	x2	200y	Breach	Piercing
HE	5d8/3d6	5/1	2	x2	200y	Breach	Piercing/Fire
40mm cannon							
AP	5d10	35/4	0	x2	200y	Breach	Piercing
HE	5d8/4d6	15/2	2	x2	200y	Breach	Piercing/Fire
75L40 cannon							
AP	8d10	55/3	0	x2	200y	Breach	Piercing
HE	7d8/5d8	15/1	6	x2	200y	Breach	Piercing/Fire
76L52 cannon							
AP	8d10	85/3	0	x2	200y	Breach	Piercing
HE	7d8/5d8	20/2	6	x2	200y	Breach	Piercing/Fire
Tungsten	8d10	215/12	0	x2	200y	Breach	Piercing
90mm							
AP	8d12	95/5	0	x2	200y	Breach	Piercing
HE	8d8/6d8	40/1	6	x2	200y	Breach	Piercing/Fire
90L53							
AP	8d12	130/6	0	x2	200y	Breach	Piercing
HE	8d8/6d8	40/1	0	x2	200y	Breach	Piercing/Fire
Tungsten	8d12	265/12	0	x2	200y	Breach	Piercing
95mm cannon							
HE	9d8/7d8	5/1	6	x2	200y	Breach	Piercing/Fire
HEAT	9d8/4d8	65	4	x2	200y	Breach	Piercing/Fire
105L23 cannon							
HE	10d8/8d8	25/1	8	x2	200y	Breach	Piercing/Fire
HEAT	10d8/4d8	60	4	x2	200y	Breach	Piercing/Fire
Flamethrower	6d10	Special	NA	x2	75y (max)	Single	Fire

Note that ranges for heavy weapons are listed in yards.
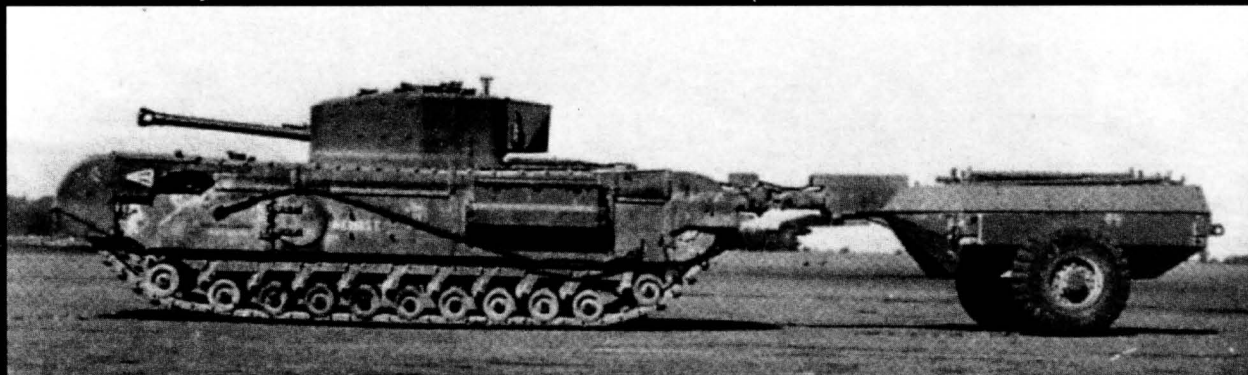
A Crocodile Flamethrower tank with attached fuel tank. This heavily armored vehicle is built on a modified Churchill chassis with a 75mm gun, flamethrower with a 75 yard range, and 2 machine guns.

Chapter Five: Combat

In case you haven't heard, there's a war on. That means people are going to be hurling unpleasant things at you in an attempt to do you bodily harm. You'd best learn how to do it to him before he does it to you.

Personal Combat

Your hero is slowly stalking through the bocage of Normandy, when a potato masher lands at his feet and an MG42 machine gun cuts loose. It's an ambush!

How do you handle all that carnage and mayhem in the D20 system? Read on, and find out.

Rule Changes

Unless these rules say otherwise, the combat rules from the *Player's Handbook* are still in effect. Specifically, the Open Game Content rules for armor class, rolling to hit, determining initiative, the surprise round, and attacks of opportunity, as well as the rules concerning hand-to-hand combat, remain unchanged. However, the widespread use of deadly firearms on the modern battlefield has caused us to add a few new options when it comes to ranged combat.

Automatic Fire

Automatic weapons let your hero hose down the landscape with a rain of lead.

Fire from automatic weapons is resolved in 3-shot bursts. A character may fire a single burst on each of his attacks using his standard attack bonus. Each burst may be fired at a different target if desired. As usual, making multiple attacks requires the hero to use the full attack option.

Heroes with the Rapid Shot feat may fire an additional burst on their bonus attack at their full attack bonus. The -2 penalty incurred by use of the Rapid Shot feat is applied to all bursts fired.

The advantage of automatic fire is that it is possible for multiple bullets from each burst to strike the target. For every 5 full points by which the attack roll beats the DC of the attack, an additional bullet hits and causes damage (maximum of 3 bullets hitting per burst). If a critical hit is scored, only the damage of the first bullet is increased by the weapon's critical multiplier.

Note that characters using automatic weapons must normally fire in 3-shot bursts. Most automatic weapons of this period did not have selector switches that allowed the user to switch between

US Airborne troops rally after their scattered drop behind enemy lines.

semiautomatic and full auto fire. There are a few notable exceptions. These are noted in the individual weapon descriptions in the Equipment chapter.

If an automatic weapon has less than 3 shots left, resolve the situation as follows:

If there are 2 shots remaining, resolve the attack as automatic fire, but only a maximum of two rounds may hit.

If there is only one shot remaining, the shooter fires a single shot and may perform an aimed fire attack.

Note that firing on full-auto isn't healthy if friends and allies are in the way. See **Stray Rounds** below for more information.

Bracing

Submachineguns fire light pistol rounds and can be easily fired from the hip or while moving. Machineguns and automatic rifles like the BAR, fire a heavier rifle cartridge and have significantly greater recoil. These weapons are designed to be fired from a braced bipod or heavy tripod. Whenever one of these weapons is fired from the hip or while taking more than a five foot step, each burst suffers a -4 circumstance modifier to hit.

Stray Rounds

Under most circumstances it's not necessary to worry about where bullets from missed firearm attacks go—most just sail off harmlessly down range. However, in situations where other potential targets (friendly or otherwise) are near the intended target, there's a chance they may be struck by errant rounds.

If a bystander is a few feet from the target and directly between it and the shooter—as in the classic hostage situation—use the standard rules for determining if the covering creature is hit.

On the other hand, if the ranged attack just outright misses its target, roll 1d6 for each bystander within five feet of the attack's path, starting with the bystander closest to the shooter. On a roll of 2-6, move on to the next target until the round hits (on a 1) or there are no more potential victims. On a roll of 1, roll a new attack with no modifiers. If that roll hits the target's AC, he takes full damage from the shot. This shot can be a critical as usual.

Automatic Fire and Shotguns: Automatic weapons and shotguns firing buckshot are even more likely to hit innocent bystanders. A roll of 1 or 2 on the d6 hits a victim in the shot's path.

Suppressive Fire

Hosing down an area with lead tends to make people keep their heads down.

A character armed with an automatic weapon may make a suppressive fire attack as a full round action. To do so, the hero must burn off 10 rounds of ammunition and designate a target spot. The character must roll to hit the target area versus a DC of 10 plus range modifiers. If the attack misses, it has no effect. If it's on target, all characters—friend or foe—within 20 feet of the target spot must make a Will save versus a DC of 15 or lose their actions for the round. If a character has already acted in the current round, the attack has no effect. Anyone in the target area that rolls a natural 1 on the Will save also catches a bullet and takes normal damage.

Characters within the affected area that have total cover from the shooter do not have to make a save—they are immune to the attack.

Reloading

Reloading a weapon with an integral magazine is a full round action. This allows the hero to load 1d4 bullets plus his Dexterity modifier.

Reloading a magazine-fed weapon or a weapon that uses stripper clips is a move-equivalent action.

Reloading a belt-fed weapon is a full-round action for a single person. Reloading a belt-fed weapon with the help of an assistant is a move-equivalent action. In addition, assistant gunners may attach a new belt of ammo to the one in the gun as a move-equivalent action, even while the gun is firing.
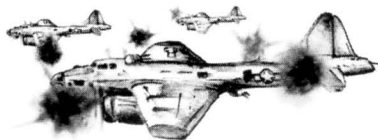
Misfire

Whenever your hero rolls a natural 1 while attacking with a firearm, he's suffered a misfire of some sort. Most of the time, his weapon has likely jammed, but occasionally, he may be jarred just before firing and hit a random target as well. Roll 1d6 immediately.

On a 1, the shot hits a random target. The most likely victims are anyone in melee with the original target, followed by those roughly between the firer and his target. If there are no other targets, the shooter is jarred and fires in a random direction. Roll randomly between all possible targets in range. That target is automatically hit.

On a 2, the shooter drops his weapon (this is really bad if it's a grenade!)

On a 3-6, the weapon jams. Attempting to clear a jam is a move equivalent action. Your hero must succeed at a Dexterity check versus a DC of 10 to clear the jam. If the check fails, the soldier can continue to attempt to clear the jam on subsequent actions. Rolling a natural 1 on one of these checks means the weapon is seriously damaged and cannot be used until repaired by an armorer.

Telescopic Sights

Snipers and other sharpshooters sometimes use weapons with telescopic sights. A scope reduces any penalties due to range by an amount equal to its power, i.e. a 4x scope reduces the range penalty by 4. Note that this is not a bonus to hit. It simply reduces the penalty. If the DC of a shot is raised by 2 due to range, a 4x scope would simply reduce this modifier to +0, not give a +2 to hit.

A telescopic sight only grants this ability to aimed fire attacks. If the attacker does not make an aimed fire attack with a scope-equipped weapon, the power of the scope is actually applied to the attack roll as a penalty. A 4x scope, for example, would inflict a –4 penalty to hit on unaimed attacks. This is because a scope's narrow field of vision makes it difficult to reacquire a target after the weapon recoils. The more powerful the scope, the more pronounced this effect is.

Shotguns

Shotguns weren't normally issued to troops in the European theater, but civilian versions were commonly used by members of resistance groups.

Shotguns and sawed-off shotguns fire a shell that normally contains around a dozen .32 caliber bullets. This shot spreads out rapidly after it leaves the barrel, covering a larger area the further it travels from the gun.

As you might guess, this makes it easier for even a relatively unskilled character armed with one of these weapons to hit the target. On the other hand, it also means that the further from the target the attacker is, the less shot actually hits the target.

In game terms, any character using a shotgun gains a +2 bonus to her ranged attack roll, and an additional +2 bonus for each range increment beyond the first, up to a maximum bonus of +6. This represents the widening of the shot pattern. Normal range modifiers still apply.

On the other hand, the damage caused by the shotgun is reduced the further the target is from the attacker. This is summarized in the Shotgun Table below.

Shotguns

Range	Damage	Bonus
Touching	4d6	+0
First Increment	3d6	+1
Second Increment	2d6	+2
Third Increment and beyond	1d6	+3

Slugs

Shotguns can fire large, rifled hunks of lead called "slugs." A slug is fairly inaccurate, despite its rifling, so a character firing one suffers a –2 penalty to his attack roll. Since the slug doesn't spread like normal shotgun pellets, it doesn't grant any sort of attack bonus.

A slug is still a big hunk of lead and packs a hefty wallop, so it does 3d6 damage regardless of range and has a critical of 19-20/x3.

Double-Barrel Shotguns

Double-barrel shotguns have two barrels. Each barrel is loaded with a single shell and each has its own trigger and hammer.

A character may fire both barrels in a single attack, though both must be directed at the same target. A character with two or more attacks may fire at two separate targets by firing one barrel at each.

Firearms in Melee

You've probably heard the old saying, "Don't bring a knife to a gunfight." Well, that's certainly true, but there's also a downside to bringing a gun to a knife fight. Should your hero find himself in

melee combat with a firearm in his hand, he's going to have a hard time using it effectively.

Pistols, submachineguns, and sawed-off shotguns can be fired at an opponent who is threatening your character in hand-to-hand combat, but due to the jostling and fighting, he gets a -6 penalty to his attack roll. On the plus side, firing a pistol at someone who is right on top of your character like that doesn't provoke the normal attack of opportunity that using a ranged weapon does. If, on the other hand, your character shoots at a target outside the melee, he still gets the -6 penalty *and* provokes an attack of opportunity from his opponent.

Rifles, machineguns, and full-sized shotguns simply can't be fired in melee combat, whether at a melee opponent or another target. The length of the weapon makes it too vulnerable to being knocked aside and too long to bring to bear on a close opponent. Since using a gun for its intended purpose is so hard to do in melee, most soldiers resort to clubbing their opponent with it.

Of course, a character can likely take a five foot step and fire his longarm normally—it all depends on the circumstances of the fight.

Explosions

All explosive weapons have a primary burst radius listed in feet. All targets within this radius must make a Reflex save (DC15) or take full damage. Those who save take only half damage.

Targets within twice the listed burst radius for an explosive weapon take only half damage. If they make a successful Reflex (DC15) save, they take no damage.

Stun

The blast from an explosion can have a stunning effect on those caught within it. All characters within an explosion's primary blast radius must make a Fortitude save (DC15) or become stunned. Those within the secondary radius must save versus a DC of 10.

Deviation

In most cases, if a ranged attack misses, it's not that important to see where the round went. However, when you're dealing with things that go boom, a near miss can be just as good as a hit. As the old saying goes, "Close only counts with horseshoes and hand grenades."

Whenever an explosive attack misses, it's necessary to see where it landed. Roll 1d12 to see which direction the round went. Read the die roll as a clock facing, with 12 o'clock being in the direction the round was originally fired. The distance the shot sails off target depends on the range between attacker and target. Find the appropriate deviation dice on the Deviation Distance Table and roll them. The attack lands off target a number of feet equal to this roll times 5. An attack can never deviate more than half of the distance it was fired—that way it can never land *behind* the attacker.

The distances listed on the table are for weapons firing directly at a target. Artillery attacks use the dice listed on the Fire for Effect Table.

Deviation Distance

Range	Deviation
1-75 feet	2d4
76-150 feet	2d6
151-300 feet	2d8
301-600 feet	2d10
601+ feet	2d10x5

Grenades

The base DC to hit with a grenade is 10 plus modifiers for range. The range increment for grenades is 15 feet with a max range equal to 5 range increments. Rifle grenades have an increment of 30 feet and a maximum range of 10 increments. In situations where a character can't see the target area—lobbing the grenade over a wall or around a corner—the base DC is raised by 5.

If the attacker is trying to throw or fire a grenade through a small opening, apply a modifier to the DC equal to the size of the opening. Below are some examples:

Grenade Attack Modifiers

Opening	Modifier
Doorway	+2
Window	+4
Open Tank Hatch	+6
Bunker Firing Slit	+8

Returning Grenades

Hand grenades do not explode on impact; they have a fuse that must burn down. This can give a defender time to scoop up the grenade and throw it back. Whenever a hand grenade lands within 5 feet of a character, he may declare that he is attempting to throw it back. To do this, he must make a successful Reflex save versus a DC of 20. If the save is made, the character can throw the grenade as a normal attack. A returned grenade explodes as soon as it reaches the target.
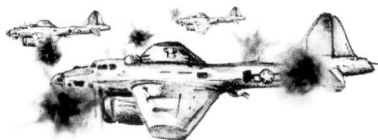
If the would-be hero fails his save, the grenade explodes as normal and the character does not get a Reflex save versus the damage.

Rifle grenades are fused to explode on impact and may not be thrown back.

Falling on Grenades

Courageous soldiers have been known to throw themselves on live grenades in order to save their buddies. A character can throw himself on a live grenade that lands within half his Speed in feet by making a successful Reflex save against a DC of 15. If the character succeeds, he is the only one to take damage from the grenade. The bad news is that the grenade does double damage against the hero and he gets no Reflex save against it.

Flamethrowers

Flame has been a useful battlefield weapon since the ancients first developed Greek Fire. The most common form of flame weapon in *Weird Wars* is the flamethrower. These weapons normally consist of two tanks, one filled with flammable fuel and the other with propellant, that are connected to some form of projector via a flexible hose. Flamethrowers were most commonly issued to combat engineers and used against enemy tanks and fortifications.

The ranges listed for flamethrowers in the equipment tables are the weapon's maximum ranges. When fired, the flamethrower shoots out a stream of flame up to its maximum range (the user picks the length of the flame). This stream is about two inches wide at the nozzle and five feet wide at the far end if it becomes important. The attacker may roll his normal attack against every target within this path. Unless the target is completely enclosed in airtight armor, this is rolled as a touch attack and also ignores all cover modifiers. Those hit take full damage, but may make a Reflex save (DC15) to take only half damage.

Characters hit by a flamethrower are covered in sticky, burning fuel and continue to take damage after the attack. At the beginning of the round following the attack, a burning character takes 1d10 damage. The character may make a Reflex save (DC15) as a full round action to extinguish himself.

When attacking a vehicle, the passengers and crew normally take no damage from the flame attack unless they are directly exposed to the flame, such as through an open hatch or an open-topped passenger compartment. The attack ignores the vehicle's Armor rating at the location hit when resolving damage (this is due to the burning fuel dripping down through engine intakes, melting rubber seals, etc.) Roll 1d20. On a roll of 15 or better, the vehicle catches fire and takes an additional 1d10 damage each round. If the damage die for this fire ever rolls a 1, the fuel has burned itself out and the fire stops.

Molotov Cocktails

The Molotov cocktail is a simple fire weapon consisting of a glass container filled with gasoline or other flammable liquid attached to a lighted rag. When thrown, the container shatters against the target and engulfs it in flames.

Lighting a Molotov cocktail is a move-equivalent action. Throwing it is a standard attack action. If the cocktail misses, roll for deviation as if it were a grenade. Unless the attacker rolls a natural 1, the cocktail automatically breaks when thrown against a hard surface like a vehicle or pavement or building wall. If thrown against a soft surface—like a person or carpeted floor—there is only a 50% chance that the container breaks. Unbroken cocktails can be picked up and thrown again. The fuse on the weapon normally stays lighted for 1d4 rounds.

When a Molotov cocktail explodes, it causes fire damage to all targets within its primary burst radius. The weapon causes no damage beyond this distance. Those affected may make Reflex saves (DC15) to take only half damage.

German Engineers use a flamethrower on an infantry foxhole.

Anyone taking damage from a Molotov is set on fire. This has the same effects as described above for flamethrowers. Likewise, Molotovs used against vehicles ignore the vehicle's armor and have the same chance of setting it alight as a flamethrower.

Smoke

Battlefields are often filled with smoke. It can come from smoke grenades, mortar rounds, cannon shells, or even from battlefield fires. Regardless of the source it has the same effect.

Smoke offers concealment from enemy fire. The amount of concealment granted depends on the amount of smoke between the attacker and his target. This is summarized below in the Smoke Concealment Table.

Generated smoke from grenades, mortar rounds, and so on, lasts 1d6 rounds. If the smoke is being delivered by an artillery barrage, this countdown doesn't begin until the smoke barrage ends. If it is raining or windy, the duration of the smoke is halved.

Smoke Concealment

Intervening Smoke	Miss Chance
5-15 feet	10%
16-30 feet	20%
31+ feet	50%*

*And attacker must guess target's location.

Getting the Drop

Your hero suddenly feels a rifle barrel between his shoulder blades, what can he do? There are certain situations where an opponent catches your character dead to rights (or vice versa) and gets the drop on him. Under these circumstances, it doesn't matter how tough your hero is, he can't simply suck up the damage and soldier on just because he has a lot of hit points.

It's up to your War Master to decide when a situation qualifies as "getting the drop" on someone, but as a general guideline the attacker must be within the first range increment of his weapon (or within reach if using a hand weapon), have a readied attack, and not be under attack himself. The defender must either be surprised or not have a ready weapon.

Making a Break For It

A character at the mercy of another in this way has two options: He can surrender or he can take a chance and make a break for it.

A hero who surrenders is completely at the mercy of his captor. If the enemy soldier suddenly decides he doesn't like the way the hero's hair is parted, he can perform a *coup de grace* attack on him at any time. A character who surrenders can, however, decide to make a break for it at any time.

If your hero makes a break for freedom, his captor may make an immediate attack. The danger to your hero depends on how well he has given his opponent the slip. Have both characters involved make Dexterity checks. The captor receives a +5 circumstance bonus to his roll.

If the captor's Dexterity total is higher, he may perform a *coup de grace* attack. If the captive's total is higher, the captor makes a regular attack against a helpless defender. These attack options are described on page 133 of *The Player's Handbook*.

Note that an attacker who wants to kill rather than capture his opponent, he can simply perform a *coup de grace* attack without giving his foe an opportunity to make a break for it.

Bennies

Sometimes the fickle finger of fate (as represented by the dice) points at your hero and there is nothing you can do to save him. There are few things worse in a game than having a favorite character done in by an unlucky die roll. We like to give players some control over their characters' fates, so we've introduced the concept of bennies.

What's a benny? It represents the ability of a character to somewhat determine his own fate through luck, karma, or whatever you want to call it. In game terms, it's a point that can be spent to reroll any skill check or attack roll or it can be turned in to immediately restore 1d6 hit points to your character.

A player character receives one benny at the beginning of each play session. You can keep track of these on your hero's character sheet or use some sort of token such as beads or chips to represent them.

Players can also earn bennies during play. The WM can award them for a host of things such as good roleplaying, coming up with an ingenious idea, or simply giving the group a good laugh.

Unspent bennies carry over from session to session, so it is possible for a character to build up a reserve for when the brown stuff hits the fan.
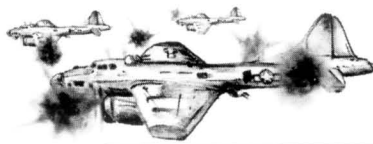
Artillery

Time to break out the big guns. Your heroes may sometimes have access to artillery on their missions, or, if they're unfortunate, their enemies may have some artillery on call.

Availability

The availability of artillery, both for heroes and their enemies, is up to the WM. If it is available, it comes in two varieties: dedicated and general. Dedicated artillery is a battery or batteries that is assigned as fire support to a particular unit. This normally only happens when the powers that be deem that artillery is necessary to the completion of a unit's mission, so WMs should use this option sparingly. General artillery is a battery attached to a headquarters that is available for use by any unit.

Whenever a forward observer attempts to call for artillery, he must see if a battery is available (even dedicated batteries are sometimes not available due to emergencies or communications problems). Roll 1d20 against the number listed in the Arty Availability Table. If the roll meets or exceeds this number a battery is available. If it's less, the spotter is out of luck. He can try again in 1d6 minutes. If a battery is available, establishing contact takes 1d4 rounds.

Arty Availability

Type	Availability
Dedicated	5
General	10

Calling It In

Artillerymen aren't psychic. In order for them to fire a mission, a hero must contact the battery with a working radio or field telephone.

An American 105mm howitzer fires from beneath camo netting.

When a character makes a call for fire, have him perform an Artillery skill check. The number of combat rounds that pass until the first artillery round impacts is equal to 10 minus 1 for every 5 points the hero gets on his skill check. During this time, the character must remain in contact with the battery each round as a full round action. If the soldier is attacked during this time, he must make a Concentration check (DC 10 + damage taken). Failing this check means that the current round does not count toward the time until the attack arrives.

Adjusting Fire

The hero calling in the artillery must designate a target point for the attack. Once the required time has elapsed, a single spotting round impacts on the spotter's initiative. Have the spotter make an Artillery check (DC15). If the roll is successful, the attack is centered on the desired target point. If the roll is failed, the attack is centered on a new target

Fire For Effect

Artillery	Damage	Burst	Deviation	Shots/Round	Duration
50mm mortar*	4d6	4	2d10	NA	NA
60mm mortar*	5d6	4	2d10	NA	NA
81mm mortar	6d8	6	2d10	1d6	1d6+4
120mm mortar	8d8	8	2d10	1d4	1d6+2
75mm howitzer	5d8	6	2d10	1d4	1d6+2
105mm howitzer	8d8	8	2d12	1d3	1d6+1
150mm howitzer	10d8	10	2d20	1d2	1d6
155mm howitzer	10d8	10	2d20	1d2	1d6

*Light mortars are usually only employed in a direct fire mode on the actual battlefield.

point 2d10 yards in a d12 direction from the desired one. In both cases, determine the actual impact point for the spotting round as described under fire for effect.

At this point, the spotter can tell the battery to fire for effect (see below), or he can adjust the fire. If he adjusts the fire, another spotting round lands on the following round and the spotter must make another Artillery check. He can shift the attack's target point 1 yard in any direction for each point he gets on this roll. The new spotting round deviates from this point. He must then decide to adjust fire again using the same procedure or order the guns to fire for effect.

Fire for Effect

Once a battery is ordered to fire for effect, it lets loose with all of its guns. Each combat round, a number of artillery rounds impact around the target point. The number of shots that arrive each turn depends on the type of artillery firing. See the Fire for Effect Table for details.

Each arriving shot deviates from the attack's target point. Roll 1d12 for direction as described in the Deviation section on page 90. Roll the distance dice listed on the Fire for Effect Table for the type of artillery firing and add them together, ignoring any dice that roll a 1. This is the distance from the target point the shot lands.

Once you've determined where the round landed, resolve damage as described in the Explosions section on page 90. Treat prone characters as if they have 3/4 cover against the attack. Soldiers in foxholes or craters are considered to have 9/10 cover. These characters receive no cover, of course, if the arty round lands in their foxhole or crater.

An artillery battery can only fire at this rate for a short time before it exhausts its supply of ready ammo. Once a battery has begun firing for effect, roll the die listed under duration. This is the maximum number of rounds the battery fires. Once this time has elapsed, the attack ends. As long as the forward observer maintains contact with the battery, he may end the attack before this time on any of his actions.

Airbursts

In general, taking cover behind a tree is usually a good idea. Unfortunately, when under artillery attack, being under a tree is one of the last places you want to be.

When an artillery round impacts, it digs itself into the ground before exploding

and wastes a lot of energy blasting out a crater. In addition, much of the blast is channeled upwards away from the soldiers on the ground. Artillery rounds hitting wooded areas, however, often strike branches and explode in mid-air. This allows the blast wave to move downward toward the soldiers on the ground and the shattered tree limbs often add to the shot's fragmentation effect.

To reflect this in the game, whenever an artillery round lands in a wooded area, roll a die. On an even result, the shot impacts the ground and damage is resolved normally. On an odd result, it airbursts.

Rounds that airburst do an additional 2 dice of damage. In addition, being prone grants no bonus to the Reflex save against the damage. Craters provide no cover against an airburst and foxholes give only half cover.

Proximity Fuses

Starting in January of 1945, US troops were issued a new artillery shell equipped with a proximity fuse. This fuse could detect the shell's height above the ground and detonate it a set altitude. These shells *always* airburst, regardless of the terrain they are fired into and have the same effects as described above.

Proximity-fused shells are only available for 105mm and 155mm artillery batteries. Supplies of these shells were limited (the bulk of the fuse production was earmarked for the Pacific Theater for use in antiaircraft shells) and they were only used against priority targets. The availability of proximity-fused artillery in your game is up to your WM.

Walking Fire

Once a battery is firing for effect, the spotter can "walk" the fire by shifting the target point. The spotter must remain in contact with the battery and be able to see where the rounds are impacting. If these conditions are met, he may make an Artillery roll (DC10) roll to shift the target point. As long as the roll meets the minimum DC, the target point can be shifted a number of yards equal to the spotter's roll. This new target point goes into effect in the following combat round.

Blind Fire

The procedure outlined above assumes that the spotter can see the target area (or at least see the explosions of the rounds as they impact). It is also possible to call down artillery on an unseen target if your
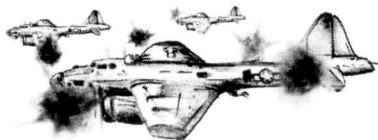
hero has a map (and the ability to read it). The procedure for calling in the fire remains the same. However, if the attack is off-target, it cannot be adjusted and rolls of 1 are not ignored when determining shot deviation. The fire also cannot be walked.

Direct Indirect Fire

How's that for an oxymoron? Heroes equipped with a mortar can create their own artillery support.

If the character aiming the mortar can see the target area, the base DC to hit is 10 plus modifiers for range. Because firing an indirect weapon like a mortar or artillery piece is a specialized skill, a character's normal attack bonus is not used when rolling to hit; use the hero's Artillery skill level instead. If the attack misses, roll the deviation dice listed for the weapon type on the Fire for Effect Table.

If the character aiming the mortar cannot see the target, he may still fire as long as another person with the Forward Observer feat can see it and can communicate the results of the fire to the mortar crew. Firing blind in this manner doubles the base DC to hit. If the first shot misses, double the distance shown on the deviation dice. All subsequent shots have normal deviation.

Rate of Fire

Aiming and firing a mortar is a full round action. This means that in a round in which a mortar is aimed, only a single shot can be fired.

However, once a mortar has been aimed, it is only a move equivalent action to load it (which also fires it). Only one crew member can load the mortar in a single round. This means that once aimed, a mortar can be fired twice per round. Don't roll to hit for these shots, they simply deviate from the point at which the last aimed shot impacted.

Example: Sergeant Lindstrom takes a full round action to aim and fire his 60mm mortar at a group of Germans he can see 400 yards away. The DC of the shot is 14 (base 10 + 4 for range). He rolls a total of 13 on his Artillery skill check—a miss. However, the round only deviates 6 yards from where he was aiming it—close enough. In the following round, the sergeant takes two move equivalent actions to load (and fire) the mortar twice. Both of these shots automatically deviate from the spot the first round landed without needing to make a roll to hit. In

the third round, the Germans run for cover. Lindstrom then takes another full round action to adjust the mortar's aim at their new position.

Minimum Range

Mortars fire their shells in high, arcing trajectories. Because of this, they cannot ordinarily fire at targets closer than 100 yards. If a target is at a significantly higher or lower elevation than the mortar, it is possible to engage it at shorter ranges. There's no way to give hard and fast rules for this, so it's up to the WM to determine when this is possible.

Humping It

Get your mind out of the gutter. We're talking about lugging a heavy hunk of metal around the battlefield. It's a lot more work than you might think!

Mortars and their ammo are heavy and can significantly encumber a hero. Most mortars break down into three pieces for transport: tube, bipod, and baseplate. The baseplate is always the heaviest piece and accounts for half of the mortar's weight. Divide the remaining weight evenly between the tube and bipod. Check out the Weapons Table on page 83 for exact weights. While most WMs should check encumbrance only occasionally, hauling mortars around definitely calls for a check.

Putting a disassembled a mortar together takes three rounds.

Only light mortars (81mm or less), are man-portable. Heavier mortars are normally transported by vehicle or on a special carriage.

US Jeep-mounted 4.5 inch rockets.

German Engineers searching for landmines.

Minefields

One of the most terrifying weapons of war for the average infantryman is the land mine. The thought that simply stepping in the wrong place may get your leg (or other vital portions of your anatomy) blown off is enough to make most people's skin crawl.

This psychological effect is as much a weapon as the explosive force of the mines themselves. Minefields are used as defensive barriers to slow the enemy down and channel his troops into cleared killing zones. Statistically speaking, a unit under fire that simply bulls its way through a minefield will often take less casualties than if it stops to clear a lane. Of course, try explaining that to the poor grunt on point.

Using Mines

There are a number of ways WMs can use minefields. The most common, of course, is as an obstacle the party must breach to reach its goal. You can use them as a random event to give your heroes some gray hair. They can also be thrown in to complicate an already bad situation: as the group flees some horrific creature, they run right into a minefield. Have a nice day!

Of course, clever heroes might be able to turn a minefield they discover into a weapon. If the heroes are attacked by a Tiger while they are fresh out of bazooka rockets, their only hope may be to lure the mechanical monstrosity into a field of antitank mines.

Types

Minefields come in three varieties: antipersonnel, antitank, and mixed. Antipersonnel minefields are filled with mines designed to kill or maim individual soldiers. Armored vehicles can pass through this sort of minefield with little risk (although light vehicles like jeeps and trucks could be seriously damaged). Antitank minefields have larger mines designed to disable armored vehicles. The detonators on these mines are set to withstand a higher ground pressure than antipersonnel mines, so it's possible for a soldier to walk over one without setting it off (all bets are off though, if he decides to do jumping jacks in the minefield while wearing a full pack). Mixed minefields are the nastiest of the bunch. They have a mixture of both types of mines.

Minefield Density

So, if your WM is feeling sadistic, here's what you need to know:

All minefields have a Density rating. This is a number from 1 to 20. Simply roll 1d20 against this number for each 10 feet a hero travels through the field. If the roll comes up less than or equal to the Density, that lucky grunt has found a mine. If he wasn't looking for one (see below), he found it the hard way.

Just to give you some idea, light-density fields have a Density of around 5 or 6, medium-density fields would weigh in around 9 or 10, and a high-density field would have a rating of 13 or 14. This means a lucky hero could stroll right through a small, low-density minefield and not even know it.

Boom!

When a mine detonates, it does double damage to the character or vehicle in contact with it. Anyone or anything else within the blast radius takes normal damage as described in the Explosions section on page 90. Characters may make a Reflex save (DC15) to halve the damage suffered.

When applying damage to a vehicle that has detonated a mine, roll 1d6 to see where the blast causes damage. On a 1 through 3, the damage is applied to the suspension. On a 4 or 5, the blast hits the front lower hull. On a roll of 6, the damage hits the bottom of the tank hull (use the deck Armor rating, but roll for critical damage on the Hull Critical Damage table).
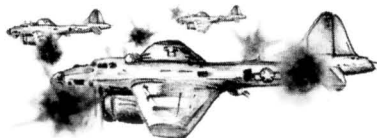
Clearing Mines

Finding and marking a clear path through a minefield takes keen senses, steady nerves, and some knowledge of the various mine types. It's done using the Demolitions skill.

The brave hero doing the sweeping must make a Demolition check (DC15) for every 10 feet of minefield marked. The WM rolls against the field's Density every 10 feet to see if there is actually a mine in that area. If the sweeper makes his roll he finds any mines. If he fails, the mine, if any, goes undetected and may blow him up. Roll against the field's Density again to check for this. Once detected and marked, anyone following the sweeper can normally avoid the mine automatically. If your hero is being shot at or doing something else while moving through the minefield—like carrying a wounded buddy—the WM is within his rights to require a Dexterity check.

Looking for mines in this way takes about 5 minutes for every 4 yard long and 2 yard wide section marked. When under fire, a hero can speed this up and search a 2 yard square area per round, but this increases the DC of all detection rolls by +8!

Using a metal detector adds a +5 circumstance bonus to checks made to detect mines.

Disarming Mines

Actually disarming a mine is a little trickier. This requires a Demolitions check against a DC of 20. Unless the mine's a dud, this is one of those "make the roll or go kaboom" situations.

If the disarming roll is failed, roll 1d20. On a roll of 1, the mine fails to go off. Otherwise, the hero disarming the mine takes triple damage (due to the close proximity of his head to the device) and gets no save.

Daisy Chains

Daisy chains are used as quick means of blocking a road against enemy vehicles. They consist of a couple of antitank mines joined with rope (or sometimes mounted on a board). They can be quickly pulled out of the road to allow friendly troops to pass and then run back out to block the road against the enemy.

Pulling a daisy chain in or out of a road is a full round action. If the mines are connected by rope, there must be a soldier on each side of the road to pull them back and forth.

Damage

Damage to characters in *Weird Wars* works just as described in the *Player's Handbook*. Damage suffered is subtracted from Hit Points. Once your hero reaches 0 Hit Points, he'd best call for the medic! A character at zero Hit Points is disabled and cannot take any actions that would exert him without taking more damage.

If he drops below 0 Hit Points, he is dying and in need of immediate medical help. It's time for someone else to call for the medic!

Should he reach -10 or less hit points, he is going home in a box. Or a bag if there isn't enough of him to fill a coffin.

Armor

Many inanimate objects have an Armor rating (this is very different from Armor Class). It is a measure of how well the object resists damage. An object's Armor rating is subtracted from any damage inflicted on it. If the adjusted damage is 0 or less, the object is completely unharmed by the attack. A halftrack with 10 points of armor, for example, ignores the first 10 points of damage per attack.

Penetration Value

All weapons have a Penetration Value (PV). This is a measure of how effective they are at penetrating armored targets. Whenever a weapon is fired at a target that has an Armor rating, subtract the weapon's PV from the Armor value before resolving damage. An object's Armor can never be reduced below 0.

Note that some weapons have a *negative* PV. When subtracted from a target's Armor, these PVs actually increase the object's effective Armor rating.

Example: Unteroffizier Kleiber fires his Kar-98 at an American halftrack with an Armor of 5. The Kar-98 has a PV of -5. This effectively makes the vehicle's Armor a 10. Kleiber rolls 12 damage. Subtracting the halftrack's Armor from this means the vehicle suffers 2 points of damage.

Explosive Rounds

Explosive rounds list two damage ratings separated by a slash. The first damage listed is the amount of damage the round does to any objects it impacts like a vehicle or building. The second damage listed is the explosive damage it does to all other objects and characters in its burst radius.

All anti-air and antitank guns use explosive rounds.

Hit Points in *Weird Wars*

One of the first concerns some players have about *Weird Wars* is the D20 hit point system. Specifically, when my GI shoots a Nazi, will he go down?

The answer is yes and no.

Here's the "yes" part. On a decent damage roll against a low-level character, the target goes down. The target also goes down if he's criticaled and he's of low to mid-level.

Here's the "no" part. A regular roll against a character of 3rd level or better won't likely put him down. Rip off a burst at that SS Wehrwolf and it probably won't die either.

That's okay, and it works just fine. Characters have high attack values and Armor Classes in *Weird Wars* are low, so Hit Points aren't meant to be a literal interpretation of damage. They're a game mechanic meant to gradually increase the danger and excitement of the adventure until the last, climactic scene where every bullet might mean death, even for a high level hero.

Healing

Once someone pokes a hole in your hero, you had better find a way to get him patched up—pronto!

Medical Healing

The Combat Medicine and Heal skills can be used to patch up your hero fairly quickly (see the descriptions in chapter three). As long as your hero hasn't dropped below 0 hit points, he hasn't been seriously wounded; he has a few scratches, bruises, and maybe a deep bullet graze or two. A medic with modern medicines can have him patched up and good as new with a few battle dressings and some sulphur powder (an antibiotic).

Heroes that have dropped below 0 are a different matter—they're in danger of dying. Even so, the healing rules allow a badly wounded character to be up and around in a short amount of time. This is intentional and was done for a number of reasons.

The first and foremost reason was fun. While having a badly wounded character return to full functionality in a matter of hours is not entirely realistic, playing a character that can't do anything other than lay on a litter and groan for three playing sessions is not much fun.

Secondly, unlike many fantasy adventures where the heroes can set their own timetable, characters in *Weird Wars* are often on missions assigned by their superiors and don't have the time to sit

around and heal up. They have to push on with the mission and that means the wounded are evacuated or left behind—again, not much fun for the player with the wounded hero.

Lastly, soldiers with serious or debilitating wounds were sent home—they were out of the war. Many soldiers hoped to get a "million dollar wound"; an injury bad enough to get them sent home, but not serious enough to have lasting effects. A character with one of these wounds is out of the campaign, and as far as the player is concerned, is as good as dead. The one exception to this is heroes who have been recruited into the OSI. Many of them have special abilities that make them too valuable to lose. These heroes may be kept in service despite severe injury (and are prime candidates for magical healing).

If you want to run a more gritty, realistic campaign, you may want to take a look at the Severe Wound rule below.

Severe Wounds (Optional)

This rule adds a little more realism for characters who have been badly wounded. If you want to run a cinematic campaign where the heroes can take a licking and soldier on, you probably shouldn't use this rule. On the other hand, if you want a darker, grittier campaign, read on.

Whenever a character is reduced to less than 0 hit points and then stabilized, he must make a Fortitude save versus a DC of 20 plus the number of points by which the hero dropped below 0. If the save is made, the hero has not suffered any lasting injury—he can be healed up normally. If the save is failed, the character has received a serious wound that has lingering effects. Roll 1d20 on the Severe Wound Table and add the number of points the character dropped below 0 to the roll.

Note that War Masters can choose to use this rule on NPCs to create complications for the heroes. For example, if an NPC in the heroes' squad has a wound that could kill him if he doesn't receive treatment, they have to make a decision about whether to continue with the mission or try to get help for their buddy. Likewise, if the SS colonel the players were tasked to capture is badly wounded in the attempt, his injuries may slow the group's escape down.

Severe Wound Effects

Roll	Effect
1-5	The character has received a deep and painful flesh wound. This causes the hero to temporarily lose 1d4 points of Strength and Dexterity.
6-10	The casualty has lost a lot of blood. He temporarily loses 1d6 points of Constitution. The character must make a Fortitude save (DC15) at the new lower score or lose 1 point of Con permanently.
11-15	One limb, determined at random, is crippled. If an arm, tasks that require two arms are either impossible or suffer a -8 circumstance penalty (WM's call). If a leg, the hero's move is reduced to 1/4 of normal, the character may not run, and Climb and Jump checks suffer a -8 penalty. The limb is useless for 2d6 days. At the end of this healing period, the character must make a Fortitude save (DC20) or suffer a lasting effect from the wound. This effect is half of the original wound penalty (-4 to skill checks, 1/2 move for leg wounds).
16-20	The character is stable, but cannot regain any hit points (through non-magical means) until he has had surgery. Each hour that passes without surgery, the character must make a Fortitude save (DC15) or he starts to die (loses hit points at the rate of 1 per round) and must be stabilized again.
21+	The character is stable, but will soon die without surgical treatment and hospitalization. The hero must make a Fortitude save (DC20) every 10 minutes or begin to die again (and require stabilization). Each time the hero is stabilized after the first, he must make a Fortitude roll (DC15), or permanently lose 1 point from a randomly determined attribute.

An American Medic treats a wounded airborne trooper.

"It is more fruitful to wound than to kill. While the dead man lies still, counting only one man less, the wounded man is a progressive drain upon his side. Comrades are often called upon to bandage him, sometimes even to accompany him back; stretcher-bearers and ambulance drivers to carry him back; doctors and orderlies to tend him in hospital. And on his passage thither the sight of him tends to spread depression among the beholders, acting on morale like the drops of cold water which imperceptibly wear away the stone."

—Captain Sir Basil Liddell Hart, *Thoughts on War,* 1944

"Men, all I can say is, if I had been a better general, most of you would not be here."

—General George S. Patton, to a group of wounded.

Speed Modifiers to Vehicle Checks

Speed	Driving	Attack	Defense
Stationary	+2	0	0
Cautiuos Speed	+2	-2	0
Cruising Speed	0	-4	+1
High Speed	-2	-6	+2
Top Speed	-4	-8	+4

Driving Condition Modifiers

Terrain/Condition	Driving	Attack	Move
Obstruction			
Moderate undergrowth	-2	0	3/4
Thick undergrowth	-4	-2	1/2
Narrow streets	-4	-0	1/2
Surface			
Mud*	-4	0	1/2
Ice	-6	0	1/2
Light Snow*	-2	-2	3/4
Heavy Snow*	-4	-4	1/2
Paved Road	0	0	+50%
Rutted Road	-2	-4	1/2
Steep Slope	-2	0	1/2
Plowed Field*	-2	-2	3/4
Cratered Field	-2	-2	3/4
Rocky	-4	-4	1/2
Visibility			
Darkness	-4	-4	Full
Fog	-4	-6	Full

*The vehicle may become bogged down.

Vehicle Combat

World War II was the first war in which motorized ground vehicles played a primary role. The German Blitzkrieg through Poland and France at the beginning of the conflict demonstrated the mobility and striking power of a modern mechanized force.

Although *Weird Wars* is primarily about personal horror, from time to time your party will encounter both friendly and enemy vehicles. When that time comes, you need to have a system for resolving vehicular combat. Well, we've got you covered!

Crews

Vehicles are manned by crews. The size of a crew varies from vehicle to vehicle.

Crew members roll initiative as normal in combat and take their actions on their initiative numbers. The vehicle moves on its driver's initiative, fires on its gunner's initiative, and so on.

Movement

All vehicles have a movement rate listed for them. This listed rate is the vehicle's cruising speed. The vehicle can move at twice this rate (equivalent to a character taking a double move), this is considered high speed. Moving at four times cruising speed (equivalent to a character running) is the vehicle's top speed. The vehicle can also move at half or less of its listed speed, this is called cautious speed. The maximum speed a vehicle can move in reverse is cruising speed. While moving in reverse, all penalties to driving checks are doubled.

Unlike a character, a vehicle does not have to take a move action each round to cover ground. It takes a drive action to get the vehicle under way (expended by the driver), but once it's moving, it moves at the same speed each round (on its driver's initiative) unless the driver changes the speed.

Note that in Europe during the 1940s, only major highways have a surface that qualifies as paved. Most roads through the countryside were dirt or gravel or a paved surface that quickly crumbled under the passage of heavy armored vehicles. When a vehicle moves on a paved road, its maximum movement rate in each speed category is increased by 50%.

The speed and condition modifiers to attack apply both to weapons mounted on the vehicle and to passengers who are firing personal weapons from the vehicle.

Maneuvering

Driving a vehicle is a full round action. This normally precludes the driver of a moving vehicle from taking any other actions, but see the Move and Act maneuver on the next page for the exception.

Driving does not normally require a skill check. The driver simply maneuvers his vehicle as desired within its current speed category. There are a few exceptions to this however. The following situations call for a Driving check: poor driving conditions, damage to the vehicle or driver, performing repeated maneuvers, and performing an extreme maneuver.

Condition Checks

Whenever a vehicle is moving under conditions that impose a negative modifier to maneuver checks, the driver must make a check against a DC of 5 (plus modifiers) to maintain control of the vehicle each turn.

Bogging

Certain types of terrain (as noted on the Driving Conditions Table) may cause a vehicle to bog down and become stuck. Whenever a driver fails a maneuver check when driving on any of these surfaces, he must make a second check against a DC of 15. If this check is failed, the vehicle bogs down.

The driver can attempt to free the vehicle on subsequent actions by making another check against the same DC, but should he fail a check by more than 5, the vehicle is stuck and cannot be freed without the help of another vehicle or some serious digging.

Damage to Vehicle or Driver

Whenever an attack penetrates the vehicle's armor and causes damage or the driver himself takes damage, he must perform a driving skill check (DC20) to keep the vehicle under control. Failure, of course, means he goes out of control.

Repeated Maneuvers

A driver can normally maneuver as needed without making a skill check. However, in situations where the driver must repeatedly change direction, the War Master may require a roll to keep the vehicle under control. The DC is up to the WM. Examples of this sort of situation are things like moving through a small copse of trees and attempting to avoid hitting them or zipping across a heavily-shelled field and trying to avoid the craters.

Maneuvers

The maneuvers listed below can be performed under normal conditions without requiring a skill check.

Accelerate/Decelerate

The driver can increase or decrease the vehicle's speed by one category (accelerating from cruising speed to fast speed, for instance). This is a simple task (DC 0). A vehicle can never accelerate more than one speed category per round.

Turn

The vehicle moves its full cruising speed and turns up to 60 degrees.

Turn in Place

This maneuver may only be performed by fully-tracked vehicles moving at cautious speed or less. The vehicle may turn to face any direction.

Extreme Maneuvers

Attempting any of the following maneuvers requires a driving skill check. See the Extreme Maneuver Table for the difficulty of each maneuver.

Bootlegger Turn

The vehicle moves forward half its speed and turns between 90 and 180 degrees.

Brake Hard

A driver may decelerate by more than one speed category per round. Each additional category by which the vehicle's speed is reduced increases the DC of the maneuver by 5.

Breach

In combat, survival is more important than preserving property values. This maneuver allows a vehicle to bash its way through an obstacle like a wall or tree.

Both the vehicle and the obstacle take normal collision damage (although certain obstacles may inflict more or less damage, see the Breaching Table below), and the driver must make a driving check. To breach an obstacle, the driver must succeed at his check and the vehicle must cause at least the minimum damage listed in the Breach Table. When this happens, the vehicle smashes through the obstacle and continues its movement.

If the check is failed, but sufficient damage is caused, the vehicle is temporarily held up by the obstacle. The driver may continue to make checks on each of his actions, at the original DC, to free his vehicle. Failing one of these checks by 5 or more means the vehicle is trapped in the wreckage and cannot be

A Sherman races down the road to Blamont.

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Breaching

Obstacle	Armor	Damage to Breach
Bocage	0	30
Fence, Picket	1	10
Fence, Log	5	20
Roadblock, Wooden	5	40
Roadblock, Rubble	10	50
Tree, 6"	5	25
Tree, 12"	5	40
Wall Brick	10	30
Wall, Wooden	3	20
Wall, Stone 6"	15	40
Wall, Stone 12"	15	50

Maneuvers

Maneuver	DC
Battle damage*	20
Bootlegger Turn	25
Brake Hard	5+
Breach	20
Extreme Turn	15
Move and Act	5, 10, or 20
Ram	Special
Regain Control	10
Up and Over	15

Failed Maneuver

Failed By	Effect	Penalty
4 or less	No Effect	0
5-7	Minor Slip	-2
8-10	Slip	-4
11-13	Skid	-6
15+	Spin/Tracked	-10

*Roll whenever the vehicle or the driver takes damage.

freed under combat conditions.

If the vehicle fails to inflict sufficient damage to breach the obstacle, it halts immediately.

Some care should be taken when using this maneuver because it can have unexpected consequences. Ramming through the wall of a building may bring the entire structure down on the vehicle, or the building may have a basement that the vehicle falls into. There is no way to give complete rules for these situations, so it is up to the WM to determine when these conditions are present.

Note that only tanks equipped with a hedgecutter attachment can breach bocage. All other vehicles are stopped by this obstacle.

Extreme Turn

The vehicle moves its full speed and turns 60 to 90 degrees.

Move and Act

Driving is a full round action. This means the driver cannot normally do anything other than maneuver his vehicle. However, if the driver wishes to make an action of his own while driving (such as firing a weapon out the window), he must make a Driving check (DC 5 for cruising speed, 10 at high speed, and 20 at top speed). Failure indicates that the action cannot be taken. Failure by 10 points or more causes a loss of control as with any other failed maneuver (see Failed Maneuvers).

Ram

Intentionally hitting another vehicle requires the driver to make a driving check versus a DC equal to the target's Defense. See Collisions on page 104 for details on how to resolve the damage from a successful ramming attempt.

Regain Control

When a driver loses control, he must perform this maneuver on his next action. The driver may not perform any other maneuver until he has succeeded at regaining control. The vehicle continues to move with its current speed and direction until control is reestablished.

Up and Over

Tracked vehicles can simply drive through or over obstacles in their path like low walls, fallen trees, and the like. The obstacle can be no higher than 3 feet tall. If the check succeeds, the vehicle negotiates the obstruction with no problem. If the check is missed by 5 points or less, the vehicle is slowed by the obstacle and its speed drops by one category. Failing by more than 5 points means the tank or halftrack has become hung up on the obstacle. Its movement for the round ceases and its speed category drops to stationary.

In the next round, the driver can expend actions to try to free the vehicle by making a check at a DC equal to that which was failed. A successful check frees the vehicle and it may move away on the driver's next action. The driver may attempt to free his vehicle on each of his actions, but if he ever fails the check by 5 points or more, the vehicle is well and truly stuck and cannot be freed under combat conditions.
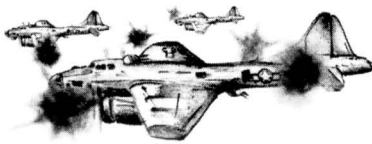
Failed Maneuvers

Failing a maneuver check can be a bad thing. At the very least, it means that the attempted maneuver failed. If the driver failed by more than a few points, it can also mean that his vehicle goes out of control.

Whenever a maneuver check is failed, consult the Failed Maneuver Table to see what ill consequences this has, if any. Note that some maneuver descriptions specify the effects of a failed check. In these cases, these effects supersede effects from the table.

The effects from the table are:

Minor Slip: The vehicle is slightly out of control and moving erratically. All operators of the vehicle (including drivers, gunners, and anyone else operating a vehicle system) suffer -2 penalties to checks relating to operating the vehicle until the driver regains control.

Slip: The vehicle slides, moving five feet to the right or left (determined by the WM) for every 60 feet it moved this round (round down). If this brings it into contact with another object, see Collisions, below.

This continues each round until the driver regains control.

Skid: The vehicle goes into a skid, moving 5 feet right or left for every 30 feet it moved this round. If this brings it into contact with another object, see Collisions, below. This continues each round until the driver regains control.

Spin/Tracked: A wheeled vehicle goes completely out of control, spinning wildly. It moves half its current speed in a random direction each round until the driver regains control or it collides with another object.

A tracked vehicle throws a track and comes to a stop. The vehicle may no longer move, but it may still perform the Turn in Place maneuver.

Driverless Vehicles

If a moving vehicle is without a driver, it continues to move in a straight line at the end of each round until it collides with something or comes to a stop. Its speed drops by one category each round. Any driving checks required are automatically failed by the maximum amount possible.

A Sturmgeschultz (Stug III) creates its own camouflage by backing into a barn. The crew then cover the sides with dirt and straw. Ambushes were critically important for self-propelled guns with no turrets.

Collision Damage

Speed (Feet/Rd)	PV Modifier	Damage
0-30	1/8	1d4
31-60	1/4	1d6
61-120	1/2	2d6
121-240	1	3d6
241-480	2	4d6
481-960	4	5d6
961+	8	6d6
x2	x2	+1d6

Collision Size Modifiers

Size	Damage Modifier
Colossal	x16
Gargantuan	x8
Huge	x4
Large	x2
Medium	x1
Small	x1/2
Tiny	x1/4
Diminutive	x1/8
Fine	x1/16

Collisions

Whether it's an out of control jeep hitting a tree or a tank slamming through a wall, sooner or later something is going to run into something else. That's when you need to know how to resolve collisions.

Speed

The first thing you need to determine during a collision is the speed of the crash. There are three basic types of collisions (described below), it's up to your WM to decide which type most closely fits the situation in your game.

Head-on: In a head-on collision, the two vehicles involved are moving toward one another. In this case add the speeds of the two vehicles together to determine the collision speed.

Rear-end: This situation applies when one vehicle hits another from behind. In this case, subtract the speed of the vehicle that was rear-ended from the speed of the vehicle that hit it. If the collision speed is negative, i.e. the front vehicle is moving faster, no collision actually occurred and no damage is caused.

T-bone: In a T-bone crash, one vehicle strikes another from the side. In this case, simply use the speed of the vehicle that moved into the other to determine the collision speed. This case also applies whenever a vehicle collides with a stationary object.

Collision Damage

Once you know the collision speed, it's time to work out the damage.

The first thing that must be checked is to see if the collision is damaging enough to penetrate the vehicle's armor. Vehicles in a collision have a PV equal to the Armor on their lower hulls. Objects have a PV equal to their Armor rating (see the Breaching Table for the Armor of common objects that may be involved in collisions). Multiply this by the PV modifier based on the speed of the collision. If this number is greater than the Armor of the target, the collision causes damage. If the adjusted PV is less, the target suffers no damage.

People and creatures struck by a vehicle don't have Armor, but they do have a certain amount of penetrating ability based on sheer mass. The base PV of a creature struck by a vehicle is equal to the collision damage modifier for the creature's size. This means a human has a PV of 1, while a Huge creature would have a PV of 4. This base PV is modified by the speed of the collision.

The base damage is determined by the speed (see the Collision Damage Table). Both objects in the crash take this amount of damage, however, the damage is multiplied by the size modifier of the object inflicting it (check out the Collision Size Modifiers Table).

All collision damage to vehicles is inflicted to the Hull/Body location.

Collision Checks

Whenever a vehicle is involved in a collision, the driver must make a skill check to retain control (unless the crash was caused by going out of control, of course). The DC for this is 10 if the vehicle was not damaged in the collision and 20 if the vehicle was damaged.

After resolving a damage from a collision between 2 vehicles, the larger vehicle pushes the smaller one out of the way and continues moving with its speed category reduced by 1. The smaller vehicle comes to a halt.
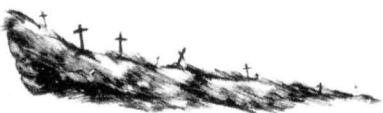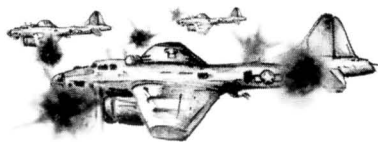
Overruns

If a vehicle in a collision inflicts damage to another vehicle equal to or greater than its base Damage Points, it simply plows through the other vehicle and continues moving.

Example: A Sherman tank moving at 60 feet per round, slams head-on into a kubelwagen moving at 90 feet per round. The collision speed is 150 feet per round. The Sherman's Armor of 72 times the PV modifier of 1 easily penetrates the kubelwagen's Armor of 2. It inflicts 3d6 damage times 4. The kubelwagen's armor is insufficient to allow it to inflict damage, so the Sherman is unscathed. If the Sherman causes 30 or more points of damage to the kubelwagen (its base Damage Points), the tank simply flattens the car and continues to grind forward.

Combat

Your heroes aren't out on the battlefield to sight-see, so they need to be able to do more than just drive around. Let's look at how they can put steel on target.

Crew Positions

Simple vehicles like recon jeeps and halftracks usually only have a driver and gunner, but more complex vehicles like tanks and self-propelled guns have crews. Each member of the crew has specific responsibilities and is needed for the vehicle to move and fight effectively.

Commander: The commander directs the rest of the tank crew. He is responsible for spotting targets and telling the gunner which targets to engage. He also tells the driver where to position the vehicle.

Driver: The driver is responsible for safely maneuvering the vehicle from position to position. In self-propelled guns, the driver also assists in aiming the vehicle's main gun.

Assistant Driver: The assistant driver does exactly what his title suggests: he assists the driver. Driving a large vehicle like a tank while peering through narrow vision blocks can be difficult; the assistant driver keeps an eye out for obstacles on his side of the vehicle and helps guide the driver through constricted terrain.

In tanks with a bow machinegun, the assistant driver is also responsible for firing this gun.

Gunner: The gunner controls the vehicle's main gun, coaxial machinegun, and turret—if the vehicle has one. It is his job to engage and destroy any targets designated by the tank's commander

Loader: The loader is responsible for loading the main gun with the type of round designated by either the commander or gunner. In some tanks, the loader also serves as the radioman.

Crew Actions

In combat, each crew member can perform actions specific to his assigned position.

Commander: The commander can, as a move-equivalent action, perform a Hull Down check. He may also fire the commander's machinegun and open and close the commander's hatch. The commander may also communicate with other tanks using the radio or hand signals.

Driver: As described in the Maneuvering section, a driver expends actions to maneuver his vehicle in combat. He may also open and close the driver's hatch.

Assistant Driver: The assistant driver may, as a full-round action, assist the driver. To do this, the assistant makes a Driving check. For each 5 points scored on the roll, the driver receives a +1 bonus to any Driving checks made in the same round. The assistant may also fire the bow machinegun, if any, and open and close the assistant driver's hatch.

An Armored Recovery Vehicle digs out a wrecked Sherman.
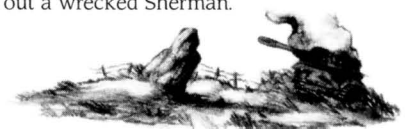
A US Bazooka Team pegs a Panther in the side at point blank range.

Gunner: The gunner may fire the vehicle's main gun or the coaxial machinegun, but not both in the same round. As a move equivalent action, he may rotate the vehicle's turret to face any direction. If the loader is killed or incapacitated, he may also perform this crew member's duties, but loading or unloading a weapon becomes a full round action because he must move between stations within the tank (see below).

Loader: The loader may, as a move equivalent action, load or unload the main gun. He may also load the coaxial machinegun. As a full-round action he may also operate the vehicle's radio.

Vision

Most open vehicles like jeeps, trucks, and halftracks, don't impose any particular vision restrictions on their occupants. Tanks, however, are a very different matter.

A tank can be in one of two states: buttoned or unbuttoned. An unbuttoned tank has one or more hatches open. The crew members at these hatches can stick their heads and shoulders out and look around the tank. However, this makes them vulnerable to small arms fire and artillery attacks.

When going into combat, tanks normally button up and close all of their hatches. This protects the crew, but sacrifices spotting ability because the crew members must peer out through narrow vision blocks.

When a tank is unbuttoned, crew members who expose themselves suffer no penalties to spot or search checks and may attempt to spot anything which could reasonably be seen from their hatch positions.

When a tank buttons up, all of the crew members suffer a -4 penalty to all Spot and Search checks. In addition, the areas in which they can perform these checks is restricted. The driver and assistant driver can only spot targets in an arc 45° to either side of the tank's front. The gunner can only spot in an arc 45° to either side of the direction in which the turret is facing. The loader cannot see out of the tank at all. The commander has a 360° spotting arc, but he cannot see anything within 10 feet of the tank that is lower than the turret top. The driver, assistant driver, and gunner also have blind spots within their spotting arcs: any target lower than the tank's deck cannot be seen if it is within ten feet.

Weapon Mounts

Vehicles have a number of different ways to mount weapons. Each of these weapon mounts impose different restrictions on the way in which the weapon in the mount can be used.

Bow: A bow-mounted machinegun is limited to firing in a 45° arc to either side of the direction in which the tank is facing. The narrow vision slit used to aim the gun imposes a -2 penalty to all attacks.

Coaxial: A coaxial machinegun is mounted in the turret beside the main gun. It can only engage targets that are directly in front of the turret. The gunner may fire the coax or the main gun, but not both.

Fixed Gun: This is a large caliber gun mounted to fire out of the front of the vehicle. It has a very limited traverse and
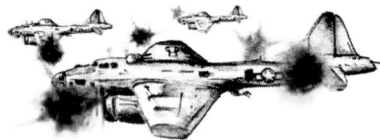
can only engage targets within 45° of the direction in which the vehicle is facing. To engage a target outside this arc, the entire vehicle must be rotated. A coaxial machinegun mounted with a fixed gun has the same arc of fire.

Pintle Mount: Also known as a flexible mount, the pintle mount gives the weapon on it a 360° arc of fire. The weapon may also be elevated to engage enemy aircraft.

Turreted Gun: This is a large caliber gun mounted in a moveable turret. The gun may only engage targets at which the turret is pointed.

Steel On Target

Trigger finger itchy yet? Let's dive in.

Vehicle Machineguns

Firing vehicle-mounted machineguns works exactly the same as portable ones.

Main Guns

A vehicle's gunner may fire the main gun as a standard attack action using his full attack bonus. If the attack total equals or exceeds the target's Armor Class, the round hit. Main guns that have "Breech" listed under action (see the Vehicle Weapon Table on pages 84-85) require a full-round action (usually supplied by the loader) to reload.

Note that most attack feats (such as Rapid Shot, Point Blank Shot, and so on) do not apply to attack rolls made with main guns.

Hit Location

Once a round hits, roll on the Vehicle Hit Location table to see where it impacted. Attacks from the front quadrant hit the front Armor, attack from the left or right quadrants hit the side Armor, and attacks from the rear quadrant hit the rear Armor. In most cases, it should be readily apparent which Armor value should be used. The WM has the final say when in doubt.

Note that this may change in the case of turret hits if the turret is turned away from the vehicle's front. In these instances, divide the area around the turret into quadrants as described above.

Vehicle Damage

After determining the target's Armor value, subtract the shot's PV from this number. Roll damage for the attack and subtract the target's adjusted Armor from the damage. If the total is greater than 0, this damage is subtracted from the

Turret Critical Damage

Roll	Result
01-30	No additional effect.
31-40	**Radio destroyed:** The tank may only communicate via hand signals.
41-55	**Coaxial machinegun destroyed:** The coaxial machinegun may no longer be fired.
56-70	**Main gun knocked out:** The main gun may no longer be fired.
71-85	**Crew member hurt:** One crew member selected at random from among the turret crew takes full damage from the attack. Roll 1d6: 1-2 Commander, 3-4 Gunner, 5-6 Loader.
86-95	**Turret jammed:** The turret's traverse mechanism is damaged. It may not be rotated from its current position.
96-100	**Turret explodes:** The shot detonates some ready ammo. The turret is blown from the vehicle. All crew members take 6d10 damage.

Hull/Body Critical Damage

Roll	Result
01-30	No additional effect.
31-50	**Crew member hurt:** One crew member selected at random from among the crew and/or passengers takes full damage from the round.
51-70	**Engine damaged:** The engine has taken damage. The vehicle's speed in all categories is halved. If this result occurs again, the engine is knocked out and the vehicle may no longer move.
71-90	**Fire:** The vehicle is on fire. At the beginning of the next round, this causes 2d8 damage to the vehicle and all crew members who remain inside it. This fire damage increases by 1d8 per round until the vehicle is destroyed or the flames are extinguished. Crew members can make a Dexterity check (DC25) to extinguish the flames. Each successful check reduces the flame damage by 1 die. If reduced to 0 dice, the fire is put out.
91-100	**Brew up:** The vehicle explodes in a ball of flame. All crew and passengers take 5d10 damage and must make a Fortitude save (DC25) or be stunned. Each round a character remains in the wreck, he takes 3d8 fire damage.

Suspension Critical Damage

Roll	Result
01-80	No additional effect.
81-120	**Running gear damaged:** The vehicle's suspension has been damaged. Its speed in all categories is halved. If this result occurs again, treat the vehicle as **Immobilized**, below.
121+	**Immobilized:** The vehicle may no longer move. If the vehicle was moving when this damage occurred, the driver must make a Driving skill check (DC30) to avoid going out of control. The vehicle moves its full speed for the turn and then comes to a stop.

vehicle's Damage Points. If the target's Damage Points are reduced to 0 or less, the vehicle is knocked out.

If a vehicle does not have a turret, use the vehicle's hull Armor for determining damage, but roll for criticals on the Turret Critical Damage Table.

Vehicle Hit Location

d10 Roll	Location
1-2	Suspension
3-4	Lower Hull
5-7	Upper Hull
8-10	Turret

Suspension Hits

Hits to a vehicle's suspension are a special case. The damage inflicted to the suspension is not subtracted from the vehicle's damage points. Instead roll on the Suspension Critical Table for each hit that penetrates the suspension's Armor and add the amount of damage that penetrated to the roll. This means that while it's possible for a Sherman to track a Tiger at long range, it's not possible to kill it by repeatedly hitting it in the suspension. Once the Tiger is immobilized though, the Sherman can run away or maneuver around for a rear shot that might penetrate.

Reduced Penetration (Optional)

Due to the high velocities and long ranges involved in vehicle combats, the penetrating power of an antitank round can sometimes vary greatly over the gun's effective range. In general, the higher the velocity a round is fired at, the more quickly it is slowed down by aerodynamic drag.

Not all antitank rounds have this problem. Shaped-charge warheads like those found in bazooka rockets, panzerfaust rockets, and HEAT rounds

An American "Easy Eight" takes up a firing position in a sunken road.
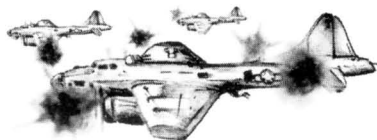
have a uniform penetration regardless of range. This is because their penetrating ability is due solely to the amount of explosives packed in them.

Standard AP rounds and special tungsten rounds are solid slugs of metal that depend entirely on velocity for their penetrating ability. The PV of standard HE rounds is a combination of velocity and explosive punch. All of these rounds lose penetrating power at longer ranges.

The PVs for rounds that have this problem are listed as two numbers separated by a slash. The first number is the weapon's base PV. The second number is the amount by which the PV is reduced for each full range increment the round is fired.

This rule adds an extra step when resolving damage to vehicles, but it also gives some added realism to the system for those who desire it.

Example: A Sherman 76 fires a tungsten round at a Panther at a range of 1800 yards and strikes the front upper hull, which has 140 points of Armor. The Sherman's PV is normally 205—more than enough to reduce the Panther's Armor to 0. However, the range reduces the PV by 90 (9 range increments times 10), to 115. What could have been a catastrophic hit now only rattles the Panther crew's nerves.

Critical Damage

Critical hits to vehicles do additional damage according to the weapon's critical multiplier as usual. They also have a chance of impairing the vehicle's operation, injuring the crew, or destroying the vehicle outright.

Whenever a critical hit is scored on a vehicle and at least 1 point of damage penetrates the vehicle's armor, roll d% on the critical damage table that corresponds to the location struck. Apply the results immediately.

Critical damage is also scored against a vehicle any time it takes more than half of its original Damage Points in damage from a single round. For example, a Sherman tank with 76 DPs would suffer a critical damage roll any time it took 38 or more points of damage from a single hit.

Explosives Versus Vehicles

High explosive weapons aren't particularly effective against armored vehicles—the force of the explosive is too dispersed over their surface. For that reason, the Penetration Values listed for explosive weapons only apply to attacks

An M8 Greyhound and its crew scout for Germans in front of a ruined building.

that actually impact the target vehicle.

If a vehicle is simply caught in the blast radius of an explosion, but the round does not impact it, the PV of the attack is 0.

Artillery Versus Vehicles

Artillery attacks plunge down from above at a steep angle. This can be dangerous for vehicles struck by an artillery round.

If the vehicle is open-topped, it has an Armor Rating of 0 against the attack and the entire crew takes full damage from the burst with no chance for a save. If the vehicle is enclosed, there is a good chance the round may strike its relatively weak deck Armor. Roll 1d6. If the roll is odd, resolve the attack against the vehicle's deck Armor. If the roll is even, roll hit location and determine the Armor rating as normal.

Aimed Fire

To take an aimed shot with a large caliber gun, the gunner spends a round tracking the target. This grants a +2 bonus if an attack is made on the following round against that particular target.

Continuous Fire

When firing at a stationary target (such as a dug-tank), a gunner can see where his shots land and adjust his fire. Each attack made against a stationary target after the first gains a +2 bonus to hit, up to a maximum bonus of +6. This bonus is lost if either the target or the attacker moves. This bonus does not apply at night or in other concealment where the attacker cannot watch the impact of his rounds.

Hull Down

Unlike people, there aren't too many things on the battlefield a 20-ton tank can hide behind—and even less things that will actually stop an antitank round. The only things that qualify as cover for a vehicle are concrete or stone buildings (although wooden buildings can still grant concealment), and wrecked vehicles that are the same Size category or greater than the vehicle seeking cover—you can't hide a Sherman behind a wrecked jeep.

So what can a tanker do to save his hide when there are no buildings or wrecks around? Go hull down. That means finding a position that places a very large object—the Earth—between your hero's tank and the enemy. The hull of the tank is literally "down" in the dirt, or at least behind a wall, crest of a hill, or other hard cover.

A slight rise or dip in the ground of only a few feet can provide a place for a tank to find some shelter. It's not practical for your War Master to provide a full contour map of every battlefield, so we've come up with a way to handle this with a simple die roll.

Any tank crew member can, as a full round action, search for a hull down position. This requires a Search check against a DC determined by the terrain (see the Hull Down Search Table). Vision modifiers for being buttoned, night, bad weather or any other negative modifiers may apply to this roll at the discretion of the War Master as well.

A successful check spots a position in which the vehicle can achieve a partial hull down position. Beating the DC by 5 points or more locates a full hull down position. A vehicle in a partial hull down position gains a +4 cover bonus to Armor Class against fire coming from a 90° arc to the vehicle's front. A full hull down position grants a +7 bonus. Since being hull down only grants a bonus against fire from a certain direction, the hero must state which enemy he is seeking cover against when being attacked from multiple sides.

Vehicles in a partial hull down position cannot be hit in the suspension or lower hull. Any attacks that hit there are assigned randomly between the turret and upper hull. Vehicles in a full hull down position can only be hit in the turret; all damage is applied there.

Self-propelled Guns

The main weapon of a self-propelled gun is normally mounted in the upper hull. This means that if one of these vehicles is in a full hull down position, its gun is blocked from firing. A self-propelled gun can choose to use a full hull down position as a partial hull down position if it wishes to fire. It can even fire a shot and then back down out of sight, if the gunner and driver coordinate their actions properly.

Getting There

A hull down position doesn't magically appear beneath a vehicle. The driver must maneuver the tank into position. Once a position has been spotted, roll a d12 for direction (with 12 o'clock being directly to the vehicle's front) and d100 x 3 for the distance to the position in feet. The tank gains no benefits of being hull down until it reaches this location.

Hills

In situations where there are obvious hills nearby, a vehicle can automatically gain a full hull down position without making a check by stopping just below the hill's crest. This grants a cover bonus against any fire coming from the opposite side of the hill.

Hull Down Search

Terrain	DC
Plains, field	20
Rough, broken	15
Hilly	10
Mountainous	5

A Sherman goes hull down for additional protection against a German attack.
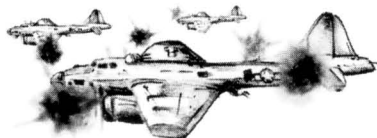
A modified M4 Sherman with a 105mm gun for close infantry support. A squad of American GIs ride on top.

Applied Armor

Allied tankers got really tired of the Germans turning their tanks into Swiss cheese and came up with all sorts of field modifications to add some armor to their mounts. The most common methods were to weld spare track links to vulnerable areas or to place a layer of sandbags on the front of the tank.

Sandbagging the tank adds +20 to the front upper hull Armor of the vehicle. The added weight of all this dirt on the tank also tended to make it bow heavy and hard to drive. The driver of a sandbagged tank suffers a -2 circumstance modifier to all Driving checks made to maneuver the vehicle.

Extra track links can be added nearly anywhere (although they were normally only added to the turret and front hull), as long as the heroes have access to some spare links and some welding equipment. Spare track links add +20 to the Armor rating of the area they are attached to. It's not possible to cover every square inch of the tank with spare tracks, so whenever a round hits an area that has been modified

in this way, roll a die. On an even result, the shot hit a link and the extra Armor is applied against the damage. If the shot penetrates, the track section will need to be replaced after the battle. On an odd roll, the shot missed the track (or the weld failed) and the tank gains no bonus Armor.

Special Equipment

Some vehicles are equipped with special devices. These are listed in the vehicle's description in the Equipment Chapter. The game effects of these devices are described below.

Gyrostabilizers

Many new American tanks issued after D-Day were equipped with gyrostabilizers. These were gyroscopes attached to the vehicle's gun that kept it level despite any motion of the tank. Early gyrostabilizers were crude and didn't completely dampen the effects of the movement. They also require some training to use effectively. Tankers issued one of these new tanks were usually trained to use the gyrostabilizer when their unit was pulled out of the line for refitting.

Building Damage

Material	Armor	DP Multiplier
Typical wood	3	x1
Heavy wood, logs	5	x2
Brick	10	x3
Stone, concrete	15	x4
Thick stone	15	x5
Reinforced concrete	15	x6

Characters with the Gyrostabilizer Proficiency can make use of these newfangled gadgets. A vehicle equipped with a gyrostabilizer halves any attack penalties due to movement. This effect is cumulative with the Mechanized Infantry feat, meaning that any character with both feats and a gyrostabilizer can divide movement penalties by 4 (round up).

Nahverteidgungswaffe

The nahverteidgungswaffe is an antipersonnel device mounted on some German heavy tanks. When activated, it launches a ring of 90mm mortar shells around the tank. All exposed infantry within 60 feet of the vehicle are hit with a 6d8 explosive attack. They may make a Reflex save (DC15) as normal to take half damage.

Once the nahverteidgungswaffe has been fired, it may not be used again until reloaded. This can only be done from outside the vehicle and takes 10 minutes.

Smoke Mortars

Smoke mortars are small tubes mounted on the front of a vehicle. When activated, they fire a spread of smoke rounds in an arc to the vehicle's front (or the direction the turret is pointing on turreted vehicles). This creates a smokescreen 30 feet thick in a semicircle 90 feet across. This smoke lasts 1d6 rounds.

Buildings

Buildings can be great cover against enemy fire, but they can only withstand so much punishment before they come tumbling down.

To determine how much damage a building can withstand before it falls on the heroes' heads, figure out the square footage of a single floor of the building. Divide this number by 5 and then multiply it by the multiplier listed for the material of which the building is constructed. This number is the amount of damage a single floor of the building can take before it collapses. Damage to each floor is tracked separately.

Extremely large buildings should be broken up into sections. A mansion, for instance, might be divided into three sections: center, east wing, west wing.

Note that not all buildings the heroes encounter have their full allotment of Damage Points. Buildings in areas that have seen heavy fighting or bombing may have previous battle damage that has weakened them. When this occurs is up to the WM.

Those of you using the metric system can compute the area of the building in meters and then perform a quick conversion by multiplying the result by 9.

Example: A small 20' x 30' wooden house has an area of 600 square feet. Dividing this by 5 is 120. Since the multiplier for a typical wooden building is 1, the building has 120 Damage Points.

Damaging Buildings

If you want to knock a building down, you're going to need some explosives. Non-explosive rounds, including most small arms bullets and armor-piercing tank rounds, are extremely inefficient ways to damage a building. Although they may penetrate the structure's Armor easily, all they do is punch a small hole in the wall. Explosive rounds, on the other hand, hit the entire building with a shock wave that can take out large sections of wall and weaken structural members.

Unless a building is only a few points from collapse, it's not worth the extra bookkeeping to worry about damage from small arms fire. Most bullets will do no damage to a building unless they critical or do maximum damage. However, whenever larger rounds strike a building, use the following procedure:

Non-explosive rounds get their full PV against a building's Armor. Any damage that penetrates the structure's Armor is divided by 10 (round down).

Explosive rounds that impact a building get their full PV against the building's Armor and do full damage to the building. Buildings caught within the primary blast radius of an explosion take full damage, but the blast has a PV of 0. Buildings in the secondary blast radius of an explosion take half damage with a PV of 0.

Collapse

A building floor reduced to 0 Damage Points collapses. All floors above it collapse as well (the quickest way to take down a multistory building is to destroy
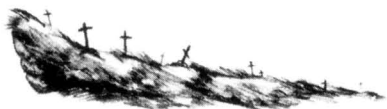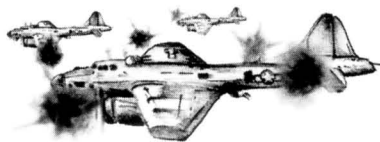
the bottom floor). When a floor collapses, it causes damage equal to one quarter of its original Damage Points to the floor below it and any characters occupying that floor or the floor that collapsed. If multiple floors collapse at once, the damage inflicted is cumulative.

Characters caught in a collapsing structure can make a Reflex save (DC20) to halve the damage. If the hero is within 10 feet of an open door, window, or other exit, he can opt to make a Reflex save (DC20) to dive from the building and take no damage (unless, of course, he jumps from an upper story window). Failing the save to exit the building means the character takes full damage from the collapse.

Characters who are unable to exit a collapsing building are pinned in the rubble. They may free themselves by making a Strength check against a DC of 10 plus 5 per collapsed floor. A trapped hero gets one chance at this check. If he fails, he is trapped in the wreckage until freed by an untrapped character.

Example: The second floor of a three-story building with 120 DPs per floor collapses. This causes the third floor to collapse as well. This inflicts 60 points of damage (30 points/floor x 2 floors) to the first floor of the building and any characters inside. Characters caught in the collapse need to make a Strength check of 20 to free themselves.

Breaching

The walls of a building provide good cover against most small arms fire, but once the enemy starts pounding the heroes' position with a tank, those walls start looking a little thin.

Whenever an explosion causes damage to a building, compare the damage inflicted to that listed for the appropriate material in the Breaching Table on page 102. If the damage caused is equal to or greater than that required for a breach, the attack has blown a hole in the wall. Any characters within 10 feet of the wall take half damage from the explosion and can make a Reflex save (DC15) to take no damage.

Example: A 75mm HE round doing 5d8 damage slams into a wooden building wall and inflicts 30 points of damage. This is 10 points more than the breach value of 20 on the Breaching Table. All heroes within 10 feet of the breach take half damage from the attack.

"The Italians and the Germans spent tremendous effort in time, labor, and money, building defensive positions. I am sure that just as in the case of the walls of Troy and the Roman walls across Europe the fact that they trusted to defensive positions reduced their power to fight. Had they spent one-third as much effort fighting as they did in building, we never could have taken the positions."

—General George S. Patton, 1943

"Mobility. Velocity. Indirect approach."

—Colonel Heinz Guderian, 1954

Chapter Six: Prestige Classes

Once your hero has a few battles under his belt, some new character options open up to him. He may qualify for specialized military training or he may be inducted into the top secret OSI organization. The prestige classes listed in this chapter are divided into two types: military classes and OSI classes. The military prestige classes represent special training given to soldiers that have proven combat potential. The OSI prestige classes draw your hero deeper into the fight against the occult forces being harnessed by the Third Reich.

Class Abbreviations: The prestige classes are abbreviated as follows: Com, commando; Snp, sniper; Adt, adept; Chn, chaplain; Opt, operative.

Military Classes

Commando

Commandos are a breed apart. They are courageous men who volunteer to undertake dangerous missions in enemy held territory—often with very little chance of returning home.

Commandos have to be in superb physical shape because the demands of their missions often push them to the edge of their physical limits and sometimes beyond. Commandos are almost always outnumbered, so they also need to be mentally sharp to stay one step ahead of their opponents.

Regardless of whether your hero is a member of Colonel Clark's original Commando unit or part of a US Ranger battalion, your soldier's reputation will strike fear into the enemy.

Hit Die: d12

Requirements

Base Attack Bonus: 5+
Strength: 12+
Dexterity: 12+
Constitution: 14+
Intelligence: 12+
Wisdom: 13+
Move Silently: 8 ranks
Hide: 8 ranks

Class Skills

The commando's class skills (and the key ability for each skill) are Animal Empathy (Cha), Artillery (Int), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Demolitions (Int), Disable Device (Int), Driving (Dex), Escape Artist (Dex), First Aid (Wis), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Leadership

The Commando

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Endurance, Improved Unarmed Strike
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Sneak Attack +1d6
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Sneak Attack +2d6
6	+6/+1	+5	+2	+5	Bonus Feat
7	+7/+2	+5	+2	+5	Sneak Attack +3d6
8	+8/+3	+6	+2	+6	Bonus Feat
9	+9/+4	+6	+3	+6	Sneak Attack +4d6
10	+10/+5	+7	+3	+7	Bonus Feat

(Cha), Listen (Wis), Mechanic (Int), Move Silently (Dex), Navigation (Int), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), Wilderness Lore (Wis).

Skill points each additional Level: 6 + Int Modifier.

Class Features

All of the following are class features of the commando:

Bonus Feats: At 2nd level, the commando gets a bonus feat. The commando gains an additional bonus feat at 4th level and every two levels thereafter. These bonus feats must be drawn from the following list: Alertness, Ambidexterity, Automatic Weapons Proficiency, Combat Reflexes, Dodge (Mobility, Spring Attack), Eye For Terrain, Flamethrower Proficiency, Forward Observer, Gunnery Proficiency, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Incoming!, Martial Weapon Proficiency*, Mechanized Infantry, Mobility, Mortar Proficiency, Natural Born Leader, Parachute Proficiency, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave), Quick-draw, Rocket Launcher Proficiency, Run, Tactician, Toughness, Tracked Vehicle Proficiency, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Focus*, Weapon Specialization*.

Some of the bonus feats available to a commando cannot be acquired until the commando has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A commando can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A commando must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Endurance: The commando automatically gains the Endurance feat at 1st level.

Improved Unarmed Strike: The commando's advanced training in unarmed combat grants him the Improved Unarmed Strike Feat at 1st level.

Sneak Attack: This ability works just as described for rogues in the *Player's Handbook*.

Sniper

The sniper is one of the most feared adversaries on the battlefield. He strikes without warning, kills, and then vanishes without a trace.

Snipers must be crack shots and masters of concealment. They must also possess a great deal of patience. Like a hunter, they must creep slowly across the battlefield and then wait—sometimes for hours—to get the perfect shot at an enemy.

The sniper's job is twofold. He deprives the enemy's troops of leadership by killing officers and noncoms and he demoralizes the enemy by attacking them at range in areas in which they should feel safe.

Scouts and grunts are the most likely
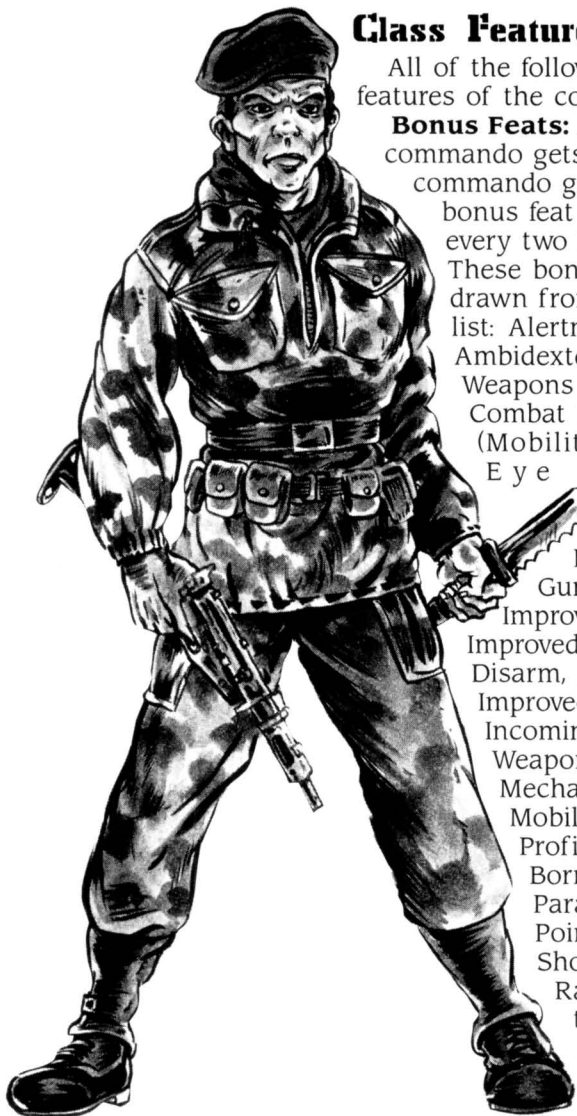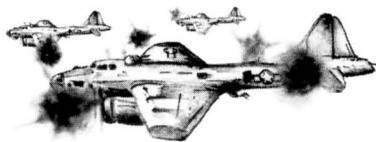
The Sniper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Dead Eye
2	+2	+3	+0	+0	Marksman
3	+3	+3	+1	+1	Crippling Shot
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Demoralizing Attack
6	+6/+1	+5	+2	+2	Bonus Feat
7	+7/+2	+5	+2	+2	Improved Far Shot
8	+8/+3	+6	+2	+2	Bonus Feat
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Bonus Feat

candidates for this class, although officer snipers are not unheard of.

Hit Die: d8

Requirements

Ranged Attack Bonus: 8+
Wisdom: 13+
Move Silently: 8 ranks
Hide: 8 ranks
Feats: Weapon Focus (some type of rifle), Point Blank Shot, Far Shot, Weapon Specialization (some type of rifle)

Class Skills

The sniper's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Demolitions (Int), Driving (Dex), First Aid (Wis), Hide (Dex), Jump (Str), Leadership (Cha), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), and Swim (Str).

Skill points each additional Level: 4 + Int Modifier.

Class Features

All of the following are class features of the sniper:

Dead Eye: The sniper automatically gains the Dead Eye feat at 1st level if he doesn't already have it.

Bonus Feats: At 4th level, the sniper gets a bonus feat. The sniper gains an additional bonus feat at 6th level and every two levels thereafter. These bonus feats must be drawn from the following list: Ambidexterity, Automatic Weapons Proficiency, Combat Reflexes, Dodge (Mobility, Spring Attack), Eye For Terrain, Improved Critical, Improved Initiative, Improved Unarmed Strike, Incoming!, Mechanized Infantry, Parachute Proficiency, Precise Shot, Rapid Shot, Shot on the Run), Quick-draw, Tactician, Tracked Vehicle Proficiency, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Focus*, Weapon Specialization*.

Some of the bonus feats available to a sniper cannot be acquired until the sniper has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A sniper can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A sniper must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Marksman: One shot, one kill, is the sniper's creed. This ability allows the sniper to perform a *coup de grace* attack at long range.

To do this, the sniper must spend one round aiming at his target and he must be using a rifle with which he is specialized.
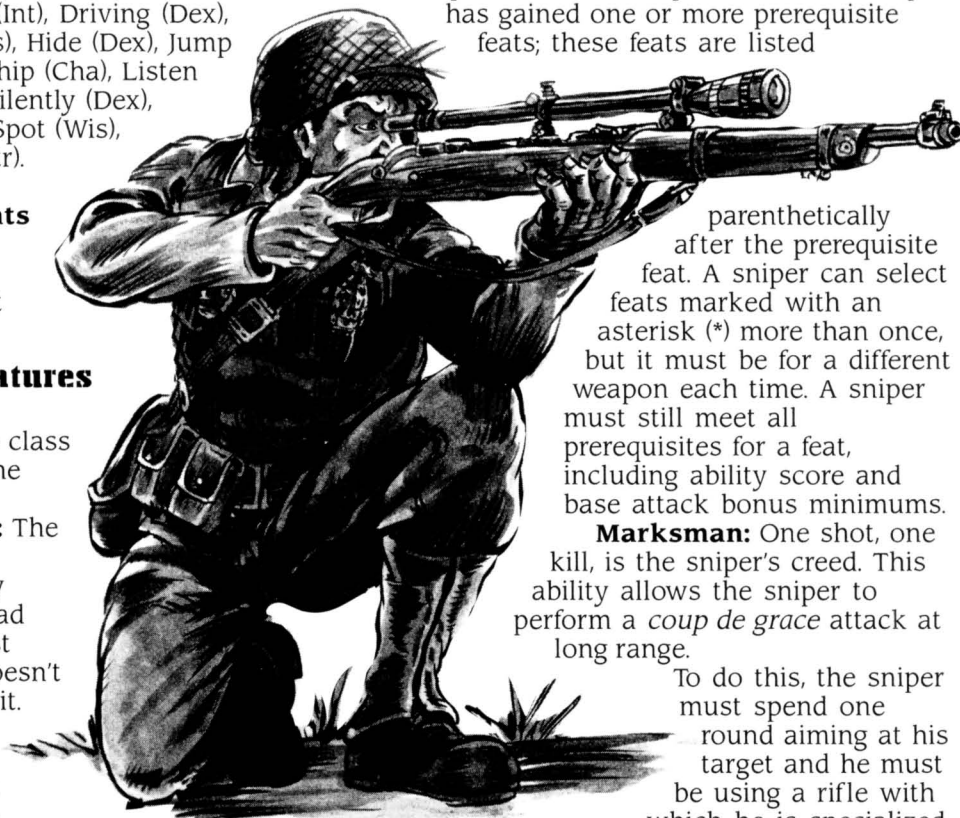
The target must not be making a double move or running. On the second round, the sniper may make one attack at his usual bonus. This is a full round action and counts as a *coup de grace*. The target must be within the maximum range of the sniper's weapon; the sniper does not have to be adjacent to the target as with a normal *coup de grace*.

Crippling Shot: A sniper in a secure position doesn't always shoot to kill. He sometimes cripples his first target and then picks off anyone who moves to aid the victim.

To do this, the sniper must declare he is shooting to cripple before he makes his attack and he must be attacking with a rifle with which he is specialized. Shooting to cripple is a full round action. If the attack hits, the target must make a Fortitude save versus a DC of 10 plus the damage caused. If the target makes this save, the attack causes normal hit point damage. If the save is failed, the attack causes temporary ability damage. The sniper can choose to apply the damage to either Strength or Dexterity. A target that is reduced to 0 in either ability cannot move on his own; he must be carried to safety.

Creatures that are immune to criticals are also immune to this attack.

Demoralizing Attack: This ability is used in conjunction with the sniper's other two special attack forms.

To use this ability, the sniper must perform one of the following acts:

He must kill an enemy soldier with a single shot. The shot must be taken from a range of at least 200 yards and the other enemies in the vicinity of the attack must not see the sniper before or after the attack occurs.

He must cripple an enemy soldier and then either kill one enemy that comes to aid the wounded victim, or, after waiting at least 6 rounds, finishing off the crippled target.

Any enemy soldiers that witness either of these actions must make a Will save versus a DC of 25. Any who fail their saves suffer a -4 morale penalty to all actions for the next 24 hours.

Improved Far Shot: Starting at 7th level, whenever a sniper uses a rifle with which he is specialized to make an aimed fire attack, he may double the weapon's normal range increment.

Multiclass Restrictions: Medics may not multiclass as snipers.

OSI Classes

Characters who have distinguished themselves in combat against the supernatural may be recruited into the ranks of the OSI. The OSI has been tasked with a mission crucial to the war effort, so they don't select just anyone to be inducted into the organization. For more details on this group see the OSI section in Chapter Nine.

An important feature of OSI classes is that while most militaries prohibit women from participating in combat positions, the need for the special skills provided by these classes means they are open to all.

OSI Adept

The OSI has been authorized to use all means at its disposal to thwart the Nazis' use of the occult in their war effort. To that end, those OSI recruits who show some aptitude toward the arcane arts are given a crash course in the use of magic—fighting fire with fire.

OSI adepts are trained in using rune symbols to tap into their own life energy and the energy of nature that surrounds them.

Requirements

To qualify to become an OSI adept, a character must satisfy the following criteria:

Int: 12+

Other: The character must have been decorated for valor in action against the supernatural.
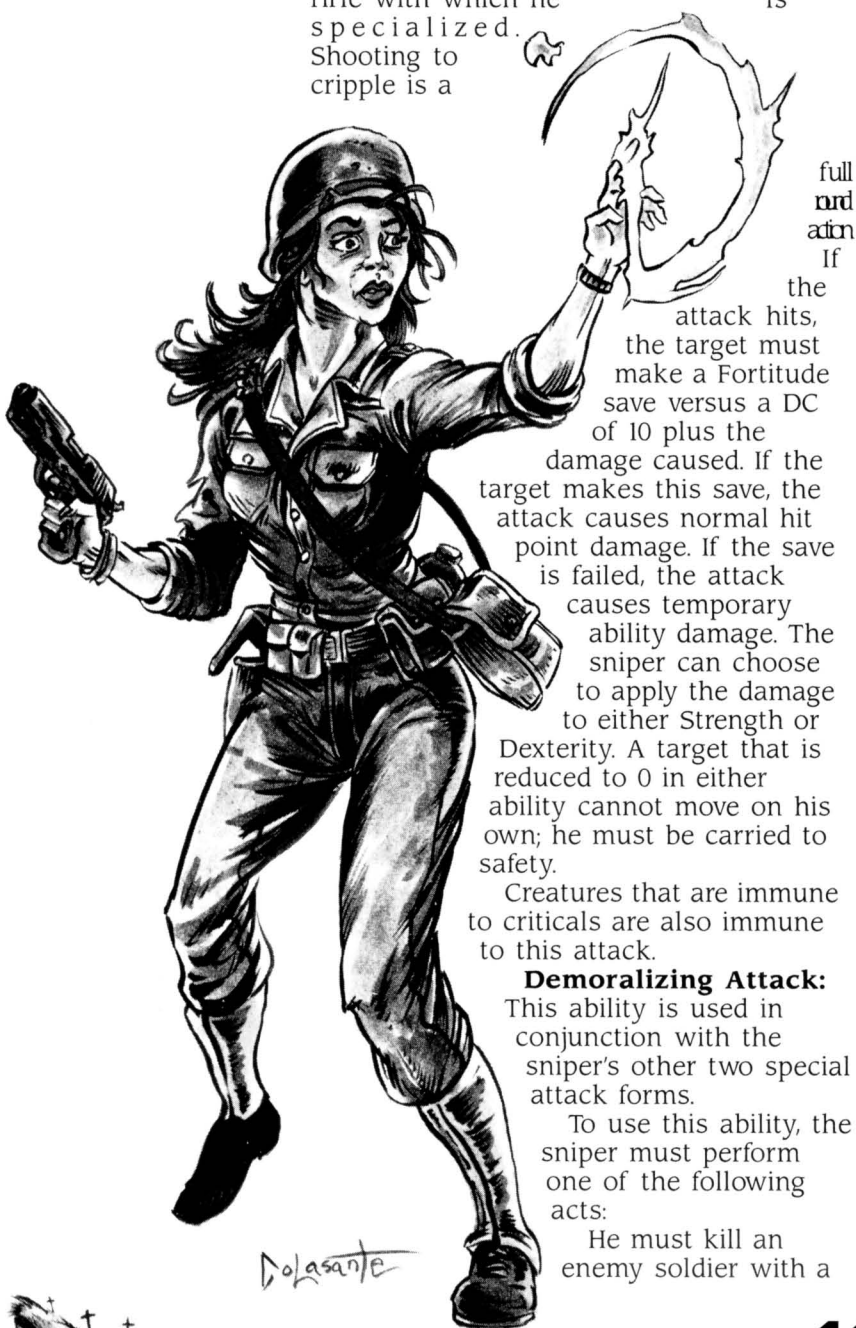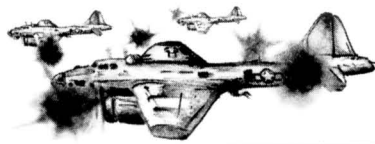
The Adept

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Runes	Special
1	+0	+0	+0	+2	1	
2	+1	+0	+0	+3	2	
3	+1	+1	+1	+3	3	Create Runes
4	+2	+1	+1	+4	4	
5	+2	+1	+1	+4	5	Attuned
6	+3	+2	+2	+5	6	Inscribe Runes
7	+3	+2	+2	+5	7	
8	+4	+2	+2	+6	8	
9	+4	+3	+3	+6	9	
10	+5	+3	+3	+7	10	

Game Rule Info

Abilities: Intelligence and Constitution are the main attributes of the adept. A high intelligence allows the adept to learn more runes, while a good Constitution allows her to cast them more frequently. To cast a spell, the adept must have an Intelligence score of 10 + the spell's level. The DC of a saving throw against an adept's spell is equal to 10 + the spell's level + the adept's Int modifier.

Alignment: Any
Hit Die: d6

Class Skills

The adept's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Hide (Dex), Knowledge (arcana) (Int), Scry (Int), Spot (Wis), Search (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill points each additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the adept:

Weapon and Armor Proficiencies: All OSI adepts are proficient with simple weapons, firearms, and light armor.

Rank: OSI adept is an OSI class. The OSI is a part of the military, so all OSI characters have a rank. If the character becoming an adept is not already a commissioned officer, he is given a commission as a second lieutenant.

Spells: The adept can cast arcane spells. The adept can cast any spell for which he has the runes and is equal to half his level or less (round up). See Chapter Seven: Magic for the spellcasting procedure and a list of the spells available to adepts.

Runes: Magic in *Weird Wars* is based upon the use of mystical runes. An adept can cast any spell that he is high enough level to cast and for which he knows the appropriate runes. The maximum number of runes known to an adept is equal to his OSI adept level plus his Intelligence modifier.

Backlash and Spectacular Success: When dealing with powerful magical forces, a second's inattention can have disastrous effects. If an adept rolls a natural 1 when attempting to cast a spell, the arcane energies involved become more than the character can handle. They course through his body, causing 3d6 damage. Sometimes, however, the adept achieves a perfect connection to the energies that surround him. If an adept rolls a natural 20 when casting a spell, he casts the spell as if he were 1d6 levels higher than he actually is. This does not incur any extra fatigue.

Attuned: At 5th level, the adept has become more in touch with the magical forces that flow through the world. This reduces the fatigue cost of casting a spell from 3 fatigue points per level to 2 fatigue point per level. The damage from backlash is also reduced to 2d6.

Create Runes: At 3rd level, the adept learns to create magical runestones to aid in his casting. The rules for doing this are found on page 128.

Inscribe Runes: At 6th level, the adept learns to create minor magical items by inscribing runes on them. The rules for doing this are found on page 129.

Starting Equipment

OSI Adept: M1911, 20 rounds of ammo, helmet, bayonet, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, civilian clothes, bedroll, rain poncho or overcoat depending on season.

OSI Chaplain

One of the startling revelations that accompanied the sudden upsurge in supernatural activity was the discovery that certain devout soldiers were suddenly able to perform miraculous feats. The OSI actively recruits these individuals and gives them additional training to hone their skills.

Many OSI chaplains were actually chaplains in the armed forces, but a good number of OSI chaplains have been recruited from the general rank and file. All that is necessary to become an OSI chaplain is a deep and abiding faith in the divine.

Requirements

To qualify to become an OSI chaplain, a character must satisfy the following criteria:

Wis: 12+

Knowledge (religion): 4 ranks

Alignment: Any Good.

Other: The character must have been decorated for valor in action against the supernatural.

Game Rule Info

Abilities: Wisdom is the most important attribute of the chaplain. To cast a spell, the chaplain must have a Wisdom score of 10 + the spell's level. The DC of a saving throw against a chaplain's spell is equal to 10 + the spell's level + the chaplain's Wisdom modifier.

Alignment: Any Good.

Hit Die: d6

Class Skills

The chaplain's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Diplomacy (Cha), Hide (Dex), Knowledge (religion) (Int), Prayer (Wis), Search (Int), Sense Motive (Wis), Spot (Wis).

Skill points each additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the OSI chaplain:

Weapon and Armor Proficiencies: All chaplains are proficient with simple weapons and firearms and light armor.

Rank: OSI chaplain is an OSI class. The OSI is a part of the military, so all OSI characters have a rank. If the character becoming a chaplain is not already a commissioned officer, he is given a commission as a second lieutenant.

Miracles: The chaplain can cast divine miracles. The maximum level miracle a chaplain can invoke is equal to half his chaplain level rounded up. See Chapter Seven: Magic, for a list of the miracles available to chaplains and the procedures for invoking them.

Not all chaplains are granted the same miracles. Each chaplain only knows a limited number of miracles. This is summarized in the Chaplain Miracles Known Table. The chaplain may choose any miracles listed in the Miracle Lists in the magic chapter.

Chaplain Miracles Known

Level	Miracles Known									
	0	1	2	3	4	5	6	7	8	9
1	3	2	-	-	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-	-	-
3	4	3	1	-	-	-	-	-	-	-
4	5	3	2	-	-	-	-	-	-	-
5	5	4	2	1	-	-	-	-	-	-
6	6	4	3	2	-	-	-	-	-	-
7	6	5	3	2	1	-	-	-	-	-
8	7	5	4	3	2	-	-	-	-	-
9	7	5	4	4	2	1	-	-	-	-
10	8	5	5	4	3	2	-	-	-	-

Backlash and Spectacular Success: Sometimes the forces of good suffer interference by the powers of darkness and sometimes the chaplain's deity wants the hero to persevere without divine assistance. When a chaplain rolls a natural 1 on a Prayer check, his miracle fails but he still suffers from fatigue. A chaplain that rolls a natural 20 on his Prayer check suffers no fatigue for invoking it.

Code of Conduct: A chaplain receives his powers from the forces of good, so he must be of good alignment and behave himself. This means different things to
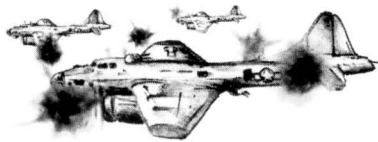
different chaplains based on their religious beliefs. A Christian chaplain, for instance, must obey the 10 Commandments and the other teachings of the Bible.

You should discuss your hero's code with the WM prior to playing as a chaplain.

Noncombatant: Chaplains are not required to fight humans in combat. This is left to the individual chaplain's religious beliefs (see Code of Conduct, above). You must determine your character's stance on this when he achieves his first level as a chaplain. Pacifist chaplains gain a +2 bonus to all Prayer checks, but may never attack another human with lethal damage (subdual damage is usually okay, unless you decide that this is also contrary to your hero's code). They may fight evil creatures without penalty. Should a pacifist ever harm another human, this is considered a sin.

Sinning: A chaplain who sins against his religion loses the ability to call for miracles. The degree of sin determines how long this punishment lasts. A minor infraction such as a Christian chaplain working on a Sunday (preaching and invoking miracles are okay) deprives the hero of his abilities for 1d6 hours. A more serious infraction such as stealing (taking things from the enemy doesn't apply here) or committing adultery causes the chaplain to lose his miracles for 2d6 days. A chaplain who commits a "mortal" sin such as murder, has fallen from grace. He cannot use any of his divine abilities until he finds a chaplain of the same denomination who is willing to cast atonement. The character must then perform a holy quest to redeem himself. The nature of the quest is up to the WM, but it should be proportional to the sin, and it should set things right as much as that is possible.

Turn Undead: Chaplains may turn undead as if a cleric of the same level. He may also take any feats associated with turning such as Extra Turning.

Starting Equipment

OSI Chaplain: M1911, 20 rounds of ammo, helmet, bayonet, communion set, mess kit, canteen, gas mask, entrenching tool, spare uniform, civilian clothes, 4 pairs of socks, bedroll, rain poncho or overcoat depending on season.
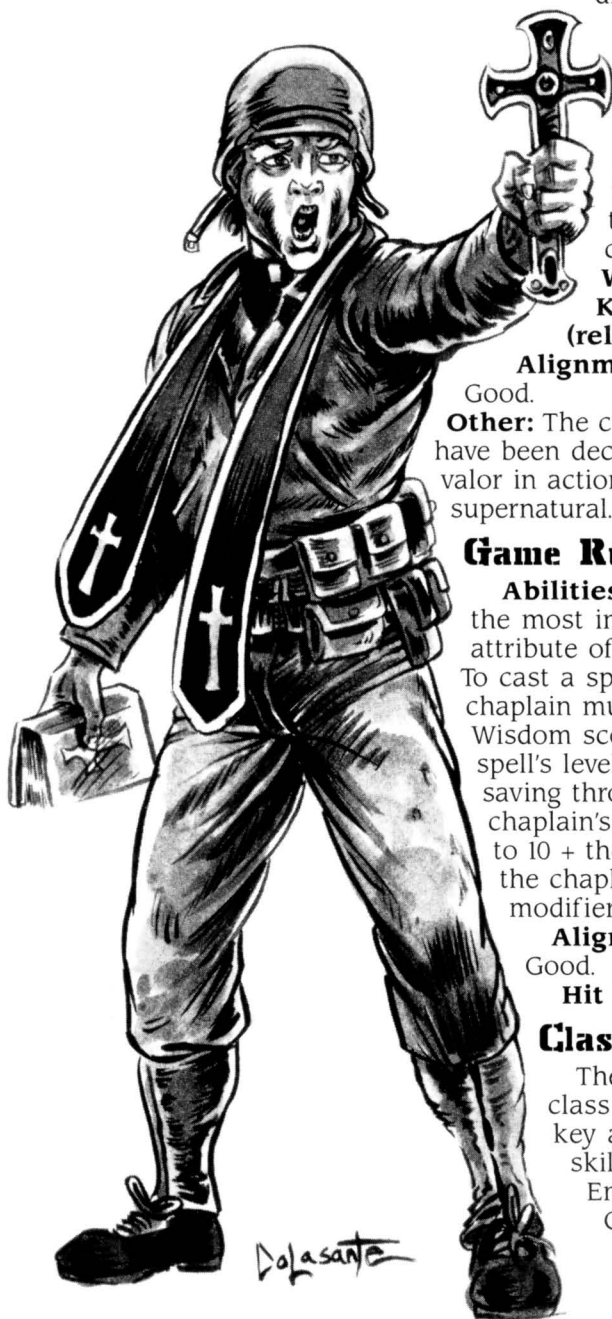
The OSI Chaplain

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Turn Undead
2	+1	+3	+0	+3	
3	+1	+3	+1	+3	
4	+2	+4	+1	+4	
5	+2	+4	+1	+4	
6	+3	+5	+2	+5	
7	+3	+5	+2	+5	
8	+4	+6	+2	+6	
9	+4	+6	+3	+6	
10	+5	+7	+3	+7	

OSI Operative

The OSI operative is your quintessential secret agent schooled in espionage. She often works behind enemy lines gathering information critical to the war effort and sabotaging enemy projects. She is a master of disguise and has access to specialized equipment to aid her in her job.

Requirements

To qualify to become an OSI operative, a character must satisfy the following criteria:

Int: 12+
Cha: 12+
Alignment: Any
Language: The character must know at least 1 language other than her native one.
Other: The character must have been decorated for valor in action against the supernatural.

Game Rule Info

Abilities: Charisma is the operative's primary attribute. It aids her with Disguise, Bluff, and Gathering Information.
Alignment: Any
Hit Die: d8

Class Skills

The operative's class skills (and the key ability for each skill) are Climb (Str), Bluff (Cha), Disable Device (Int), Disguise (Cha), Demolitions (Int), Driving (Dex), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Swim (Str).

The Operative

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Sneak Attack +1d6
2	+1	+0	+3	+3	Language, Garrote
3	+2	+1	+3	+3	Use Magic Device, License to Kill
4	+3	+1	+4	+4	Sneak Attack +2d6
5	+3	+1	+4	+4	Language
6	+4	+2	+5	+5	
7	+5	+2	+5	+5	Sneak Attack +3d6
8	+6/+1	+2	+6	+6	Language
9	+6/+1	+3	+6	+6	
10	+7/+2	+3	+7	+7	Sneak Attack +4d6

Skill points each additional Level: 6 + Int Modifier.

Class Features

All of the following are class features of the operative:

Weapon and Armor Proficiencies: All operatives are proficient with simple weapons, firearms, and light armor.

Rank: OSI operative is an OSI class. The OSI is a part of the military, so all OSI characters have a rank. If the character becoming an operative is not already a commissioned officer, she is given a commission as a second lieutenant.

Sneak Attack: This works in the same way as the rogue's ability described in the *Player's Handbook*.

Language Training: At 2nd, 5th, and 8th level, the operative is given intensive training in a new language of her choice. This language must be chosen from the following list: French, German, Russian, Italian, Japanese, Norwegian, Swedish, Finnish, and Spanish.

Garrote: At 2nd level, the operative receives training in the use of the garrote, an exotic weapon. The operative may take Weapon Focus with this weapon, and upon achieving 6th level, she may take Weapon Specialization with the garrote.

Use Magic Device: At 3rd level, the operative is given training in using magic devices. This allows him to buy the Use Magic Device skill as a class skill. It also allows him to use rune-inscribed magic items created by adepts.

License to Kill: At 3rd level, OSI operatives are given a license to kill. This license can only be used in the act of defeating a supernatural threat or to prevent the disclosure of sensitive material concerning the supernatural. This license allows the operative to kill civilians and friendly military personnel in the course of her duties without legal repercussion. Any targets terminated under the power granted by this license must be reported to OSI headquarters. All such instances are reviewed by OSI command. Operatives found to have misused this license or who fail to report terminations may have the license revoked—permanently.

Starting Equipment

OSI Operative: M1911, 20 rounds of ammo, helmet, bayonet, mess kit, canteen, gas mask, spare uniform, civilian clothes, disguise kit, miniature camera, 2 rolls of film, 4 pairs of socks, bedroll, rain poncho or overcoat depending on season.

SPELL NAME	CASTING TIME	SP	DC	RANGE	DURATION	SAVE
SPELL NAME	CASTING TIME	SP	DC	RANGE	DURATION	SAVE

Chapter Seven: Magic

The vast majority of supernatural weirdness is perpetrated by black-hearted villains (particularly SS blood mages) and bizarre creatures dredged from the violence of war. But not all.

Some supernatural power is wielded by those who fight against the darkness as well. The most devout priests, nuns, rabbis, or even non-ordained faithful men and women may draw upon holy power to aid in their struggle against evil. Such feats require much training and faith far beyond the normal call of duty. The Office of Supernatural Investigations drafts such individuals as chaplains, as described in Chapter Six: Prestige Classes.

Another who wields supernatural power is the adept (also explained in Chapter Six). These men and women have dabbled in the mystic art of rune magic, and attempt to use its ancient powers against the evils of the "modern" world. Their path is much more dangerous, however, for practicing the "dark arts" does not come without a price.

We'll return to the adepts and rune magic in a bit. Let's begin our tour of the magic of Weird War Two with a look at the more divine powers used by OSI chaplains and other blessed souls.

Invoking Miracles

Casting miracles doesn't require mystic runes or other arcane symbols. In fact, miracles do not even require the blessed's particular holy symbol (though such icons often give the miracle-worker comfort). To call for a miracle, the chaplain simply prays out loud, hopes his god is listening, and waits hopefully for an answer.

In game terms, the chaplain character must perform a Prayer check. The DC for this check is 15 plus twice the level of the miracle being invoked.

The Prayer check is made once after the amount of time required to invoke the miracle has passed. If the chaplain is interrupted while invoking a miracle, a Concentration check is required as described on page 65 of the *Player's Handbook*. If the Prayer check is successful, the spell is cast. If it fails, the "powers that be" decided not to intervene and the miracle does not occur.

Chaplains may use any of the metamagic feats from the *Player's Handbook*. When invoking a miracle at an effective higher level than usual (due to such feats), both the DC to cast it and the fatigue caused by it are based upon the level at which it is cast.

Fatigue

Channeling divine energy through the chaplain's body is tiring work.

Whenever a character invokes a miracle, he suffers fatigue equal to 3 times the spell's level. This fatigue is applied to the hero as subdual damage.

Fatigue is recovered at the rate of 1 hit point per hour per level. 0-level spells cost 1 fatigue to cast.

Failed casting attempts cause no fatigue for chaplains unless a natural 1 is rolled.

Chaplain Miracles List

0-Level Chaplain Miracles

Create Water
Cure Minor Wounds
Guidance
Light
Mending
Purify Food & Drink
Resistance
Virtue

1st-Level Chaplain Miracles

Bane
Bless
Command
Comprehend Languages
Cure Light Wounds
Detect Evil
Divine Favor
Endure Elements
Entropic Shield
Magic Weapon
Obscuring Mist
Protection from Evil
Remove Fear
Sanctuary
Shield of Faith

2nd-Level Chaplain Miracles

Aid
Animal Messenger
Augury
Bull's Strength
Calm Emotions
Consecrate
Cure Moderate Wounds
Delay Poison
Endurance
Enthrall
Find Traps
Gentle Repose
Hold Person
Lesser Restoration
Remove Paralysis
Resist Elements
Shield Other
Silence
Speak with Animals
Zone of Truth

3rd-Level Chaplain Miracles

Blindness/Deafness
Continual Flame
Create Food and Water
Cure Serious Wounds
Daylight
Deeper Darkness
Dispel Magic
Invisibility Purge
Magic Circle against Evil
Magic Vestment
Prayer
Protection From Elements
Remove Blindness/Deafness
Remove Curse
Remove Disease
Searing Light
Water Walk
Wind Wall

4th-Level Chaplain Miracles

Air Walk
Control Water
Cure Critical Wounds
Discern Lies
Divine Power
Freedom of Movement
Greater Magic Weapon
Neutralize Poison
Repel Vermin
Restoration
Sending
Spell Immunity
Tongues

5th-Level Chaplain Miracles

Atonement
Break Enchantment
Commune
Dispel Evil
Flame Strike
Greater Command
Hallow
Healing Circle
Insect Plague
Mark of Justice
Raise Dead
Righteous Might
Spell Resistance
True Seeing
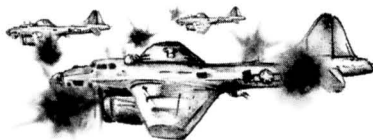
Rune Magic

The use of runes is an ancient practice that predates the Nazis and Hitler's occult obsession. In fact, select groups of black magicians have used them for the last several thousand years—and you will see their use in other eras of the *Weird Wars*. Hitler himself witnessed the use of runes in the First World War, though he had no idea what they meant at the time. When he rose to power, he ordered teams of researchers to discover the source and method of this arcane power.

Between bullying certain elder scholars, researching ancient tomes seized by force, and digging in various archaeological spots, the Nazis learned most all there was to know about rune magic. This information was then disseminated to select SS agents and other Hitler toadies. Some of them suffered unnatural and excruciating deaths, but most mastered the arcane art of rune magic and became competent sorcerers.

At first, the secrets of rune magic were closely guarded and shared only with Hitler's SS. Later, as Germany suffers setbacks on the Eastern Front, and particularly after the Normandy Invasion, more and more lesser officers have been taught at least a few eldritch spells.

Magic and the OSI

Fortunately, the OSI had their own sources and learned the secrets of rune magic as well. They have shared their knowledge with a select few agents—OSI adepts—since the beginning of the war.

Adepts must keep their knowledge secret. Teaching others the art of rune magic or using it too flagrantly in front of non-OSI agents is an offense punishable by death. Exceptions are made in extreme situations, but these should be rare.

Casting Spells

Adepts cast their spells through the use of ancient Germanic runes. These runes allow the caster to tap into the life force in themselves and the world around them to create effects that defy rational explanation.

A Nazi blood mage uses arcane magic on troopers assigned to a covert mission.

Rune Knowledge

In order to cast a spell, the adept must know the runes required to cast it. Knowledge of a rune means more than simply being able to write or speak it. The adept must also learn of its magical significance, its connections to magical forces, the proper methods of invoking it, ways in which the rune can be modified (reversal, used in negation), and so on. This requires study and only the most powerful adepts have knowledge of all 24 runes.

The runes required to cast a spell are listed alongside the spell's name in the Adept Spell Lists on page 133.

Casting

Provided an adept knows the proper runes, he must speak the names of the runes aloud and trace their shapes in the air with his finger. This means that all adept spells have a verbal and somatic component.

Once the ritual is completed, the character must perform a Spellcraft check. The DC for this check is normally 15 plus twice the level of the spell. The check is made once the amount of time required to cast the spell has passed. If the caster is interrupted while casting a spell, a Concentration check is required as described on page 65 of the *Player's Handbook*.

German soldiers make use of a magically conjured *fog* spell to ambush Allied tanks.

If the Spellcraft check is successful, the spell is cast. If it fails, the spell does also.

Adepts may use most of the metamagic feats from the *Player's Handbook*. When casting a spell at an effective higher level than usual (due to such a feat), both the DC to cast it and the fatigue caused by it are based upon the level at which it is cast. The metamagic feats Silent Spell and Still Spell may not be taken by adepts, but see below for details on how to accomplish what these feats normally allow.

Fatigue

Whenever an adept casts a spell, he suffers fatigue equal to 3 times the spell's level. This fatigue is applied to the hero as subdual damage.

Fatigue is recovered at the rate of 1 hit point per hour per level. 0-level spells cast 1 fatigue to cast.

Unlike chaplains, an adept who fails to cast a spell suffers the full fatigue cost.

Reduced Rituals

In certain situations, a caster may not be able to—or may not want to—speak or trace the runes. In these cases, the caster may choose to omit one or the other of these components from the casting ritual—never both. This is useful when trying to cast a spell silently or when the character's hands are bound. Of course, captors who know about such things will both bind and gag any heroes they suspect of being spellcasters. Reducing the ritual in this way increases the DC of the casting attempt by 10.

Material Components

Spells cast using runes do not have material components. You may ignore any required material components listed for a spell in the *Player's Handbook*.

Creating Runestones

As the German archaeologists discovered, the runes of the Elder Futhark have important mystical connections and can serve as conduits for magical energy.

Runestones are small, flat pieces of stone which have been inscribed with runes. When properly constructed, they can be used to channel arcane energy and reduce the physical strain of casting spells.

Each runestone is inscribed with a single rune. Creating a runestone requires 24 hours of work by the adept. This time can be broken up over several days if desired. At the end of this time, the adept must make a Spellcraft check (DC25). If the roll is successful, the spellcaster transfers a bit of his essence (in the form of 500 experience points) into the stone to energize it. If the roll is failed, the runestone is flawed in some way and the character must start again from scratch.

An adept can only create runestones for runes that she knows. However, she can use any runestone, even if inscribed with a rune she doesn't know. Since it is not possible to learn the use of all the runes, this is the primary way by which an adept can cast spells using runes unknown to her.

Using Runestones

To use runestones, the caster must hold the runes required for the spell in his hands while casting the spell. The adept must have runestones for all of the runes required for the spell.

If these requirements are met, the fatigue caused by the spell is reduced by 1 point per level. That means spells cast with runestones cost 2 fatigue per level, or 1 fatigue per level if the adept is attuned (a feat gained at 5th level). Thus a 3rd level spell cast with runestones costs 6 fatigue instead of 9, or 3 if the adept is attuned (5th level or higher).

Holding runes not required for the spell cancels the effect of the stones. This means that if a caster wants to cast different spells from round to round, he must stow the unneeded stones somewhere. Many adepts carry their stones in an ammo pouch or other small container. Stowing or retrieving a runestone is a move equivalent action.

Burning Out

Runestones don't last forever. Eventually the strain of channeling arcane energies causes the stone to "burn out." Whenever your adept rolls a 1 on his Spellcraft check while casting a spell, there's a chance the stones used in the casting burn out. Make a separate Spellcraft check (DC20) for each stone used. Any stones for which the check is failed burn out. They are now useless—except for throwing at the enemy.

Inscribing Runes

Higher level adepts can create magical items by inscribing runes onto them.

Creating an item in this way requires a number of things. First, the item must be of masterwork quality. Second, the inscribed item must be connected in some way to the spell being inscribed upon it; *arcane lock* must be inscribed on a key, *spider climb* could be inscribed on a pair of boots, gloves, or climbing pick, and so on. Spells for which there is no obvious material object on which to inscribe them—*tongues*, *emotion*, and so on—may be inscribed on a ring, medallion, or torc. The WM has the final say about what items are suitable for inscription.

Once these requirements are met, the adept must spend 24 hours per rune inscribed working on the object. This time may be broken up over several days. Once the required time has passed, the adept must make a Spellcraft check (DC25). If the check is successful, the adept infuses some of his essence into the runes to energize them. This costs 1,000 experience points per rune. A failed check means the adept must start again from scratch.

Using Inscribed Items

Any character with the Use Magic Device skill can use an inscribed item as a free action. Only one item can be used per round and only one attempt to activate the item can be made per round.

Using an item requires a Use Magic Device check (DC15). If successful, the spell activates and the user suffers fatigue equal to 1 point per spell level. If the activation roll fails, no fatigue is incurred.

Like runestones, inscribed items can burn out. Any time a user rolls a natural 1 on his Use Magic Device check, there is a chance this may happen. Roll 1d20. On a roll of 5 or less, the item burns out and the inscribed spell is lost.

The Runes

The runes of the Elder Futhark (the name futhark comes from the first six letters of this ancient alphabet) are thought to have been developed by Germanic tribes in the Second or Third century. The text found by German archeologists, however, hints at a much more ancient origin.

The runes are divided into three "aetts" of eight letters each. Runes are used for magic by inscribing them on runestaves. This is sometimes an actual staff, but can be any object (such as stones). Runes can be reversed to negate or reverse their meaning. Some runes look the same when reversed, so when used in a negative way

they are inscribed in a darker color, sometimes blood red. These dark runes are called "merkstaves." Runes can also be drawn together into a single rune called a "bind" rune to combine their meanings.

The meanings of each rune and the gods, elements, and mythic legends they are associated with are listed below. You can use these if you wish to create new spells or add existing spells that were not included in the adept lists. The phonetic equivalent for each rune allows adepts to write messages to each other with this ancient alphabet.

The First Aett

The first eight runes are often referred to as Freya's Aett.

Fehu (Domestic Cattle)

Pronunciation: FAY-oo
Phonetic Equivalent: F
Associated Gods/Myths: Freya, Brisingamen, Dwarfs, Sigurd & the Otter's Gold
Associated Element: Fire
Normal Meaning: Possessions won or earned, particularly through a trail of some sort, a sign of hope and plenty, creation/destruction.
Reversed or Merkstave: Loss of property or esteem, failure, greed, atrophy, cowardice, poverty, bondage.

Uruz (Auroch, a wild Ox)

Pronunciation: OO-rooz
Phonetic Equivalent: U
Associated Gods/Myths: Thor, Loki, Odin
Associated Element: Earth
Normal Meaning: Physical strength and speed, great and health, sudden or unexpected changes (usually for the better).
Reversed or Merkstave: Weakness, domination by others, sickness, brutality, rashness.

Thurisaz (Giant)

Pronunciation: THOO-ri-saz
Phonetic Equivalent: TH
Associated Gods/Myths: Frost Giants, Loki
Associated Element: Fire
Normal Meaning: Directed force of destruction and defense, conflict, cleansing fire, regeneration.
Reversed or Merkstave: Danger, defenselessness, compulsion, hatred, evil.

Ansuz (Odin)

Pronunciation: AN-sooz
Phonetic Equivalent: A
Associated Gods/Myths: Odin
Associated Element: Air
Normal Meaning: A revealing message or insight, communication, speech, true vision, good health, wisdom.
Reversed or Merkstave: Misunderstanding, delusion, manipulation by others.

Raidho (Wagon)

Pronunciation: RAY-do
Phonetic Equivalent: R
Associated Gods/Myths: Thor, the Norse, Sigurd's journey.
Associated Element: Air
Normal Meaning: Travel, both physical and spiritual, relocation, change of place or setting.
Reversed or Merkstave: Stasis, dislocation, delusion, death.

Kenaz (Beacon or Torch)

Pronunciation: KEN-az
Phonetic Equivalent: K
Associated Gods/Myths: Freya, Heimdall, Mimir, the Dwarfs, Muspellheim
Associated Element: Fire
Normal Meaning: Vision, revelation, fire of transformation, power to create your own reality, light.
Reversed or Merkstave: Disease, instability.

Gebo (Gift)

Pronunciation: GAY-bo
Phonetic Equivalent: G
Associated Gods/Myths: Odin, Sigurd & Brunhild
Associated Element: Air
Normal Meaning: Gifts, both physical and sacrificial, personal relationships and contracts.
Reversed or Merkstave: Greed, loneliness, obligation.
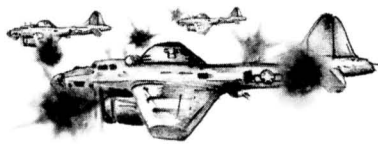
Wunjo (Glory)

Pronunciation: WOON-jo
Phonetic Equivalent: W
Associated Gods/Myths: Odin, Baldur, Asgard
Associated Element: Earth
Normal Meaning: Joy, comfort, fellowship, harmony.
Reversed or Merkstave: Sorrow, strife, delirium, possession, berserker frenzy.

The Second Aett

The second group of eight runes is sometimes referred to as Heimdall's Aett.

Hagalaz (Hail)

Pronunciation: HAA-ga-laz
Phonetic Equivalent: N
Associated Gods/Myths: Hella, Ragnarok, Loki, Frost Giants
Associated Element: Ice
Normal Meaning: Wrath of nature, destructive, uncontrolled forces, especially the weather.
Reversed or Merkstave: Natural disaster, pain, loss, suffering, hardship.

Nauthiz (Need)

Pronunciation: NOW-thiz
Phonetic Equivalent: N
Associated Gods/Myths: Skuld, Freya & Gurd, the Otter's Gold
Associated Element: Fire
Normal Meaning: Delays, restriction, confusion, conflict and the will to overcome them, endurance, survival.
Reversed or Merkstave: Constraint of freedom, starvation, need, hunger.

Isa (Ice)

Pronunciation: I-sa
Phonetic Equivalent: I
Associated Gods/Myths: Frost Giants, Nifelheim
Associated Element: Ice
Normal Meaning: A challenge or frustration, standstill, this rune reinforces those around it.
Reversed or Merkstave: Blindness, treachery, illusion, deceit, stealth, ambush.

Jera (Year, Harvest)

Pronunciation: YER-aa
Phonetic Equivalent: Y or J
Associated Gods/Myths: Freya, Thor, Sif
Associated Element: Earth
Normal Meaning: A time of peace and happiness, can break through stagnation.
Reversed or Merkstave: Sudden setback, bad timing, poverty.

Eihwaz (Yew Tree)

Pronunciation: A-waz
Phonetic Equivalent: EI
Associated Gods/Myths: Odin, Hel, Yggdrasil
Associated Element: All

Normal Meaning: Strength, reliability, defense, protection, endurance.
Reversed or Merkstave: Confusion, destruction, weakness.

Perthro (Dice Cup)

Pronunciation: PER-throe
Phonetic Equivalent: P
Associated Gods/Myths: Freya
Associated Element: Water
Normal Meaning: Uncertain meaning, hidden things and occult abilities, knowledge of the future, sometimes used to refer to feminine mysteries such as reproduction and childbirth
Reversed or Merkstave: Addiction, stagnation.

Algiz (Protection)

Pronunciation: AL-jeez
Phonetic Equivalent: H
Associated Gods/Myths: Valkyries, Heimdall
Associated Element: Air
Normal Meaning: Protection, a shield, defense, warding off evil, especially supernatural evil, guardian from harm or spiritual corruption.
Reversed or Merkstave: Hidden danger, loss of magical link, warning, turning away, repel or dispel arcane or supernatural forces.

Sowilo (Sun)

Pronunciation: SOE-wool-o
Phonetic Equivalent: S
Associated Gods/Myths: Baldur, Sunna
Associated Element: Air
Normal Meaning: Success, life force, health, victory, either personal or in battle, elemental force/ cleansing fire.
Reversed or Merkstave: Destruction, retribution, justice, often results in poetic justice.

The Third Aett

The last eight runes are often referred to as Tyr's Aett. Some sources reverse the order of Dagaz and Othala.
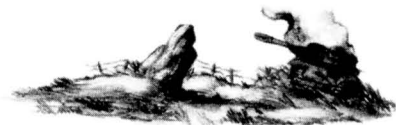
Teiwaz (Tyr)

Pronunciation: TAE-waz
Phonetic Equivalent: T
Associated Gods/Myths: Tyr and the Fenris Wolf
Associated Element: Air
Normal Meaning: Honor,

Rune Magic in Weird Wars

Magic in a gritty World War II game can be a little weird the first time out. You don't want typical wizards running around throwing fireballs and blowing up hordes of Nazis in one stroke—that's what hand grenades are for. That's why the spell lists—for the most part—include only the most subtle effects.

One great way to accentuate the difference between the occult magic of Weird Wars and the typical high sorcery of most fantasy games is to whisper the names of the runes every time your character uses a spell. This makes it mysterious to those who don't play adepts, and almost sounds like the Latin mumbo-jumbo priests use in Christian ceremonies.

justice, rationality, victory, particularly in battle, war, or through violence.
Reversed or Merkstave: Mental paralysis, failure, difficulties in communication.

Berkana (Birch)

Pronunciation: Ber-KA-na
Phonetic Equivalent: B
Associated Gods/Myths: Berchta, Frigg, Idunna
Associated Element: Earth
Normal Meaning: Childhood or the creation side of birth and fertility (as opposed to the mysterious side, represented by Perthro), mental and physical growth, regeneration, new growth.
Reversed or Merkstave: Carelessness, loss of control, blurring of consciousness.

Ehwaz (Horse)

Pronunciation: EH-waz
Phonetic Equivalent: E
Associated Gods/Myths: Freya, Sleipnir
Associated Element: Earth
Normal Meaning: Transportation, movement and change, loyalty, confirmation of the runes around it.
Reversed or Merkstave: Disharmony, mistrust, betrayal, deceit, lies or trickery, especially from close friends or loved ones.

Mannaz (Man)

Pronunciation: MAHN-naz
Phonetic Equivalent: M
Associated Gods/Myths: Heimdall, Midgard
Associated Element: Air

Normal Meaning: The self, intelligence, forethought, awareness.
Reversed or Merkstave: Depression, blindness, manipulation, craftiness.

Laguz (Water)

Pronunciation: LAH-gooz
Phonetic Equivalent: L
Associated Gods/Myths: Njord, Midgard Serpent
Associated Element: Water
Normal Meaning: Flow, water, life energy, dreams, fantasies, the unknown, the hidden, the underworld.
Reversed or Merkstave: Confusion, fear, madness, depression, obsession, despair, other negative mental states.

Ingwaz (Ing, the Earth god)

Pronunciation: ENG-waz
Phonetic Equivalent: NG
Associated Gods/Myths: Freya, Nerthus, Thor
Associated Element: Earth
Normal Meaning: Male fertility, gestation, common sense, warmth, the home.
Reversed or Merkstave: Impotence, movement without change.

Dagaz (Day or Dawn)

Pronunciation: DAH-gaz
Phonetic Equivalent: D
Associated Gods/Myths: Heimdall, Baldur, Sunna
Associated Element: Fire/Air
Normal Meaning: Breakthrough, awakening, awareness, clarity, a balance point, the place where opposites meet, neutrality (in alignment terms).
Reversed or Merkstave: Completion, ending, coming full circle.

Othala (Property)

Pronunciation: DAH-gaz
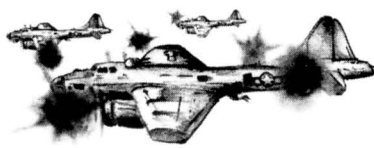**Phonetic Equivalent:** O
Associated Gods/Myths: Odin, the nine worlds of Yggdrasil
Associated Element: Earth
Normal Meaning: Inherited properties or possessions, group order, group prosperity, aid in spiritual and physical journeys.
Reversed or Merkstave: Slavery, poverty, homelessness, bad karma

Adept Spell List

0-Level Adept Spells

Spell	Runes
Resistance	Nauthiz
Detect Poison	Eihwaz
Daze	Raidho
Flare	Kenaz
Light	Kenaz
Dancing Lights	Kenaz, Raidho
Ghost Sound	Perthro
Mending	Berkana
Open/Close	Othala
Arcane Mark	Fehu
Detect Magic	Dagaz, Laguz
Prestidigitation	Isa

1st-Level Adept Spells

Alarm	Eihwaz
Endure Elements	Algiz
Hold Portal	Othala
Protection from Evil	Algiz
Shield	Algiz
Mage Armor	Eihwaz
Obscuring Mist	Hagalaz
Unseen Servant	Fehu, Raidho
Comprehend Languages	Ansuz
Identify	Kenaz
True Strike	Eihwaz, Sowilo
Charm Person	Mannaz, Wunjo
Hypnotism	Raidho, Wunjo
Sleep	Berkana, Laguz
Magic Missile	Thurisaz
Change Self	Kenaz, Raidho
Silent Image	Kenaz
Ventriloquism	Ansuz, Raidho
Erase	Ansuz, Ehwaz
Expeditious Retreat	Mannaz, Uruz
Magic Weapon	Fehu, Sowilo
Message	Ansuz, Raidho
Spider Climb	Berkana, Othala

2nd-Level Adept Spells

Arcane Lock	Algiz, Isa, Nauthiz
Protection From Arrows	Eihwaz, Teiwaz
Resist Elements	Algiz, Eihwaz
Fog Cloud	Isa, Sowilo
Glitterdust	Ansuz, Perthro
Summon Swarm	Berkana, Hagalaz
Detect Thoughts	Dagaz, Mannaz
Darkness	Dagaz, Isa
Daylight	Dagaz, Sowilo
Shatter	Fehu, Hagalaz
Blur	Isa, Mannaz
Continual Flame	Kenaz, Sowilo
Invisibility	Ansuz, Mannaz
Minor Image	Ansaz, Wunjo

Scare	Fehu, Laguz
Alter Self	Isa, Uruz
Bull's Strength	Mannaz, Uruz
Cat's Grace	Kenaz, Thurisaz
Darkvision	Ansuz, Dagaz
Endurance	Laguz, Uruz
Knock	Ehwaz, Othala
Levitate	Ehwaz, Uruz
Pyrotechnics	Kenaz, Thurisaz
Whispering Wind	Ansuz, Gebo

3rd-Level Adept Spells

Dispel Magic	Hagalaz, Perthro, Wunjo
Magic Circle	Algiz, Perthro, Thurizas
Protection From Elements	Algiz, Ehwaz, Teiwaz
Stinking Cloud	Hagalaz, Laguz, Nauthiz
Clairaudience/ Clairvoyance	Ansuz, Ehwaz, Gebo
Tongues	Ansuz, Berkana, Ehwaz
Hold Person	Fehu, Mannaz, Nauthiz
Suggestion	Ansuz, Gebo, Thurisaz
Wind Wall	Hagalaz, Isa, Nauthiz
Displacement	Kenaz, Raidho, Teiwaz
Major Image	Berkana, Isa, Perthro
Halt Undead	Ingwaz, Kenaz, Nauthiz
Greater Magic Weapon	Gebo, Uruz, Wunjo
Haste	Ehwaz, Laguz, Sowilo
Secret Page	Ansuz, Fehu, Perthro
Slow	Jera, Nauthiz, Raidho,
Water Breathing	Ehwaz, Laguz, Uruz

4th-Level Adept Spells

Stoneskin	Algiz, Eihwaz, Uruz,
Solid Fog	Hagalaz, Isa, Nauthiz
Arcane Eye	Ansuz, Gebo, Perthro
Scrying	Dagaz, Perthro, Raidho
Confusion	Ansuz, Nauthiz, Wunjo
Emotion	Berkana, Kenaz, Wunjo
Lesser Geas	Mannaz, Uruz, Wunjo
Fire Shield	Algiz, Eihwaz, Thurisaz
Hallucinatory Terrain	Ansuz, Ingwaz, Isa
Illusory Wall	Ansuz, Nauthiz, Othala
Fear	Fehu, Laguz, Wunjo
Bestow Curse	Fehu, Hagalaz, Jera

5th-Level Adept Spells

Cloudkill	Hagalaz, Thurisaz, Tiwaz
Wall of Iron	Algiz, Othala, Teiwaz
Wall of Stone	Algiz, Ingwaz, Othala
Prying Eyes	Ansuz, Kenaz, Raidho
Rary's Telepathic Bond	Gebo, Mannaz, Perthro
Dominate Person	Mannaz, Sowilo, Wunjo
Feeblemind	Fehu, Kenaz, Nauthiz
Wall of Force	Algiz, Othala, Thurisaz
Mirage Arcana	Ingwaz, Kenaz, Othala
Persistent Image	Isa, Kenaz, Perthro
Seeming	Kenaz, Raidho, Tiwaz
Passwall	Dagaz, Othala, Raidho
Telekinesis	Algiz, Ehwaz, Mannaz
Transmute Mud to Rock	Eihwaz, Laguz, Sowilo
Transmute Rock to Mud	Ingwaz, Laguz, Uruz

Chapter Eight
Haunted Vehicles

The ghostly tank that fires screaming shells, the halftrack that shelters its crew even from tank rounds, or the faithful aircraft that brings its dead pilot back to the airfield; all these are staples of weird war stories. These things are real in the *Weird Wars*. Your heroes may gain a supernatural friend or guardian in the course of their adventures. This chapter explains how.

Choosing a Mount

The first thing to do is make sure your War Master is open to the idea. Even mundane military vehicles pack a lot of firepower, and some WMs prefer to limit the destructive power of their parties.

The second step is to determine the nature of the spirit or spirits haunting the characters. This is up to the War Master, but the players should be allowed some input. The most common source of a haunting is the ghost of a previous member of the vehicle's crew, but it could also be the ghost of one of the current crew's ancestors, the ghost of a veteran from a previous war, or a ghost somehow related to the area.

Once the WM has determined the nature of the ghost, he should decide how—or if—the spirit communicates with the crew. The heroes might hear a voice in their heads, the spirit may respond to questions by clanking hatches or flashing lights, or the spirit may not communicate at all. If the spirit is the ancestor of one of the crew, perhaps only he can see or hear the ghost.

The next step is to choose the actual vehicle for the group. A group usually has only a single haunted vehicle, but it is also possible to have multiple vehicles. This could be a tank platoon or a fighter squadron that has attracted some sort of guardian angel. WMs should be careful about allowing a group haunting as this makes a very powerful party.

The prime candidate for a haunting is a tank. Many tanks have multiple crews in their time. If a tank doesn't burn or suffer some sort of damage like a turret ring hit that renders it unusable, it is eventually recovered from the field and reconditioned or cannibalized and then issued to a new crew. Many Sherman tanks had five or more crews in their lifetimes. The spirits of the previous crews may return to prevent the new crew from suffering the same fate they suffered. Heavy bombers are also likely prospects. Air crewmen were often killed by flak or fighter attack. One of the heroes' former crewmates may return to watch over them.

The Haunted Vehicle

Level	Powers
1	Reduced Critical (-10), Bonus Ability
2	Bonus Ability
3	Reduced Critical (-20), Bonus Ability
4	Bonus Ability
5	Reduced Critical (-30), Bonus Ability
6	Bonus Ability
7	Reduced Critical (-40), Bonus Ability
8	Bonus Ability
9	Reduced Critical (-50), Bonus Ability
10	Bonus Ability

Vehicle Ability

d20 Roll	Ability
1-2	Ambush Sense
3-4	Arcane Accuracy
5	Arcane Ammo
6-7	Arcane Penetration
8-9	Camouflage
10-11	Damage Reduction
12	Ectoplasmic Fuel
13-14	Ghostly Driver
15	Ghostly Gunner
16-17	Magic Resistance
18	Regeneration
19	Remechanization
20	Revivification

The party doesn't necessarily have to start play with a haunted vehicle. The heroes might gain one in the course of play. For instance, if the one of the characters playing a tank's commander dies in a particularly heroic or gruesome fashion, he may return to grant his comrades a haunted gift some time later.

Buying In

The cost of having a haunted vehicle comes in the form of experience points. The vehicle gets a share of the experience point award just as if it were a character. This experience is tracked normally and the vehicle advances on the same experience chart as characters (see page 22 of the *Player's Handbook*).

In addition, the heroes in the group who want to take advantage of any of the vehicle's abilities that extend to characters must "buy in" to the spirit's protection by taking a 10% cut in the amount of experience awarded to them each adventure. The spirit is willing to extend its protection to both the crew and their immediate circle. This means any member of the party may buy into these powers, not just the vehicle's crew.

The Vehicle

So, what does all that lost experience get you? For starters, the vehicle gains experience points and advances in level just like a character. At 1st level, the vehicle gains a special ability (explained a little farther on), and the Reduced Critical ability with a -10 modifier. Each level after that it gains another power level. Every two levels after the first, the vehicle's Reduced Critical modifier is increased by another -10. All of this is summarized in the Haunted Vehicle Table below.

Damage Points

Just as characters gain hit points each level, a haunted vehicle gains Damage Points each level. This represents the spirit's ability to strengthen or otherwise safeguard the vehicle from harm. The number of Damage Points gained depends on the vehicle's size.

Damage Points by Size

Size	DP Die
Large	1d8
Huge	1d10
Gargantuan	1d12

Supernatural Abilities

Having a ghost residing in your vehicle grants it some abilities a mundane ride doesn't have. Beginning at 1st level, the vehicle gains one level in a special ability. Each level the vehicle advances beyond this, it gains an additional ability level. This level can be spent to buy a new ability or increase the level of an existing one. Each ability has three levels of power that are increasingly more effective.

Choosing Abilities

There are three ways to determine what ability the vehicle gains each level. The first method is the War Master simply chooses what he thinks is appropriate. The second way is for the new ability or the ability to be increased to be chosen by the players. Should there be a tie vote, the ranking hero gets to cast the tie breaking vote. The last method is to roll on the Vehicle Ability Table to select a random ability. (Of course, this is a subconscious decision in game terms.)

Unless the WM has a particular story in mind for the tank, we recommend rolling for vehicle abilities. The third level of many of the abilities is extremely powerful, and if you let the players choose, they will quickly max the vehicle
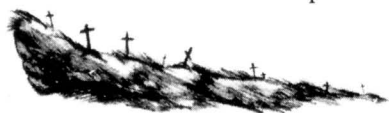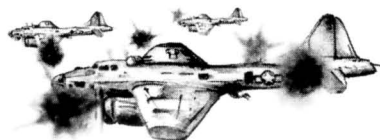
out in the most powerful abilities. Rolling also has the advantage that the WM can keep the new ability a secret until it comes into play.

Activating Abilities

Many of a vehicle's supernatural abilities, like Reduced Critical, Ambush Sense, and Damage Reduction, are always in effect; there's no need to activate them. The other abilities can be activated simply by asking the ghost to do so. Whether the hero must ask out loud or simply think his request depends on how it was determined the ghost communicates with the crew. Whether the ghost fills this request is up to the WM. The ghost has a will of its own and is free to deny any request it feels is foolish or wrong—it's a guardian, not a slave. On the flip side of that, the ghost may pitch in with a power on its own at the WM's discretion—sometimes when the players would rather it didn't.

Losing the Vehicle

If the vehicle is knocked out, the ghost's powers are temporarily lost until it has been repaired above 0 DPs. If the vehicle brews up, explodes, or is reduced to a negative number equal to its base Damage Points, it is beyond repair and the ghost's powers are permanently lost.

There are two exceptions to this. If it was determined that the ghost was in some way personally tied to one of the hero's (an ancestor, for instance), the ghost may follow that character and take up residence in a new vehicle. If any sizable portion of the original tank—the turret or hull—is still usable, and it is used as parts in another tank, the ghost can use this as a focus to return to this new cannibalized tank. In either case, it takes a while for the ghost to settle in to its new ride. The tank loses 50% of its earned experience and is reduced in level. It also loses a number of ability levels equal to the number of levels lost. The ability levels lost can be determined at random or based upon the damage to the vehicle. For instance, the WM may rule that a tank that has a new turret on the old hull loses all of its levels in Ghostly Gunner.

The Abilities

The abilities available to haunted vehicles are listed below. Any references to a vehicle's crew includes non-crew member who have bought in to the vehicle's powers.

Ambush Sense

The entity residing in the vehicle is able to detect enemies lying in wait to ambush the vehicle or its crew and can communicate this to any crew member within 100 yards of the vehicle. This guarantees the crew will never be surprised by an ambush. The range at which the spirit can detect an ambush is dependent on its Ambush Sense ability level.

Ambush Sense

Level	Detection Range
1	250 yards
2	500 yards
3	1000 yards

Arcane Accuracy

The vehicle's guardian aids the aim of its crew with the vehicle's weapons. This grants a bonus to any attack rolls made with weapons that are part of the vehicle. This bonus also applies to any attack rolls made with the Ghostly Gunner ability. The bonus granted is equal to the vehicle's level in this ability.

Arcane Ammo

The ghost can channel supernatural energy through the vehicle's weapons and fire bolts of arcane energy. The number of times the spirit can do this each day depends on its level with this ability. The person firing the weapon must roll to hit as normal, but the arcane bolts ignore cover and Armor—they simply pass right through it. The bolts cause damage equal to that normally caused by the weapon firing, but count as an enchanted weapon +1 against creatures that have resistance to normal weapons.

The number of shots available resets every day at midnight (or at some other significant time determined by the WM, perhaps the exact time at which the ghost died, for instance). Each shot can be used for a main weapon like a tank cannon or bomb, or to fire a burst of machinegun fire.

Arcane Ammo

Level	Shots/Day
1	10
2	15
3	20

Arcane Penetration

With this ability, the spirit enhances the penetrating power of the vehicle's normal ammunition. The amount of increase depends on the vehicle's level in

An American M-10 "Wolverine" Tank Destroyer. Is the ghostly haze surrounding it evidence of supernatural protection for the crew? Or is there even any crew present?

this ability. Each level of this ability also makes the ammunition fired equivalent to a magical weapon of a bonus equal to that of the vehicle's Arcane Penetration Level.

Arcane Penetration

Level	PV Bonus	Magical Bonus
1	+10	+1
2	+20	+2
3	+30	+3

Camouflage

Camouflage allows the ghost to obscure the vehicle and its crew to the sight of the enemy. All Spot or Search checks made to spot the vehicle or any crew within 100 yards of the vehicle suffer a penalty based on the Camouflage level.

Camouflage

Level	Spot Check Penalty
1	-4
2	-6
3	-8

Damage Reduction

With this ability the spirit is able to reduce the damage suffered by the vehicle and its crew. The ability grants damage resistance to both the vehicle and any crew within 60 feet. The amount of damage resistance granted depends on the level of this ability possessed.

This damage resistance is immune to the PV value of mundane weapons. This means that even if an AP round reduced the vehicle's Armor to 0, the vehicle still gets its full damage reduction against the round. If the vehicle or its crew are attacked with magical weapons, their damage resistance is reduced normally.

Damage Reduction

Level	Vehicle DR	Character DR
1	10/+1	None
2	20/+2	5/+1
3	30/+3	10/+2

Ectoplasmic Fuel

Over time, as the spirit meshes with the vehicle, its need for physical fuel decreases. This ability allows the vehicle to travel for great distances on little or no fuel.

Ectoplasmic Fuel

Level	Vehicle Range
1	Range x 2
2	Range x 4
3	Infinite

Ghostly Driver

This is another ability that can manifest from the meshing of machine and spirit. The ghost gains the power to drive the vehicle. The skill with which the spirit drives is dependent on its level in this ability.

Ghostly Driver

Level	Driving Skill
1	10
2	15
3	20

Ghostly Gunner

This ability allows the ghost to both load and fire the vehicle's weapons. If the vehicle's human gunner is functional, the ghost can serve as a loader for him. The spirit can only operate a single weapon per combat round, but it can change weapons from round to round.

The ghost's attack bonus with the vehicle's guns is dependent on its level in this ability.

Ghostly Gunner

Level	Attack Bonus
1	5
2	10
3	15

Magic Resistance

The supernatural protection offered by the vehicle's ghost can extend into the realm of magic. This ability grants spell resistance to both the vehicle and any crew within 60 feet. This works in all
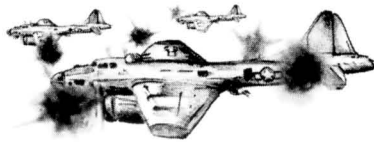
ways like standard spell resistance. The level of resistance granted is dependent on the level of this ability possessed.

Magic Resistance

Level	Vehicle Resistance	Crew Resistance
1	10	5
2	15	10
3	20	15

Reduced Critical

This ability is common to all haunted vehicles and is not gained in the same way as other abilities. Whenever a haunted vehicle suffers a critical hit, its Reduced Critical modifier is applied to any critical damage table rolls. This makes it less likely for a critical hit to inflict crippling damage on the vehicle.

Regeneration

This magical ability applies only to the crew. Any crew *inside* the vehicle regain lost hit points at a rate determined by the level of this ability. Crew outside of the vehicle gain no benefit from this ability.

Regeneration

Level	Healing Rate
1	1 Hit point per hour
2	1 Hit point per minute
3	1 Hit point per round

Remechanization

Remechanization allows a haunted vehicle to heal itself. The power helps only the vehicle—it does nothing for the crew (other than giving them a working vehicle).

For the vehicle to heal itself, there must be another vehicle within 60 feet. The "donor" does not have to be of the same type, it just has to have sufficient mass to adequately "heal" the haunted vehicle. The donor vehicle takes damage equal to that repaired by the player's vehicle. Those witnessing this process may notice the donor vehicle buckling and twisting as the haunted vehicle heals—needless to say, this needs to be done away from the uninitiated.

Material can be leeched from knocked out vehicles, but only up to a maximum of half the destroyed vehicle's original Damage Points. Vehicles that burned are unusable for this purpose.

The rate at which repairs occur is dependent on the level of this ability possessed by the vehicle. A vehicle that has been reduced to 0 Damage points cannot use this ability—it's "dead."

Remechanization

Level	Repair Rate
1	1d20 DPs/1 Critical damage result per day
2	1d20 DPs/1 Critical damage result per hour
3	1d20 DPs/1 Critical damage result per minute

Revivification

This is the ultimate power available to a haunted vehicle—it can bring the dead back to life (or at least a semblance thereof). Because this ability is so powerful, the WM may ban it if he doesn't want to see characters coming back from the dead in his campaign.

A spirit with this power can hunt down the deceased's soul and force it back into his body. There's a catch, though. Unless the vehicle also has Regeneration at level 3, the revived person is going to die again—but this time his soul is trapped in the corpse. Characters revived in this way return as reanimants—a form of undead—and are NPCs under the WM's control. Sometimes dead is better.

Reviving a character requires the corpse to be left in the vehicle alone overnight. The character remains dead throughout the night as the spirit hunts for his soul and revives with the first light of dawn.

Even if the vehicle has Regeneration at level 3, a revivification attempt is never a sure thing. The character being revived must make a Will save (DC25). If the save is successful, the hero is returned to life as good as new. If the save is failed, he takes 1d4 points of permanent ability damage. This damage is distributed at random, 1 point at a time, among his attributes. A roll of a natural 1 means something went wrong. The exact nature of this is up to the WM. The hero may be a reanimant, he may have someone else's soul, or anything else the WM wants to have fun with.

The maximum length of time a character can be dead and still be revived depends on the level of Revivification possessed by the vehicle. As long as the corpse is placed in the vehicle within this time frame, it is preserved until the revivification attempt takes place that night.

Revivification

Level	Revival Limit
1	1 minute per vehicle level
2	1 hour per vehicle level
3	1 day per vehicle level

Chapter Nine: Officer's Country

Warning: Unauthorized personnel will be shot. Okay, not really, but we figured that would get your attention. The contents of this chapter includes many of the secrets of *Weird Wars*. If you plan on being a player in the game rather than the WM, you may wish to not read this chapter in order to preserve a sense of the unknown. War Masters should read this chapter, memorize it, and then tear it from the book and burn it so that it does not fall into enemy hands (the players'). Of course, you paid for the book, so you're entitled to read any part you'd like, but don't say we didn't warn you.

The Rest of the War

The chronology of the war in Chapter One ended just as the D-day landings at Normandy were beginning. We did that to preserve some suspense (although anyone who didn't sleep through History class should hopefully know how it ends) and so that the rest of the war didn't seem scripted in stone. Our "official" history of the war will remain faithful to the high points, but you are free to alter things as fits your campaign.

As you read through the history of the early part of war, you may have noticed that things have progressed historically up to D-Day and that there was no mention of anything particularly weird happening. That's due to a number of reasons. The first is that World War II all by itself is a pretty dramatic story. The second is that although the Nazis have harnessed the power of the occult for their war effort, it has taken them some time to learn to use it effectively and much of that use has happened behind the scenes or with troops whose loyalty is unquestioned (the SS). The shift in Germany's military fortunes has caused a certain amount of dissatisfaction among the regular Army. The blatant use of dark magic on the battlefield could turn disgruntled soldiers into openly rebellious ones. Lastly, despite a late start, the OSI has done a fairly good job of thwarting some of the Nazis' more ambitious schemes and of keeping public knowledge of this covert arcane war to a minimum.

That's about to change. The writing is on the wall (and the chair is against it), and Hitler and his cronies know that unless the Western Allies can be stopped in France, they have no chance of containing the Soviet juggernaut bearing

down on them from the east. That means they're about to turn up the heat a few notches. With defeat staring them in the face, they're willing to risk a rebellion if it means a possible victory in the end—and now it's up to the players to stop them.

The course of the remainder of the war is up to you as a War Master. Whether it continues along its historical course or takes a sudden left into an alternate history depends on the type of campaign you'd like to run and the success (or failure) of the players.

The following section outlines the major events of the rest of the war as they happened historically. You can use these as a timeline for your own campaign or as a springboard from which to dive into uncharted waters. Here and there throughout the historical text are some suggestions for possible adventures and likely arcane tricks for the Nazis to try.

1944

The Allies liberate France and push on to Germany.

D-Day

Allied paratroopers dropped behind the beachheads to seize key bridges and roads and prevent German reinforcements from reaching the beaches. The British airborne troops took their objectives and linked up with forces advancing from the coast by the end of the day. The US transports encountered heavy flak that scattered the formations. Many paratroopers missed their assigned drop zones and the 82nd and 101st airborne divisions become intermingled. Numerous troopers landed in flooded fields and swamps and drowned.

After some initial resistance, the British and Canadian troops were able to get ashore at Gold, Juno, and Sword beaches, as did the US troops at Utah Beach. The troops on Omaha Beach hit heavy German resistance and were pinned on the beach for hours. These troops finally rallied, broke through the seawall overlooking the beach, and pushed inland.

Heavy resistance around Caen prevented the British from taking the city on D-day as planned. A counterattack by German armor in this area threatened to roll up

Hitler Youth march off to fight the Allies. Note the amount of equipment issued, including Panzerfausts.
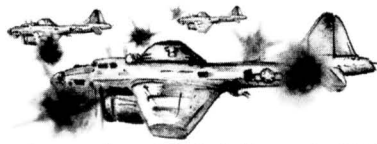
the Allies' left flank, but was contained. This attack could have been disastrous for the Allies, but only a limited amount of German armor was available, and most of it was manned by "jugend," or underage Hitler Youth. This attack could have been much worse and could possibly even have caused the invasion to fail if more armor was committed. Fortunately for the Allies, the main German armored reserves were unavailable because Hitler had given orders that they could not be moved without his permission—but he had taken some sleeping pills and no one dared disturb him.

Following the actual landings, the Allied advance was slowed to a crawl by fierce German resistance and the thick bocage of Normandy. Repeated attempts to capture Caen failed until the city was leveled by a carpet bombing. It finally fell on July 13 with many civilian casualties—including a number of priests, nuns, and mental patients trapped in the town's large abbey.

On July 27th, US troops took the port of Cherbourg, but not before the German garrison destroyed the harbor facilities. The port wasn't fully repaired until August 7th.

On July 17, Rommel was wounded by a strafing attack on his staff car and returns to Germany to convalesce. His absence during the next month proves critical to the Allies' success.

Buzzbombs

On June 13, the first V-1 flying bomb was launched against England. The V-1 is basically a bomb attached to a jet engine with short, stubby wings. The V-1 attacks on London shook English morale even though over half of the bombs were shot down by fighters or antiaircraft defenses. Those that did hit caused thousands of casualties, mostly women and children.

The first V-2, the world's first operational ballistic missile, was launched against England on September 8th. The speed of these missiles made them impossible to intercept and made the capture of their launch sites in Holland an Allied priority.

Assassination Attempt

On July 20th, an assassination attempt against Hitler failed. A bomb was left in a briefcase beneath a conference table in der Führer's headquarters. It exploded, but Hitler unfortunately survived the blast. A ruthless purge of all officers even remotely involved or thought to be

involved followed. Hitler was particularly vengeful in his retribution and many of the guilty were hanged with piano wire. The conspirators had selected Rommel to head the new government if the assassination succeeded. He was arrested at his home and given the choice of committing suicide or being tried and convicted of treason. Rommel chose suicide and took poison. He was buried with full military honors as a hero of the state.

Operation Cobra

On July 25th, Bradley's First Army assaulted the German lines near St.-Lô. The assault was preceded by a massive aerial bombardment by strategic bombers. Over 500 American troops were killed by bombs that fell short, but the attack blasted a hole through the German defenses and was quickly exploited. VII Corps armor reaches Avranches on the 31st of July.

On August 1st, Patton's Third Army was unleashed. He shot through the gap at Avranches, advancing south at first, but then turning east. In the British zone, Montgomery's Twenty-First Army Group was expanded with the addition of the 1st Canadian Army under Crerar.

Hitler personally ordered a counterattack against the US forces at Avranches in the hope of isolating the Third Army. This attack was stopped in its tracks, but Hitler wastefully ordered it continued for two more days.

The Falaise Pocket

While the Germans under Field Marshal von Kluge battered themselves bloody against the American troops in Avranches, Patton's Third Army and the Canadian First Army continued to advance in a pincer-like movement that caught the attacking Germans between them.

These two forces moved to link up at Falaise and close the door on the Germans. Once Hitler allowed the assault against Avranches to end, von Kluge reacted quickly to this threat and managed to save much of his armor. Despite this, more than 50,000 German soldiers were captured in the Falaise Pocket. Von Kluge's reward for saving his armor was to be relieved of command.

Following this battle, the German troops in northern France were in full retreat with the Allies in pursuit. This pursuit was hampered by supply problems. The port of Cherbourg had just been reopened but the facilities there

were not sufficient to offload all the supplies needed. Much of the supplies were still being brought in over the invasion beaches and then had to be transported to the front by truck. A never-ending stream of trucks known as the Red Ball Express flowed constantly between the beaches and the front-line troops.

Paris

The population of Paris rose in revolt on August 23rd and street fighting raged between resistance members and the retreating garrison. Hitler had given orders that the city be left in ruins, but the garrison commander refused to follow these orders and the city was taken intact by Allied troops led by General Le Clerc's 2nd French Armored Division on the 25th.

Operation Anvil-Dragoon

On August 15th, the US Seventh Army, consisting of the US VI and French II Corps, made an amphibious landing in southern France. The French troops advanced west to liberate Toulon and Marseille while the US troops moved north.

The US troops managed to cut off many of the fleeing Germans and after some hard fighting around Montélimar, took over 15,000 prisoners. The VI Corps continued its northward advance and made contact with Patton's Third Army west of Dijon on September 11.

The British air assault on Arnhem during Operation Market-Garden.

The southern invasion force then became the US 6th Army group comprised of the US Seventh Army and the newly formed French First Army under General de Lattre de Tassigny.

Operation Market-Garden

By the end of August, the advancing Allied forces had reached the Siegfried Line—a line of fortifications along the German frontier. Continued supply problems meant that there was not enough fuel to support Eisenhower's broad front strategy and the Allied advance turned to a crawl.

Montgomery, who had been promoted to Field Marshal on September 1st, came up with a daring plan to outflank the Siegfried line and dash across the Rhine into the Ruhr—Germany's industrial heartland. His plan called for airborne troops to land behind German lines in Holland and seize key bridges over the Maas, Waal, and lower Rhine rivers. The British Second Army, led by XXX Corps, would then advance over this "carpet" of paratroopers and into Germany.

The plan was fatally flawed. It required XXX Corps to advance up a single road on a tight schedule to rendezvous with the paratroopers. This road in many places ran along the tops of dykes where advancing vehicles would be silhouetted against the sky for German gunners. In addition, if any of the airborne forces failed to take a bridge intact, the paratroopers further along the line of advance would be cut off.

To make matters worse, reports arrived from the Dutch resistance that German armor had been spotted in the vicinity of Arnhem—the location of the last bridge in the chain. Planning for the operation had already begun when these reports came in and photographs of tanks taken by reconnaissance aircraft were ignored so as not to "rock the boat."

The operation was a go. The US 101st Airborne secured the crossing over the Wilhemina canal and the 82nd grabbed the Maas bridge in Grave. They were unable to take the Waal bridge in Nijmegen, however. The lead elements of the British 1st Airborne secured one end of the Arnhem Bridge, but were unable to communicate with their drop zones due to faulty radios. XXX Corps encountered much heavier resistance than expected right from the start and immediately fell behind schedule.

The British troopers in Arnhem quickly discovered that the Dutch reports were
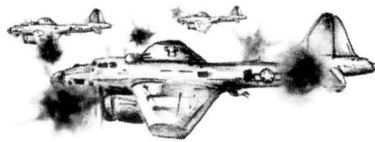
correct. The 9th and 10th SS Panzer Divisions had been withdrawn to the Arnhem area for refitting. The lightly armed paratroopers had nothing but a few PIATs to use against the German armor, but they somehow managed to cling to their small portion of the city around the end of the bridge.

After XXX Corps reached Nijmegen, the 82nd Airborne was able to take the bridge by making a crossing under fire in small canvas boats carried by the British column. Although, XXX Corps could continue its advance, it was way behind schedule.

Bad weather made resupplying the British paratroopers by air difficult. Polish paratroopers were landed on the opposite bank to ferry supplies across the river, but by the time XXX Corps arrived, it was too late. The 1st Airborne, with food and ammo exhausted, were forced to withdraw back across the river by boat under cover of darkness. They left behind over 7,000 men killed, wounded, or captured.

Adventure Note: The isolated nature of the British position in Arnhem and the fact that they squared off against two Waffen SS divisions makes this a great setting for the Nazis to use some occult tricks.

Antwerp

Following this disastrous operation, Montgomery's troops turned to clearing the Scheldt Estuary. The estuary was still held by German troops and commanded the only water approach into Antwerp, a major Belgian port. The job of clearing this area fell to the 1st Canadian Army.

The last German resistance ended on November 8. After extensive mine-clearing operations, the first Allied convoy landed in Antwerp on November 27th. The opening of Antwerp greatly eased the Allied supply crunch and allowed normal offensive operations to resume.

Hürtgen Forest

The fight for the Hürtgen Forest was a battle that should have never been fought. In terms of lives lost per yard advanced, it was the most costly objective of the war for American forces.

The Hürtgen forest held no military significance other than it was on the US First Army's axis of advance. The forest covers about 50 square miles just south of Aachen along the German-Belgian border. The battle for the forest began on September 13th, when the 3rd Armored and 9th Infantry Divisions entered the

The Allies frequently faced heavy German armor or 88s guarding long, "funnel-like" roads. The task of breaking the roadblock usually fell to the infantry.

forest and stepped into a meatgrinder of dense foliage and heavy defense.

The German troops waiting in the forest were dug in. The few trails through the woods were heavily mined and obstructed by roadblocks constructed from downed trees. Each of the roadblocks was boobytrapped and had been pre-sited for German mortars.

The forest itself was composed mostly of thickly-spaced pine trees towering over 100 feet tall. The floor of the forest was in a perpetual gloom from the canopy overhead and the lower branches of the trees forced the soldiers to crawl or walk in a perpetual crouch. This canopy made artillery even more deadly than usual as most every round airbursted onto the hapless troops below.

Support vehicles were also confined to operating on the trails. To add insult to injury, it rained for much of the campaign.

Division after division was thrown into the forest only to get chewed up and then withdrawn. The Germans knew the forest had no military value, but since the terrain was so favorable to the defender, they were willing to fight for it as long as the Americans were there.

By the time the battle ended 90 days after it began, more than 24,000 Americans died in the forest and 9,000 more became casualties of trench foot, disease, and combat fatigue.

Adventure Note: The gloomy, claustrophobic atmosphere of the Hürtgen forest is a tailor-made horror setting. Picture any forest from Grimme's Fairy Tales and you've got a perfect image of the Hürtgen.

The Tirpitz

The massive German battleship the *Tirpitz* spent most of the year hiding from Allied air attacks in the Norwegian fjords. On November 12th, long range bombers finally caught up with the ship and hit it with multiple 6-ton "blockbuster" bombs. It went to the bottom with 1,200 men still aboard.

The Battle of the Bulge

Hitler's offensive in the Ardennes Forest was his last gamble for victory in the West. Drawing on history for inspiration, he hoped to emulate Frederick the Great's feat during the Seven Years War in which he attacked to the west, divided and defeated the French and Austrian armies arrayed against him, and then turned back to the east to deal with the Russian invaders.

Despite Allied estimates that the Germans had no fight left in them, Hitler was able to scrape together an armored force and deploy it secretly opposite American positions in the Ardennes. The objective of this force was to smash through the Ardennes, cross the Meuse River, and take Antwerp. This would drive a wedge between the American and British forces, cutting the British off from their supply base and pinning them against the sea. Hitler then hoped to smash the British troops, or at least force their surrender and possibly knock England out of the war. It was an ambitious plan with little realistic chance of success, but Hitler always thought big.

US commanders considered the Ardennes a "quiet sector" where damaged units could refit and newly arrived units could get their first taste of being in a combat zone. The result of this attitude was that none of the units in this area performed proper patrols that might have detected the German buildup prior to the attack. The Ardennes was also considered unsuitable terrain for an armored offensive, so it was believed there was little danger of German armor advancing there (never mind the fact that the Germans had attacked into France with armor through the same area in 1940).

The German attack began on December 16. Bad weather grounded Allied aircraft and allowed the Luftwaffe to provide ground support to the German troops in the opening stages of the battle. The surprised Americans were thrown back in confusion and the Germans advanced quickly at first.

The confusion was increased by German paratroopers dropped behind American lines and the use of Panther tanks disguised to look like M10 tank destroyers. Small bands of English-speaking German commandos dressed in American uniforms infiltrated the US lines and caused even more confusion and paranoia.

Once the Americans recovered from the initial shock, small bands of troops began to fight back, contesting every road junction. They were often quickly overwhelmed, but the net effect of these small defensive actions slowed the German advance.

Eisenhower released the SHAEF (Supreme Headquarters Allied Expeditionary Force) reserve—the 101st and 82nd Airborne Divisions. The 101st arrived in Bastogne and set up defensive positions just before the Germans arrived. Bastogne was a vital

An M10 Wolverine Tank Destroyer looks for payback during the Battle of the Bulge.
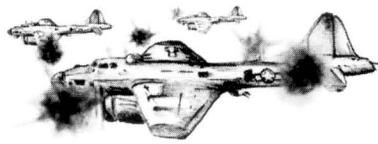
objective for the Germans because seven major roads converged there. The initial attack on the city was thrown back.

The German forces eventually encircled the city and kept it under continuous attack. At one point the German commander sent a messenger under flag of truce to request the 101st's surrender. The paratrooper's commander, General McAuliffe, reply was short, "Nuts!" The 101st continued to hold out despite being desperately low on supplies. At one point medical supplies were fired into the 101st's position in hollow artillery shells.

To the south of the Bulge (as the German penetration was called), Patton's Third Army, spearheaded by the 4th Armored Division began an attack to the north to break the circle around Bastogne.

Further north, SS panzer troops under General Sepp Dietrich made better progress. Near the town of Malmedy, they gunned down captured American troops. This only served to make the defenders more determined to hang on.

On the 26th, the weather cleared and Allied aircraft were able to attack the exposed German columns and drop supplies to the defenders of Bastogne. Faced with overwhelming air support and desperately low on fuel, the lead elements of the German offensive were stopped literally in sight of the Meuse. Many of Dietrich's panzer troops were forced to abandon their tanks and walk back to Germany.

Adventure Note: Hitler pulled out all the stops for this attack. In *Weird Wars* expect the German offensive to be accompanied by all the arcane weapons in his arsenal, like döpplegangers impersonating American officers, orcs and reanimants as shock troops, and werewolves hitting isolated outposts and command centers. The fact that much of the fighting was carried out by small, isolated groups of soldiers lends itself well to the horror aspect.

1945

The fat lady is singing. Everyone knows the war will end this year—but how much blood must be shed to do it?

Dresden

On the night of February 13th, British bombers attack Dresden with incendiary bombs. This is followed up by a strike by American bombers the following day. The attack causes uncontrollable firestorms that sweep through the city and kill at least 100,000 people.

Luftwaffe Crushed

Between March 21st and March 24th, Allied bombers pound Luftwaffe bases in 42,000 sorties. Hundreds of aircraft are destroyed on the ground. This attack couple with the disintegrating ground war, effectively ends further resistance by the Luftwaffe.

The Bridge at Remagen

After assaults in January and February that cleaned up the mess left by the German Ardennes offensive, the Allied armies reach the Rhine—the last natural boundary between them and Germany's heartland.

On March 7th, a task force of the 9th Armored Division discovers that the Ludendorf Railroad Bridge over the Rhine is still standing. A hasty assault captures the bridge before it can be destroyed. By nightfall, the 1st Army has a bridgehead on the east side of the river.

The new M26 Pershing tanks see their first combat in this area.

In the final days of March, Allied armies forced crossings over the Rhine in a number of areas. The First Army broke out of its bridgehead at Remagen and headed east.

The Ruhr

Once across the Rhine, Eisenhower abandoned Berlin as an objective and maneuvered his armies to encircle the Ruhr and prevent German forces from moving south. He was concerned about reports that Hitler planned some sort of last ditch guerilla campaign by "Werewolf" units operating out of mountain fortress in the German-Austrian Alps known as the National Redoubt.

After fierce fighting, the German forces in the Ruhr are defeated, and the Allied forces stop along the banks of the Elbe River.

Adventure Note: Werewolves operating out of a mountain fortress—enough said.

German Surrender

With the Russians closing in on Berlin, Hitler married Eva Braun on April 29th. The next day he shot himself and his body is burned. Joseph Goebbels poisoned his four children and then had himself and his wife shot by an orderly. Admiral Karl Dönitz succeeded Hitler as führer.

Isolated German commanders began to surrender on May 5th. World War II in Europe ended at midnight on May 8th.

Weird Wars

Okay, enough history book stuff. Let's get to what makes the war *weird*.

There are those in the era of Weird War Two who believe the horrors of Europe are all the results of Nazi occult and scientific experiments. But they are wrong.

Where there is life, there is energy. Dark energy, such as that released by the violence and death of war, creates life tainted with that same darkness—what we humans like to call monsters. This is how it has been since long before the time of the dinosaurs, and why every violent conflict in *Weird Wars* gives rise to supernatural beings of pure evil.

The Sons of Solomon

Many of these creatures outlive the conflicts that spawn them, so horrors thrive even when the world is relatively at peace. A few mortal souls have learned this, and long ago, under the aegis of the wise King Solomon, a secret order was established to maintain awareness of war's dark secret.

The Sons do not preserve this knowledge for their own power. They keep these secrets only to defeat the evils that arise in the world and ensure that no creature great enough to destroy humanity might rise.

Throughout history, they have used their powers to infiltrate the circles of power throughout the world. Although their goal puts them on the side of good, the Sons are ruthless in their pursuit of it and they have gotten their hands dirty from time to time. The Sons were involved with both the Salem Witch trials and the Spanish Inquisition, just as a few examples. They have no desire to see innocents get hurt, but they weigh the lives of the few against the very many that could be lost should evil reign. The group has at times used extortion and blackmail to achieve their goals, and on more than one occasion have assassinated individuals who knew things Man-Was-Not-Meant-to-Know.

While the Sons of Solomon are on the lookout for all supernatural evil, a legend has grown among their ranks of one evil so great it could destroy the world. Many facts and rumors surround this legendary bogeyman, but so far little hard evidence proving its existence (or future existence) has come to life. The Sons of Solomon refer to this unknown horror as "the Beast."

The Occult & the Nazis

Of course, the Sons of Solomon aren't the only ones who know that supernatural forces have existed since the dawn of time.

Note: The following occult roots of Nazism are true. Monsters are real even in our world—they just wear human skins. Truth, as always, is far stranger than anything we can come up with, and resulted in the death of 50,000,000 people. We'll let you know when we dive back into *Weird Wars* backstory.

Hitler and his Nazi cronies were heavily influenced by the writings of a psychic by the name of Madame Helena Blavatsky. She claimed to have traveled to Tibet where she was inducted into the secret mysteries of the monks. Blavatsky claimed to have read ancient texts that revealed to her many ancient secrets. According to these texts, there were seven races associated with the history of the world. One of these races was the Aryan race. The Aryans were descended from the Atlanteans (as in the people from Atlantis). In their pure form, the Aryans were specimens of physical perfection and possessed psychic powers. Unfortunately, they diluted their blood by interbreeding with a race of subhuman brutes and lost many of their powers.

The Aryan race was associated with building and rebirth. Those nations of the world that had contributed the most to civilization were descended from Aryan stock.

Blavatsky also learned of a number of mystical symbols. One of these was the swastika. It symbolizes the sun and represented good fortune and creation. The Madame's writings were very popular back in Europe and led to the swastika becoming a common good luck charm worn by people in many nations.

Her teachings were adapted for a German audience by Guido von List.

The Thule Society

The Thule Society was established in the early 1900s. It existed to promote Thulian ideals amongst the German people. To offset the rise of Marxism following World War I, the society created the German Workers Party in 1919. Under Hitler, this party became the National Socialist German Workers Party—the Nazis. The inner circle of the Thules had a number of core beliefs. These were:
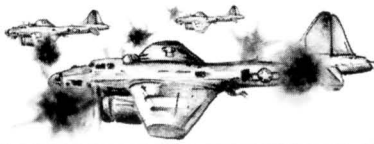
Hitler leaves a secret meeting to induct new blood mages.

- Thule was an ancient island in the far north. It was the center of a high-level civilization.

- Thule had been destroyed, but not all of its secrets were lost. They were guarded by ancient, highly intelligent beings.

- The truly initiated could contact the "Ancients" through magical rituals.

- The Ancients could endow the initiated with supernatural strength and energy.

- With the help of these energies, the goal of the initiated was to create a race of supermen of pure Aryan stock and to eliminate the inferior races.

Hitler combined the teachings of the Thules and Blavatsky together with his own crackpot ideas and his anti-Semitism to form the ideology of the Nazi party. He identified the Jews and most Eastern Europeans as subhumans who needed to be eradicated. He set as a goal the racial purification of the German people so they could reclaim their Aryan heritage.

Hitler chose the swastika as the symbol of his party—the same symbol used by the Thule Society and already worn by many soldiers in World War I as a symbol of luck. The swastika is normally thought of as spinning and is normally drawn rotating in a clockwise direction. The Nazi swastika was drawn spinning in a counter-clockwise direction because, according to occult theory, chaotic force can be created by reversing the symbol.

Nazi Archeology

Once the Nazis came to power, they used state funds to sponsor pilgrimages to Tibet for party members. They also sent numerous archeological expeditions around the world. The purpose of these expeditions was to find "evidence" that supported the Nazi theology. Most of the evidence these expeditions "found" was planted at the site by the archeologists themselves.

Blood Mages

All mages may cast spells in Weird Wars according to the process in Chapter Seven. Non-evil sorcerers are called adepts. Evil mages are called "blood mages" and may attune themselves to the dark powers that permeate battlefields and other areas of violence and death.

Blood mages are identical to adepts in class and special abilities, but gain one additional benefit as well. Blood mages within an oppressive area with occasional violence (such as Berlin or Moscow) recover their spell points at twice the normal rate. Within a mile of a battlefield, massacre, or other violent site, blood mages pay only two times the spell's level in fatigue (instead of three times the spell's level). Death camps are grotesque, black holes of arcane energy. Evil mages pay only 1 point per spell level when within a mile of such a place.

Player characters of evil alignment may use these powers as well. Unfortunately, an evil character is a target for the OSI and the Sons of Solomon. When his true intentions are revealed, he becomes a target for assassination. We don't want to dictate everyone's alignment in Weird Wars, but evil characters should only be allowed in extraordinary cases. Remember that the players in this game are the heroes, and heroes don't have evil alignments.

The Dig

Back to game background now. We're out of Nazi kookiness and back into our own insanity.

A few of these expeditions actually did some real archeology. In 1936, A Nazi-sponsored dig in northern Finland accidentally stumbled upon the ruins of an outpost that proved Thule really did exist. In the ruins they discovered a

Hitler sanctifies the SS with his Blood Flag.

remarkably well-preserved manuscript. It was written in what looked to be ancient Germanic runes. This find was immediately transported back to Berlin for further study.

It took some time for German scholars to puzzle out the strange language the book was written in, but by 1938, they had achieved a rough translation of the first half of the manuscript. The book was entitled, *The Import of the Elder Futhark.* It was a basic primer on the use of rune-based magic.

Once Hitler learned what was in the book, he instantly ordered that members of the Nazi elite be given instruction in rune magic and that experiments be carried out to test the validity of the book's claims. The book was genuine.

Blood Magic

The ancient Thules had learned the supernatural secrets of the world just like the Sons of Solomon, and had also learned how to tap into it with "blood magic." The Thules (and now the Nazis) learned that violence begot supernatural energy. If left unattended, that energy tended to tap into the local pysche and coalesce into physical representations of humanity's worst fears. If properly seized before manifesting, that energy could instead be forged into magical effects.

The Nazis weren't content to wait for violence to create energy for them, so they created it themselves. In 1939, Germany invaded Poland. A magical training program was quickly created at a site in Poland near Radom. The Gestapo willingly provided "test subjects" for students to experiment with. Thousands died to help the Nazi mages better understand and control the eldritch energy they had discovered. As the Thules and many other secret sects throughout history, the Nazi mages called their sorcery "blood magic."

Magic in the SS & Gestapo

Training in rune and blood magic is limited to the elite of the Nazi party and loyal members of the SS and the Gestapo.

The Reich doesn't have the time or resources to train as many of the party as it would like. Magical training for the Gestapo is limited to high ranking members and to plainclothes detectives of proven ability. In the Waffen SS, the goal is to have at least one Obersturmführer (1st Lt.) per company with basic training in rune magic and one officer of Sturmbannführer (Major) rank or
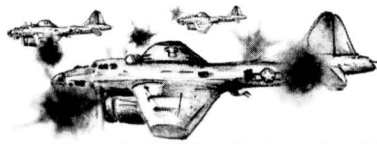
higher per battalion with training in blood magic. Heavy losses among junior officers on the Russian Front has caused most Waffen SS divisions to drop below this level.

Hitler knows the world will turn against him even faster if they realize his troops wield arcane powers, and he is also paranoid that the Allies will use the same efforts against him. Those who are given this power are sworn to secrecy. Allowing information about blood magic to leak to the Allies, German civilians, or even non-SS soldiers of the Wehrmacht, is punishable by immediate execution.
Sidebar

Continued Archeology

Nazi archeologists continue to comb German-occupied territories in search of more lost arcane knowledge, ancient texts, and magical artifacts. Their efforts aren't confined to occupied Europe, however. Small teams of English-speaking archeologists have been smuggled into Allied and neutral countries by submarine. They have conducted digs as far away as South America and even in the United States.

Hitler is particularly obsessed with finding artifacts he believes will grant him eternal life and help him create his "thousand year Reich". These relics are the Ark of the Covenant, the Holy Grail, the Spear of Destiny, and Excalibur.

The Blood Flag

The Nazis have a relic of their own called the Blood Flag. This is an actual, real life artifact that we've endowed with some special powers for *Weird Wars*.

During the failed coup in Bavaria in 1923, the man standing next to Hitler carrying the Nazi flag was shot and killed. The flag became stained with his blood. The flag was saved and all new Nazi flags put into service had to first be "consecrated" by being touched to the Blood Flag. Hitler would normally perform this ceremony personally.

The sheer number of flags created during the war meant that not all of them could be consecrated in this manner. However, all of the flags issued to Waffen SS units have been. A consecrated flag affects all SS troopers within 30 feet of it as if a *prayer* spell had been cast. Most SS Troopers know this and believe in their flags' power. When hard-pressed, they carry their flag into the field to guarantee victory.

Breeding Camps

The Nazis have also applied their arcane knowledge to SS breeding camps. A combination of magic and arcane herb lore has resulted in both increased fertility and a faster gestation rate for the women in these camps. These "honored" women are little more than brood cows who give birth to litters of four to five perfect "Aryan" children in as short a span as three months.

A number of women whose bodies could not stand the strain of these repeated pregnancies have died. However, since the women who survive are rewarded with medals and cash payments for each child they bear, there is no shortage of volunteers.

The camps are overrun with hordes of blonde-haired, blue-eyed children instructed in the ideology of the Nazis. These future "supermen" are destined to rule the world unless the Allies can crush the Third Reich.

Mithril

Nazi occultists have recently discovered the secret to creating mithril. Mithril is a magical metal used by the dwarves of Norse legend. It is very light and extremely strong. It is difficult to work with, but the scientists are working the kinks out of the manufacturing process. Unless they experience a setback, the first mithril armored tanks will be available in small numbers for the Ardennes Offensive in December of 1944.

Tanks with mithril armor have their Armor ratings doubled against normal weapons. They are also immune to the penetrating power of a haunted vehicle's Arcane Ammo ability. The arcane shot must penetrate normally against the tank's normal (not doubled) Armor rating.

The Alpenfestung

The National Redoubt, or *Alpenfestung* (mountain fortress), sits in the Alps along the border between Germany and Austria. It is an enormous underground complex stocked with enough food, fuel, and ammunition to keep its 10,000 man garrison supplied for two years. The fortress is equipped with tanks, artillery, and even aircraft that can be launched from an underground airstrip through a door in the side of the mountain. There are numerous camouflaged sally ports connected to the main complex by tunnels. Each of these tunnels is wired with explosives that allow it to be instantly collapsed should the enemy discover it.

Hitler intends to retire to this fortress with the party elite and his most powerful occultists should he lose the war. Then he plans to summon up otherworldy creatures and unleash them upon Europe in a campaign of bloody terror. One entire level of the complex is devoted to holding pens for prisoners transported to the complex for use in blood magic rituals.

Hitler's mages have assured him that should the Allies develop atomic weaponry, they can shield the mountain from such an attack.

The OSI

The Office of Supernatural Investigations was formed in 1940 at the urging of General George C. Marshall, the Army Chief of Staff—secretly a Son of Solomon. Agents are drawn from any Allied citizen who has encountered (and survived) the supernatural and otherwise seems a good candidate for trustworthiness and competence. Civilians are also frequently drafted into the OSI and given military rank. A nurse who witnesses the dead rise or a French Resistance fighter who discovers a Nazi abomination are all likely candidates for the OSI.

When mistakes are made and incompetent or loud-mouthed operatives are accidentally drafted, they are quickly dealt with. The OSI isn't above assassination, but prefers to send failing agents into the most dangerous situations. The agents then either redeem themselves or, in their deaths, provide useful information on what not to do for the next team..

The pretext for the OSI was a handful of reports that reached Marshall's desk of unexplained happenings in England during the Blitz. Agents working unknowingly for the Sons of Solomon alerted them to Hitler's archaeology projects in the late 1930s. The establishment of the blood magic school at Radom led several of the Sons to believe that Hitler himself might be the Beast, or at least would lead to its creation.

The Sons' agents made an attempt to steal the Thulian manuscript from its heavily-guarded vault in Berlin but failed. Before they could organize another attempt, the war was in full swing. It is vital to Marshal and other Sons of Solomon that knowledge of blood magic not spread beyond the Nazis. While many secret sects and black magicians had come to the Sons' attention over the millennia, none were so evil or as powerful and organized as Hitler and the Nazis. For this reason, the Sons decided to break their usual policy of nonintervention and ensure the Nazis were defeated by the Allies.

The decision was made to arm the Allies with the secrets of rune magic so they would be better equipped to deal with any magic unleashed by the Nazis. This decision was made only after great debate by the Sons of Solomon. By giving the Allies this information, they were spreading the knowledge of true magic—an action that would make the postwar "cleanup" that much more difficult.

Mission

The OSI's mission as outlined by General Marshall is threefold.

The organization's primary mission is the detection and disruption of Axis occult activity. OSI agents operating in North Africa and behind enemy lines in occupied Europe have already thwarted a number of high profile Nazi plots. They have also stopped a number of Japanese operations in the Pacific, but that's a story for another book. The OSI has also

General George Marshal. Founder of the OSI and secret Son of Solomon.
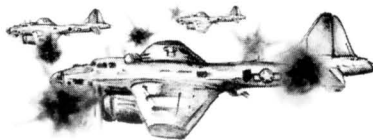
been successful in sabotaging multiple Nazi archeological digs.

The group's secondary mission is preventing news of this arcane war from becoming public knowledge. OSI agents have the power to detain anyone for any length of time to prevent this from happening. Trusted OSI operatives have even been granted a license to kill in the pursuit of this goal. Where possible, agents are instructed to devise some sort of plausible cover story to explain supernatural events. The power to detain or kill to obtain secrecy should only be used as a last resort.

The OSI's third priority is using the organization's unique abilities in support of the general war effort.

Since the landings in North Africa, a fourth mission has crept in the back door. This is the extermination of non-Axis occults threats. This includes things like ghosts, undead, and other supernatural creatures that have emerged due to the war. This mission grew out of the second one. It's hard to convince people in a liberated town that everything is normal when they are being terrorized by a malicious spirit on a daily basis.

Not everyone in the OSI agrees with the group's goals or methods, but since they're in the military, they don't have to like it, they just have to do it. There are many who feel that the OSI should seek out new arcane knowledge in order to better compete with the Nazis. That is something the Sons absolutely do not want; the more information gathered by the organization, the more work the Sons will have to do after the war to make sure that this knowledge gets "lost." Marshall has discouraged the search for new knowledge, but he has had to make a few concessions in the interests of practicality. The group studies captured enemy documents and any supernatural creatures that are encountered.

Commander

The OSI in Europe is commanded by Lt. General Harold Thomason. He has the impressive, yet ambiguous title of Supreme Commander Allied Response Effort (SCARE). In this role, he coordinates the efforts of the Allied paranormal organizations.

Thomason is a tough, no-nonsense commander. His tough-as-nails exterior hides a great sense of humor and he is not above playing the occasional practical joke on his officers. Thomason is in his late fifties. He's of average height with brown eyes and brown hair peppered with gray around the temples. He has a large burn scar on his left shoulder and neck; the top of the scar is normally just visible above the collar of his uniform. Thomason got this scar fighting a demon in the trenches of World War I. His triumph over the beast and his subsequent closing of a portal straight to Hell got him inducted into the Sons of Solomon. Thomason keeps a close eye on the activities of the agents under his command. If he notices any of them dabbling in things they shouldn't be, he comes down on them like a ton of spiked bricks.

Thomason spends most of his time at the OSI's European headquarters. It is located in a remote corner of northern Scotland near Loch Shin. This location allows OSI recruits to train in relative secrecy.

Once the beachhead at Normandy is secure, OSI plans to establish a field headquarters in France. The organization has taken over a warehouse outside of Carentan and uses this as a barracks and research facility. Security around this facility is tight.

General Harold Thomason: CR 12: Medium-size Human; Class: Ofr 6/Adt 6; hp 60; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk M1911A1 +9/+4; AL NG; SV Fort +3 Ref +3 Will +8; Str 11, Dex 12, Con 12, Int 16, Wis 17, Cha 18.

Skills and Feats: Bluff +11, Concentration +13, Diplomacy +11, First Aid +9, Leadership +10, Move Silently +9, Intimidate +10, Knowledge (arcana) +15, Sense Motive +10, Spellcraft +15, Spot +9, Swim +6, Use Magic Device +14; Command, Command Voice, Extend Spell, Firearms proficiency, Heighten Spell, Natural Born Leader, Rank: Lt. General, Simple Weapons Proficiency, Spell Penetration, Tactician, Weapon Focus: M1911A1

Special Qualities:
  Runes: Thomason knows 9 runes: Ansuz, Dagaz, Eihwaz, Fehu, Gebo, Mannaz, Perthro, Thurisaz, and Wunjo.

Possessions: M1911A1, 2 spare magazines, 30 rounds of .45 ammunition, helmet, uniform, runestones.

Description: As above.

Recruiting

The OSI gets the vast majority of its recruits from the regular military. Whenever reports come in of supernatural activity, an OSI team is sent to

investigate. If the report can easily be explained away, the team concocts a cover story. Any troublemakers who obviously don't buy the story and seem determined to spread the truth are taken back to OSI headquarters. If the report can't be covered up so easily—there's a demon corpse on top of the soldiers' tank, for instance—all evidence and witnesses are rounded up and taken back to headquarters.

Witnesses to supernatural events are usually split up and inserted into random units in the most severe fighting. A platoon who says they saw the dead rise has some credence. One man who says the same thing is usually laughed at.

On occasion, the OSI has also thrown platoons and even whole companies to the wolves to make sure certain stories don't get out. Such is the price of secrecy in the OSI.

The best and brightest of those who encounter the supernatural are allowed to join the OSI as an associate or an agent. Associates are soldiers (and occasionally drafted civilians) who witnessed a supernatural event and survived it. They are the unit's administrative personnel, guards, cannon fodder, and occasional reinforcements when more experienced agents need simple firepower. Agents are those who not only survived a supernatural encounter but took an active part in its defeat. They are given additional training and made privy to more of the group's secrets. In game terms, agents are characters who join one of the OSI prestige classes.

Agents of the OSI intercept word of the latest Nazi experiments.

Powers

We've already mentioned the OSI's powers to detain or kill people in order to maintain security. All agents are given a commission as an officer. They are also issued papers signed by General Marshall that instruct military commanders to offer any assistance possible to the agent in the pursuit of his duties. Agents are told, however, to only use these papers when absolutely necessary. The more non-OSI troops who become involved in a situation, the harder it is to maintain secrecy. The use of these papers by an agent is reviewed by General Thomason himself on case-by-case basis. Anyone found to be abusing this power gets busted back down to private so fast his ears pop.

Remember too that characters who ask for equipment had best be able to use it. Dragging some poor tank crew along when it isn't absolutely necessary just exposes them to the truths the OSI wants repressed. This is why the OSI is very big on getting recruits from all service branches.

Bletchley Park

Bletchley Park and the Ultra cryptologists working there were not mentioned in Chapter One because their existence is something the average soldier knows nothing about. OSI agents aren't told about Ultra either.

Enigma

Before the war began, the Germans developed an encryption device they called Enigma. This was a complex machine that used a series of spinning rotors to encode a message. Unless one knew the key used to set the machine before encryption, the message was virtually unbreakable. The Germans used Enigma to encode all of their sensitive messages.

Fortunately for the Allies, the Poles managed to get their hands on a commercial (and much simpler) version of the machine. Working from this, a Polish mathematician named Marian Rejewsky figured out how it was possible to break the code. His formulas were used to construct a machine that could decode some German messages.

When the war started, his formulas and portions of his machine were smuggled out of the country just ahead of the invading Germans. They ended up in Hut Six at Bletchley Park, the secret
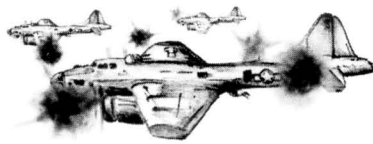
headquarters for England's cryptologists. There, a team led by English mathematician Allan Turing continued Rejewsky's work and built a device that became known as the Turing Bomb (due to the constant ticking noise it made). This large machine was composed of hundreds of rotors that clicked through every possible combination until it decoded the message. This process could take hours and even days to complete. The team and their work was known as Project Ultra.

Throughout the war, the Ultra team worked to refine the process and even built one of the world's first electronic computers to aid in the decoding. This led to much faster decryption times.

The Ultra team's work played a key role in shortening the length of the war because it gave the Allies advance warning of many of the German's plans. Enigma was used to encode orders to the U-boat packs. Reading these allowed Allied ships to ambush the submarines. Ultra also let the Allies known when transports headed for Africa had left Italy, allowing them to be intercepted by ships and aircraft from Malta. This is one of the reasons that the Afrika Korps was always short on supply.

Ultra & the OSI

The Ultra team works closely with the OSI. The Germans have begun to suspect that their messages aren't as secure as they thought so the top brass have begun to use magical means to transmit their most sensitive material. This has led to a group of adepts and psychics added to the team at Bletchley Park.

True Story: Himmler tried to use psychics equipped with pendulums to detect Allied convoy routes. The psychic held the pendulum over a map and waited for it to swing over the position of a convoy. For some strange reason, U-boats dispatched to these locations usually found nothing and this method was eventually abandoned.

Of course, in *Weird Wars,* this method may prove remarkably accurate—and deadly to the Allied ships.

OSI Operations

The section below should help new War Masters determine how OSI adventures should take place. Of course these are general guidelines, and the actual facts of any particular case can change the way things are done on a moment's notice.
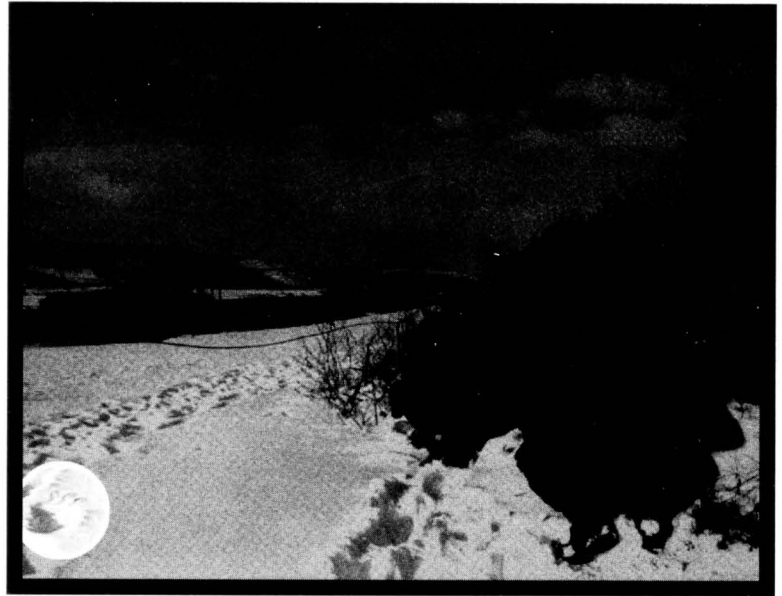
OSI operatives track a Wehrwolf sabotaging equipment in the Ardennes. Note the pawprint, inset for the attention of the OSI.

A typical OSI operation begins with an intelligence report from the field. Maybe soldiers deep in the Ardennes see something bizarre—like a wehrwolf that rips into a patrol. A few survivors make it out and tell their disbelieving captain what they saw. More often than not, such reports are squelched—the captain doesn't want his men locked up in a mental asylum. If the captain does make the report, it generally finds its way into the hands of someone who—if not working as an associate for the OSI—has been told to pass along "nut cases" to the OSI.

From there, intelligence agents evaluate the claim and make a recommendation on whether or not to investigate. Mid-level OSI personnel (typically captains and majors) then put together a team to gather intelligence. Through on-site recon and interviews of those involved (by agents like the player characters), the officer decides if further action is warranted. (The investigators often meet the evil while conducting their research.)

Assuming the report checks out, the OSI commander kicks his recommendation upstairs where one of a handful of full-bird colonels makes the final decision. This is where teams are assigned and given firepower to deal with threats. Currently, wehrwolves have a high priority with OSI command. They are also aware of Hitler's quest to find a vampire and create yet another Nazi monstrosity. Only a few suspect der Führer is interested in becoming a bloodsucking undead fiend himself.

Running the Game

Now that you know what's going on behind the scenes, let's talk a bit about running the game.

Starting Out

The default starting point for a Western Front campaign is June 6, 1944, but you're free to start before or after this if you'd like. Unfortunately, we just didn't have enough room to include stats for all the equipment used in World War II (entire books much large than this have been devoted to the subject). So you may have to do some research if you start much before 1944.

Just because the game starts on D-day doesn't mean you have to play out the beach landings. Recreating some of the fighting on the beach can be an exciting way to kick the game off, but it's also a good way to wipe out a party of low-level characters. You may want to start the group after the landings on D+1 or D+2 (D+1 means "one day after D-Day")..

The situation inland from the beaches was very confused for a while and many units were jumbled together. This confusion is a perfect excuse for having a party of mixed services and nationalities. You could easily have a group that consists of some infantrymen, an officer, a downed pilot, and a resistance fighter. By the time the situation is sorted out, the group may have had its first encounter with the supernatural and been recruited as associates by the OSI. Once the party is working for the OSI, service branch and nationality don't count for much, so no rationale for keeping a mixed group together is needed.

Level-wise, it's very easy for a low-level character to be killed with one or two gunshots. While this captures the reality of being in a war zone, it may not be fun for your players. If you want your group to have better chances of surviving, you wish to allow them to start at 3rd-level.

Roleplaying in a military setting can be very different from other gaming experiences. You should give the group a little time to grow accustomed to this and to get familiar with all of their equipment before you hit them with anything really challenging. A few skirmishes with mundane German troops are usually a good idea to before the characters run into something supernatural.

Equipment

The military wants the characters to succeed at their mission. This means that as long as the equipment is available, the group is issued everything it needs for a mission—but no more. The party is not going to be issued a tank to patrol up to the next hedgerow. Of course, what's available and what's not is entirely up to you, the War Master.

One way to keep your party from going overboard with equipment is to enforce the encumbrance rules. Don't bog the game down by computing everything down to the last bullet, but make sure everyone has a good idea of the amount of weight they are carrying. When all their equipment starts slowing them down and affecting their Armor Class, the players will drop stuff in a hurry. Munchkin players may try to lighten their load by dropping stuff like canteens. Feel free to penalize this sort of thing by saying, "It's a hot day and you've been on the march for a while. Everyone without a canteen takes 1d6 subdual damage from heat fatigue."

If your adventure would be short-circuited by a piece of equipment, you need to either plan around it or remove it. World War II radios, for example, were notoriously unreliable. A quick rain shower is all that's needed to cut the party off from contact with headquarters.

The decision on whether or not to issue your party a vehicle is a tough one. Armored vehicles give your party even more firepower than they normally have and make it harder to isolate them. It really depends on the type of campaign you want to run and how big a role you want vehicular combat to play in your game.

The OSI maintains a stockpile of captured equipment and uniforms. These are available to characters for missions that take them behind enemy lines. You should be sure to point out to an player requesting these items that heroes caught in enemy uniforms do not have to be treated as prisoners of war and can be shot as spies. Torture is probably on their menu as well.

Experience & Challenge Ratings

Creatures and characters in *Weird Wars* are written in the standard d20 format, so experience for them can be calculated using the Challenge Rating system found
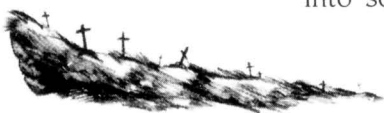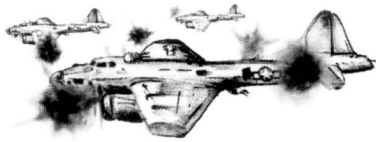
An OSI photo of a team of German ghosts haunting the Ardennes.

in the *Dungeon Master's Guide*.

Destroying enemy crew-served guns and tanks is also worth experience (it is a war, after all). The CR of the crew member is equal to their character level. The base CR of a tank or gun is equal to the average level of the crew. Adjust this as follows:

If the characters' vehicle or weapons is incapable of penetrating the enemy equipment from the front, bump the CR up by 2 levels.

If the enemy equipment is incapable of penetrating the players' vehicle from the front, knock the CR down by 2 levels.

If the enemy equipment is capable of penetrating the players' vehicle from the front at range of over 600 yards, increase the CR by 1 level.

If the party does not have a vehicle, increase the CR by 2 levels.

Spotting

Use the hiding and spotting rules in the *Dungeon Master's Guide* for determining the success of ambushes and whether a group spots another one.

The encounter distances used in the *DMG* were based on medieval weapon ranges and designed to get the characters into combat fast. It's actually possible to spot and engage targets at much longer ranges than listed there. Use the *Weird Wars* Encounter Range Table to determine at what range combatants first come within sight of each other. If either of the groups are on a hill, double the distance listed for most terrains (not smoke or indoors) as long as the line of sight is unbroken. The encounter distances are also doubled if either group has a vehicle. If both these conditions apply, the distance is quadrupled.

Weird Wars Encounter Range

Terrain	Distance
Smoke or Heavy Fog	2d6 x 5 feet
Jungle or dense forest	2d4 x 30 feet
Light Forest	4d6 x 30 feet
Scrub, brush, or bush	2d20 x 30 feet
Grassland, little cover	5d20 x 30 feet
Total Darkness	Limit of sight
Indoors (lit)	Line of sight

Fear

Unlike a fantasy setting, magical effects and supernatural creatures are not things the average person sees on a regular basis. Whenever the characters are exposed to this sort of thing, or witness something particularly horrific (cut them some slack in this area, as soldiers in a war a little gore is not going to freak them out), feel free to require Will saves versus fear. The average DC should be 15, but particularly terrifying things may be DC 20 or higher.

A character who fails this save becomes shaken. Failing another save while shaken causes a character to become frightened. Frightened characters who fail a save become panicked. The effects of these states can be found on page 76 of the *Dungeon Master's Guide*.

In most cases, the effects of fear last for 1d4 hours or until the character is allowed another save through magic or a special ability.

Audie Murphy—a highly decorated member of the OSI.

Medals

It's possible for a character's heroic acts to be rewarded in the form of a medal. Soldiers aren't given medals simply for killing the enemy—that's their job—they must do something above and beyond the call of duty to receive a medal for bravery.

Whenever a soldier does something heroic, he may be recommended for a medal. This is the responsibility of the party's ranking officer. He must submit a report to his superiors recommending the soldier for a medal. The War Master takes it from there. If the ranking party member does something medal-worthy, it's up to the WM to decide if his superiors recommend him for a medal.

To find the results of a recommendation, roll 1d20 on the Decorations Table and add the modifier that most closely fits the character's actions. The actions listed below aren't the only actions that might win a medal, they are simply provided as examples. If the character performed multiple medal-worthy actions in a single encounter, add the modifiers for each one. The modified total shows which medal the soldier is awarded, if any.

Soldiers who receive a medal also receive some bonus experience points. The amount is listed in the Decorations Table.

The War Master should remember that not every act of bravery needs a roll on this table. Most acts of battlefield heroism went unnoticed and unrewarded.

The Purple Heart

One medal requires no roll. Any characters wounded in combat (reduced to 0 hit points or less) are automatically awarded the Purple Heart.

Promotions

As your hero advances in level, he may also advance in rank.

At the end of each mission, characters who advanced a level are eligible for promotion. Enlisted characters may make a promotion check whenever they advance a level in any military class. Officers may only make a promotion check when they advance a level in a class that confers officer rank. For instance, if an officer character advances a level as a grunt (perhaps to reflect the experience of being in prolonged combat), he may not make a promotion check. If he later advances as an OSI operative (a class that automatically grants officer
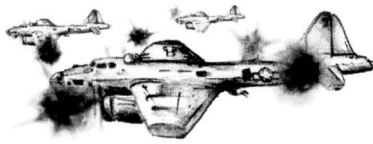
rank), he may make a check.

To make a promotion check, roll 1d20. Add the character's level plus any modifiers due to decorations, and consult the appropriate table. Characters with multiple medals add the modifier for each one. If the total is higher than the number listed for the character's current rank, he advances one step up the table. The ranks listed on the table are the highest a player character can advance to.

If an enlisted man succeeds at a promotion check and rolls a natural 20 while doing so, he is offered a battlefield commission as a 2nd Lieutenant. If he accepts the commission, the next character level gained must be as an officer.

Haunted Vehicles

If you give your group a haunted vehicle, you should take some time to figure who or what is haunting it and why. Give the spirit haunting it some personality. The players should not be able to treat the vehicle as if it were simply a piece of magical equipment. It should at times be inspiring, frustrating, and above all—*haunting.*

For example, a tank being haunted by a dead crew member may be more concerned with protecting the crew than winning the war. It may develop only protective abilities, In combat, it might take it upon itself to drive away if it feels the crew is being reckless. On the flip-side, a vengeful ghost out to kill Germans might open fire at inopportune moments or kill prisoners the group needs to interrogate. The players should interact with the vehicle as if it were an NPC (which it is).

A group doesn't have to start play with a haunted vehicle. They may gain one as a reward through play. Or perhaps the mundane vehicle they start with becomes haunted by a dead player or non-player character—but whatever you do, don't let a player talk you into letting him run the tank as a character itself! You'll regret it, and the player will be bored during adventures that take place in locations the vehicle can't go. It is okay, of course, for the player to provide suggestions—just make sure his character class isn't "tank."

Don't forget that the Allies aren't the only ones who can have haunted vehicles. Nazis have them too, and they tend to be a lot less choosy in how they use them. With the right selection of abilities, it's even possible to create a haunted tank that has no need of a living human crew

Medal-Worthy Acts

Modifier	Act
+2	Character remains behind to lay down covering fire as the rest of his unit retreats from a superior foe.
+2	Character engages in hand-to-hand combat with the enemy.
+4	Character rescues wounded buddy in the face of enemy fire.
+4	Character rallies retreating troops in the face of enemy fire.
+6	Character single-handedly takes out enemy bunker, strongpoint, tank, etc.
+8	Character single-handedly holds off an enemy assault.
+10	Character throws himself on a live grenade.
+2	Character is wounded performing act (reduced to 0 or less hit points).
+4	Character is badly wounded performing act (reduced below -5 hit points, or suffers a severe wound if using that option).
+6	Character is killed performing act.
+2	NCO witnesses act.
+4	Officer witnesses act.

Decoration Modifiers

Decoration	Modifier
Bronze Star	+2
Silver Star	+4
Legion of Merit	+6
Distinguished Service Cross	+8
Medal of Honor	+10

Enlisted Rank

Rank	Promotion
Private	10
Private, First Class	15
Corporal	20
Sergeant	25
Staff Sergeant	30
Sergeant, First Class	35
Master Sergeant	40
First Sergeant	Max PC enlisted rank

Officer Rank

Rank	Promotion
2nd Lieutenant	20
1st Lieutenant	25
Captain	30
Major	35
Lieutenant Colonel	40
Colonel	Max PC Officer rank

A Panzer Ace.
The rings on his gun indicate the number of vehicles he's knocked out.

or which is crewed entirely by the undead.

Designing Adventures

There are a few things you should keep in mind when designing adventures for *Weird Wars*.

The average party has a lot of firepower and is not afraid to use it. When designing an adventure with horror elements in it, you either need to find ways to limit this firepower or use creatures with some sort of damage reduction or immunity to normal weapons. If you can easily gun the monster down, it's not very scary.

What is scary is the unknown. Use the same techniques that a good horror movie does, like bad lighting and quick glimpses or signs of the creature at first.

Characters in *Weird Wars* are much weaker in hand-to-hand combat than fantasy characters. This is because they tend to have lower Strength scores and don't have access to most of the melee feats as bonus feats. Even relatively weak creatures can be a challenge if they can get in close enough to melee a hero.

Not all adventures should deal directly with the Nazis and the war effort. Many creatures have been created by the war (and numerous other wars in Europe's history) and the OSI has made it its job to deal with these as well. The characters might be called on to deal with some sort of ancient evil that has nothing at all to do with the Nazis, but is rooted in the history of the local area. A ghost from Napoleon's Old Guard, or a vampiric dough boy from World War I are both creatures that could easily be implemented into a Weird War Two adventure.

Ending the War

As mentioned earlier, Hitler's National Redoubt does exist in *Weird Wars*. When the end is near, he will barricade himself in there and unleash havoc upon Europe. The difficulty of digging him out of there means you can extend the length of the war well past its historical ending if you want. Of course, the public may think Hitler kills himself in his bunker, but your OSI team knows better...

The Marshall Plan

The end of the war doesn't mean the heroes are out of a job. As part of the Marshall Plan (a plan designed by General Marshall for the rebuilding of Europe), the OSI will remain busy hunting down escaped Nazi abominations and dealing with other supernatural menaces awakened by the war.

The Sons of Solomon

The Sons of Solomon will also be busy "cleaning up" after the war ends. Much of the knowledge and many of the artifacts accumulated by the OSI and its counterparts in other countries will be "lost." Taking these artifacts away from allies can be far more difficult than seizing them from former Nazis and other "bad guys," especially to heroes with consciences.

The Sons plan to evaluate everyone who served in these units or were interned by them. Those who distinguished themselves during the war may be offered membership in the group. Those who wish to put the war behind them will be allowed to get on with their lives. Those who want to go public with their knowledge will be dealt with. Some will end up in asylums, others will take a long dirt nap. The Sons aren't sure exactly how much damage control they can accomplish. More advanced recordkeeping and the modern press will make it much harder to erase evidence of this supernatural flareup than any they have encountered in the past.

Characters recruited by the Sons may return home as civilians to fight supernatural threats that have appeared in their own hometowns.

The Soviets

Don't forget the Soviets. Relations with them started to sour even before Germany was defeated. The Russians have their own version of the OSI. The characters might be dragged into the arcane side of the Cold War.
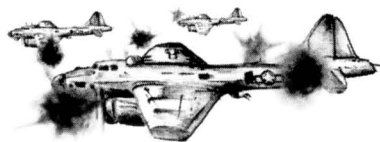
The Opposition

Below are the basic statistics for common German opponents for the players. You should adjust their levels to match the experience of the troops they represent

Green troops are 1st level. Troops that have seen some combat are usually 2nd to 3rd level. Veteran troops are normally 4th to 5th level. Only elite troops normally exceed 5th level.

Panzer Crewman

The disciplined panzer crews of the Wehrmacht and Waffen SS were the powerful tip of any blitzkrieg attack.

Panzer Crewman: CR 1: Medium-size Human; Class: Grt 1; hp 6; Init +1; Spd 10 yds.; AC 11 (+1 Dex); Atk Main gun +2 or MG34 +2; AL LN; SV Fort +3 Ref +1 Will +0; Str 10, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +5, First Aid +2, Hide +2, Mechanic +5, Spot +5; Automatic Weapons Proficiency, Firearms proficiency, Gunnery, Rank: Kanonier, Simple Weapons Proficiency, Wheeled Vehicle Proficiency, Tracked Vehicle Proficiency

Special Qualities: None

Possessions: Walther P38, 2 full magazines of 9mm ammunition, uniform

Panzer Crewman, Veteran

The heavy German armor helped crews survive against enemy tankers, but was powerless against Allied airstrikes.

Panzer Crewman: CR 4: Medium-size Human; Class: Grt 4; hp 24; Init +1; Spd 10 yds.; AC 11 (+1 Dex); Atk Main gun +5 or MG34 +5; AL LN; SV Fort +5 Ref +2 Will +1; Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +8, First Aid +4, Hide +3, Mechanic +8, Spot +8; Automatic Weapons Proficiency, Eye for Terrain, Firearms proficiency, Gunnery, Mechanized Infantry, Point Blank Shot, Rank: Kanonier, Simple Weapons Proficiency, Wheeled Vehicle Proficiency, Tracked Vehicle Proficiency

Special Qualities: None

Possessions: Walther P38, 2 full magazines of 9mm ammunition, uniform

Waffen SS Officer

Waffen SS officers were part of the Nazi elite and entitled to special privilege.

Waffen SS Officer: CR 1: Medium-size Human; Class: Ofr 1; hp 5; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk PPK +2; AL LE; SV Fort +0 Ref +1 Will +5; Str 12, Dex 12, Con 11, Int 12, Wis 12, Cha 12.

Skills and Feats: First Aid +4, Leadership +5, Move Silently +3, Intimidate +5, Spot +5; Automatic Weapons Proficiency, Command Voice, Firearms proficiency, Point Blank Shot, Rank: SS-Untersturmführer, Simple Weapons Proficiency

Special Qualities:

   Devotion: The devotion of SS members to the Nazi Party gives them a +2 morale bonus to Will saves.

Possessions: Walther PPK, 2 spare magazines, 30 rounds of 9mm ammunition, helmet, uniform

Waffen SS Officer, Veteran

Waffen SS officers were part of the Nazi elite and entitled to special privilege.

Waffen SS Officer: CR 4: Medium-size Human; Class: Ofr 4; hp 20; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk PPK +6; AL LN; SV Fort +1 Ref +1 Will +7; Str 12, Dex 13, Con 11, Int 12, Wis 12, Cha 12.

Skills and Feats: First Aid +7, Leadership +8, Move Silently +6, Intimidate +8, Spot +8; Automatic Weapons Proficiency, Command, Command Voice, Firearms proficiency, Point Blank Shot, Rank: SS-Hauptsturmführer, Simple Weapons Proficiency, Weapon Focus: PPK

Special Qualities:

   Devotion: The devotion of SS members to the Nazi Party gives them a +2 morale bonus to Will saves.

Possessions: Walther PPK, 2 spare magazines, 30 rounds of 9mm ammunition, helmet, uniform, victory runes.

Victory Runes

The sowilo rune is a symbol of good fortune and victory. It is used to create the double "S" worn on SS troopers' collar tabs.

Blood mages at the Radom school have developed a form of these tabs enchanted through blood magic. When worn, they grant the wearer good luck. This functions just as if the wearer were the subject of a *bless* spell. These tabs are issued to all Waffen SS officers of the rank of Obersturmführer and above. They are also sometimes issued to entire squads that are tasked with especially important missions.

Victory runes do not function if worn by someone who is not a member of the SS.

Germans in a machinegun nest fire "Hitler's Buzzsaw," the MG42.

Waffen SS Soldier

All Waffen SS soldiers were members of the Nazi party. The soldiers devotion to their cause sometimes made them almost fanatical in combat.

Waffen SS Soldier: CR 1: Medium-size Human; Class: Grt 1; hp 6; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk MP40 +3; AL LE; SV Fort +3 Ref +1 Will +2; Str 12, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +2, First Aid +2, Hide +5, Move Silently +5, Spot +5; Automatic Weapons Proficiency, Firearms proficiency, Point Blank Shot, Rank: SS-Grenadier, Simple Weapons Proficiency, Weapon Focus: MP40, Wheeled vehicle proficiency

Special Qualities:
  Devotion: The devotion of SS members to the Nazi Party gives them a +2 morale bonus to Will saves.
Possessions: MP40, 4 full magazines of 9mm ammunition, helmet, uniform, 2 stiehlhandgranate 24

Waffen SS Soldier, Veteran

Most veteran SS troopers saw combat on both the Eastern and Western fronts.

Waffen SS Soldier: CR 4: Medium-size Human; Class: Grt 4; hp 24; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk Sturmgewehr 43 +6; AL LE; SV Fort +5 Ref +2 Will +3; Str 12, Dex 13, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +2, First Aid +2, Hide +8, Move Silently +8, Search +3, Spot +8; Automatic Weapons Proficiency, Firearms proficiency, Point Blank Shot, Rank: SS-Rottenführer, Rapid Shot, Simple Weapons Profi-ciency, Weapon Focus: MP40, Weapon Focus: Sturmgewehr 43, Weapon Specialization: Sturmgewehr 43, Wheeled vehicle proficiency

Special Qualities:
  Devotion: The devotion of SS members to the Nazi Party gives them a +2 morale bonus to Will saves.
Possessions: Sturmgewehr 43, 4 full magazines of 7.92kmm ammunition, helmet, uniform, 2 stiehlhandgranate 24

Waffen SS Blood Mage

The blood mages of the Waffen SS are feared both for the magical power they wield as well as their political clout in the Third Reich. Hitler spares no expense to keep them happy. All he asks is that they do their part in the war effort. Every regiment of an SS division has one of these fanatical sorcerers. Special teams of several lesser mages and a higher level officer often perform "black operations" as well. To regular infantry, both Allied and Axis, blood mages appear to be intelligence officers. They try not to be seen casting spells as word of their talents might spread and lead to the Allies gaining such abilities. Only when they are sure those about are doomed do they cut loose with their Hellish powers.

Waffen SS Blood Mage: CR 12: Medium-size Human; Class: Ofr 6/Adt 6; hp 63; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk PPK +10/+5; AL LE; SV Fort +3 Ref +3 Will +8; Str 11, Dex 12, Con 12, Int 16, Wis 17, Cha 18.

Skills and Feats: Bluff +11, Concentration +13, Diplomacy +11, First Aid +9, Leadership +10, Move Silently +9, Intimidate +10, Knowledge (arcana) +15, Sense Motive +10, Spellcraft +15, Spot +9, Swim +6, Use Magic Device +14; Command, Command Voice, Enlarge Spell, Extend Spell, Firearms proficiency, Heighten Spell, Rank: SS-Standartenführer, Simple Weapons Proficiency, Toughness, Weapon Focus: PPK, Wheeled Vehicle Proficiency

Special Qualities:
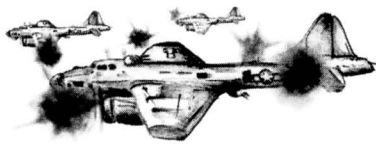 *Blood Magic:* The blood mage suffers no fatigue costs from casting spells.
  Runes: The blood mage knows 9 runes: Ansuz, Ehwaz, Eihwaz, Kenaz, Laguz, Mannaz, Sowilo, Teiwaz, Wunjo
Possessions: Walther PPK, 2 spare magazines, 30 rounds of 9mm ammunition, helmet, uniform, runestones.

Wehrmacht Officer

The typical Wehrmacht officer was a well-trained professional. Near the end of

the war, he is very unlikely to fight to his own death or that of his command. Most finally realize Hitler's insanity and are anxious to surrender.

Wehrmacht Officer: CR 1: Medium-size Human; Class: Ofr 1; hp 5; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk Luger +2; AL LN; SV Fort +0 Ref +1 Will +3; Str 11, Dex 12, Con 11, Int 12, Wis 12, Cha 12.

Skills and Feats: First Aid +4, Leadership +5, Move Silently +3, Intimidate +5, Spot +5; Automatic Weapons Proficiency, Command Voice, Firearms proficiency, Point Blank Shot, Rank: Leutnant, Simple Weapons Proficiency

Special Qualities: None

Possessions: Pistole 08 Luger, 2 spare magazines, 30 rounds of 9mm ammunition, helmet, uniform

Wehrmacht Officer, Veteran

By 1944, Hitler's constant interference in military matters had started grumbling in the officer corps.

Wehrmacht Officer: CR 4: Medium-size Human; Class: Ofr 4; hp 20; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk Luger +6; AL LN; SV Fort +1 Ref +2 Will +5; Str 11, Dex 13, Con 11, Int 12, Wis 12, Cha 12.

Skills and Feats: First Aid +4, Leadership +8, Move Silently +3, Intimidate +8, Search +4, Spot +8; Automatic Weapons Proficiency, Command, Command Voice, Firearms proficiency, Point Blank Shot, Rank: Leutnant, Simple Weapons Proficiency, Weapon Focus: Luger

Special Qualities: None

Possessions: Pistole 08 Luger, 2 spare magazines, 30 rounds of 9mm ammunition, helmet, uniform

Wehrmacht Soldier

Wehrmacht soldiers were generally well-trained and disciplined.

Wehrmacht Soldier: CR 1: Medium-size Human; Class: Grt 1; hp 6; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk Kar 98k +3; AL LN; SV Fort +3 Ref +1 Will +0; Str 11, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +2, First Aid +2, Hide +5, Move Silently +5, Spot +5; Automatic Weapons Proficiency, Firearms proficiency, Point Blank Shot, Rank: Grenadier, Simple Weapons Proficiency, Weapon Focus: Kar 98k, Wheeled vehicle proficiency

Special Qualities: None

Possessions: Kar 98k, 40 rounds of 7.92mm ammunition, helmet, uniform, 2 stiehlhandgranate 24

Wehrmacht Soldier, Veteran

Veteran troopers fought on although the war seemed lost. These solid troops refuse to surrender until it is obvious their situation is helpless. Even then, veterans often sacrifice themselves defending civilians or even cultural sites they believe are in danger.

Wehrmacht Soldier: CR 4: Medium-size Human; Class: Grt 4; hp 27; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk Kar 98k +6; AL LN; SV Fort +5 Ref +2 Will +1; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +2, First Aid +2, Hide +8, Move Silently +8, Search +3, Spot +8; Automatic Weapons Proficiency, Firearms proficiency, Point Blank Shot, Rank: Grenadier, Rapid Shot, Simple Weapons Proficiency, Toughness, Weapon Focus: Kar 98k, Weapon Specialization: Kar 98k, Wheeled vehicle proficiency

Special Qualities: None

Possessions: Kar 98k, 40 rounds of 7.92mm ammunition, helmet, uniform, 2 stiehlhandgranate 24

Wehrmacht Sniper

Snipers were greatly feared by Allied troops and made clearing urban areas a nightmare experience. Shortly after D-day they were such a problem that General Omar Bradley issued a general order that snipers were not to be taken prisoner. He didn't say what to do with one that surrendered.

Wehrmacht Sniper: CR 1: Medium-size Human; Class: Sct 5/Snp 1; hp 35; Init +3; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk Gewehr 43 +6/+1; AL LN; SV Fort +5 Ref +4 Will +2; Str 11, Dex 17, Con 12, Int 12, Wis 13, Cha 10.

Skills and Feats: Climb +6, Concentration +5, First Aid +7, Hide +9, Move Silently +9, Search +7, Spot +7; Dead Eye, Far shot, Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Track, Weapon Focus: Gewehr 43. Weapons Specialization: Gewehr 43

Special Qualities:

Crack shot: See Sniper description on pages 116-117.

Pathfinder: See Scout description on page 32-33.

Sneak Attack +2d6: See the *Player's Handbook* page 47.

Uncanny Dodge: See the *Player's Handbook* page 48.

Possessions: Gewehr 43, 40 rounds of 7.92mm ammunition, helmet, uniform, 2 stiehlhandgranate 24

Bestiary

Europe is filled with legends of supernatural creatures. The creatures listed below are a few from Western and Central Europe. It's possible to find many more, but some are too fantastic if you're looking to run a more "realistic" campaign. Creatures like griffins and hippogriffs did exist at one time; they simply aren't part of the modern psyche.

Monsters of European legend that are already covered in the *Monster Manual* include: barghests, basilisks, centaurs, chimeras, cockatrices, dwarves, demons, devils, dire wolves, doppelgangers, dragons, dryads, golems, giants, gargoyles, ghosts, gnomes, griffon, harpies, hobgoblins, hydras, kobolds, lycanthropes, manticores, medusas, merfolk, night hags, nymphs, ogres, pegasi, shadow mastiffs, succubi, tieflings, trolls, vampires, will-o-wisps, and wights. Some of these creatures are too over-the-top to include in a horror-oriented game like *Weird Wars,* but it's up to you as a War Master to decide what is right for the feel of your campaign.

Many times, even a fantastic monster can be made more horrific based simply on presentation. For starters, don't name the creature. Naming the creature removes the element of the unknown, and odds are, at least one of your players will be able to recite the monster's stats verbatim. Which is scarier: "You see a barghest," or "You see a large, wolf-like creature covered in silvery gray fur. Its wide, flat nostrils, and long, pointed, hairless ears look almost bat-like. The creature's red, beady eyes stare into yours for a moment and then its lips curl back in a snarl, revealing long, jagged teeth. Is it a werewolf? A wehrwolf? A Nazi experiment? Or something else entirely?

Nazi Monstrosities

Nazi monstrosities are a small portion of all the creatures running rampant in the "Old World." While such creations are the easiest to create for new War Masters, don't fall into the trap of setting the "Nazi zombie" of the week on your hapless agents. Remember that horrors are created simply by fear as well. Think of the horrors of war and run with it. In the hedgerows, for instance, a creature of tangled thorns and vines might slowly come to life. Use your "gamer's imagination," and not every monster will come with a swastika on its chest.

Brutes

Medium-size Humanoid
H i t Dice: 3d8 (23 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft.
AC: 14 (+1 Dex, +3 natural)
Attacks: +4 ranged, 2 claws +6 melee
Damage: By weapon or claws 1d6+4, bite 1d4+4
Face/Reach: 5 ft. by 5 ft./5ft.
Special Attacks: –
Special Qualities: –
Saves: Fort +5, Ref +3, Will +0
Abilities: Str 18, Dex 12, Con 17, Int 6, Wis 10, Cha 4
Skills: Hide +4, Move Silently +4
Feats: Power Attack
Climate/Terrain: Any
**Organization:** Squad of 10, usually led by "Sergeant" of 4-6 HD
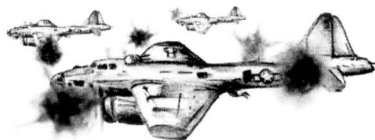**Challenge Rating:** 3
Treasure: None
Alignment: Lawful Evil
Advancement: 4-6 HD (Medium); 7-10 HD (Large)

Brutes, sometimes called "Nazi Orcs" by OSI agents, are humans who have been forced to transform into the beast that lurks deep within their psyche through a mixture of magic and alchemy. This transformation causes a change in their
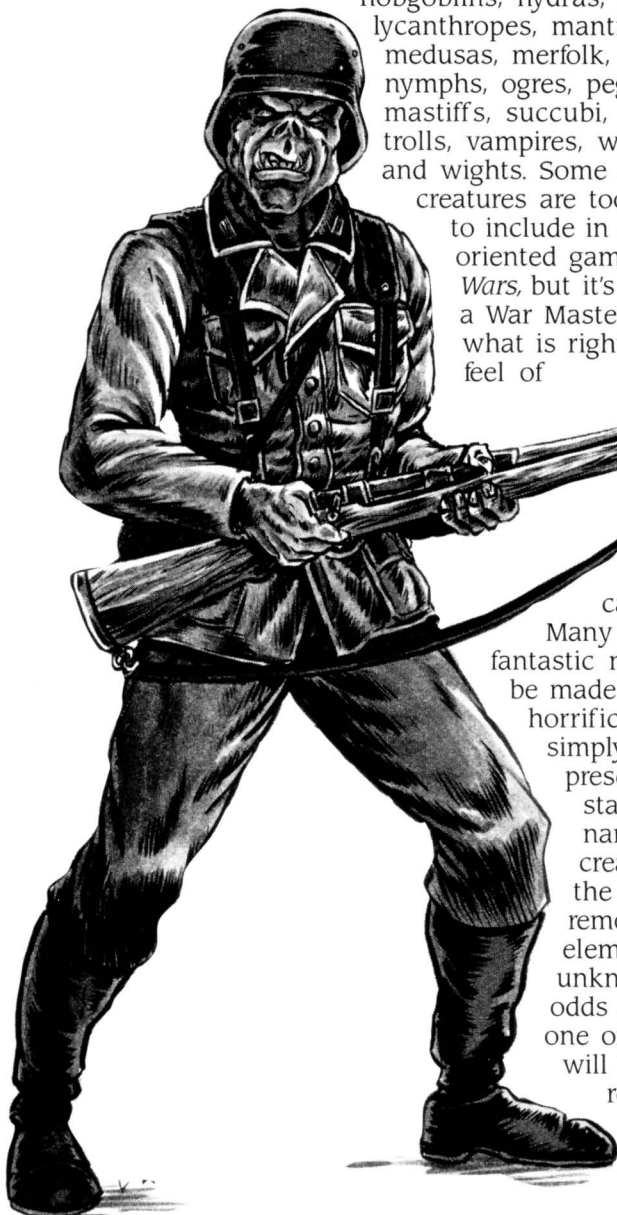
facial features and muscle mass. They sprout short claws and jagged teeth.

Brutes retain a dim sense of who they are and what they were doing before the transformation. They are not too bright, but they do remember how to operate their weapons.

Combat

In combat, a brute normally fires its weapon until it's empty. It must then make an Intelligence check (DC15). If the creature passes, it reloads and continues to fire. If it fails, it charges the nearest enemy and clubs or bayonets him.

Brutes who are killed transform back into their human form over the course of an hour. Brutes who survive an attack and are allowed to transform back into human form have no memories of anything they did while in brute form.

Weapons: Kar 98k, 24 rounds of 7.92mm ammunition, 1 stiehlhandgranate 24, bayonet.

Adventure Seeds

Brutes are an excellent first step into the unknown for soldiers as-yet-uninitiated into the supernatural. Picture a small squad isolated during the Battle of the Bulge. German infantry and heavy tanks swarm around them, but a mixed group of heroes (the player characters) are dug into a defensive position with at least one anti-tank gun—maybe a bazooka, a tracked Sherman, or even a 57mm AT gun. The Germans try an assault and the victorious heroes repel them (though maybe losing a number of NPC "extras" in the bargain). Now the shock troops are called in to break the strongpoint and allow the Wehrmacht's panzers to pass.

In the darkness, the second wave presses forward, a horde of brutes in the command of an advanced sergeant. The attackers lead the wave and break into the first foxholes, finishing their bloody work with their knives and bayonets. The survivors now know about the horrors of the Nazis, and are afterwards visited by the OSI.

Fext

Medium-size Humanoid
Hit Dice: 3d10 (19 hit points)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 12 (+1 Dex, +1 armor)
Attacks: +4 ranged, +3 melee
Damage: By weapon

Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: None
Special Qualities: Immune to nonmagical weapons; weakness (see below)
Saves: Fort +4, Ref +2, Will +1
Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 10
Skills: Driving +4, First Aid +2, Hide +7, Move Silently +7, Spot +7
Feats: Automatic Weapons Proficiency, Firearms proficiency, Point Blank Shot, Rank: Grenadier, Rapid Shot, Simple Weapons Proficiency, Weapon Focus: Kar 98k, Wheeled vehicle proficiency
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Chaotic evil
Advancement: 4-6 HD (Medium); 7-10 HD (Large)

A fext is just like a normal human, with one exception—he can only be killed by a bullet made of glass or a by having a stake that was used to tie up a young tree driven through his heart. For obvious reasons, they stay away from tree nurseries, greenhouses, and large panes of glass.

Any baby born with a portion of the amniotic sac wrapped around it may become a fext. The amniotic sac must be carefully removed, dried, and saved. When the child is older, he must carry the folded
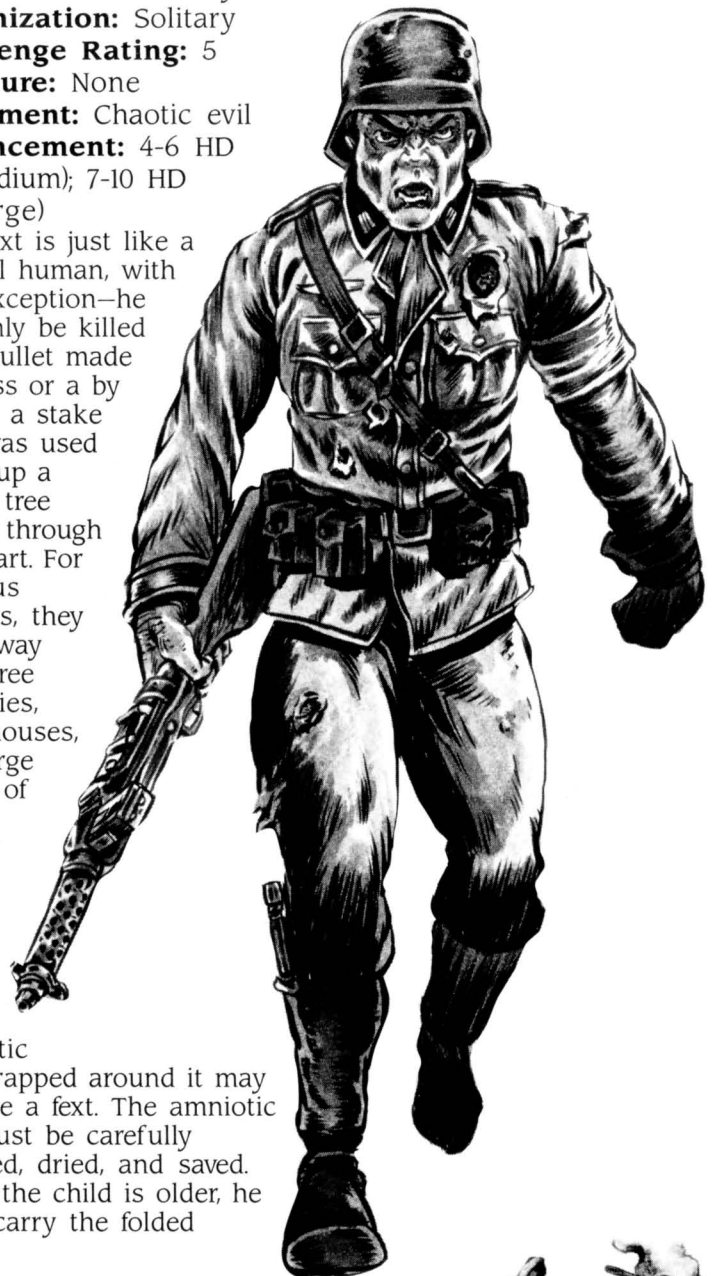
placenta under his left armpit. Once he becomes an adult, chances are he has become a fext.

Like most other folk tales, this one got a full investigation by the Nazi occultists. They managed to locate a number of fexts and conscripted them into a nearly unkillable squad. It is also possible to encounter single fexts mixed in with a squad of regular soldiers.

Combat

Immune to Normal/Magical Weapons: Non-magical weapons do no damage to a fext. Magical weapons cause only subdual damage to the creature.

Weakness: Bullets made of glass, glass propelled by the blast of an explosion, and wooden tree stakes all do normal damage to the fext.

Possessions: MP 40, 100 rounds of 9mm ammunition, 1 stiehlhandgranate 24, combat knife.

Adventure Seeds

Fexts should only be used as guards for the highest level projects and officials (though Hitler himself does not trust the things).

Another way to

use fexts is to recover artifacts the party has lucked into. Say they manage to find Excalibur and use it to hunt down Wehrwolves in the Ardennes. The SS would be very quick to send a couple of fexts after such a powerful relic. Fexts are also used to assassinate generals or other powerful leaders. The SS already has plans to "smuggle" one into England and murder Churchill. While the SS doesn't like to make their occult activities so public, such a major blow might be worth a certain amount of exposure.

Grant

Large Magical Beast
Hit Dice: 3d10 (19 hit points)
Initiative: +1 (Dex)
Speed: 60 ft
AC: 13 (-1 Size, +1 Dex, +3 Natural)
Attacks: 2 hooves +4 melee
Damage: Hooves 1d4+1
Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: —
Special Qualities: Curse, Darkvision 60, Damage Reduction 10/+1, Forewarning
Saves: Fort +12, Ref +10, Will +3
Abilities: Str 13, Dex 13, Con 15, Int 4, Wis 12, Cha 6
Skills: Listen +7, Spot +6
Feats: —
Climate/Terrain: Any cold land
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Chaotic neutral
Advancement: None

The grant is a benign spirit that looks like a yearling foal with sparkling eyes. It normally only manifests itself to humans in a time of danger as warning. The grant appears in a town, rears on its hind legs, and then runs out of town with all the local dogs in pursuit. There have been numerous reports of grants appearing in England just before a German bombing raid. A few
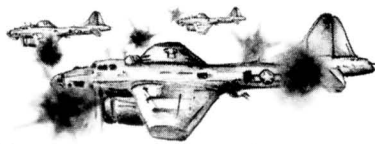
have even been reported on the outskirts of London. Perhaps this is a warning that Nazi infiltrators are already landing by sea.

Combat

Curse: Some people have taken the connection between the grant and disaster in the wrong way and associate them with bad luck. Anyone who attacks them finds this is true. Any character who attacks a grant must make a Will save (DC20) or suffer the grant's curse: a -1 morale penalty to all attacks and saving throws for the next year.

Darkvision 60 feet

Damage Reduction 10/+1

Forewarning: The grant can sense impending disaster and manifests as described above to warn the people involved. Any town or group to which a grant appears will suffer some form of tragedy in the next 12 hours.

Adventure Seeds

Grants are peaceful creatures, but what if they should appear to the enemies? What would happen if the OSI caught wind of grants alerting citizens in Normandy of the coming invasion? Certainly, the spirit is just trying to move innocents out of harm's way, but tipping off the Nazis that the invasion is coming will cost thousands of lives, if not the very war itself.

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 pilots of both sides—perhaps it's the large boom crashing aircraft make.

Small Fey

Hit Dice: 1d6 (3 hp)

Initiative: +4 (+4 Dex)

Speed: 20 ft.

AC: 16 (+1 size, +4 Dex, +1 natural)

Attacks: 2 claws +5 melee

Damage: Claws 1d3

Face/Reach: 5 ft. by 5 ft./5ft.

Special Attacks: Jinx

Special Qualities: Incorporeal

Saves: Fort +0, Ref +6, Will +4

Abilities: Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 12

Skills: Bluff +7, Concentration +4, Hide +12, Listen +8, Mechanic +8, Move Silently +8, Search +9, Sense Motive +6, Spot +8

Feats: Dodge

Climate/Terrain: Any gizmo

Organization: Pack (2 to 12)

Challenge Rating: 1/2

Treasure: None

Advancement: 2-3 HD (Small)

Gremlins exist solely to cause mischief and disaster via mechanical contraptions. Most of the time, gremlins exist in spiritual form only. This allows them to inhabit gizmos and gadgets such as planes, flamethrowers, tanks, and the like. When physically manifested, gremlins are little green humanoids with comically large ears and not so comically long claws.

The only way to get rid of the gremlins is for someone to make an opposed Mechanic roll versus the gremlin's Charisma. If the mechanic wins, the gremlin's jinx inside is canceled for 24 hours. If the tinkerer wins by 5 points or more, the gremlins are actually forced out of the item and involuntarily materialize in the flesh for one hour. If they think they can win, the gremlins attack. Otherwise they make the best of their situation and run around causing as much havoc as possible.

Combat

Jinx: A gremlin causes a mechanical item to suffer a malfunction of some sort whenever its user rolls a 1. When this occurs, the WM should roll 1d6. On a 1-3, the device simply fails to operate. On a 4-5, it operates in some manner that could potentially harm those around. It's then broken, requiring a Mechanic roll of 15 to fix. On a 6, the device suffers a catastrophic malfunction. Flamethrowers explode, tank guns detonate, and motorcycles blow a wheel just as the hero gets up to high speed. The exact nature of all malfunctions is up to the WM.

Adventure Seeds

The heroes are a tanker crew sent to test the new Pershing tank in battle. Unfortunately, the machine has already attracted a host of gremlins. In furious battle with Tigers and Panthers, the party must learn about these creatures through occasional glimpses, and somehow defeat them.

Kludde

Medium Magical Beast
Hit Dice: 2d10 (13 hit points)
Initiative: +2 (Dex)
Speed: 30 ft; swing 60 ft.
AC: 14 (+2 Dex, +2 Natural)
Attacks: Chain +3 melee, claws -2 melee
Damage: Chain 1d6+1; claws 1d4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 feet, Damage Reduction 10/+1, Low-light vision
Saves: Fort +3 Ref +3 Will +1
Abilities: Str 13, Dex 13, Con 15, Int 4, Wis 12, Cha 6
Skills: Hide +7, Move Silently +7, Search +1, Spot +5
Feats: —
Climate/Terrain: Belgium
Organization: Pack (2 to 12)
Challenge Rating: 2
Treasure: None
Alignment: Chaotic evil
Advancement: 3-5 HD (Medium); 6-9 HD (Large)

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.

Combat

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.

Chain Attack: The kludde can also attack with one chain each round. The chain attack has the Improved Grab and Constrict abilities. That means that whenever a chain hits, it immediately initiates a grapple. If the grapple succeeds, it inflicts constricting damage. The chains have a reach of 30 feet.

Darkvision 60 feet
**Damage Reduction 10/+1**
Low-light vision

Adventure Seeds

Belgian farmers found an ancient scroll revealing the secret for conjuring the kluddes. They did so and set them loose on Nazi occupation forces shortly before D-Day. Unfortunately, their task completed, the kludde's turned on their summoners and slew them before the ritual that dispelled them could be completed.

The heroes defeat the kluddes in a dark midnight battle in the forest, but they return the next day. The only way to defeat this batch of kludde's forever is to return them to Hell with the lost scroll. This artifact can be found in the bloody hands of one of the farmers, now lying deep in the woods around an old stone circle. An adept must read the scroll, a process that takes 1d10 rounds, and make a DC 15 Spellcraft roll to successfully dispel the dogs. Even then though, the animals must be slain physically before their feral spirits return to Hell for good.
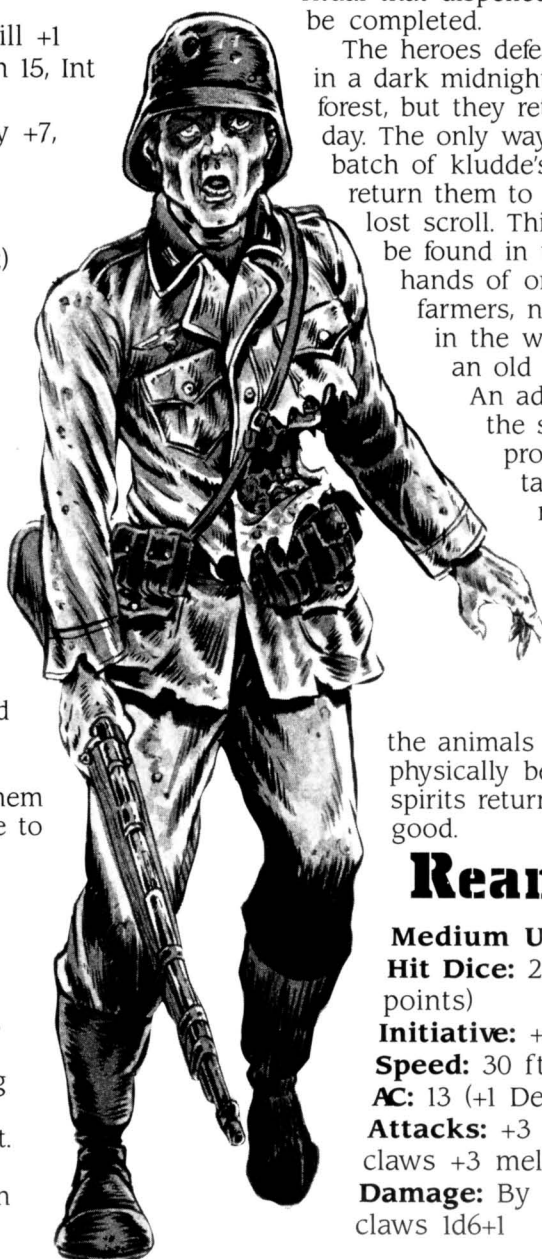
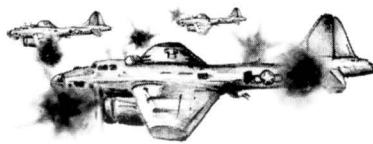# Reanimant

Medium Undead
Hit Dice: 2d12 (16 hit points)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 13 (+1 Dex, +2 Natural)
Attacks: +3 ranged, 2 claws +3 melee
Damage: By weapon or claws 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: −
Special Qualities: Undead
Saves: Fort − Ref +1 Will +0
Abilities: Str 13, Dex 12, Con −, Int 6, Wis 10, Cha 1
Skills: Hide +6, Move Silently +6, Spot +5, Search +3
Feats: Toughness
Climate/Terrain: Any
Organization: Pack (2-12)
Challenge Rating: 2
Treasure: None
Alignment: Neutral evil
Advancement: None

Reanimants are the dead brought back to a semblance of life through alchemy and harmonic magic. Unlike most undead, they retain a small vestige of their former selves and have a vague notion that they should be fighting the enemy. They also retain the knowledge of how to operate any weapons they were trained on before death. The ravages of death have not affected their chemical-infused corpses, so they are remarkably dextrous for a walking corpse.

Combat

Undead
Weapons: Kar 98k, 24 rounds of 7.92mm ammunition, 1 stiehlhandgranate 24, bayonet.

Adventure Seeds

Reanimates are most often used to soak up bullets. Imagine the scenario described for the brutes. How much more effective would such an attack be if led by groaning undead? The undead are often used by the SS command to deplete the enemy's ammunition or clear a minefield guarding a vital supply or fuel dump.

A supply of fresh bodies isn't difficult to come by in the war for the victor, for he claims the battlefield. But the need for corpses often causes blood mages and their minions to raid Allied graveyards for the most sturdy corpses.

One duty that can be given to newly-enlisted OSI operatives is to guard such a graveyard. Of course, somehow the SS blood mage who raids the place that night comes prepared with a squad of wehrwolves or a platoon of brutes. If he manages to get off a few *raise dead* spells, the heroes might find themselves defending in a stone crypt, or retreating underground into catacombs that start off a whole new adventure.

Sluagh

Tiny Magical Beast
Hit Dice: 1/2d10 (3 hit points)
Initiative: +4 (Dex)
Speed: 20 ft; fly 75 ft, (average)
AC: 16 (+3 Dex, +2 Size, +1 Natural)
Attacks: Beak +4 melee
Damage: Beak (1 point of damage)
Face/Reach: 1 ft. by 1 ft./1 ft.
Special Attacks: Destabilization
Special Qualities: Darkvision 60ft., low-light vision
Saves: Fort +1 Ref +4 Will +1
Abilities: Str 3, Dex 19, Con 11, Int 6, Wis 11, Cha 6
Skills: Hide +5, Search +3, Spot +5
Feats: Weapon Finesse (beak)
Climate/Terrain: Any
Organization: Flock (10-100)
Challenge Rating: 1
Treasure: None
Alignment: Neutral evil
Advancement: None

The sluagh is a horde of evil spirits that manifests itself in the form of a flock of large black birds. The spirits' only goal is to capture and devour the souls of the dying—that means a battlefield is an all-you-can-eat buffet for them. The sluagh gather in the vicinity of dying humans and use their Destabilization ability to make sure they stay that way. Flocks have been known to attack lone wounded humans and peck them into unconsciousness.

Sluagh normally appear in flocks of 11 to 20 birds. Killing the birds doesn't actually kill the spirits, but if at least half of the flock is destroyed, the spirits flee.

Sluagh always approach from the west. Dying characters are safe from them as long as they are inside a building, vehicle, or other structure that has all western entrances closed.

Combat

Darkvision 60 ft.
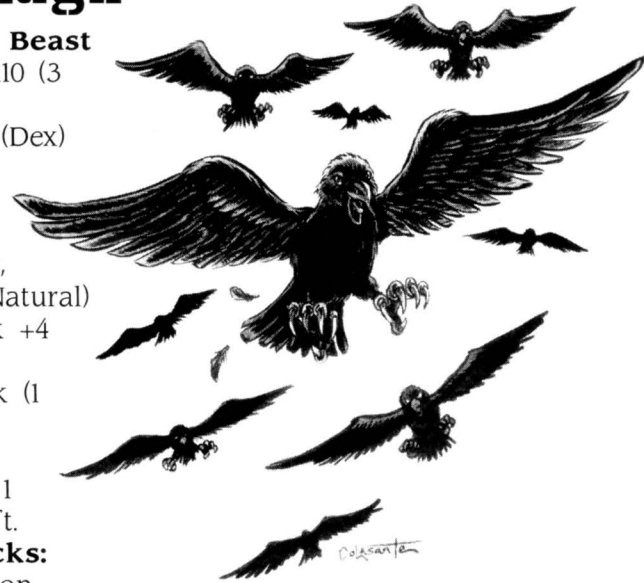
Destabilization: Any characters who are within 60 feet of a sluagh flock and who are below 0 hit points are in mortal danger. If stabilized, these characters begin to bleed and lose 1 hit point per round. They have no chance of self-stabilizing. A successful Heal or Combat Medicine check to stabilize the character prevents damage for that round, but the character begins bleeding again on the following round. Characters who die in the presence of the sluagh can never be raised—their souls have been consumed. Characters inside an enclosed area with all the western entrances shut are immune to this ability.

Low-light vision

Adventure Seeds

Nazi agents have captured and somewhat enslaved a truckload of the sluagh. A blood mage uses an ancient spell to control them, and an accompanying Panzer IV/70 demolishes any cover the targets might have to keep the birds from approaching from the west. The OSI learns of the sluaghs and sends the heroes in to defeat them, telling them the weaknesses of the sluagh in preparation. Destroying the tank should allow them to use cover while picking off the birds, so a bazooka, PIAT, or tank is issued for the assignment as well.

Another idea for the sluagh is to let the Nazis somehow lure them into a sealed train car and send it back into enemy lines—or allow it to be captured. If the heroes are the ones who find it, what will they do when they see a car filled with nothing but "harmless crows?" Of course, when the car is finally opened, the hideous things escape and carve a deadly swathe through the local troops and civilians.

Tatzlwurm

Small Magical Beast
Hit Dice: 1d10 (6 hit points)
Initiative: +3 (Dex)
Speed: 30 ft, Burrow 15 ft.

AC: 16 16 (+1 size, +3 Dex, +2 natural)
Attacks: Bite -1 melee
Damage: Bite 1d4-1
Face/Reach: 2.5 ft. by 2.5 ft./2.5 ft.
Special Attacks: Breath weapon, poison bite
Special Qualities: Darkvision 60, low-light vision
Saves: Fort +2 Ref +4 Will +0
Abilities: Str 7, Dex 17, Con 11, Int 2, Wis 8, Cha 6
Skills: Hide +4
Feats: Alertness
Climate/Terrain: Any
Organization: Pack (3 to 18)
Challenge Rating: 2
Treasure: None
Alignment: Neutral
Advancement: None

A tatzlwurm is a small, worm-like lizard with only two front legs. Most specimens are two to three feet long, although larger specimens have been reported. The creature is highly venomous and aggressive.

The most common encounters with these creatures have been by tunneling POWs and soldiers digging foxholes.

Combat

Darkvision 60'
Low-light vision
Breath Weapon: Three times per day, the tatzlwurm can puff itself up and exhale a small cloud of poison. This affects all characters within 10 feet of the creature. It has the same effect as the creature's bite (see below).

Poison Bite: The tatzlwurm's bite is highly venomous for a creature its size. The poison does initial damage of 1d6 points of Constitution damage. A Fortitude save (DC15) is required to avoid taking secondary damage of 2d6 Constitution damage.

Adventure Seeds

Word from the Resistance has reached the ears of the OSI. POWs trying to escape a Nazi camp tried to tunnel out and ran into a pack of tatzlwurms. The prisoners were almost through when the things attacked and have no weapons to defend themselves. A mid- to high-level OSI team are sent in to help the POWs defeat the horrors and escape. The group might sent in with some US Rangers or British commandoes on a raid, or they may be sent to be "captured" and escape
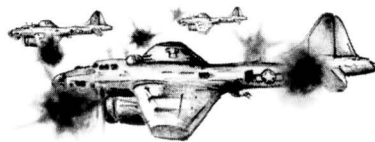
from the inside. In the latter case, the OSI believes the lack of weapons can be made up for by sending an adept or a chaplain, either of whom might be able to defeat the beasts with sorcery instead of bullets.

Wehrwolves

In the cases where two numbers are listed for a stat, the second number in parentheses applies to the hybrid or wolf form.

Medium-size Human/Lycanthrope (Class Grt 5/Com 2)

Hit Dice: 7d10 (68 hit points)

Initiative: +6 (+8) (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., or 60 ft. in wolf or hybrid form.

AC: 13 (+2 Dex, +1 Armor), AC 17 in wolf or hybrid form

Attacks: +11 (+13) ranged; +13 (+14) melee

Damage: By weapon or Claws 1d6+3 (1d6+2), bite 1d6+2 (1d6+3)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Curse of lycanthropy, trip

Special Qualities: Damage reduction 15/silver, wolf empathy

Saves: Fort +8 Ref +3 Will +6

Abilities: Str 14 (16), Dex 15 (19), Con 15 (19), Int 12, Wis 13, Cha 12

Skills: Climb +5 (+6), Control Shape +5, Demolitions +4, Disable Device +4, Driving +5(+7), Hide +12(+14), Listen +11(+15), Move Silently +12(+14), Search +8(+12), Spot +12(+16), Wilderness Lore +4(+8)

Feats: Automatic Weapons Proficiency, Blind-fight, Deadeye, Endurance, Firearms proficiency, Improved Critical: MP40, Improved Initiative, Improved Unarmed Strike, Point Blank Shot, Rapid Shot, Simple Weapons Proficiency, Weapon Finesse (bite), Weapon Focus: MP40, Weapon Specialization MP40.

Climate/Terrain: Any

Organization: Squad of 10, usually with 1 Lt.

Challenge Rating: 9

Treasure: None

Alignment: Lawful evil

Advancement: 10-12 (Medium); 13-16 (Large)

German folklore abounds with tales of werewolves. Once Nazi occultists realized that supernatural creatures did in fact exist, they formed special hunting parties to capture one. Once the war in Russia got underway, it didn't take long for reports of werewolf activity to come rolling in.

The Nazi hunters quickly captured a Russian partisan with full-blown lycanthropy. The poor soldier had no idea he was a werewolf until after the German invasion began, his unit was destroyed, and he was trapped behind enemy lines. Lycanthropy is a supernatural disease, and like supernatural creatures, it lay dormant until the

energy level in the area had risen high enough to activate it.

The captured Russian was poked, prodded, and subjected to all sorts of painful tests to determine his abilities and his capabilities to withstand damage. After these tests he was used as part of a werewolf "breeding" program to infect volunteers with his disease and create a unit of werewolf commandos.

These "Wehrwolves" as they are called, are hand-picked volunteers from Waffen SS units. They are extremely dangerous in their wolf-human hybrid form because they gain all the abilities of a werewolf and can still use modern weaponry. They are used for missions behind enemy lines or in attacks where the maximum shock value is needed.

The day the first wehrwolf was created was a happy one for Hitler. To him, these wolves represent Germany's fighting spirit. He loves to spend time with them and a squad of six wehrwolves accompany him everywhere he goes. It was one of these wehrwolves who saved Hitler's life from assassination. The wehrwolf smelled the fear of the officer who planted the bomb and investigated. He was able to transform and shield Hitler's body from the blast just in time.

Hitler has toyed with the idea of allowing himself to be infected with lycanthropy. He has held off on going through with it, because he is still waiting for the Gestapo to capture a vampire for him. Should that happen, he plans to make himself immortal.

Hitler has also considered the idea of having some of his wehrwolves smuggled to England and the US via submarine—possibly for the task of assassinating Roosevelt and Churchill. Should the state of the war not improve soon, he will most certainly attempt this.

There are actually two forms of wehrwolves. The first are true lycanthropes. There are currently about thirty of them. The others are humans who can change shape by wearing specially-prepared wolfskin belts (a common occurrence in German folklore). The lycanthropes feel superior to these "pretenders" and after a few furballs, the two groups usually stay away from each other.

The game stats for the two types are identical except for one difference. The belt-wearing wehrwolves have a weakness to iron and steel that can cause them to involuntarily revert to human form. See below for details.

Combat

Alternate Form: The lycanthrope can shift into animal form as though using the *polymorph self* spell. It can also assume a hybrid form with prehensile hands and animalistic features. Changing forms is a standard action. Upon assuming either form, the lycanthrope regains hit points as if having rested for a day. A slain wehrwolf reverts to its human form.

Curse of Lycanthropy: Any human hit by the wehrwolf's attack must succeed at a Fortitude save (DC15) or contract lycanthropy.

Damage Reduction 15/Silver: This only applies when in hybrid or animal form.

Trip: A wehrwolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wehrwolf.

Weakness: Iron/steel. If a piece of iron or steel is thrown over the head of one of the belt-wearing wehrwolves while in wolf or hybrid form, it is immediately forced to transform back into its human shape. It may not assume either wolf shape for 1d4 hours afterward. This has no effect on the pure lycanthropes.

Wolf Empathy: The wehrwolf can communicate and empathize with wolves and dire wolves. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts.

Weapons: MP40, 6 full magazines of 9mm ammunition, helmet, uniform, 2 stiehlhandgranate 24, victory runes.

Adventure Seeds

The simplest way to introduce the wehrwolves is to let them do what they were originally created for—sabotage, raids, and assassination behind enemy lines. The OSI is very quick to dispatch a "hit team" equipped with silver bullets the moment a wehrwolf is spotted.

These creatures should be very common during the Battle of the Bulge, where the thick woods gives them a natural advantage over their mortal prey. Lonely patrols might well come across the beasts in this way.

Hitler is quite fond of wehrwolves, and keeps several in his personal bodyguard. A plot to assassinate der Führer would almost certainly put the heroes up against these uncanny canines.
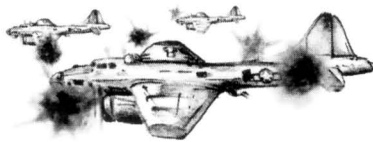
Wichtlein

Small Humanoid
Hit Dice: 1/2d8 (2 hit points)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 15 (, +1 size, +1 Dex, +1 natural, +2 leather)
Attacks: Half spear -1 melee or sling +1 ranged
Damage: Half spear 1d6-2; sling 1d4-1
Face/Reach: 2.5 ft. by 2.5 ft./2.5 ft.
Special Attacks: −
Special Qualities: Light sensitivity, +2 Profession
Saves: Fort +0 Ref +1 Will +2
Abilities: Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10
Skills: Hide +8, Listen +2, Move Silently +4, Search +4, Spot +2
Feats: Alertness
Climate/Terrain: Any
Organization: Pack (3 to 18)
Challenge Rating: 1/4
Treasure: None
Alignment: Neutral evil
Advancement: 1-3 HD (Small); 4-5 HD (Medium)

Wichtlein are small, subterranean humanoids. They have small, beady eyes, and slightly reptilian features. They wear leather armor made from tanned rathide and carry small spears and slings.

The wichtlein themselves are rarely seen, but the effects of their work are usually all too evident. Wichtlein love to torment miners by undoing their work. Now that POWs around Europe are tunneling out of camps, tormenting them has become the wichtlein's sport of choice.

The wichtlein often collapse the POWs' tunnels, steal their tools, or dig in spots that call the guards' attention to the prisoner's tunnel. The wichtlein presage a tunneler's death by knocking three times on the side of the tunnel.

They usually run if spotted, but may stand and fight if they have at least three-to-one odds. They are normally encountered in groups of 11 to 20.

Combat

Light sensitivity (Ex): Wichtlein suffer a -1 penalty to attack rolls made in bright sunlight, the center of a spotlight, or within the radius of a *daylight* spell.

Skills: Wichtlein receive a +2 racial bonus to Profession (mining) and Search checks.
**Weapons:** Leather armor, half spear, sling, 20 sling bullets

Adventure Seeds

A senior OSI agent on another assignment was shot down deep behind enemy lines. The officials must get him back before the Nazis realize just who they have (details which must be cooked up the War Master, of course). The camp is too far away for a strike, so the heroes must infiltrate the camp (read: get caught) and help the prisoner escape at all costs.

On arrival, they discover the agent has already effected an escape, joining others intent on escaping through a secret tunnel. The heroes must first persuade the other prisoners they are trustworthy, then pursue the agent into the depths. Far below the prison camp, they encounter a society of wichtlein and their tatzlwurm servants.

Wichtlein might also be encountered pillaging villages of food or simply causing havoc among superstitious townsfolk too busy worrying about the invasion to properly deal with them. French contacts likely refer to them as "goblins," and insinuate that they have come to steal children, just as in the old fairy tales. The wichtlein actually take anything—and anyone—they can get their hands on, however, and might even learn to handle stolen weapons.

A number of underground dwellers might fight by the wichtlein's side, both above and below ground. Carrion crawlers, purple worms, neo-otyugh (perhaps emerging from the camp latrine), and other traditional fantasy creatures fit easily as servants or war-beasts of the wichtlein.
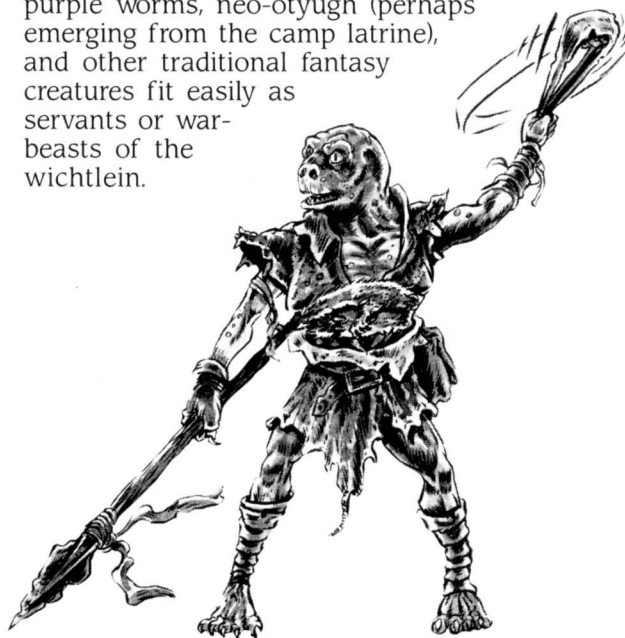
Dogs of War

By Rob Lusk
(with David Ross, Greg Whalen, Ernie Olson, & Shane Hensley)

Sergeant Dan Brock felt the flak burst tear the tail off the plane. The B-24 Liberator dipped heavy to the right. Jurgenson, the co-pilot, screamed, "Cap's dead! Jesus! Cap's dead!"

Brock locked the waist gun in place and waited for orders. Would they have to bail?

Jurgenson stepped down the stairs from the cockpit to the hold, covered in blood and gore—Cap must have taken it back. His co-pilot was in shock, staggering down into the hold and looking at his hands. He raised his spattered goggles to gaze at his gory hands, then mouthed something that Brock couldn't hear over the roar of the Liberator's engines.

A great sucking sound erupted from the rear of the plane and answered Brock's unasked question about bailing. He saw Jurgenson fly past him, sucked out the gaping rear to go spinning into the night. Dan would have gone too had he not been strapped in.

Now word came over the radio from the survivors. "Bail! Bail! Bail! The Lindy's hit bad, boys."

Someone yelled "See you in Paris!" Dan didn't laugh.

He waited until the Lindy rolled over on its side, then unhooked himself. The centripetal force of the plane would soon lock him in this giant metal coffin if he didn't get out quick. Dan pulled with all his might, using every brace and strut to get to the side door.

It took every last bit of strength, but he made it. Dan saw three parachutes below him already. At least some of the guys had made it. The rest, he knew, would ride the Lindy all the way. One last bomb to drop on the lousy Krauts.

He popped his chute while he could still make out the countryside below. By 5000 feet, he saw nothing but darkness.

Dan felt the first branches before he saw them. They tore at his skin, busted his kneecap wide open, and smashed in his teeth. Then his chute caught and Sergeant Brock felt the jerk—it felt like his guts had fallen into his flight boots.

He was stuck, but alive.

Dan cut himself free quickly, then paused. Something below him was— sniffing. Like a dog. A Nazi patrol? This fast? It seemed unlikely, but Dan had no idea where he was.

Then the clouds parted and the full moon beat down through the trees. Below him was a large man with the indisputable head of a wolf.

War Master's Brief

Dogs of War takes place in France in late June of 1944. Soldiers of various units are still mixed up in the tumultuous landings, and Allied Command has assembled them in several small distribution points to be reintegrated into their units. Unfortunately for our heroes, their units have not yet been found, and the Major in charge of their assembly point has decided to put them to use. Specifically, Major John Libey is putting together a team to recover pilots downed in the heavy bombardment of Normandy.

Such an opening allows a wide variety of character types, including Resistance members to help navigate, scouts to keep the squad away from enemy strongpoints, and tough grunts for pure firepower. The party should consist of five or more characters of 3rd level. The War Master might allow characters of 4th to 5th level with a small party of three to four players.

The adventure has been designed to get new players up and running quickly, so we skip the approach and put your group right into the action. A good mix of characters is recommended as always, but if everyone wants to play a straight grunt, they'll have no problems finishing the adventure. We highly recommend at least one player make a medic, or at least multiclass as a 2nd level medic and a 1st level grunt. A good weapon mix is also recommended—a flamethrower and a few hand grenades can go a long way toward taking out the blood mage at the end of the tale.

A Rescue Mission

The ad-hoc squad is assembled by Major Libey to go behind enemy lines and rescue the surviving members of a B-24 bomber crew who bailed out over the nearby DeChambeau Woods. There they discover that other things lurk in the woods as well—particularly an SS blood mage who has finally found a vampire for der Führer! Saving the B24 pilots is heroic, but stopping Hitler from creating an army of vampires is absolutely critical—and sets the squad on the road to becoming OSI operatives later in the war.

The action begins with the heroes already at a local farmhouse where a member of the Resistance rests after trying to rescue the pilots himself.

If you, the War Master, wish to extend this adventure a bit, you might have the squad venture to the farmhouse and discover the occupants themselves. This adds more roleplaying for veteran gamers, but the adventure as written allows new players of Weird Wars to get into the action a little faster.

Chapter One: Partisans

The scene begins in the DeGuerre Farmhouse. US scouts in the area have already determined the DeGuerre family are loyal to the Allies and have been using them for information on Nazi troop movements for several days.

Earlier today, a wounded young partisan staggered into the DeGuerre farmhouse talking about downed pilots—and something else. The DeGuerre's reported the incident to a local platoon, and word eventually reached Libey that pilots in the area were in need of rescue. Word about the "something else" the partisan saw was not passed on, and the wounded man won't repeat it to the heroes until he comes to trust them (see below).

Read or paraphrase the following to the players when you're ready to begin:

It's dusk on a warm June day in 1944. The place is a French farmhouse just behind the German lines.

You have been assembled from several units to meet at the home of Philippe DeGuerre, a French farmer who works with the local recon platoons and the French Resistance. You have been ordered to attempt to find and safely return the crew of a B-24 that was shot down in this area late last night. Farmer DeGuerre sent word through local patrols that a wounded Resistance member in his care may have spotted the pilots.

You are now gathered in the sitting room of this quaint farmhouse. With you is a stout farmer in his early sixties, his dour wife, their chubby teenage daughter, an old, yellow, sleeping dog, and a badly wounded French partisan. The young man lies on the sofa and looks at you suspiciously. He has black hair, a thin moustache, and eyes that seem to peer right through you.

He wears a worn and bloodstained robe, obviously the farmer's, and you can see torn and stained towels wrapped around his midsection.

Phillipe DeGuerre, the old farmer, speaks first (use your best French accent, War Master)

"Bonjour, and welcome to my home, my friends. I wish we could have met under more pleasant circumstances. I am Phillipe DeGuerre. Zis is my wife Joan, and my daughter Marie." Phillipe gestures towards the man on the sofa. "Zis is Guy LeChance." (Pronounced Gee with a hard G.) "And you are . . .?

Phillipe expects the squad members to introduce themselves at this point. This is a great time to have each player tell the others his character's name, his rank, where he's from, and any specialities or talents he might have.

When the introductions are over, Phillipe continues.

"As you may know, Monsieur LeChance is a member of Le Resistance. He was looking for ze pilots when zis happened."

The wounded LeChance speaks in a laboring fashion—he's obviously in great pain, but he struggles to speak.

"Oui! Zis morning I hear zere are American pilots in ze DeChambeau Woods, so today I go to look for zem. I watched ze trail leading into ze woods where I have seen many Germans enter. Perhaps zey have a camp zere where zey hide from ze planes, no? I followed a large patrol for a ways but lost zem in ze woods. Ze next zing I know I ran into a Bosche patrol. Zey must have had eh, chain dogs, because somezing attacked me from behind. I ran as fast as I could. I heard a German with a deep voice yell, 'Halten zie!,' but I ran as fast as I could. Zen I heard a bomb drop into ze woods and it allowed me to escape. Ze next zing I know, I am here with Phillipe."

At this point, Marie lets out a little shriek and drops the cup she is holding, which shatters on the wooden floor. The startled yellow dog jumps up and begins

Red Herrings

This adventure was run at Origins and GenCon 2001 with a wehrwolf running about as well. That proved to be too powerful for most parties, and more importantly, was a little too over the top for the first adventure. This version sets a better starting tone for the heroes and allows them to deny most of the supernatural elements—such as the wolves and the kluddes. The vampire at the end—while they won't fight it—is a little harder to disbelieve, but still possible.

Regardless of all that, this adventure is a great way to misdirect players who think they know it all. The legends surrounding the woods hints that vampires or ghost are the main foes. The wolf attack on Guy LeChance screams werewolf (or wehrwolf to those in the know), particularly to those who are staring smack at the cover of this book.

In the end, none of that matters—the foes are kluddes and an SS blood mage. Neither silver bullets nor wooden stakes are truly necessary (though stakes are used to finish the helpless vampire at the end). Don't let the heroes know that, though. Let them think they're 3rd level characters are entering a dark, creepy place filled with vampires, werewolves, or ghosts. And if they know how these things work because they've studied the *Monster Manual* from front to back—even better. They'll be even more frightened thinking they can't win.

In the end, they just might create more terror than you will.

to bark. The old farmer yells at her:

"Quiet, girl! Get that damn dog out of here! Let Monsieur LeChance speak!"

LeChance looks at the girl suspiciously, then seems to dismiss his thought and turns back to the Americans.

"At any rate, several of my contacts witnessed parachutes opening in the DeChambeau Woods. Ze Nazis must be using ze dogs to find zem. If you hurry, you might be able to save a few of zem before zey are caught."

More information can be obtained depending on the questions asked and the treatment of the family and LeChance by the heroes.
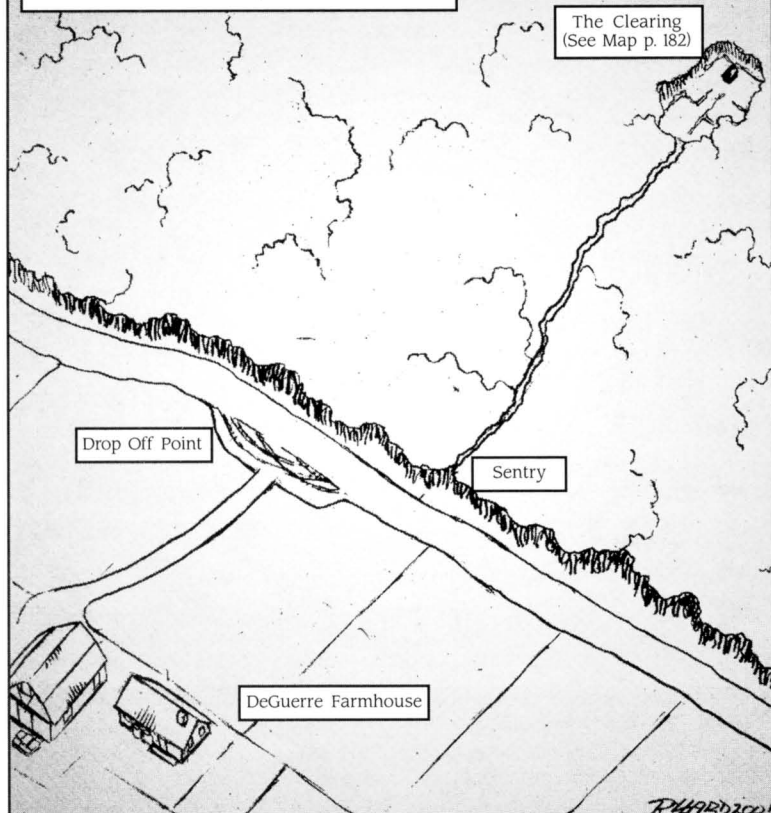
The following facts are available.

DeChambeau Woods

Map is not to scale. The distance between the DeGuerre Farm and the old Castle is roughly 4 miles. The distance from the farm to the road is about 200 yards.

The Clearing
(See Map p. 182)

Drop Off Point

Sentry

DeGuerre Farmhouse

• The B-24 was shot down late last night. At least four parachutes were seen from the surrounding villagers (LeChance already did this footwork for the party this morning). The plane was pretty low by the time they bailed out, and an explosion was heard from deep in the woods. A smoke trail billowed up afterward, but was gone by this morning's light.

• No one has a map of the area, and it would be pointless anyway. Guys says the trail leads directly through the woods. He suggests the heroes stay just off the path and climb a tall tree occasionally to see if they can spot any parachutes hanging elsewhere in the forest. He also suggests following a German patrol to see if it leads them to the camp. There they can see if the pilots have already been captured.

• There have been a number of German soldiers going into and coming out of the woods, all apparently taking the same path. The trees are fairly thick, and do not accommodate vehicles. Several small

convoys of German vehicles coming from the east have stopped on the road where the path begins, and soldiers have gotten out and headed into the woods on foot. None of the locals have gotten close enough to get a good look at them, so it is unknown what unit they are with.

• There are sometimes German sentries on the main road—be careful!

• German soldiers have searched the DeGuerre farmhouse twice in recent weeks, but have otherwise left them alone.

• The DeChambeau Woods are reputed to be haunted. Hundreds of years ago, a Count DeChambeau, known as an eccentric recluse, built his keep deep in the woods. His family and servants lived there for a number of years. Legend has it that locals who lived near the woods disappeared, never to be seen again. The locals began to accuse DeChambeau and his descendants of being witches, vampires, or worse. Finally, they took matters into their own hands, stormed and burned the keep, and killed all the family members they could find. Since then, the locals have continued to avoid the woods. All disappearances since that day are attributed to DeChambeau's ghost.

• Mrs. DeGuerre heard the dogs howling last night. She thought they sounded like the wolves she used to hear as a child, and told her husband that. Phillipe dismissed her and went back to sleep, knowing the Nazis are quite fond of using dogs to hunt down partisans as well as downed pilots. Joan only discloses this if someone in the group directly asks her any questions where it might come up and makes a Diplomacy check of DC 15 or better.

After the squad has been in the farmhouse for about 20 minutes (and the conversation begins to wane), the family begins to get very nervous. LeChance says a German patrol checks all the farmhouses near the woods frequently. Anyone found to have helped partisans or the Allies disappear into the woods and are not seen again. If the heroes still don't get it, LeChance tells them to go.

When the squad is ready, the locals bid them farewell. Marie sits outside on the porch, petting her dog. If a character says anything kind to her or her pet, the chubby girl gives the soldier an old silver cross on a chain and begs him to keep it around his neck. "Ze woods *are* haunted!" she insists. "Zis will keep you safe."
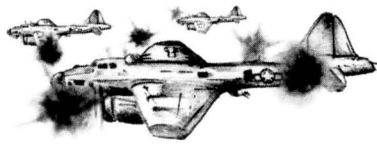
Scene Two: First Blood

No sooner do the heroes begin their adventure when a truck full of soldiers stops at the crossroads (see the map) and lets out six men. One of them casually steps into the woods and lights up a smoke. His companions laugh at him and wave as they head on into the woods via the trail. The lone soldier then steps into the woods, presumably as a sentry, and disappears, though the smoke from his cigarette is still visible to those watching.

You might want to have the heroes make Hide and Move Silently rolls at this point for tension's sake, but the night and the sound of the truck masks their actions. No matter how bad they blow it, the sentry is tired after a long ride and won't notice the party unless they shout or fire a weapon.

Dealing with the sentry shouldn't take long, but provides new characters with a relatively safe first encounter to get used to their characters and the way things work in Weird Wars.

Waffen SS Soldier: CR 1: Medium-size Human; Class: Grt 1; hp 6; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk MP40 +3; AL LE; SV Fort +3 Ref +1 Will +2, Str 12, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +2, First Aid +2, Hide +5, Move Silently +5, Spot +5; Automatic Weapons Proficiency, Firearms proficiency, Point Blank Shot, Rank: SS-Grenadier, Simple Weapons Proficiency, Weapon Focus: MP40, Wheeled vehicle proficiency

Special Qualities:

Devotion: The devotion of SS members to the Nazi Party gives them a +2 morale bonus to Will saves.

Possessions: MP40, 4 full magazines of 9mm ammunition, helmet, uniform, 2 stiehlhandgranate 24

The soldier's name is Fritz Hauptmann. If he can be subdued or saved from death, he has very little information to impart. He and his team were pulled from garrison duty further south to move to the DeChambeau Woods where they would be briefed on a new assignment. One of them men was to remain behind and watch the trail leading into the woods, and Fritz drew the shortest straw. He has no idea where his other five companions are heading.

Clever players might realize Fritz is a member of the hated Waffen SS—an important clue as to the importance of the nearby operation in itself.

When the sentry has been dealt with—in whatever fashion is appropriate—and the heroes head into the woods, read or paraphrase the following:

As the locals noted, the trail leading into the woods is easy to find and follow. As you enter, you are surprised by how little of the full moon makes it to the forest floor. Even the insects seem to find this place brooding and depressed. They make noise, but seem muted and far away—almost as if they know not to be in your current location.

Spot checks based on vision suffer a -6 penalty in the dark woods. Listen rolls suffer a -2 modifier as the thick forest tends to suppress sounds.

War Master's Tip: This is the time to play up the horror. The group's upcoming encounter isn't supernatural, but they're bound to think it is! Tipping them off now will help you catch them unprepared later on!

You can ratchet up the tension a bit by asking a few questions and making it look like you're preparing for a fight. Find out the squad's marching order, preferably with miniatures. If the squad tries to Move Silently, make the group whisper and make a few rolls. This is a great time to play some soft, creepy music if you have it as well (horror soundtracks work great!). Ask them where their character's are looking, how far ahead their scout is (is he alone?), what weapons they have ready, and so on—just to make them paranoid! It will all pay off soon when the fur really starts flying.

Wolf Pack

After the group travels for about 35 minutes (at normal walking speed—proportionately longer if they are going slower), have a random character make a Listen roll. Regardless of what he rolls, frown and say he hears some sort of light tapping on his helmet.

Should he look up, a syrupy dollop of blood lands smack in his eye. You might have the hero make a DC 10 Willpower roll against Feat if it seems appropriate (failure means he is shaken for the next 1d4 hours).

large limbs have broken through the man's corpse, likely trapping him and causing him to slowly bleed to death.

Owing to his proximity to the gruesome corpse, the climber must make a Will save (DC 10). If the save is failed, the character becomes shaken until the encounter with the coming wolf pack is over (-2 to all attacks, saves, and skill rolls).

If the group cuts the man down, they discover he's a pilot. His ID tag reads: 1st Lieutenant Eric Michael Jurgenson. 8th Air Force. USA.

When the moment seems to have passed, startle the group by yelling the following:

"Dear God, no!" An American voice screams somewhere ahead of you, followed by barking and two quick shots.

Have everyone roll initiative—their first real fight is about to begin.

Up ahead, around 60 feet from the group's current location, is another unremarkable patch of woods. Up against a tree is another B-24 pilot, cornered by a pack of six wolves. These creatures serve SS-Sturmbannführer Hans Gephardt and have been turned loose to find the other pilots (Gephardt decided he needed food for the vampire he was about to awaken).

No map is provided as the setting is a small, overgrown area with random trees scattered about.

Wolves (6): CR 1: Medium-size animals; HD 2d8+4 (13 hp); Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +3 melee (1d6+1); AL N; SV Fort +5 Ref +5 Will +1, Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.
Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1; Weapon Finesse (Bite)
Special Attacks: Trip
Special Qualities: Scent

One Down, Three To Go

The pilot is 2nd Lt. Ron Thrasher, the bombardier. He has 6 hit points and an attack bonus of +2 with his pistol. (Statistics for the pilot class are found in the book *Dead From Above*.)

Thrasher has a compound fracture in his left leg, some bad scratches, and a

On further inspection, the unfortunate character sees that blood is dripping down out of the dark canopy above and onto his helmet (and down his shirt if it suits you).

Nothing can be seen in the trees from the ground—some unlucky stiff must climb into the darkness to find the source of the blood. This is a DC 10 Climbing roll. Failure causes 1 point of damage from banged knees and sticks in the eye. A critical failure (roll of 1) means the climber falls, suffering 1d6 points of damage as he slams into the earth.

Read or paraphrase the following once someone enters the dark canopy:

The branches grow progressively more slick, and you can now smell the familiar stench of death. Something creaks in the branches above you—the wind crawling through the canopy has disturbed something. When you look up, you see a horribly mauled body swaying slowly back and forth, still hanging from a parachute. Several

head wound from his rough landing, and so won't be able to accompany the party further. Assuming he's rescued, he first requests water, then asks if the squad was sent to rescue him and his crew. He relates the following if the heroes answer in the affirmative.

"My God! Thanks! I thought I was done for. I've been running all day. Nazis got Whalen—took him without a fight 'cause he was stuck in a tree—we all were in this damn forest. There was nothing I could do." The airman starts to get very upset then composes himself.

"We were in a Liberator. The Lindy. Took some flak right in the tail and the nose at the same time. The copilot said Cap was dead, then we saw the tail fall off. Me and a few others got out—I saw the chutes in the night—but we got scattered. I hooked up with Whalen later, but the Krauts found us."

"I told him not to, but Whalen led 'em away from me—he knew I couldn't run with my busted leg. I was crawling out of here when those damn dogs found me! Sure am lucky you Joes were around."

The man looks down and wipes his eyes. *"Look, you gotta save Whalen. Man's a damn hero, leadin' 'em away from me like that. I heard the Jerrys march him up that trail. He can't be that far. It's only been a few hours."*

"I'll hide here 'til you come back. Hey, maybe you could spare a little chow before you go? And some pistol rounds? I wanna make sure I can fight back if any more wolves come around."

Scene Three: The War Gets Weird

After traveling on the trail for another 45 or so minutes, the squad (or those on point, if ahead) should make Listen checks at DC 10. If they make it, they hear someone speaking fairly dramatically in a strange language. Those who speak German can roll against a DC 20 to realize it's a German speaking Latin. Anyone with Latin recognizes the fact automatically.

When the group reaches the edge of the woods, read or paraphrase the following (and see the diagram for a visual aid):

Before you is a clearing roughly 60 feet across. In the overgrown grass are old crumbling walls, most no more than two feet high. The foundation runs out of the clearing and into the woods around you, all but this one spot swallowed by the hungry forest.

Just in the opposite treeline is an old crypt covered in vines. The door hangs ajar and an old coffin has been dragged forth.

Before the coffin stands a German officer—obviously an SS Officer by the moon's gleam on his hat. A few feet to his right are three sitting forms—a stray beam of moonlight identifies them as the missing pilots.

The officer is reading from an old, leather-bound book. Standing a bit farther away are five German soldiers—more SS. One soldier has a pair of dogs on a chain-the biggest, meanest looking wolfhounds any of you have ever seen.

Anyone who makes a DC 15 Spot roll notices the dogs are actually wrapped in chains—these are kluddes (see page 168 for its statistics). The SS blood mage has bound the things to his service. If attacked, the Nazi currently holding the kluddes lets them go as a free action. If the guard is put down before he can act, the leash is wrapped around his arm, limiting the dogs to a 10 foot radius until they can break their individual chains (Strength roll of 25 which they can try as a free action once each round).

If the squad takes too long or tries to move very much, they must make opposed Move Silently or Hide rolls against the dogs and everyone else in the clearing. Otherwise, let the heroes make their plans, but force them to whisper and make occasional rolls to keep them nervous.

When the fight begins, have everyone roll initiative as usual. On his initiative, the soldier with the kluddes releases them. They charge directly at the nearest targets. The soldiers take cover in the ruins or behind trees and fire on their initiatives as soon as they have a target—readying actions if they cannot see the heroes.

The Ruined Keep

Coffin

Mausoleum

SS and
Kluddes
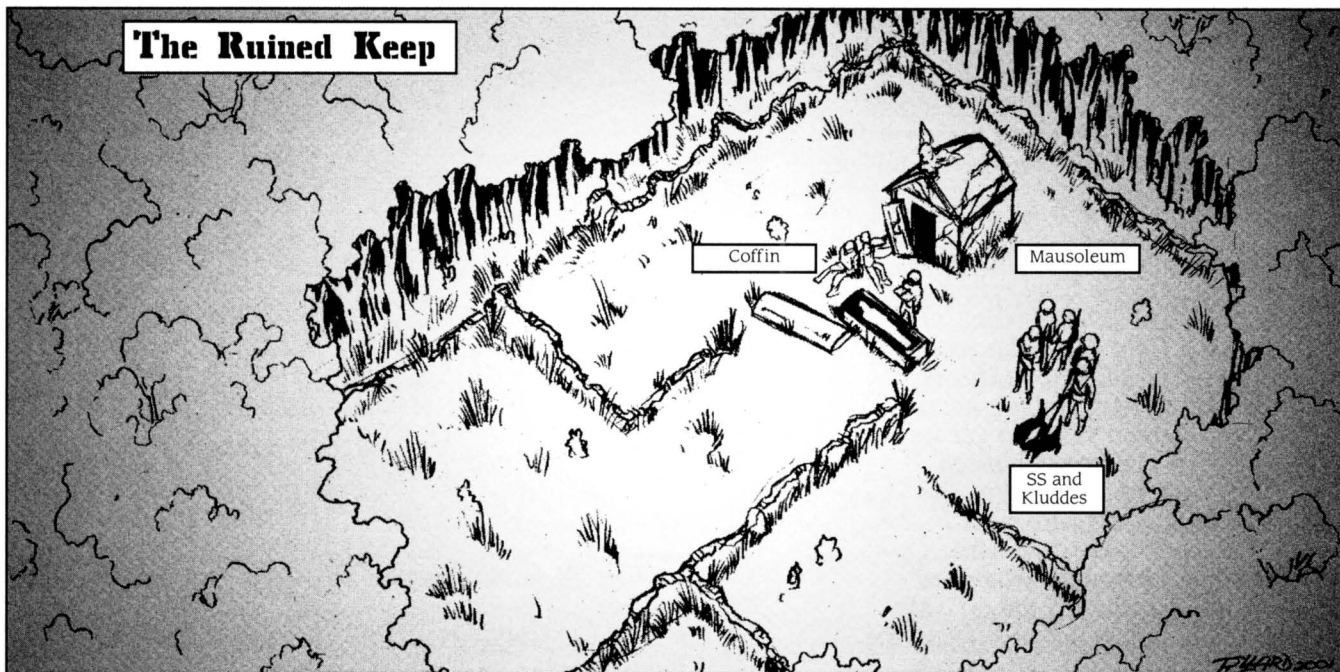
The blood mage continues to read during the fight, though he takes cover as well. He has a swastika around his neck made of a red stone set in gold that gives him *protection from normal missiles* (Damage Reduction of 15). Only if the heroes defeat all of the guards and his pet kluddes, disturb the coffin, or seriously wound him does Gephardt stop his incantation and attack (or flee).

**SS-Sturmbannführer Hans Gephardt:
Waffen SS Blood Mage:** CR 12: Medium-size Human; Class: Ofr 6/Adt 6; hp 63; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk PPK +10/+5; AL LE; SV Fort +3 Ref +3 Will +8; Str 11, Dex 12, Con 12, Int 16, Wis 17, Cha 18.
Skills and Feats: Bluff +11, Concentration +13, Diplomacy +11, First Aid +9, Leadership +10, Move Silently +9, Intimidate +10, Knowledge (arcana) +15, Sense Motive +10, Spellcraft +15, Spot +9, Swim +6, Use Magic Device +14; Command, Command Voice, Enlarge Spell, Extend Spell, Firearms proficiency, Heighten Spell, Rank: SS-Standartenführer, Simple Weapons Proficiency, Toughness, Weapon Focus: PPK, Wheeled Vehicle Proficiency
Special Qualities:
   Blood Magic: The blood mage suffers no fatigue costs from casting spells.
   Runes: The blood mage knows 9 runes: Ansuz, Ehwaz, Eihwaz, Kenaz, Laguz, Mannaz, Sowilo, Teiwaz, Wunjo
Possessions: Walther PPK, 2 spare magazines, 30 rounds of 9mm ammunition, helmet, uniform, runestones.

Waffen SS Soldiers (5): CR 1: Medium-size Human; Class: Grt 1; hp 6; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); Atk MP40 +3; AL LE; SV Fort +3 Ref +1 Will +2, Str 12, Dex 12, Con 12, Int 10, Wis 11, Cha 10.
Skills and Feats: Driving +2, First Aid +2, Hide +5, Move Silently +5, Spot +5; Automatic Weapons Proficiency, Firearms proficiency, Point Blank Shot, Rank: SS-Grenadier, Simple Weapons Proficiency, Weapon Focus: MP40, Wheeled vehicle proficiency
Special Qualities:
   Devotion: The devotion of SS members to the Nazi Party gives them a +2 morale bonus to Will saves.
Possessions: MP40, 4 full magazines of 9mm ammunition, helmet, uniform, 2 stiehlhandgranate 24

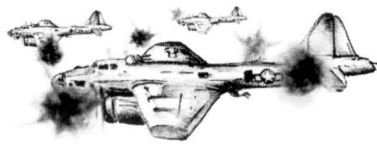**Kluddes (2):** CR 2: Medium Magical Beasts; HD 2d10 (13 hp); Init +2 (Dex); Spd 30 ft., Swing 60 ft.; AC 14 (+2 Dex, +2 Natural); Atk Chain +3 melee, claws -2 melee; AL CE; SV Fort +3 Ref +3 Will +1, Str 13, Dex 13, Con 15, Int 4, Wis 12, Cha 6.
Skills and Feats: Hide +7, Move Silently +7, Search +1, Spot +5;—
Special Attacks: Chain attack
Special Qualities: Darkvision 60 feet, Damage Reduction 10/+1, Low-light vision

Epilogue

When the soldiers, the kluddes, and the blood mage are defeated, the heroes find a black bag beside him. Inside are two wooden stakes, some holy water, and a heavy mallet—precautions in case the count failed to accept Gephardt's commands.

Read or paraphrase the following as the heroes approach the coffin:

In the coffin is a mummified corpse in an old black suit that must be hundreds of years old. Suddenly, the corpse's eyes open, revealing empty sockets. Its face contorts as it lets out a loud hiss, then shrieks and begins to thrash violently.

Anyone watching must make a Will save (DC 15) or involuntarily back away in horror. Assuming someone gets a clue and stakes the thing, it's fairly easy to defeat—it's more of a warning sign then something to fight (a vampire would likely wipe out the whole squad!) A successful attack with the stake against an AC of 15 kills the vampire before it can rise. Each attempt causes 1d4 damage from the thing's thrashing but otherwise ineffective claws. When the stake is finally hammered home, finish with the following:

The corpse frantically tries to pull the stake out of its decrepit chest, but it is no use. It lets out a final hoarse shriek and looks at you with the hatred of the damned. It tries to emit a raspy curse but its dried tongue fails to form words. The vampire crumbles to dust. You stand in stunned silence for a moment, realizing that some of your worst nightmares are true. You've already seen many of the horrors of war, but this is different. You will never again be able to think about the war - or the world, for that matter - in quite the same way. Welcome to Weird Wars...

Parting Shot

So ends your group's first step into the Weird Wars. What happens next depends on what your heroes say when they return. Will they tell Major Libey that they killed a vampire? Or that the Nazis have dogs that can swing from trees and seemingly hurl chains at will? If so, the story eventually reaches the ears of the OSI. They won't come recruiting the heroes right away, though. Instead, they'll find a way to get the group sent out on another mission into the macabre. Should they survive a second time—maybe even a third—then one dark, rainy night, a mysterious officer might just come calling.

Reference

Shotguns

Range	Damage	Bonus
Touching	4d6	+0
First Increment	3d6	+1
Second Increment	2d6	+2
Third Increment and beyond	1d6	+3

Deviation Distance

Range	Deviation
1-75 feet	2d4
76-150 feet	2d6
151-300 feet	2d8
301-600 feet	2d10
601+ feet	2d10x5

Grenade Attack Modifiers

Opening	Modifier
Doorway	+2
Window	+4
Open Tank Hatch	+6
Bunker Firing Slit	+8

Smoke Concealment

Intervening Smoke	Miss Chance
5-15 feet	10%
16-30 feet	20%
31+ feet	50%*

Arty Availability

Type	Availability
Dedicated	5
General	10

Weird Wars Encounter Range

Terrain	Distance
Smoke or Heavy Fog	2d6 x 5 feet
Jungle or dense forest	2d4 x 30 feet
Light Forest	4d6 x 30 feet
Scrub, brush, or bush	2d20 x 30 feet
Grassland, little cover	5d20 x 30 feet
Total Darkness	Limit of sight
Indoors (lit)	Line of sight

Severe Wound Effects

Roll	Effect
1-5	The character has received a deep and painful flesh wound. This causes the hero to temporarily lose 1d4 points of Strength and Dexterity.
6-10	The casualty has lost a lot of blood. He temporarily loses 1d6 points of Constitution. The character must make a Fortitude save (DC15) at the new lower score or lose 1 point of Con permanently.
11-15	One limb, determined at random, is crippled. If an arm, tasks that require two arms are either impossible or suffer a -8 circumstance penalty (WM's call). If a leg, the hero's move is reduced to 1/4 of normal, the character may not run, and Climb and Jump checks suffer a -8 penalty. The limb is useless for 2d6 days. At the end of this healing period, the character must make a Fortitude save (DC20) or suffer a lasting effect from the wound. This effect is half of the original wound penalty (-4 to skill checks, 1/2 move for leg wounds).
16-20	The character is stable, but cannot regain any hit points (through non-magical means) until he has had surgery. Each hour that passes without surgery, the character must make a Fortitude save (DC15) or he starts to die (loses hit points at the rate of 1 per round) and must be stabilized again.
21+	The character is stable, but will soon die without surgical treatment and hospitalization. The hero must make a Fortitude save (DC20) every 10 minutes or begin to die again (and require stabilization). Each time the hero is stabilized after the first, he must make a Fortitude roll (DC15), or permanently lose 1 point from a randomly determined attribute.

Fire For Effect

Artillery	Damage	Burst	Deviation	Shots/Round	Duration
50mm mortar*	4d6	4	2d10	NA	NA
60mm mortar*	5d6	4	2d10	NA	NA
81mm mortar	6d8	6	2d10	1d6	1d6+4
120mm mortar	8d8	8	2d10	1d4	1d6+2
75mm howitzer	5d8	6	2d10	1d4	1d6+2
105mm howitzer	8d8	8	2d12	1d3	1d6+1
150mm howitzer	10d8	10	2d20	1d2	1d6
155mm howitzer	10d8	10	2d20	1d2	1d6

Primary Weapons

Specialty	American	British
Air Crew	M1911	Enfield No.2 Mk1*
Airborne	M1 Carbine, M1, Thompson SMG	Lee-Enfield, Sten SMG
Antitank Team	Bazooka	Piat
Artillerist	M1911	Enfield No.2 Mk1*
Combat Engineer	M1 Carbine, M1, Thompson SMG	Lee-Enfield, Sten SMG
Ground Crew	None	None
Infantryman	M1 Carbine, M1, BAR	Lee-Enfield, Bren MG
Machinegunner	M1919	Vickers MG
Mechanic	M1 Carbine	Lee-Enfield
Mortar Crewman	81mm Mortar, M1911	50mm mortar, Enfield No.2 Mk1*
Tank Crewman	M1911, M3, Thompson SMG	Enfield No.2 Mk1*

Specialization Requirements

Specialization	Service	Required Skills	Required Feats
Air Crew	Air Force	None	Automatic Weapon Proficiency
Airborne	Army	None	Parachute Proficiency
Antitank Team	Army	None	Rocket Launcher Proficiency
Artillerist	Army	Artillery	Forward Observer, Gunnery Proficiency
Combat Engineer	Army	Demolitions	Flamethrower Proficiency
Ground Crew	Air Force	Mechanic	None
Infantryman	Army	None	None
Machinegunner	Army	None	Automatic Weapons Proficiency
Mechanic	Army	Mechanic	Wheeled Vehicle Proficiency
Mortar Crewman	Army	Artillery	Forward Observer
Tank Crewman	Army	Driving	Tracked Vehicle Proficiency

Enlisted Ranks

US	UK	Wehrmacht	SS
Private	Private	Grenadier	SS-Grenadier
Private, First Class	Lance Corporal	Gefreiter	SS-Gefreiter
Corporal		Obergefreiter	SS-Rottenführer
Sergeant		Unteroffizier	SS-Unterscharführer
Staff Sergeant		Unterfeldwebel	SS-Scharführer
Sergeant, First Class			
Master Sergeant	Sergeant		
First Sergeant		Feldwebel	SS-Oberscharführer
Sergeant Major	Staff Sergeant	Oberfeldwebel	SS-Hauptscharführer
Command Sergeant Major		Stabsfeldwebel	SS-Sturmscharführer

Officer Ranks

US	UK	Wehrmacht	SS
2nd Lieutenant	2nd Lieutenant	Leutnant	SS-Untersturmführer
1st Lieutenant	1st Lieutenant	Oberleutnant	SS-Obersturmführer
Captain	Captain	Hauptman	SS-Hauptsturmführer
Major	Major	Major	SS-Sturmbannführer
Lieutenant Colonel	Lieutenant-Colonel	Oberstleutnant	SS-Obersturmbannführer
Colonel	Colonel	Oberst	SS-Standartenführer
Brigadier General	Brigadier	Generalmajor	SS-Brigadeführer
Major General	Major-General	Generalleutnant	SS-Gruppenführer
Lieutenant General	Lieutenant-General	General der Infantrie	SS-Obergruppenführer
General	General	General Oberst	SS-Oberstgruppenführer
General of the Army	Field Marshall	General Feldmarschal	

Turret Critical Damage

Roll	Result
01-30	No additional effect.
31-40	**Radio destroyed:** The tank may only communicate via hand signals.
41-55	**Coaxial machinegun destroyed:** The coaxial machinegun may no longer be fired.
56-70	**Main gun knocked out:** The main gun may no longer be fired.
71-85	**Crew member hurt:** One crew member selected at random from among the turret crew takes full damage from the attack. Roll 1d6: 1-2 Commander, 3-4 Gunner, 5-6 Loader.
86-95	**Turret jammed:** The turret's traverse mechanism is damaged. It may not be rotated from its current position.
96-100	**Turret explodes:** The shot detonates some ready ammo. The turret is blown from the vehicle. All crew members take 6d10 damage.

Hull/Body Critical Damage

Roll	Result
01-30	No additional effect.
31-50	**Crew member hurt:** One crew member selected at random from among the crew and/or passengers takes full damage from the round.
51-70	**Engine damaged:** The engine has taken damage. The vehicle's speed in all categories is halved. If this result occurs again, the engine is knocked out and the vehicle may no longer move.
71-90	**Fire:** The vehicle is on fire. At the beginning of the next round, this causes 2d8 damage to the vehicle and all crew members who remain inside it. This fire damage increases by 1d8 per round until the vehicle is destroyed or the flames are extinguished. Crew members can make a Dexterity check (DC25) to extinguish the flames. Each successful check reduces the flame damage by 1 die. If reduced to 0 dice, the fire is put out.
91-100	**Brew up:** The vehicle explodes in a ball of flame. All crew and passengers take 5d10 damage and must make a Fortitude save (DC25) or be stunned. Each round a character remains in the wreck, he takes 3d8 fire damage.

Suspension Critical Damage

Roll	Result
01-80	No additional effect.
81-120	**Running gear damaged:** The vehicle's suspension has been damaged. Its speed in all categories is halved. If this result occurs again, treat the vehicle as **Immobilized**, below.
121+	**Immobilized:** The vehicle may no longer move. If the vehicle was moving when this damage occurred, the driver must make a Driving skill check (DC30) to avoid going out of control. The vehicle moves its full speed for the turn and then comes to a stop.

Speed Modifiers to Vehicle Checks

Speed	Driving	Attack	Defense
Stationary	+2	0	0
CautiuosSpeed	+2	-2	0
CruisingSpeed	0	-4	+1
HighSpeed	-2	-6	+2
Top Speed	-4	-8	+4

Driving Condition Modifiers

Terrain/Condition	Driving	Attack	Move
Obstruction			
Moderate undergrowth	-2	0	3/4
Thick undergrowth	-4	-2	1/2
Narrow streets	-4	-0	1/2
Surface			
Mud*	-4	0	1/2
Ice	-6	0	1/2
Light Snow*	-2	-2	3/4
Heavy Snow*	-4	-4	1/2
Paved Road	0	0	+50%
Rutted Road	-2	-4	1/2
Steep Slope	-2	0	1/2
Plowed Field*	-2	-2	3/4
Cratered Field	-2	-2	3/4
Rocky	-4	-4	1/2
Visibility			
Darkness	-4	-4	Full
Fog	-4	-6	Full

*The vehicle may become bogged down.

Vehicle Hit Location

d10 Roll	Location
1-2	Suspension
3-4	Lower Hull
5-7	Upper Hull
8-10	Turret

Maneuvers

Maneuver	DC
Battle damage	20
Brake Hard	5+
Bootlegger Turn	25
Breach	20
Extreme Turn	15
Move and Act	5, 10, or 20
Ram	Special
Regain Control	10
Up and Over	15

Failed Maneuver

Failed By	Effect	Penalty
4 or less	No Effect	0
5-7	Minor Slip	-2
8-10	Slip	-4
11-13	Skid	-6
15+	Spin/Tracked	-10

Breaching

Obstacle	Armor	Damage to Breach
Bocage	0	30
Fence, Picket	1	10
Fence, Log	5	20
Roadblock, Wooden	5	40
Roadblock, Rubble	10	50
Tree, 6"	5	25
Tree, 12"	5	40
Wall Brick	10	30
Wall, Wooden	3	20
Wall, Stone 6"	15	40
Wall, Stone 12"	15	50

Collision Damage

Speed (Feet/Rd)	PV Modifier	Damage
0-30	1/8	1d4
31-60	1/4	1d6
61-120	1/2	2d6
121-240	1	3d6
241-480	2	4d6
481-960	4	5d6
961+	8	6d6
x2	x2	+1d6

Collision Size Modifiers

Size	Damage Modifier
Colossal	x16
Gargantuan	x8
Huge	x4
Large	x2
Medium	x1
Small	x1/2
Tiny	x1/4
Diminutive	x1/8
Fine	x1/16

Building Damage

Material	Armor	DP Multiplier
Typical wood	3	x1
Heavy wood, logs	5	x2
Brick	10	x3
Stone, concrete	15	x4
Thick stone	15	x5
Reinforced concrete	15	x6

Medal-Worthy Acts

Modifier	Act
+2	Character remains behind to lay down covering fire as the rest of his unit retreats from a superior foe.
+2	Character engages in hand-to-hand combat with the enemy.
+4	Character rescues wounded buddy in the face of enemy fire.
+4	Character rallies retreating troops in the face of enemy fire.
+6	Character single-handedly takes out enemy bunker, strongpoint, tank, etc.
+8	Character single-handedly holds off an enemy assault.
+10	Character throws himself on a live grenade.
+2	Character is wounded performing act (reduced to 0 or less hit points).
+4	Character is badly wounded performing act (reduced below -5 hit points, or suffers a severe wound if using that option).
+6	Character is killed performing act.
+2	NCO witnesses act.
+4	Officer witnesses act.

Decoration Modifiers

Decoration	Modifier
Bronze Star	+2
Silver Star	+4
Legion of Merit	+6
Distinguished Service Cross	+8
Medal of Honor	+10

Enlisted Rank

Rank	Promotion
Private	10
Private, First Class	15
Corporal	20
Sergeant	25
Staff Sergeant	30
Sergeant, First Class	35
Master Sergeant	40
First Sergeant	Max PC enlisted rank

Officer Rank

Rank	Promotion
2nd Lieutenant	20
1st Lieutenant	25
Captain	30
Major	35
Lieutenant Colonel	40
Colonel	Max PC Officer rank

Index

Rank   Character Name   Nationality

Player Name   Class

STATISTICS

TEMP	MISC	SIZE	ABILITY MOD	SHIELD	ARMOR	BASE	TOTAL	
□ +	□ +	□ +	□ +	□ +	□ +	□ =	□	AC

TEMP	MISC		ABILITY MOD			BASE	TOTAL	
□ +	□ +		□ +			□ DEX	□	REF

TEMP	MISC		ABILITY MOD			BASE	TOTAL	
□ +	□ +		□ +			□ CON	□	FORT

TEMP	MISC		ABILITY MOD			BASE	TOTAL	
□ +	□ +		□ +			□ WIS	= □	WILL

ABILITIES

STR Strength — SCORE □ | ABILITY MOD □ | TEMP SCORE □ | TEMP MOD □

DEX Dexterity — SCORE □ | ABILITY MOD □ | TEMP SCORE □ | TEMP MOD □

CON Constitution — SCORE □ | ABILITY MOD □ | TEMP SCORE □ | TEMP MOD □

INT Intelligence — SCORE □ | ABILITY MOD □ | TEMP SCORE □ | TEMP MOD □

WIS Wisdom — SCORE □ | ABILITY MOD □ | TEMP SCORE □ | TEMP MOD □

CHA Charisma — SCORE □ | ABILITY MOD □ | TEMP SCORE □ | TEMP MOD □

HP
Bennies

LEVEL

Character Level _____

GRT _____

   Specialty _____

OFR _____

MED _____

RES _____

SCT _____

ALIGN _____

INITATIVE

DEX BONUS ____ + MISC BONUS ____ = TOTAL ____

FEATS

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

SKILLS

Skill Name	Rank	Ability Mod	Misc	Total
		+	+	=
		+	+	=
		+	+	=
		+	+	=
		+	+	=
		+	+	=
		+	+	=
		+	+	=
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		+	+	=
		+	+	=
		+	+	=
		+	+	=
		+	+	=

MELEE

ABILITY MOD	SIZE	MISC	BASE ATTACK	TOTAL
STR □ +	□ +	□ +	1ST	= □
			2ND	= □
			3RD	= □
			4TH	= □
			5TH	= □

RANGED

ABILITY MOD	SIZE	MISC	BASE ATTACK	TOTAL
DEX □ +	□ +	□ +	1ST	= □
			2ND	= □
			3RD	= □
			4TH	= □
			5TH	= □

WEAPONS

NAME		ROUNDS	
RANGE	CRITICAL	DAMAGE	MISC + FEAT + HAND + ABILITY MOD + BASE = TOTAL

NAME		ROUNDS	
RANGE	CRITICAL	DAMAGE	MISC + FEAT + HAND + ABILITY MOD + BASE = TOTAL

EXPERIENCE

CURRENT	MEDALS
NEXT LEVEL	

_____
_____
_____
_____

EQUIPMENT

CLASS FEATURES

EQ		QTY	WT
	•		
	TOTAL WEIGHT CARRIED		

_____
_____
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CARRYING LOAD

LOAD	
MAX DEX BONUS	
CHECK PENALTY	
SPEED	
RUN	

VEHICLE

NAME	TYPE	AC	DP	SIZE	SPEED
WEAPONS					SUSPENSION
RANGE		AMMO			
ARMOR					
SPECIAL					

DESCRIPTION

	CHARACTER SKETCH
AGE	
GENDER	
WEIGHT	
HEIGHT	
SIZE	
MISC	

SPELL NAME	CASTING TIME	SP	DC	RANGE	DURATION	SAVE

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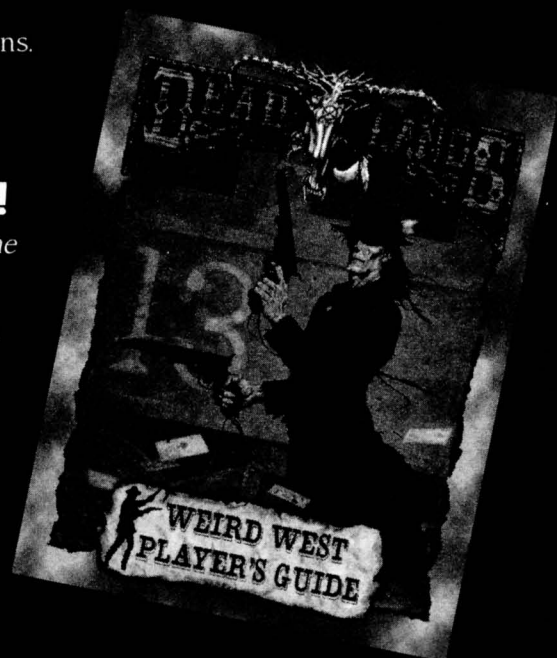
Weird War Two (D20) Errata
Blood on the Rhine

It seems we left the Medals Table out of the main book.

D20 Roll	US Decoration	British Decoration	French Decoration	XP
1-20	None	None	None	0
21-24	Bronze Star	Mentioned in Dispatches	Mentioned in Dispatches	250
25-27	Silver Star	Military Medal		500
28-29	Legion of Merit	Distinguished Conduct Medal	Medaille Militaire	750
30-31	Distinguished Service Cross	Distinguished Service Order		1000
32+	Medal of Honor	Victoria Cross	Legion de Honeur	2000

Burst Radius: The burst radius listed for personal explosives (such as hand grenades) is listed in yards.

Ignore the text on page 90 that says all grenades have a Range Increment of 15 feet. The table is correct.

Improved Healing
The Medic's power Improved Healing is also slightly confusing as the text says one thing and the table says the other. The text is correct (the Medic adds half his level to his healing roll). Ignore the "plusses" from the table.

Blood Mages
The box at the top of page 150 states "All mages cast spells in Weird Wars according to the process in Chapter Seven"; and "Blood Mages are identical to adepts in class and special abilities, but gain one additional benefit as well." It goes on to describe the effects of "oppressive area" and "Death Camps" on Blood Mage spellcasting. On page 162 in the description of Waffen SS Blood Mage under Special Qualities it includes "Blood Magic: The blood mage suffers no fatigue cost from casting spells."

It should say "The blood mage has reduced fatigue costs when casting spells, see the sidebar on page 150."

Aiming, Telescopic Sites, Full-Round Actions
An "aimed attack" is simply a full-round shot. If a soldier takes a full-round action while using his telescopic site, he gets the bonus. The same applies for other feats that use the term "aimed attack."

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