TWO-FISTED PULP ROLEPLAYING IN A WORLD AT WAR!

2ND Edition

GEAR KRIEG

PLAYER'S HANDBOOK



DREAM POD 9

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Colonel Kaufman looked down at the prone form of Jack Memphis and laughed, his gaunt visage appearing more skull-like than ever. "You can do nothing to stop us. Soon, Herr Doktor Hempell's research will be complete and we will have yet another weapon in our arsenal. When will you Amerikaners learn that no one can stand before the might of the Third Reich?"

But Jack knew better. If he could just reach the blade hidden in his belt, he could free himself and put an end to Kaufman's diabolical scheme — and if he was very lucky, he might just teach that gloating Nazi a thing or two about old-fashioned Yankee know-how...

Imagine a world where war walkers and supertanks contend on the battlefield, and rocket fighters duel high in the air. A world where adventurers and super-spies battle the Nazis across the globe, and superscience changes the face of the world on a daily basis. This is the world of Gear Krieg, a roleplaying game of two-fisted pulp action! This book features:

- A detailed world background and a rich setting for daring adventures;
- Extensive guidelines and tips for adventuring in the pulp-style Modern Age;
- A story generator to help jump-start game sessions in the proper style;
- Dual-stats for the powerful Silhouette CORE rule system, a highly acclaimed game engine that uses classic six-sided dice, and the widely popular d20-based rules placed under the Open Gaming License;
- And tons of pulp-style archetypes, weapons, equipment and vehicles!

Requires the use of the Silhouette CORE rulebook™ published by Dream Pod 9, Inc., or a Roleplaying Game Core Book published by Wizards of the Coast®, Inc. You will also need a few six-sided dice, pen, paper and 2-6 players aged 12 and above.

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DREAM POD 9

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Loosely Based on an Original Concept by John Bindas, Hajj Nasri Andreas, Lloyd D. Jessee, Richard Meaden, Ken Winland, Dave Graham

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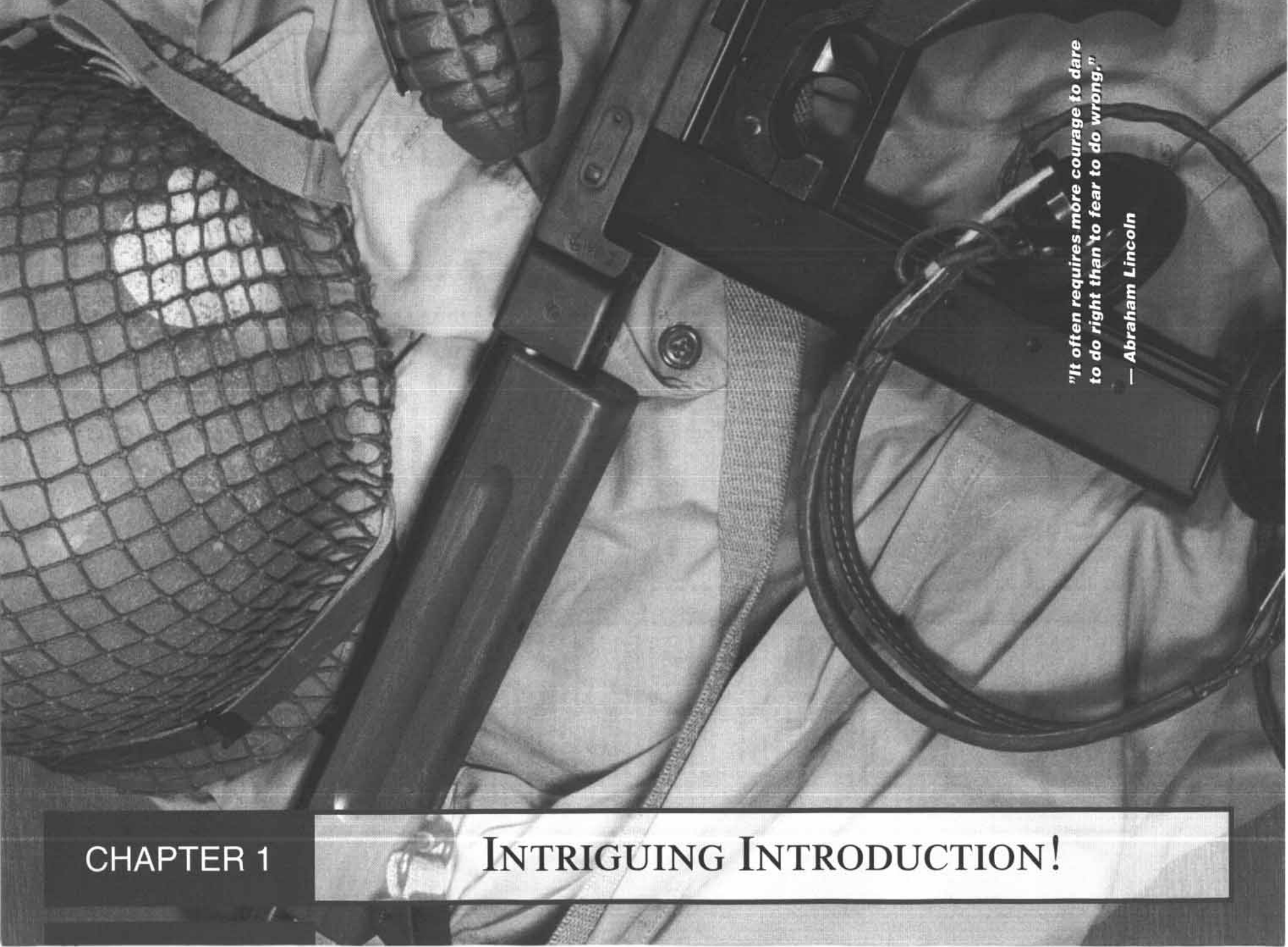
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CHAPTER 1

INTRIGUING INTRODUCTION!



INTO THE ABYSS!

"So," Jack Memphis drawled, "Is this your first time in France?"

Amelia Fairchilde flashed Jack a nasty look before letting loose another volley of machine gun fire at the car behind them. Jack chuckled and sunk lower down into the driver's seat, coaxing a little more speed out of the battered tan sedan. The road ahead continued a treacherous, winding course around the Vendée coast. It would have been a tricky drive at the best of times, with the sharp rise of the mainland on one side and an equally sharp drop to the rocky beach on the other. With two cars of *Gestapo* agents trailing them, it was all Jack could do to keep his vehicle on the road. The curves were coming all too quickly, and despite his skill behind the wheel, the car skidded closer and closer to the precipice as it rounded each new bend. As much as he loved the sky, Jack Memphis, test pilot extraordinaire, did not want his last flight to be in this shot-up wreck of a car.

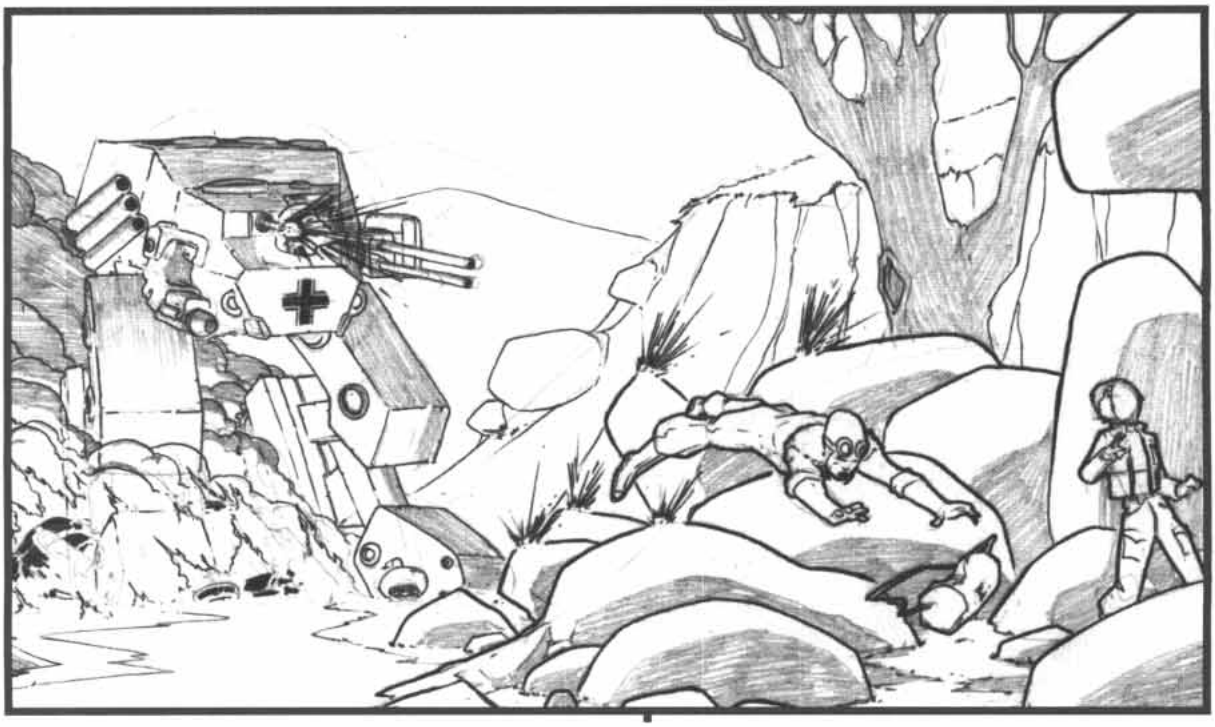
Jack wrestled the automobile around another bend, and then hastily swerved back as a timpani of bullet impacts rattled across the trunk. Amelia, Jack's partner in adventure, gripped the dashboard as the bloodthirsty Nazis were temporarily swept out of view behind another hairpin turn. Grimly she dropped another empty clip from her *Schmeisser* machine-pistol to the floorboards, where it rattled around with far too many of its previously spent companions. She reached into her coat pocket for more ammunition, but her hand clutched only fabric.

"I'm out," she said.

"Brown case, left pocket," he directed her to a satchel in the back seat, nestled among the broken shards of the shot-out rear window. Ameila opened the case and retrieved a slivery clip of the deadly shells.

"This is your last one," she stated flatly.

"Really? Darn, I was saving it for a special occasion."



"I think today's pretty festive." She slapped the magazine home as the tenacious Germans appeared behind them again. Jack scanned the approaching coastline. He knew that if he followed the road, it would take them straight to the town of Les Sables d'Olonne and right into the welcoming hands of the Nazi garrison stationed there. Unfortunately, at the moment there was nowhere else to go except straight up, or straight down. If he could only get a little farther along the road...

Another staccato burst filled the car as Amelia pumped hot lead at the sleek black automobile trailing them. The *Schmeisser* was difficult to control even in expert hands, but this time Amelia aimed low, and as the recoil forced the nose of the weapon up, bullets tap-danced across the face of the *Gestapo* vehicle in a shower of black paint, glass — and the driver's blood. The car swerved to the side and collided with the cliff, where the force of the impact shot it back across the road, through the guardrail and into a last, long plunge down to the sea.

Jack was about to compliment her on her shooting when he noticed something rounding a corner ahead. A wide, boxy, armored automobile painted a dull army grey swung across the median and into Jack's lane. His heart sank. This was more than just a battle car, he knew. He cursed and eyed the drop once more, thinking that he may be traveling by air after all if it meant keeping the latest twisted invention of Doktor Hempell out of Nazi hands. Amelia was twisting around to take another shot when Jack finally spotted the opening he had been seeking.

"Hang on!" he cried as he wrenched hard on the wheel and gunned the engine for all it was worth. The car rocketed off the road and into the gap, bouncing over loose stone and debris as it labored up an incline beyond the opening. The feisty old auto was slowing, though, and despite Jack's efforts to keep it moving, it wasn't going to make it to the top. While the car would block the way for the *Gestapo* sedans, it would only be a few minutes before that peculiar grey vehicle arrived on the scene, and Jack's old auto wouldn't even give it pause.

Amelia bolted from the sedan before it came to a halt, spraying bullets at the Nazi vehicles as they rolled into view. Jack fumbled around with a package under the back seat, then grabbed his



satchel and started up the incline. Amelia followed quickly after, but just as they reached the top, a heavy machine cannon spat its deadly lead poison at the fleeing pair. A stretch of rock off to Amelia's left was pulverized into dust. Both dived for cover behind a pile of stray boulders as the odd grey car squirmed its way into the canyon-like gap, and Jack found himself wondering how long their cover would last under an onslaught of its heavy weapons.

He never did find out. Instead, a thin, reedy voice sang out from the armored vehicle, its voice throaty with a thick German accent.

"Herr Jack," it crooned, "Do be a good boy and come out. You haff somezingk of mine zat I so very much vant back."

"Hempell," Amelia spat.

Jack shrugged, and slowly climbed to his feet, casually moving the satchel behind his legs. The armored box of a car had come right up behind Jack's sedan. A hatch on the top had been opened, and the lanky form of the man both Jack and Amelia had vowed they would some day defeat lounged triumphantly against the grey metal rim.

"So, Doc," Jack began, "We meet-"

"Oh please, enouff vit ze 've meet again!'" Hempell wailed, "You haff brought so many auf mein plans to ruin zat I think zat on maybe just zis vun okkasion, you vould shpare me vit ze 'Zo, Doc, ve mitt again!'"

Jack stole a glance at his watch. Nearly time. He cocked his head to one side.

"You sound upset," he remarked innocently, "Since we're such close acquaintances and all, why don't you tell old Jack all about it." Jack flashed his winning smile, and was rewarded with a change in Hempell's complexion to a shade of livid purple.

"You vill return ze radioactiff substances to me — NOW — or I vill shoot out your legs and give you as a plaything to Otto!"

At the sound of his name, the manservant's misshapen head popped up through the hatch and grunted an inquiry.

"Not yet, you grotesque lumpen!" Hempell raged, "Vait until der kneekappen ist shooten!"

Otto nodded with sagely understanding and vanished back into the depths of the machine.

"Now," Hempell hissed as he swung an ugly machinecannon around to bear on Jack's legs, "Giff me vat is mine!"

Just about... Jack began a short countdown in his head.

"Well," he started slowly, "I gotta say, you really ought to learn yourself some manners, because until you do... Doc, the only thing you'll ever get from me is what I left for you in the back of my car!"

Hempell considered for a moment, then shrieked a banshee wail as realization dawned. He had nearly made it all the way back down the hatch when the sedan erupted in a massive gout of flame.

Jack sprinted up the hill, a furious Amelia following behind.

"All this time you had a bomb?" she queried tersely.

"Yep."

"The whole time?"

"Yep."

"The whole time during the chase? And the *Gestapo*? And the drive along the coast? And that THING back in Bordeaux? That was ages ago! You had a BOMB this whole time that could have saved us at least ONCE from Doktor 'Heil Horfenmeister' back there?"

"Yup. And as a matter of fact, I believe it just did."

A rhythmic thumping pounded across the sky as a distant shape popped up from behind the cliff.

"And here's the cavalry come to save us," Jack noted, "Professor Henry finally talked Igor into loaning out one of his eggbeaters, I see."

Amelia's eyes were torn away from the slender approaching craft as the feral roar of a diesel engine cut across the din.

"Jack..."

Through the smoke, the shape of Hempell's boxy grey car was changing. It shuddered, and with a screech of hydraulics, the armored bulk rose above the burning wreck of the sedan, balanced on two mighty piston-like metal legs.

"This would be a good time to run," Jack observed.

They raced across the top of the plateau. Ahead, the approaching aircraft extended a thin rope ladder. The ground thundered as Hempell's mechanical monstrosity took its first steps up the incline. Amelia and Jack stopped short as the plateau suddenly ended before them.

"Isn't this poetic," Amelia muttered dryly.

The graceful flying vehicle bobbed closer. From this range, Jack could make out his compatriot, the brawny Tom O'Ryan, fighting with the controls to keep Igor Sikorsky's crazy flying machine level. The craft's rhythmic thumping emanated from the massive rotating wing spinning atop the fuselage. The wind it created was a veritable tempest; the downward draft kicked up dust and dirt in a swirling cloud around Jack and Amelia as they balanced precariously at the cliff edge. The rope ladder twisted and spun like an enraged python, just inches out of reach.

"Closer!" Jack yelled to his struggling pilot friend, "You've got to get closer!"

Amelia suddenly spun and emptied the few remaining rounds from the *Schmeisser* into the massive grey bulk slowly stepping its way up the incline.

"Not even a scratch," she sighed as she tossed the useless gun away. The behemoth took another thundering step. In a few more strides it would clear the top of the plateau enough to bring its mighty machine cannons to bear.

"What now?" Amelia asked.

Jack took one last look at the rope spinning tantalizingly beyond his grasp, and turned to face Amelia.

"Well," he said, "Like my old pal Josh used to say, 'If there's no more room to run, then it's time to fly!'"

"Who's Josh?" she barely had time to ask before he grabbed her firmly around the waist and launched them both over the edge of the bluffs...





ROLEPLAYING IN THE MODERN AGE

The world would have been a very different place had geniuses such as Edison or Tesla not revolutionized the Modern Age with their discoveries and inventions. Through their efforts, and those inspired by them, the world is at the cusp of a new Golden Age, one in which superscience provides for all of humanity's needs and wants.

Unfortunately, no one has yet invented a technology that can change the human heart. Where most leaders see the means to free their peoples from the grip of the Great Depression, others see the means of world conquest. Fascist parties have sprung up like weeds in the garden of progress, all intent on using the wonders of superscience for their own foul ends.

Fueled by the madness of Hitler and the expansionism of Imperial Japan, the world is once again at war. War walkers stride across the battlefields of Europe, huge supertanks thunder over North Africa, rocket fighters duel high above the Pacific, adventurers and spies battle Nazi forces in the shadows, and scientists work feverishly in their laboratories to perfect the next doomsday weapon for their masters. This is the world of Gear Krieg!

WHAT IS IN THIS BOOK?

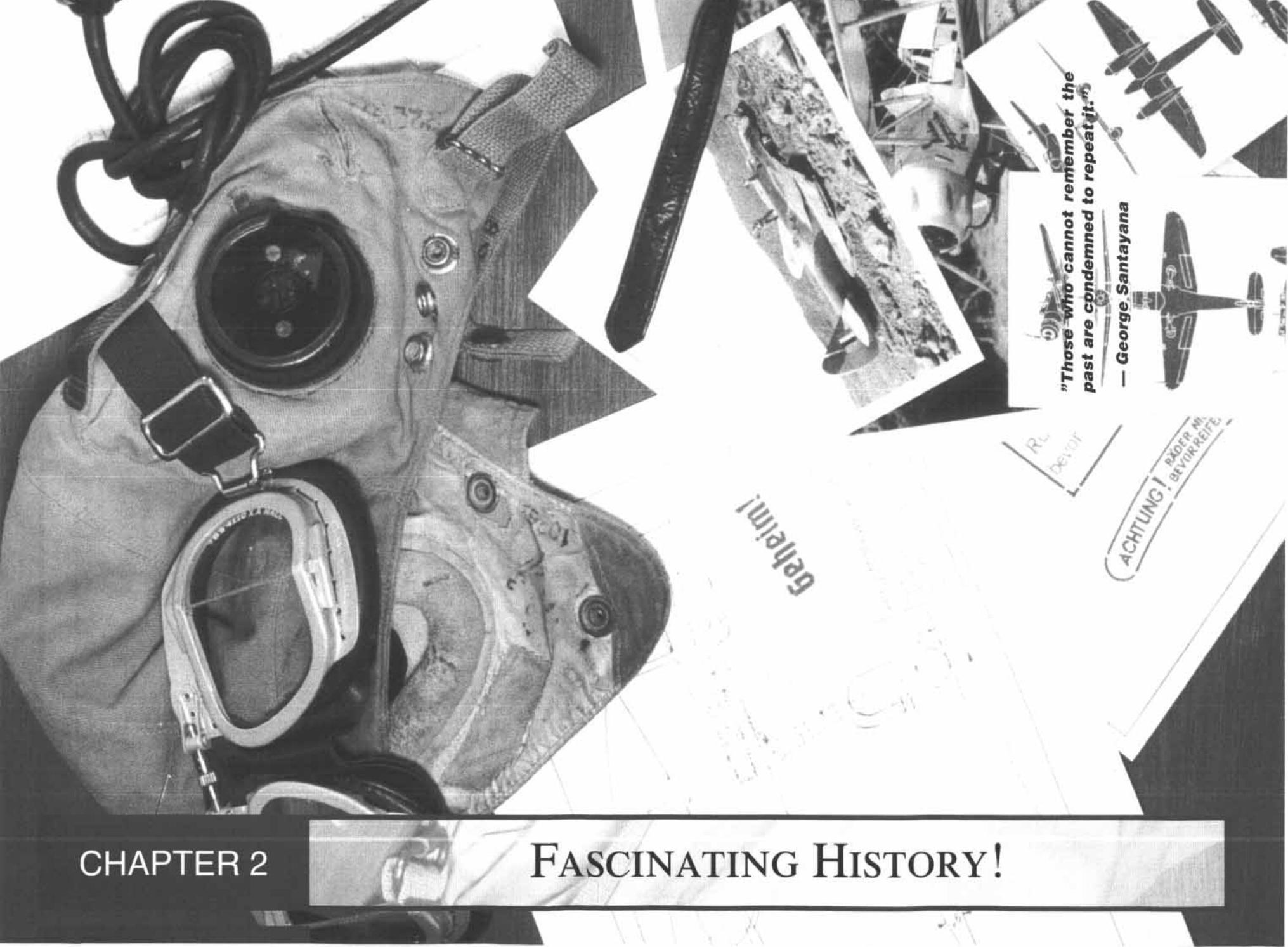
This game brings to life an alternate World War II, where brave men and women fight against the tyranny of Fascism using a combination of courage, remarkable gadgetry and bold action. It's a setting like no other, with lots of opportunities for heroism in the face of unparalleled villainy.

The hardcover rulebook you are holding describes this alternate 1940's setting in detail. The history of the world, descriptions of important organizations, as well as insights into the development of super-science are included. With this information, Gamemasters can set their games anywhere in the world, from the mean streets of urban America to the battlefields of Europe to the Nazis' secret Antarctic base. Like the pulp literature that inspired it, **Gear Krieg** is a game of globetrotting heroes who fight oppression wherever they find it.

The rulebook also includes extensive advice and suggestions on using the conventions of the pulp genre in a roleplaying setting. These conventions are the stuff of pure escapism: stalwart heroes, dastardly villains, exotic locales and bizarre plots. They offer exciting opportunities for Players and Gamemasters alike. Numerous examples to aid players unfamiliar with the genre are provided. An original random pulp adventure generator (see page 208) offers another perspective on using the genre's basic tenets to encourage exciting roleplaying plus a comprehensive campaign outline which enables Gamemasters to jump right into the action with little or no preparation.

Speaking of action, the rules encourage players to use pulp conventions, such as cliffhangers and daring escapes, through a number of innovative in-game rewards. Likewise, the rules are illustrated by pulp archetypes, providing further reinforcement of how to construct and run Gear Krieg adventures with style and panache. And because the Silhouette system is fully scalable, Gamemasters can integrate their roleplaying scenarios with tabletop battles from the wargame, creating a rich environment for heroic action!

Powered by perverted science, will the darkness of fascism spread across the world — or will brave men and women arise to prevent it?



CHAPTER 2

FASCINATING HISTORY!

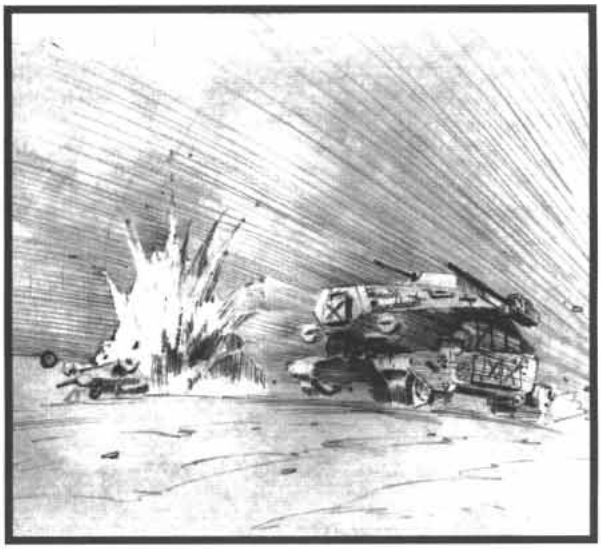
THE MODERN AGE

The action of **Gear Krieg** takes place during the early days of the Second World War, in late 1941. It is a time of uncertainty and instability: the fascist Axis powers begin their conquest of Europe and their allies while the Japanese Empire attempts to do the same in Asia and the Pacific.

Fortunately, it is also a time of heroes, men and women who have dedicated themselves to fighting oppression and injustice wherever they find it. Their example has inspired the Allied nations to oppose the Axis powers and use all their strength and ingenuity to fight them on beaches, landing grounds, fields, streets and hills. The Modern Age is thus an era of great struggle between the forces of freedom and those of tyranny.

It is also an era of superscience whence the principles Edison and Tesla laid down in the late nineteenth and early twentieth centuries have borne fruit. Technological wonders — from radio to computators and even the televisor — have changed the world forever, ushering in an era of untold progress and sophistication. Yet, in the wrong hands, these same wonders serve insane agendas and militaristic ends. The Axis powers have perverted science for their own foul purposes, plunging the world headlong into a global war.

In order to understand that war it is important to place it into proper historical, geographical and technological context. All of these elements play a vital role in determining the tenor of the age — as well as the exploits of its greatest heroes and villains.



THE TWENTIETH CENTURY

The twentieth century has been a time of both great progress and great tragedy. The promise of prosperity brought by the first quarter century was shattered by the harsh reality of the Great Depression, plunging entire nations into poverty and despair. Never has the gulf between vision and achievement been so broad, and the outbreak of the Second World War has only brought that dichotomy into sharper relief. More than likely, the future will hold even more cardinal manifestations of these warring principles. Thus, the question that occupies the age regards which rival postulate ultimately proves triumphant: Will the liberating power of science conquer the baser instincts that hold so much of the world in its grip or will man pervert science to serve dark ends?

Many turn to the past to glean some inkling of what fate may have in store for mankind. If the first third of the twentieth century is any indication, the human race must struggle to secure a brighter future. More than ever, the Modern Age is an age in need of heroes.



WORLD WAR I

There died a myriad,

And of the best, among them,

For an old bitch gone in the teeth,

For a botched civilization,

Charm, smiling at the good mouth,

Quick eyes gone under earth's lid,

For two gross of broken statues,

For a few thousand battered books.

— Ezra Pound, 1920

The single event that created Modern Age, if such a milestone exists, is incontestably World War I. Known as the Great War until recent times, it was fought from 1914 to 1918 and began as a local European conflict between Austria-Hungary and Serbia. When Austria's ally Germany declared war on Serbia's ally Russia on August 1, hostilities rapidly escalated into the greatest war seen in centuries — both in terms of extent and viciousness. The conflict quickly grew to immense proportions, eventually pulling 32 nations into its clutches. Twenty-eight of these nations known as the Allies (including Britain, France, Russia, Italy, and the United States) opposed the Central Powers (Germany, Austria-Hungary, the Ottoman Empire and Bulgaria). By the end of the War, over 37 million soldiers had given their lives.

The spark that lit the War's short fuse was the assassination of Archduke Franz Ferdinand, heir to the Austro-Hungarian throne, on June 28, 1914. Austria-Hungary believed the assassination the work of Serbian nationalists and decided to strike back against the movement. It sent an ultimatum to Serbia with ten demands, most of which dealt with the suppression of anti-Austrian propaganda in Serbia. Both Britain and Russia urged the Serbians to comply, which they did on all but two points. Austria considered this response unsatisfactory and threatened military action. Russia then issued a statement of its own, announcing it would defend Serbia if Austria procedeed with its attack. Nevertheless, Austria declared war against Serbia. As expected, Russia did the same against Austria. Germany followed suit by declaring war on Russia.

When France mobilized in support of Russia, Germany responded by declaring war on France as well. Germany intended to invade France through Belgium in order to prevent its use as a safeguard from which French troops could strike at them. The Belgian government denied German troops access to their territory and called upon Britain and France to defend its neutrality. Britain sent its own ultimatum to Germany, demanding that Belgian neutrality be respected. When Germany refused, Britain declared war. Italy remained neutral until 1915, at which time it declared war on Austria-Hungary in order to reclaim Italian territory held by Austria. As the war dragged on other countries, including the Ottoman Empire, Japan and the United States, entered the conflict — although America did not become formally engaged until 1917.



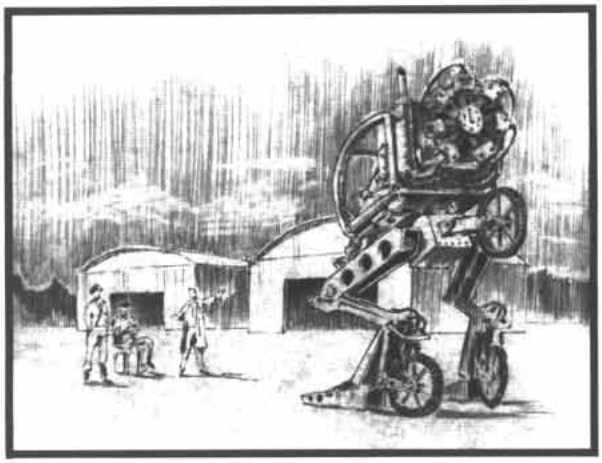
The United States's entry into the Great War in April 1917 changed the complexion of the conflict. The nation rapidly raised and transported the American Expeditionary Force (AEF) to Europe. By June, over 175,000 American troopers were training in France. By November 1918, the AEF numbered nearly 2 million. At the same time, the Germans brought technologically advanced weapons of war (informally called "superscience") to bear against the British in the hopes of intimidating their English foes into submission. Effective use of submarines and zeppelins against commercial shipping almost knocked Britain out of the war and it took some time before effective countermeasures were devised. The British refused to give in despite massive damage. Ultimately, Germany backed up when its technology proved insufficient to stand up to the massed might the AEF injected into the Allied cause. Moreover, the British developed their own superscience defenses against the Germans, such as planes capable of spotting submarines. These developments engendered the beginnings of the superscience arms race.

The final year of World War I saw a series of reversals for the Central Powers. Weakened by the Bolshevik Revolution of 1917, Russia sued for peace with Germany, thereby freeing up German resources to be used elsewhere. However, the Balkan front proved disastrous for both Bulgaria and Austria-Hungary. The Allies delivered a series of crushing defeats against both nations, leading to their withdrawal from the war. The shock of the Austrian defeat was so great that it precipitated numerous nationalist uprisings throughout its empire — an irony since the Austrians had begun the war in an effort to avoid this possibility. In short order, the Czechs, Slovaks, Hungarians and South Slavs seceded from the empire. Soon, Austria followed suit and declared itself a republic. The Germans fared little better: their last ditch efforts to seize Paris failed, unable to curb the combined might of British, French, and American troops, supplemented by their latest superscience devices.

Impressed by U.S. President Woodrow Wilson's talk of "peace without victory", the Germans opened negotiations with the Allies over terms of armistice. However, Wilson insisted that any negotiations must only be between democratic governments. This, combined with Germany's continuing defeats on the battlefield, led to revolts throughout the German Empire. Eventually Kaiser Wilhelm II abdicated the throne, paving the way for the establishment of a German republic based at the city of Weimar. Germany's new leaders sued for peace, signing an armistice on November 11, 1918. World War I was finally over. Unfortunately, Wilson's cry for a "peace without victory" went unheard.

The defeated Central Powers declared their acceptance of Wilson's so-called "Fourteen Points" as the basis for the armistice and expected the Allies to adhere to them. However, the Allies came to the conference of Versailles with the intention of exacting the entire cost of the war from the Central Powers. Unbeknownst to Wilson, this included distributing among themselves the territories and possessions of the defeated nations according to secret formulas.

At first, President Wilson insisted that the Peace Conference accept the full program laid out in his Fourteen Points, but he eventually abandoned his insistence in order to ensure the creation of the League of Nations. Wilson hoped the establishment of a permanent forum for disputes between nations would end the necessity for war. In another of war's great irony, the United States Senate rejected Wilson's idea and never joined the League. In the end, the Great War was more than a war between nations. It was a war between what was and what was to be. The old world was dying, and the new world had yet to be born.



THE BIRTH OF SUPERSCIENCE

World War I had a profound influence on the development of science and technology. While many of the "new" tools of war had been around for many years, they had not been used effectively in combat. Through effective application of new devices and weapons, entirely novel theatres of war were opened. Beneath the waves of the North Atlantic, Germany employed its submersible *unterseeboots*, or u-boats, with devastating success. The skies over Europe were increasingly crowded with flying machines of all shapes and descriptions.

The Germans in particular had great success in using zeppelins, lighter-than-air craft, as long-range bombers. These zeppelins were capable of higher altitudes than the primitive airplanes of the early war, making them well nigh invulnerable to attack (except by other zeppelins). This led to numerous spectacular bombardments, including those launched against Paris in 1916 and London in 1917. However spectacular these raids, zepellins prooved a fleeting power in the wake of later innovations. Perfected British airplanes mounting longer-ranged weapons negated any altitude advantage the airships posessed.

World War I was fought predominantly on the ground and most of the major scientific advances during the war were made in this environment. Improvements were made to all aspects of equipment, greatly increasing the destructive power of the individual soldier. The most obvious land based new weapon was the battle tank. First appearing in 1915, these armored behemoths proved their worth when they broke through German lines impenetrable to standard infantry. Two years later, at the Battle of Cambrai, the British staged the first major tank raid, with nearly 400 vehicles. Though the British offensive was eventually beaten back, the effects on military doctrine were profound. The use of tanks became increasingly common, creating new strategies and tactics, some awaiting decades to reach fruition.

Chemical gas was undoubtebly the most fearsome weapon of the war. Delivered by shell or canister, the ominous billowing clouds quickly killed or incapacitated unprotected troops. Gas was a risky weapon — a slight gust of wind in the wrong direction and soldiers found themselves enveloped in their own poisons. Worse, trapped gas could linger for days in the absence of wind, grimly fuming up from recent battlegrounds.

Outstanding any individual breakthrough as war's chief technological achievement, the advancement of superscience was preponderant to the point of changing the very meaning of military action. World War I was indeed the "war to end all wars," if only in terms of traditional warfare. Gone were the cavalry charges, the endless posturing and notions of chivalry. Superscience was the new warlord and every nation heeded its arrival. For a while this dawning era of knowledge and wonder showed its better face. Advances would be made in medicine, travel and communications, and the standard of living would increase across most of the western world. However, with the messy, bitter end to the Great War, it would only be a matter of time before twisted minds once again turned superscience to dark tasks.



THE 1920'S

The decade immediately following World War I seemed a Golden Age in which anything was possible. Not only was it a time of vast economic expansion, but it was a time of technological innovation as well. This decade saw a superscience revolution that forever changed the world's notions of "progress." As naive as it might appear in retrospect, optimism reigned supreme for nearly ten years. Men believed that enlightened science would inevitably lead the way to a better tomorrow — and to some extent, they were right.

During the 1920's, mankind achieved notable technological and scientific advances. Developments in communications gave the world talking motion pictures, as well as the televisor, although the latter saw only limited use through the decade. Medical science developed insulin, penicillin, and the isolation of pure vitamin B, jointly responsible for the well being of tens of millions of people. Scientific theorists exposed the uncertainty principle and expanded the realms of physics into quantum mechanics and the uncertainty principle. Astronomers calulated distances spanning light-years and discovered Newton's postulated planet, Pluto.

Applied science truly set the decade apart from its predecessors. Zeppelins, such as airship Z-R-3, came to the fore, proving themselves reliable even in transoceanic flight. Not long thereafter, adventurers like Charles Lindbergh and Amelia Earhart showed that the airplane was equally effective in crossing the Atlantic. The invention of the gas turbine ensured that transportation became faster and more efficient. The world was slowly shrinking under the relentless drive of technology. It would only be a matter of time before men and women would give hardly a thought to traveling the length and breadth of the globe.

Of course, the 1920's were also a decade of great upheaval. The old order that existed before World War I was slowly swept away and replaced by a newer and — it was hoped — better one. The 20's seemed the decade of democracy, nations as diverse as Turkey, Ireland, and Greece accepted the promise offered by representative government. Even the architects of the Soviet Union conceived of a new order, one in which all men were equal and technology compensated for the inequalities nature had created. The decade ended with the high-minded idealism of the Kellogg-Briand Pact, whose signers agreed to "abolish war" forever. If only that idealism had proven well placed, for the 20's also saw innumerable tragedies that presaged the events of the next decade: dictators seized power throughout Europe, most notably in Germany and Italy; perverted science led some to believe in the superiority of certain races and groups above others; mistreatment of minorities became commonplace, even in nations as otherwise enlightened as the United States and Great Britain.

Unfortunately, the dark underside of progress went almost unnoticed by the leading figures of the decade. They only saw the promise of a bright future, never considering that the technological bounty could serve evil as easily as good. Though isolated crusaders fought against injustice, they did so without the sponsorship of any powerful nation or organization. Theirs was a solitary quest that could have averted disaster had their cries of warning been heeded — but that was not to be. Instead, the nations of the world settled down in self-satisfied smugness, secure in the belief that nothing could overturn the civilization they had achieved in the aftermath of World War I.

THE 1930'S

The dream of technological enlightenment ended with the stock market crash of October, 1929. "Black Tuesday" shattered the illusion of inevitable progress and opened the eyes of many to the dangers of the present. Indeed, the Great Depression cast a pall over everything that people had come to believe in the Roaring 20's. Even the sacrosanct notion of egalitarian science fell into disrepute and came to be regarded as the haven of eggheads and daydreamers.

Still, the 1930's were not a time of utter darkness. Science and technology continued to upgrade life's standards. Advances in medicine isolated vitamin A and found a cure for streptococcal infections. Atomic theory led to the discovery of both the neutron and positron. Theorists predicted that atomic energy could one day prove to be a reliable source of power — and weaponry. The walking vehicle chassis promised to revolutionize automation and transportation. The development of the radar, the cyclotron, and the jet aircraft each highlight the variety of scientific endeavors that survived the onset of the Great Depression.

Nevertheless, a worldwide unemployment level of over 30 million and the widespread closure of banks and businesses overshadowed these advances. The economic good times of the earlier decade proved ephemeral and the Great Depression sank even further when aggravated by the worst drought in decades. In North America, the illegal liquor trade sparked by governmental prohibition provided a massive boost to organized crime; when Prohibition was repealed in 1933, the criminal element was so entrenched it was virtually immutable.

Far more dismaying, the international situation grew ever more precarious. Both Germany and Japan continued their rise to prominence, doing whatever they deemed necessary to achieve their diabolical goals. Rumors likewise spread that the utopian vision of the Russian Communists was subverted by men as evil as those in Germany and Japan. The science and technology that many viewed as the savior of mankind showed itself to be amoral. Indeed, if the stories coming from the fascist powers were even remotely true, it now seemed that science could just as easily keep men and women in chains as liberate them.

Heroes in the Shadows

There were those who were not content to sit back and watch the world sink once again into war and anarchy. Initially, these stalwart defenders were few in number and lacked the resources to effectively carry out their fight. Working quietly, behind the scenes, these vigilantes relied on their own wits and training to deliver justice. Secrecy was their greatest asset — some went so far as to even use masks, costumes and mysterious identities to strike fear into the villains and criminal organizations they fought. These noble fighters had few friends; many police forces saw them as just as much of a threat to public safety as the villains themselves. Towards the end of the decade, these heroes finally began moving out of the shadows and receiving the aid they so desperately needed to bring the fight to their foes. Unfortunately, it was not enough to stop the slow slide into war.



THE 1940'S

On September 1, 1939, German forces invaded Poland. The ghost of war had returned to haunt Europe and scorn efforts to find peaceful economic solutions. By the beginning of 1940, Poland had fallen and Russia had likewise invaded Finland. There then came a lull in the fighting — one last pause before plunging into total war. This "phony war," or *Sitzkrieg* as the newspapers dubbed it, ended with the Axis's spring invasions of Norway, Holland, Belgium and France. Before the summer was half over, most of Europe had fallen to Axis military might, North Africa had been occupied by Italy, and Britain itself was under bombardment from advanced Axis aircraft. After a disastrous series of defensive maneuvers, all that remained of the Allies' European forces were the soldiers who could be rescued from the beach at Dunkirk before the Germans overran it.

Early 1941 brought the first glimmers of hope to the Allies. The Battle of Britain had been won by the timely deployment of the first combat jet aircraft. Italian troops in Africa were being driven back by Commonwealth forces. Although the United States had not yet entered the war, they provided much needed supplies and war materiel to Britain's armies under the agreements of the Lend Lease act. As the year progressed, however, the tides turned against the Allies a second time. The newly formed German Afrikacorps fought British forces to a standstill. In June, Axis armies invaded Russia and captured a tremendous portion of land. Worst of all, Japan began its own offensives in Asia against China and Russia, and on December 7, 1941, the Japanese navy attacked the American base of Pearl Harbor, destroying it and damaging the fleet stationed there.

Superscience is at the vanguard of this new global conflict. The Axis has used its new *Panzerkämpfers*, agile walking tanks, with frightening effect. The Maginot Line's Tesla "death rays" inflicted horrific damage against anything that stumbled into range. Jet fighters and rocket planes dueled in the skies above Europe and the Pacific, and the massive aerial *Luftfortresses* rained death and destruction on everything caught beneath. The war is just over two years old, but superscience has allowed all sides to wreak unprecedented havoc, and new advances promise even greater destructive capabilities.

Of Axis and Allies

*The **Axis** powers consist of Germany, Italy and Japan. These three countries have a combined military might that can bring the rest of the world to its knees, especially considering the Allies' slowness in recognizing and responding to the threat. The **Allies** are made up of most of the remaining industrial nations, though the largest members are the United States, Britain and its Commonwealth territories. There are few truly neutral countries in the conflict; though many are not directly involved in the war, they do have sympathies for one side and are willing to quietly provide supplies, support and even allow agents to freely operate within their borders.*

AT THIS MOMENT IN TIME

Although the governments of the world are now paying the price for failing to act against the growing fascist tyranny, people have appeared who are willing to do what is right. Those heroes who quietly began their fight in the 1930's are now legion. Acting either individually or in small groups, these people have more of an impact that they realize. Their exploits inspire not only the average citizens of the world, but also the powers that be. Thanks to their selfless efforts, nations like Great Britain and the United States — even the Soviet Union — are standing firm against Axis oppression. Although the future remains uncertain, these bold adventurers are doing their utmost to ensure that the forces of liberty and freedom will be victorious.

TIMELINE OF EVENTS

1876

Thomas Edison establishes laboratory at Menlo Park, New Jersey

1884

Nikolai Tesla immigrates to United States, works for Edison

1887

Tesla founds his own research lab in New York

1893

First motion picture studio opened

1897

Tesla demonstrates wireless remote control

1898

USS *Maine* explodes in Havana harbor; resulting Spanish-American war ends with US victory.

1900

Edison invents electrical storage battery

1906

First sustained flight of a fixed-wing aircraft

1907

Tesla develops remote controlled torpedoes

1908

Henry Ford manufactures first automobile

1911

Wright Brothers make first powered aircraft flight.

1913

Professor Freiderich Goble develops very first walking vehicle, *Panzerlandkreuzer*

1914

Jun. 28: Austrian heir Archduke Ferdinand assassinated

Jul. 28 Austria declares war on Serbia, starting World War I

Aug. 4: Germany invades Belgium

Aug. 26: Battle of Tannenberg; major German victory over Russia

Sep. 10: First Battle of Marne halts German advance in France

Sep. 15: First trenches dug in Western Front

Oct. 5: First aerial dogfight

Oct. 12: First Battle of Ypres; Germans halted but British forces nearly destroyed

Dec.3: Trench warfare becomes the norm

1915

Jan. 19: First zeppelin raid on England

Feb. 4: Germany begins submarine blockade of Britain

Feb. 15: Britain begins developing tanks

Apr. 25: Allies begin assault on Gallipoli

May 5: Second Battle of Ypres ends; first use of chemical weapons

May 24: Italy declares war on Austria

Aug. 17: German monoplanes appear; prove superior in combat

Dec. 28: Allies begin withdrawing from Gallipoli

1916

Feb. 21: Battle of Verdun begins; longest battle of the war

Jun. 1: Battle of Jutland ends inconclusively; only major naval engagement in War

Jun. 27: Chinese government collapses; power now held by local warlords

Jul. 1: Battle of Somme begins

Sep. 15: Tanks first used in combat; most break down

Nov. 18: Battle of Somme ends; estimated 1 million casualties

Nov. 30: German zeppelins bomb Paris

Dec. 18: Major Allied offensive ends Battle of Verdun

Dec. 31: Rasputin murdered

1917

Jan. 26: German Zeppelins bomb London

Mar. 15: Tsar Nicholas II abdicates throne of Russia

Apr. 30: "Bloody April" ends; Britain's Royal Flying Corps decimated

Apr. 6: United States declares war on Germany

Jul. 6: Arabs led by T.E. Lawrence capture Aquaba

Oct. 25: Russian Revolution; civil war begins

Nov. 10: Third Battle of Ypres ends without breaking stalemate

Nov. 20: Battle of Cambria; 400 British tanks lead assault



1918

Jan. 8: US President Woodrow Wilson introduces his "14 Points"

Aug. 8: Allied offensive on the Somme forces German army back

Sep. 29: Allies break through Hindenberg Line

Nov. 9: Kaiser Wilhelm abdicates

Nov. 10: German republic founded at Weimar

Nov. 11: World War I ends in armistice

1919

Jan. 29: United States introduces 18th Amendment (Prohibition)

Apr. 28: First parachute jump from an aircraft

Jun. 28: Treaty of Versailles signed

May 15: First trans-Atlantic flight by aircraft

Jul. 14: First nonstop dirigible flight across the Atlantic

1920

Jan. 10: League of Nations founded

Mar. 19: US Senate fails to ratify Treaty of Versailles; does not join League of Nations

Aug. 26: US introduces Nineteenth Amendment (women's suffrage)

Nov. 2: Westinghouse opens first broadcast radio station

Dec. 15: Austria admitted to the League of Nations

1921

Feb. 22: Reza Kahn leads coup against Iranian government

Jul. 1: Chinese Communist Party formed

Jun. 12: Irish Free State established

Jul. 29: Adolph Hitler becomes leader of National Socialist Party

Nov.: Conference for the Limitation of Armaments meets in Washington DC

Dec. 29: William Lyon Mackenzie King becomes Prime Minister of Canada

1922

Jan. 23: Insulin developed

Mar. 16: Gandhi arrested in Bombay; charged with sedition

Sep. 16: First motion picture with sound ("talkies") previewed

Oct. 28: Benito Mussolini becomes leader of Italy

Nov. 4: Tomb of Tutankhamen discovered in Egypt

Dec. 30: Russia renamed Union of Soviet Socialist Republics

1923

Apr. 9: Military coup in Spain; Primo de Rivera becomes leader

May 3: First non-stop airplane flight across North America

Oct. 29: Turkey becomes a republic

Nov. 9: Adolf Hitler's "beer hall putsch" is defeated

Sep. 1: Earthquake rocks Japan, devastating Tokyo

Dec.12: US inventor J. Walter Christie completes his first walking vehicle prototype

Dec. 19: Autogyro developed

1924

Jan. 2: Christie patents the Mechanical Walker Suspension

Jan. 21: Vladimir Lennon dies

Mar. 24: Greece becomes a republic

May 10: J. Edgar Hoover named to the Bureau of Investigation

Sep. 28: Completion of first round-the-world flight

1925

Mar. 24: Geneva Protocol bans chemical weapons

Jul. 10: The "Scopes Monkey Trial" over teaching evolution in public schools ends in a conviction

Oct. 4: Quantum mechanics first proposed

Jun. 22: Morocco revolts against Spanish rule

1926

Feb. 22: Moroccan War in Spain ends

Mar. 3: Saudi Arabia established

Mar. 16: Robert Goddard launches first liquid-fuel rocket

Apr. 25: Reza Kahn becomes new shah of Iran; begins industrializing country

May 9: Richard Byrd flies over the North Pole

Jun. 1: Dictatorship in Poland under Pilsudski

Jul. 28: US Navy lands at North Pole

Aug. 14: Chinese Communists begin attempt to re-unify China

Sep. 8: Germany joins the League of Nations

Nov. 20: Science of ballistics developed for use with European and American weaponry

1927

Jan. 7: Werner Heisenberg proposes "uncertainty principle"

Mar. 7: Trans-Atlantic radiotelephone service established

Mar. 14: Christie shows latest walker prototype to US Army

Apr. 7: US Army decides not to invest in Christie's walker

May 21: Charles Lindbergh flies solo across the Atlantic

Nov. 12: Joseph Stalin rules in USSR; Leon Trotsky expelled from Communist Party

Nov. 17: Christie sells walkers to German Weimar Republic

Dec. 12: Chiang Kai-shek crushes the Communists in China; China remains fragmented

1928

Mar. 27: Geiger Counter developed

Apr. 1: Chinese communists create the "Red Army"

Jun. 17: Amelia Earhart crosses the Atlantic

Aug. 27: Kellogg-Briand pact outlaws war

Sep. 15: Penicillin discovered

Nov. 12: First television broadcasts

1929

Feb. 11: Lateran Treaty establishes independence of Vatican City

Mar. 3: Canadian rum runner "I'm Alone" sunk by U.S. Coast Guard

May 7: Stalin banishes Trotsky from USSR

May 21: Ballistic evidence becomes admissible in court

Sep. 30: Fritz Von Opel flies first rocket plane

Aug. 29: The dirigible Graf Zeppelin finishes circumnavigating the globe

Oct. 29: Black Tuesday stock market crashes

Nov. 28: Richard Byrd flies over the South Pole

1930

Jan. 5: Germany secretly begins development of walker war vehicles

Feb. 18: Pluto discovered

Feb. 27: Ho Chi Minh establishes Indochinese Communist Party

Mar. 12: Gandhi organizes "Sat Satyagraha," a massive Indian non-violent protest

Mar. 14: France begins construction of the Maginot Line

Mar. 28: Constantinople becomes Istanbul

Apr. 28: Yellow fever vaccine developed

Sep. 23: British engineer Frank Whittle patents jet engine

Dec. 10: Great Depression begins

1931

Apr. 14: Spain becomes a republic

Apr. 17: Edison appoints Tesla as new director of Menlo Park.

May 1: Empire State Building completed in New York City

May 21: Germany develops the "Railway Zepplin", a propeller-driven train

Sep. 18: Japan's Kwangtung Army begins occupying Manchuria

Sep. 21: British Empire ends use of gold standard

Oct. 17: Al Capone sentenced to 11 years in prison for tax evasion

Oct. 18: Thomas Alva Edison dies at the age of 84

Nov. 30: Manchuria occupied by Japan

1932

Jan. 28: Japan invades Shanghai

Mar. 1: Charles Lindbergh, Jr. is kidnapped but rescued by adventurers

May 17: Japanese nationalists assassinate Prime Minister and assume power

May 20: Amelia Earhart flies solo across the Atlantic

Oct. 3: Iraq gains independence from Britain

Oct. 21: Fritz Von Opel sets land speed record in rocket-powered car

Nov. 8: Franklin Delano Roosevelt elected President of the United States

1933

Jan.: US recognizes USSR

Jan. 6: USSR in grips of massive famine

Jan. 12: Right-wing government wins elections in Spain

Jan. 30: Hitler becomes chancellor of Germany

May 7: First concentration camps established in Germany

Jul 22: Completion of first solo round-the-world flight



Aug. 15: China and Japan establish demilitarized zone between Manchuria and China

Oct. 14: Germany and Japan pull out of the League of Nations

Oct. 17: Albert Einstein emigrates to the U.S.

Dec. 5: US introduces Twenty-first Amendment (repeal of Prohibition)

1934

Mar 21: Germany finishes building autobahn

May 23: Bonnie Parker and Clyde Barrow apprehended by private citizens

Jun. 6: Prototype German walker takes its first shaky steps

Jun. 30: "Night of the Long Knives" purge of Hitler's supporters

Jul. 22: Vigilantes capture John Dillinger in Chicago

Jul. 25: Austrian chancellor assassinated by Nazis during a coup attempt

Aug. 19: Hitler becomes president of Germany

Sep. 18: USSR joins League of Nations

Oct. 16: China attempts to eliminate last of Chinese Communists; Mao Tse-tung's "Long March" begins

1935

Feb 9: Sir Robert Watson-Watt submits paper first describing radar

Mar. 9: Existence of the Luftwaffe becomes public knowledge

Jun. 16: Roosevelt's "New Deal" passed by House of Representatives

Jul. 1: The Division of Investigation renamed the Federal Bureau of Investigation (FBI)

Aug. 21: Conrad Zuse creates first modern "computator", the Z1

Sep. 12: Howard Hughes sets air land speed record in a plane of his own design

Sep. 15: Germany passes anti-Jewish Nuremberg Laws, removing civil rights from all German Jewry

Sep. 26: Tesla unveils "beam weapons"; dubbed "Death Rays" by the press

Oct. 24: Italy invades Ethiopia

Nov. 3: Britain passes Government of India Act, establishing India's freedom on paper

Nov. 22: Trans-Pacific air service begins

Dec. 11: Italy withdraws from the League of Nations

1936

Feb. 4: Army officers launch rebellion in Tokyo; put down by general military staff

Feb 17: Mexico passes expropriation law and begins seizing land

Mar. 7: German troops march into the Rhineland

Apr. 30: Advanced walker prototype demonstrated to German military

May 7: Germany and Italy form the Rome-Berlin Axis

May 9: Ethiopia surrenders to Italy

Jul. 17: Spanish Army garrisons led by Francisco Franco revolt; Spanish civil war begins

Jul. 28: German *Kondor Legion* arrives in Morocco at the unofficial request of Franco

Aug. 1: Germany demonstrates walking vehicle at the Olympics in Munich

Aug. 14: German bombers destroy Spanish Republican ship Jamie I

Nov 2: BBC television begins service

Nov. 3: Roosevelt re-elected in biggest landslide of twentieth century

Nov. 15: Germany and Japan form anti-Communist alliance

1937

Jan. 25: Zhukov, Russia's greatest tactician, exiled to Siberia

Feb. 24: Japan signs anti-Communist pact with Italy

Mar. 7: Chiang Kai-Shek unites with Communists against Japan

Mar. 28: Alan Turing publishes paper promoting a universal problem-solving machine

Apr. 26: German *Kondor Legion* warplanes conduct "exercises" against the Basque town of Guernica, killing 1600 civilians

May 6: Hindenberg airship near-disaster

May 8: *Kondor Legion* squadrons attacked by warplane of unknown design and completely wiped out

May 28: Neville Chamberlain becomes British Prime Minister

Jun. 24: Germans test rocket plane He 112

Jul 2: Amelia Earhart disappears over the Pacific

Jul. 17: *Kondor Legion* withdraws from Spanish civil war after being systematically decimated by unidentified assailants

Sep. 30: British begin constructing first radar system, the "Chain Home"

Oct. 12: Mexico seizes and nationalizes railways

Oct 21: India has general elections; Congress Party sees massive victory

Dec. 29: Ireland leaves the British Commonwealth

1938

Sep. 15: John Cobb sets new land speed record of 560 km per hour at Bonneville Salt Flats

Feb. 1: German walker program (*Panzerkämpfer*) now a high priority; PzK IV Ausf A "Loki" enters service

Mar. 12: Germany proclaims Anschluss (union) with Austria

May 13: Japanese walker Shiki 38 begins production

Jun. 26: German tests rocket plane He 176

Jul. 14: Howard Hughes beats circumnavigation record; flies around the world in just under 4 days

Sep. 3: Germany tests prototype of sonic weapon

Sep. 17: Rocket plane He 176 stolen by British agents

Oct. 15: Germany annexes Sudetenland

Oct. 25: Japan occupies North China, South China coast, lower valley of Yangtze River

Nov. 9: Kristaknacht: Assassination of German envoy in Paris by a young Jewish man brings massive retaliation against German Jewry, including massive fines and internment in concentration camps

1939

Aug. 23: John Cobb breaks land speed record again, traveling 600 kilometers per hour

Jan. 15: Hitler reiterates demands for land concessions from Poland

Jan. 29: Japan uses mustard gas in China

Mar. 1: US walker M11A1 "General Early" enters service

Mar 19: Spanish Civil War ends; Franco heads new Fascist government

Mar 16: Germany invades Czechoslovakia

Mar 31: Britain and France vow to stand by Poland against German demands

May 22: Germany and Italy sign non-Aggression Pact

Aug 7: The ship Queen Mary sets new trans-Atlantic speed record

Aug. 23: Nazi-Soviet non-aggression pact

Sep. 1: Germany invades Poland; begins World War II

Sep. 3: Britain, France, Australia and, New Zealand declare war on Germany

Sep. 5: US declares neutrality

Sep. 7: German forces within 25 miles of Warsaw

Sep. 14: Igor Sikorsky makes first helicopter flight

Sep. 17: Russia invades Poland to keep some land out of Hitler's hands

Sep. 29: USSR absorbs Lithuania

Oct. 1: The Phony War, or *Sitzkrieg*, begins

Oct. 6: Hitler calls on France and Britain to recognize the "New Order in Europe"

Oct. 11: France rejects Hitler's call

Oct. 12: Britain rejects Hitler's call

Nov. 30: The Winter War: USSR invades Finland and is expelled from League of Nations

1940

Jan. 21: Japan announces plans to create "Greater East Asia Co-Prosperity Sphere"

Feb. 22: League of Nation begins using "Plenipotentiary Teams" as troubleshooters

Mar. 4: Royal Air Force sinks the first u-boat of WWII

Mar. 12: The Winter War ends after a brutal conflict; the Fins sue for peace.

Apr. 9: Germany invades Norway; first use of paratroopers

Apr. 20: Electron Microscope invented

May 10: Germany invades Holland and Belgium, again using paratroopers

May 10: Winston Churchill becomes British Prime Minister

May 13: German forces cross into France

May 14: Holland surrenders

May 20: British Expeditionary Force pushed out of Arras

May 21: Belgium secretly ships $2 billion in gold to France for safekeeping

May 27: Operation Dynamo begins at Dunkirk; an attempt to rescue remains of BEF

May 28: Belgium surrenders

Jun. 3: Dynamo rescues 340,000 British, French and Belgian troops

Jun. 4: German forces overrun Dunkirk

Jun. 5: Germans assault French defenses at the Somme



Jun. 14: German troops breech the Maginot line with robotic walking bombs

Jun. 25: France surrenders

Jul. 10: Battle of Britain begins when Germany attacks RAF bases and radar stations

Jul. 15: Italian forces occupy British Somaliland in East Africa

Jul. 19: First flight of Gloster P40 Pioneer jet fighter

Jul. 23: USSR annexes Lithuania, Latvia and Estonia

Aug. 20: Churchill: "We shall never surrender... "

Sep. 7: The Blitz: Massive bombing on London; British troops warned of possible invasion in 24 hours, but nothing comes

Sep. 13: Italy invades Egypt

Sep. 17: Britain's "Greatest Day": a Gloster Pioneer squadron downs nearly 200 German planes

Sep. 27: Germany, Italy and Japan sign Tripartite Pact

Oct. 28: Italy invades Greece

Oct. 31: The Battle of Britain ends but German bombing continues

Nov. 11: RAF bombs Italian fleet at Taranto, sinking most of it

Dec. 12: Italy driven out of Greece

Dec. 9: Britain forces attack Italian positions along Egyptian border

1941:

Aug. 20: Assassination attempt against Russian ex-patriot Leon Trotsky foiled by adventurers; Trotsky takes refuge in United States

Feb. 2: Italian forces on full retreat to Tripoli

Feb. 14: Afrikacorps begin landing in Tripoli, commanded by Erwin Rommel

Mar. 11: President Roosevelt signs the Lend-Lease Act

Mar. 24: Afrikakorps attack British at Beda Fomm

Mar 26: Germany begins using primitive body armor in cooler climates

Apr. 2: Germany tests He 280, the country's first true jet fighter

Apr. 6: Germany invades Greece and Yugoslavia

Apr. 16: Germany test He 262

May 21: Germany captures Crete

May 27: Battle of Gazala: bloodiest battle in Africa to date

May 30: He 262 and 280 enter mass production

Jun. 1: US and Britain sign Lend-Lease agreements with USSR

Jun. 15: Britain's Operation Battleaxe fails to lift the siege of Tobruk

Jun. 22: Operation Barbarossa: Germany invades USSR

Jul. 26: Roosevelt orders total oil embargo on Japan; Britain follows suit

Jun. 29: German forces encircle Russian city of Minsk

Jul. 2: German forces secure Russian region of Brest-Litovsk

Jul. 5: Churchill replaces North African commander Archibald Wavell with General Claude Auchinleck

Jul. 17: US advisors arrive in China from Burma, bringing US walkers for Chinese use

Jul. 21: German *Luftfortresses* bombs Moscow

Aug 5: Japanese planes drop plague-ridden fleas over southwest China, starting a small epidemic

Aug. 12: United States and Britain develop the Atlantic Charter

Aug. 15: Churchill replaces Auchinleck with General Bernard Montgomery

Aug. 19: Adventurers liberate nearly $1 billion in Belgian gold from a Nazi stronghold

Aug. 20: German siege of Leningrad begins

Oct. 4: Japan opens "Manchukuo Front" against Russians

Oct. 15: Germans use walking mustard gas dispensers to eliminate Russian emplacements

Oct. 26: British and US war materiel begin arriving in Russia

Nov. 2: German forces enter Moscow; fighting degenerates into a stalemate

Nov. 17: British agents fail to capture Rommel

Dec. 1: Britain creates the elite Special Air Service unit

Dec. 3: Russo-Japanese struggle for Vladivostock bogs down over the winter

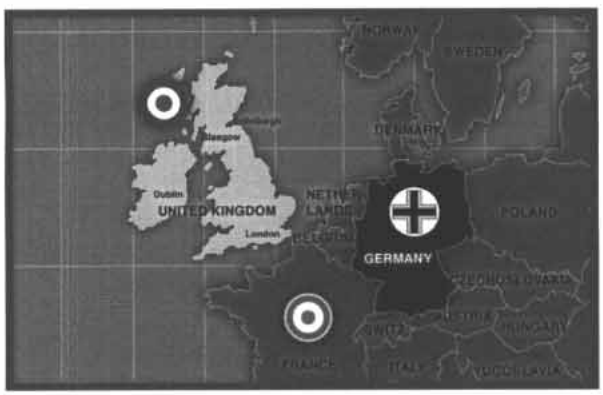
Dec. 5: First blizzard of season engulfs Moscow

Dec. 7: Japan bombs Pearl Harbor; also attacks the Philippines, Guam, Wake Island, Midway Island, Hong Kong, British Malaysia and, Thailand

Dec. 8: US declares war on Japan; rest of world follows suit

THE BALANCE OF POWER

The Modern Age is a world at war. The conclusion to World War I did little to resolve the underlying problems that brought about the conflict in the first place. If anything, the Treaty of Versailles only exacerbated them (one famous general is rumored to have said, "this is not a peace treaty, it's a guarantee of war"). The events of the last two decades first plunged the world into a delicate game of power politics and then another world war. To understand the dynamics at work in the world today, it is important to look at the histories of the five greatest powers on earth, whose strength and influence are unmatched. Nazi Germany and Imperial Japan stand united under the banner of the Axis; they are opposed by the British Commonwealth, the USSR and the United States of America.



THE BRITISH COMMONWEALTH

"We shall defend our island whatever the cost may be; we shall fight on beaches, landing grounds, in fields, in streets, and on the hills. We shall never surrender and even if, which I do not for the moment believe, this island or a large part of it were subjugated and starving, then our empire beyond the seas, armed and guarded by the British Fleet, will carry on the struggle until in God's good time the New World with all its power and might, sets forth to the liberation and rescue of the Old."

— Winston Churchill

Without a doubt, the pre-eminent power in the world is the British Commonwealth. The Commonwealth consists of the United Kingdom of Great Britain and Northern Ireland, along with the dominions, colonies, and other territories throughout the world that owe allegiance to the British Crown. At present, the British Commonwealth comprises over 20 percent of the world's land area and more than 400 million people.

The Industrial Revolution transformed the British economy from one relying primarily on agriculture to one based on mechanized manufacturing, and consequently the numbers of British products available for export drastically increased. The quest for new markets was the economic incentive behind a revived British Empire. Bent once more on expansion, but having lost her Noth American colonies in the eighteenth century, the Empire focused more on expansion into Asia and Africa in the years leading up to World War I.

An empire based on free trade, rather than the old colonial system based on protected commerce, required less regulation. The concept of responsible government, or government by the citizens of a colony, emerged and was applied throughout much of the Empire. This concept allowed Britain to withdraw its military presence while retaining control of foreign affairs and external defense. By World War I, Britain had granted responsible government to its possessions in Canada, Australia, and South Africa, among others. The British governments of the early twentieth century thus exercised a much less centralized control over the empire.

During World War I, the British Empire remained united. The Dominions, as those colonies granted responsible government were called, were loyal to Britain at first, but the Easter Rebellion in Ireland in 1916 marked the beginning of an increasing desire for independence in many of the colonies. Troops from the Dominion countries were prominent in World War I, and as the sacrifices of war increased after 1916, their loyalty to Mother Britain waned. Australia rejected conscription



in 1917, much as Quebec opposed it in Canada. Despite the rumblings of discontent in the Dominions, the war actually expanded the British Empire to its greatest extent. The Treaty of Versailles gave Britain German possessions in Africa, while the collapse of the Ottomans in the Middle East led to the British acquisition of Palestine and Iraq. This monumental expansion placed incredible new stresses on an already fractured system.

Following the experiences of World War I, Britain lapsed into a period of isolationism. Public disinterest and government evasion met the outbreak of the Spanish Civil War, Italian aggression in Ethiopia, and the military build-up by Germany. In 1937, Neville Chamberlain became prime minister, adopting a policy of appeasement towards Hitler rather than confrontation. He genuinely believed that diplomacy, backed up by veiled threats, would be sufficient to prevent Germany from plunging Europe into another war; unfortunately for everyone, he was wrong.

In the end, Chamberlain's efforts only encouraged rather than dissuaded Germany from continuing its military build-up. In 1936, for example, Germany sent troops into the demilitarized Rhineland. Germany then annexed Austria in 1938 and seized the western half of Czechoslovakia later that same year. Emboldened by the unwillingness of Britain to do anything to stop him, Hitler ordered the occupation of the rest of Czechoslovakia in 1939. Germany likewise seized the free city of Danzig in Poland. As a free city, Danzig existed under the protection of the League of Nations. When the League's members — including Britain — did nothing to protect Danzig, Hitler knew that his goal of world domination was within his reach.

Unfortunately for Germany, Britain finally took a stand when the Nazis invaded Poland in 1939. Both France and the British declared war to protect the integrity of the Polish state, but other than sending a few bombers to drop propaganda leaflets, they did nothing.

Life under the Blitz

While continental Europe is certainly the location hit the hardest by Axis attacks, even the island nation of Britain has not escaped. The wail of air raid sirens has become the standard backdrop to daily life, and London, the capital city of the British Empire, is regularly hit with barrages of German bombs. Life continues unabated for the civilians, however, and the slow decline in the frequency of the raids (as the coastal defenses are gradually reinforced) is usually met with something of a resigned sigh.

The civilians and army personnel living in London have learned to make the best of the situation, showing that the fabled 'stiff upper lip' can, in fact, carry a person through even the most trying of times. Shops and pubs continue to open, despite rationing, and the Tube — the underground subway — now serves as a makeshift public bomb shelter. Class lines have become weaker in this time of adversity, and the Royal Family themselves have pitched in to lend a hand with the clean up and reconstruction.

Civil service lorries do their best to keep the streets clear of debris, and quadruped walkers modified with cranes are occasionally used in the rescue efforts. They've proved to be much more useful than standard wheeled vehicles, since they can step over fresh rubble and go where trucks cannot; many have been adopted by the local populations, their strange configurations garnering them nicknames — rude and otherwise — from the local children.

On October 6, in an address to the German Reichstag, Hitler called on France and Britain to recognize the "New Order in Europe." Daladier, the French Prime minister, rejected Hitler's terms on October 11. Great Britain's Prime minister, Neville Chamberlain, the man who thought he could negotiate with "Herr Hitler" after the Munich conference of 1936, needed an extra day to dismiss Hitler's peace proposals.

So began a curious period of the war. None of the combatants appeared to want to take any action to widen the conflict beyond its current borders. The French were happy to sit behind their Maginot Line, while Britain, wracked by internal dissent in Chamberlain's government, vacillated. Bombing raids and pamphlets were as far as Chamberlain wanted to go. It seemed a quiet "Phony War," or "Sitzkrieg," as the newspapers of the day dubbed it. Germany's complacency, however, was deceiving. The Wehrmacht was remarshalling itself after the Polish campaign, preparing to execute the Fürher's latest directive: Number 6 — Case Yellow, the invasion of the Low Countries and France itself!

Independence!

In many ways, the First World War accelerated support for nationalist movements in the colonies, and the British government soon found that it could do little to stop this trend. At the end of the conflict, Britain was exhausted and its empire overextended. During the 1920's and 1930's, Britain searched for policies that would both reduce the cost of maintaining the empire and lower the risk of its falling apart. The Statute of Westminster in 1931 granted the demands of the Dominions for full constitutional autonomy. The statute also established the British Commonwealth as an association of equal and independent states united by common allegiance to the British Crown. After the Irish Revolution (1912-1922), Britain granted southern Ireland Dominion status, although the country eventually left the Commonwealth in 1937.

In India, discontent with British rule increased, culminating in the Amritsar Massacre, in which the British army fired on Indian demonstrators, killing nearly 400. Though the British colonial government passed constitutional reforms in 1919 and 1935, tensions remained high. In its African colonies, Britain did not have to cope with nationalism and concentrated on administering the populations indirectly and inexpensively through existing local institutions. Nevertheless, there was occasional African resistance to colonial control, especially when the British levied new taxes or interfered with traditional practices.

France fell unexpectedly early, its vaunted superscience fortifications and giant tanks bypassed by the mobile German army and later smashed to bits. The Nazi forces poured into the breach, invading northern France in only a few short days. Caught unprepared by France's failure the British troops fared little better, both in France and in a disastrous Norwegian campaign designed to cut off supplies to the growing German empire. The misadventures in Norway brought about the resignation of Neville Chamberlain and his immediate replacement by Winston Churchill on May 10th, 1940.

Early in the morning of 20th of May, the German troops of famous general Erwin Rommel occupied the heights around the town of Arras. The British Expeditionary Force, along with all the French troops in Belgium, were perilously close to being cut off. The few Cavalier walker crews with the BEF hurled their walkers at the enemy, but it was all for naught. Unable to break the German noose, it was time for the British to retire to the Channel ports. The Royal Navy began Operation Dynamo at Dunkirk on May 27th, attempting to rescue more than 338,000 troops, 120,000 of these French and Belgian in origin. The next day, Belgian King Leopold surrendered unconditionally to the Nazis.

Admiral Sir Bertram Home Ramsey mobilized every available ship on the south coast of England for the evacuation. Stirred by this example, Winston Churchill declared in the House of Commons on June 4th: "We shall fight on the beaches, we shall fight in the fields, we shall defend our island...and we shall never surrender." All of the evacuated troops, however, left with no other equipment beyond their rifles. All the surviving tanks, artillery guns, and walkers were either destroyed or abandoned on the Dunkirk beaches, which were swarmed by the Germans at dawn on June 4th. Britain found herself in the position of having only one fully equipped division available for the defense of her home islands, and the soldiers in that division were not even British! It was the Canadian First Division, freshly disembarked from their transatlantic transports, who would have to bear the brunt of a prospective Nazi invasion.



With the conclusion of the Battle of France the conflict entered a new phase, one that the German military machine was not as well equipped to win. Triumphant on land, Germany now had to face Britain in the air and on the sea, theaters in which her might was much less imposing. The Luftwaffe was designed as a tactical support air force, and was unable to achieve the goals Hitler set for it in spite of the posturing of its chief, Reichsmarshall Herman Goering. The Battle of Britain was to be one of the most glorious moments of the war for the beleaguered islands, a handful of brave pilots holding the line against the might of the Luftwaffe.

The air strikes revealed the ingenuity of the British people, whose scientists unveiled a series of inventions to counter the German bombers: a radar network, anti-aircraft walkers patrolling the Southern cliffs, experimental microwave guns and more. To counter the ever-faster German aircraft, Britain fielded her first jets, basing a squadron of primitive jet interceptors outside Duckworth during the closing weeks of the Battle of Britain. These dozen primitive but rapid Gloster Pioneers were to herald the beginning of a new age in aerial combat.

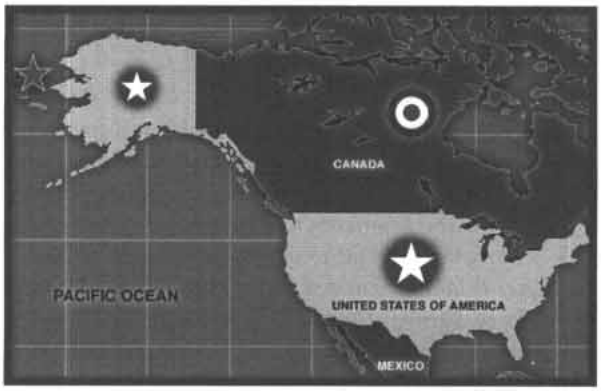
Battered and beaten, the British Commonwealth nevertheless bestrides the world like a colossus. It is the only true world power of the Modern Age, in both extent and majesty. Not even the United States or the Third Reich can yet rival it in terms of scope and power. In addition, its troops are second to none when it comes to discipline and morale. Although not as technologically advanced as either Germany or the United States, superscience is thriving in the Commonwealth, thanks to the desire of its leaders to keep up with this burgeoning field. With the entry of the United States into the war, the Commonwealth may yet survive to see the end of the Third Reich — so long as it maintains the same grit and determination it has shown in the face of German aggression.

The Lend-Lease Program

Germany quickly occupied France, leaving Britain to face the might of the Third Reich alone. Churchill quickly began to seek out allies elsewhere, particularly the United States, which had thus far remained neutral. The Americans were no fools, however, and saw right away that to allow the Germans to conquer Britain was to make them the undisputed masters of Europe. Though Congress did not want to enter the war, it did begin a series of loans that permit Britain to import much-needed food and war materials.

Known as the Lend-Lease Program, this allows the United States to ship thousands of tons of food, supplies and ammunitions to the beleaguered British islands. They also sell them a number of combat vehicles such as war walkers, though these are not equipped with weapons or engines to bypass restrictions on military aid to foreign power. All these cross the Atlantic in large convoys that the German Kreigsmarine, despite Admiral Karl Dönitz's Wolf Packs, seems incapable of stopping.

In addition to defending their islands against German invasions, the British have sent troops and vehicles to protect their holdings in North Africa. The desert campaign is epic in scale: advances and retreats are measured in hundreds, even thousands, of miles. Men live and die under the merciless gaze of the sun, and the featureless miles of sand and rock swallows up entire formations of lost or dazed combatants. The desert is a feared and respected enemy by both sides, and all soldiers have learned to and survive in the most sterile region on the planet. So far, it seems to work: the boys of the 8th Army are locking horns with the Nazis and have so far stemmed the tide of their seemingly-unstoppable advance.



THE UNITED STATES OF AMERICA

"We are determined that before the sun sets on this terrible struggle our flag will be recognized throughout the world as a symbol of freedom on the one hand, of overwhelming power on the other."

- General George C. Marshall, U.S. Army Chief of Staff

In the aftermath of the divisive Civil War, several factors combined to make the United States into a true world power. First, business leaders wanted overseas markets. They feared that if the United States failed to gain new markets abroad, other nations would claim them, and these markets would be lost to U.S. enterprise. Second, national prestige required the United Sates to join the great European nations and Japan as imperial powers. Third, religious leaders supported efforts to spread Christianity to foreign peoples. Finally, the United States seemed to be falling behind in the race for empire; it had not acquired non-contiguous territory since Seward bought Alaska from Russia in 1867.

Of course, overt imperial designs evoked criticism. Many Americans opposed U.S. expansion and challenged the drive for an overseas empire. Indeed, isolationism seems to the default American position in foreign affairs. Likewise, groups such as the Anti-Imperialist League — a coalition of editors, academics, reformers, and labor leaders — contended that the United States had no right to impose its will on other people and that imperialism would only lead to further conflict. Still, the economic realities of the 1890's made overseas expansion seem imperative, especially to the business community. By the century's end, the United States had begun to send American forces to Hawaii, Cuba, the Philippines, and East Asia.

United States involvement in Cuba began in 1895 when the Cubans rebelled against their Spanish colonial masters. The resulting revolution was savage on both sides. Humanitarians urged the United States to intervene for the noblest of reasons, while U.S. businesses voiced concern about the potential loss of their large investments on the island.

A well-reported incident finally drew the United States into the worsening revolution. On February 15, 1898, an American battleship, the Maine, exploded in Havana harbor, killing 266 people. Most Americans blamed the Spanish, and the slogan "Remember the Maine" became a rallying cry among those in favor of U.S. intervention. In April 1898, Congress declared war on Spain, and the Spanish-American War began. The four-month war ended in August with a victory for the United States. The peace treaty stated that Spain would cede the Philippines, Puerto Rico, and Guam to the United States and that the United States would pay Spain $20 million as compensation. In addition, Spain would surrender all claims to Cuba and assume Cuba's debt. Within a short few months, the United States had become a world power with an overseas empire.

World War I cemented the place of the United States in world affairs. While European nations tried to recover from the war, the United States had overseas territories, access to markets, and plentiful raw materials. Formerly in debt to European investors, the United States began to lend money abroad. At home, the economy expanded, profits soared, and zeal for reform waned. Business and government resumed their long-standing cozy relationship.

By 1922, the nation began a spectacular spurt of growth, aided largely by the growing



acceptance of super-science. Auto production symbolized the new potential of industry and technology. By the end of the 1920's, there were over 27 million motorized vehicles on America's roads. Assembly-line techniques cut production costs, which made cars less expensive and more available to the average American. Cars were just one growth sector of the 1920's. Energy use tripled, and electricity reached 60 percent of American homes. Industry produced new home appliances, and as incomes rose, families spent larger portions of their incomes to buy these durable goods. Chain stores put local retailers out of business. Canned goods and commercial breads replaced homemade products. The young advertising industry, which had appeared in the late nineteenth century, fed a desire for consumer goods. American corporations became larger, and by the end of the decade one hundred corporations controlled nearly half the nation's business.

The vast growth of business in the 1920's transformed many areas of life, but failed to distribute benefits equally. Industrial workers did not reap the profit of increased productivity. Wages rose but not as fast as prices. Unions fought against manufacturers' associations, determined to break their power. Union membership dropped from about 5 million in 1920 to 3.4 million in 1930. Agriculture suffered as well. Markets for farm products declined after army purchases ended and European farming revived. Farmers produced more, and prices continued to fall. The annual income of farmers declined, and they fell further into debt.

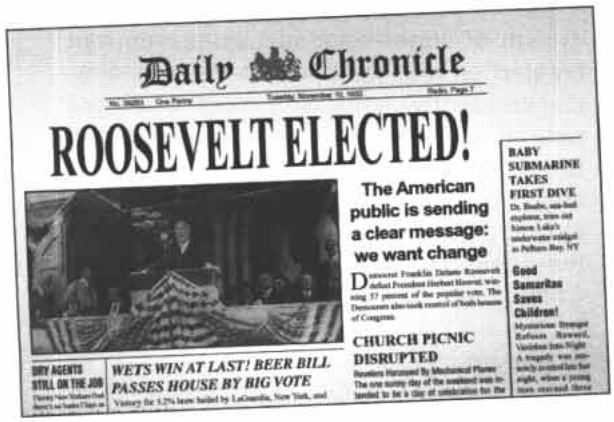
In 1929, the prosperity of the 1920's came to a frightful end. Stock prices climbed to unprecedented heights, as investors speculated with abandon. The speculative binge, in which people bought and sold stocks for higher and higher prices, was fueled by easy credit, which allowed purchasers to buy stock "on margin." If the price of the stock increased, the purchaser made money; if the price fell, the purchaser had to find the money elsewhere to pay off the loan. In addition, the growth of super-science businesses had created an artificial boost to the economy. Consequently, more and more investors poured money into stocks. Unrestrained buying and selling fed an upward spiral that ended on October 24, 1929, when the stock market collapsed. The great crash shattered the economy. Fortunes vanished in days. Consumers stopped buying, businesses retrenched, banks cut off credit, and a downward spiral began.

The Dark Side of America

Political and cultural debates divided Americans in the 1920's. Major issues of the decade reflected a split between urban and rural, modern and traditional, radical and reactionary. Nativist sentiments emerged, based on the belief that foreign immigrants were dangerous to "ordinary Americans." Nativism inspired the revival of the Ku Klux Klan. The new Klan targeted Catholics, Jews, and immigrants, as well as blacks. It thrived in the Midwest and Far West, as well as in the South. With its women's auxiliary, the Women of the Klan, it raised millions of dollars and wielded political power in several states.

Conflict also arose over religious fundamentalism. In 1925, John T. Scopes, a Tennessee schoolteacher, was tried for breaking a state law that prohibited the teaching of the theory of evolution in public schools. Scopes and the American Civil Liberties Union believed the law violated freedom of speech, an argument made by Scopes' lawyer, Clarence Darrow. Reporters converged on Dayton, Tennessee, to witness the courtroom battle between traditionalism and modernism. The court convicted Scopes, but his conviction was later overturned on a technicality.

The battle over Prohibition, finally, symbolized the divisive spirit of the 1920's. "Drys" favored Prohibition and "Wets" opposed it. The Volstead Act of 1919, which enforced the Eighteenth Amendment, prohibited the manufacture, sale, or distribution of alcoholic beverages, but was riddled with loopholes. Organized crime entered the liquor business; rival gangs and networks of speakeasies threw many cities into violent chaos. By the end of the 1920's, Prohibition was discredited, and was repealed in 1933.



Daily Chronicle

ROOSEVELT ELECTED!

The American public is sending a clear message: we want change

BABY SUBMARINE TAKES FIRST DIVE

Good Samaritan Saves Children!

CHURCH PICNIC DISRUPTED

DRY AGENTS STILL ON THE JOB

WETS WIN AT LAST! BEER BILL PASSES HOUSE BY BIG VOTE

The stock market crash of 1929 did not cause the Great Depression, but rather signaled its onset. The crash and the depression sprang from the same cause: the weaknesses of the 1920's economy. An unequal distribution of income meant that working people and farmers lacked money to buy durable goods. Crisis prevailed in the agricultural sector, where farmers produced more than they could sell, and prices fell. Easy credit, meanwhile, left a huge debt burden. The Great Depression was not limited to the United States, however. It also crossed the Atlantic. The economies of European nations collapsed because war debts and trade imbalances had already weakened them. Most European nations spent more on importing goods from the United States than they earned by exporting.

As the Depression dragged on, unemployment reached the astonishing level of 25 percent of the American workforce in 1933. With one out of four Americans out of work, people stopped spending money. Demand for durable goods, as well as luxuries declined, and production faltered. By 1932, the gross national product declined by almost one-third. By 1933, over 5,000 banks had failed, and more than 85,000 businesses had closed their doors forever. At the same time, the Depression elicited a spirit of unity and cooperation in many Americans. Families shared their resources with relatives, and voluntary agencies offered what aid they could. Invariably, the experience of living through the depression changed attitudes for life, giving rise to many of the heroes who would one day face the Axis powers.

In 1932, Democrat Franklin Delano Roosevelt defeated President Herbert Hoover, winning 57 percent of the popular vote. The Democrats also took control of both houses of Congress. Voters gave Roosevelt a mandate for action. The new president was a progressive who had been a supporter of Woodrow Wilson. He believed in active government and experimentation. He also patronized super-scientists, whose work he believed could wrench America out of the Depression. This combination of factors changed American life forever, creating an environment in which government, scientists, and ordinary citizens worked together for the betterment of all.

Despite the success of Roosevelt's "New Deal" programs, he met with vociferous criticism from both sides of the political spectrum, highlighting the deep divisions within the United States. On the right, conservative business leaders and politicians assailed the New Deal as "socialism." Liberal critics believed Roosevelt had not done enough and endorsed stronger measures. The growing American Communist Party urged people to repudiate capitalism and to allow the government to take over the means of production.

In order to overcome criticism, Roosevelt expanded the New Deal in 1935. The keystones were higher taxes on corporations and upper incomes, as well as increased government regulations over businesses and utilities. Roosevelt also introduced Social Security, a form of guaranteed income for retired citizens. As before, the New Deal met with opposition from both the right and left, but the American people supported Roosevelt's measures, leading to his re-election in 1936. By 1937, the Depression was slowly lifting. The gross output of goods and services reached 1929 levels.

Despite Roosevelt's many successes, the New Deal never ended the Great Depression, which continued until the United States' entry into World War II revived the economy. As late as 1940, 15 percent of the labor force was still unemployed. In the short run, the New Deal alleviated the misery of the Depression and



profoundly changed the way business was done in the United States. The federal government now became more involved in the economy, moderating the wild swings of the business cycle. Likewise, it stood as a shield between the citizen and sudden destitution.

As the Great Depression raged, most Americans recoiled from involvement in the European conflict they saw developing. They favored isolationism or even pacifism. Nevertheless, the Roosevelt administration tried to maintain friendly foreign relations. For example, Roosevelt recognized the USSR in 1933 and set up a "Good Neighbor Policy" with Latin America. No state, the United States said, had the right to intervene in the affairs of another. Despite this, Congress passed a group of neutrality acts to keep the United States out of Europe's troubles.

With the fall of France to Nazi forces, Americans increasingly doubted the United States could avoid becoming involved. Thus, Roosevelt revised the neutrality acts. He offered a plan known as "cash-and-carry," which permitted Americans to sell munitions to nations able to pay for them in cash and able to carry them away in their own ships. Isolationists objected, but Congress passed the Neutrality Act of 1939, which allowed Britain and France to buy American arms to fight against Hitler. Meanwhile, the war in Europe grew ever more desperate for the Allies. By the summer of 1940, Britain stood alone against Nazi aggression and seemed destined to fall before the super-science of the Third Reich.

Defenders of Liberty

As the world's troubles worsened between 1935 and 1940, many Americans discarded their neutrality and took action to right what they saw as evil and unjust. Many opposed fascist forces in the civil war in Spain, joining volunteer groups such as the famous Abraham Lincoln Brigade. Others joined the armies of other countries. Some took matter into their own hands and became free agents, fighting for justice and freedom wherever they were needed.

In June 1940, the United States started supplying Britain with "all aid short of war" to help the British defend themselves against Germany. Roosevelt then asked Congress for more funds for national defense. Congress complied and began the first American peacetime military draft, the Selective Training and Service Act, under which more than 16 million men were registered. After the 1940 election, Roosevelt suggested the United States become "the great arsenal of democracy." The following year, he and British Prime Minister Winston Churchill announced the Atlantic Charter, which set forth Allied goals for World War II. The two nations pledged to respect "the right of all peoples to choose the form of government under which they will live" and promised a free world without war "after the final destruction of Nazi tyranny."

In 1941, the conflict worsened. German armies moved through the Baltic states and into Soviet Russia. Meanwhile, U.S. relations with Japan crumbled. On December 7, 1941, Japan attacked a U.S. naval base at Pearl Harbor in Hawaii. The next day it attacked the main American base in the Philippines. In response, the United States declared war on Japan, though not on Germany. Hitler acted first and declared war on the United States. The United States then committed itself to fighting the Axis powers as an ally of Britain and France.

As of late 1941, the United States is a peculiar coincidence of opposites — equal parts progressive and conservative, optimism and despair. Despite its present circumstances, it remains an important player in world affairs, if only because of the sheer size of its industrial base. It is a sleeping giant, a nation profoundly ambivalent about flexing its considerable muscles abroad, yet possessing the potential to influence the world in ways even the British Commonwealth cannot. Its ultimate place in the Modern Age remains uncertain, but there can be little doubt that the United States will play a vital role in the unfolding drama of the Second World War.



THE UNION OF SOVIET SOCIALIST REPUBLICS

"For the burned cities and villages; for the deaths of our children and our mothers; for the torture and humiliation of our people; I swear revenge upon the enemy... I swear that I would rather die in battle with the enemy then surrender myself my people and my country to the Fascist invaders. Blood for blood! Death for death!"

— War Oath of Soviet Soldiers

The Soviet Union is the youngest of the great powers, having come into being in the Russian Revolution of 1917. The Revolution overthrew Tsar Nicholas II, replacing his government with a Communist one headed by Vladimir Lenin. Upon assuming power, he withdrew Russia from World War I. Because of Russia's weakened position at the time, the Communist government agreed to Germany's demands to relinquish Ukraine, Poland, and the Baltic lands and pay indemnities. The agreement proved unpopular with Russians opposed to the Communists. In response, Lenin launched the so-called Red Terror, during which the Communists tightened their control over the country by killing their opponents.

Communist political, economic, and social policies led to civil war and intervention by foreign powers. Fortunately for Lenin, the anti-Communist forces lacked a unified plan or ideology. Furthermore, the Communists surpassed their adversaries in the use of violence, using the Cheka (secret police) and Red Army to suppress any dissent. By 1921, the Communists had effective control of Russia, renamed the Union of Soviet Socialist Republics.

The Communists pursued a state-managed socialist economy as the first step toward attaining communism. The policies known as "War Communism" embodied their goals. Implemented during the civil war, War Communism contributed to widespread strikes and uprisings, leaving the economy a shambles. Leon Trotsky, head of the Red Army, and other leaders favored continuing the forced progress toward communism. However, Lenin wanted a different course: demobilization of the Red Army, reduction of the requisitions of grain and produce from the peasants, and relaxation of controls over industry and trade. The Russian Communist Party thus adopted his "New Economic Policy" (NEP).

Lenin's gamble paid off. The NEP stimulated private initiative and quickly revived the economy. The Soviet Union achieved pre-Great War production levels in most sectors by 1926. This rebound prompted renewed debate about how to foster economic development on a socialist basis. Proponents of the NEP wanted to introduce socialism slowly. The NEP's opponents maintained that it was entrenching private property and capitalist elements. As the Soviet Union stabilized its political structures, the world powers entered into negotiations about the establishment of normal diplomatic and commercial relations. The breakthrough was the Treaty of Rapallo with Germany in April 1922. Diplomatic recognition soon came from other major powers, beginning with the Great Britain in February 1924. The United States was the last major power to recognize the USSR, having done so in 1933.

Lenin's death in 1924 brought about a brutal struggle for power. At the center of this struggle were Leon Trotsky and Josef Stalin. In contrast to Trotsky, who was primarily a theorist and a military leader, Stalin, the Communist party's general secretary, was a clever and determined



The Purges

The mid-1930's were marked by Stalin's campaign to eliminate all elements that opposed his policies. As in the Third Reich, Stalin used every means at his disposal to eliminate dissent wherever it occurred. Unlike Hitler, Stalin directed most of his energies at enemies within his own party rather than outside it. This was the beginning of the "Great Purge," during which thousands of Communists died at Stalin's instigation for supposed opposition to his regime. While the Purge certainly reinforced Stalin's grip over the Soviet Union, it also eliminated many valuable military and political leaders whose skills and insights might have eased the Soviet Union's transformation into a modern state. In addition, Stalin purged many skilled super-scientists, leading to the Soviet Union's dependence on other nations for technology. Yet, such matters hold little concern for Stalin, whose paranoia grows with each passing year.

organizer. Through his mastery of the Party apparatus, he won the support of a majority of delegates to party conferences and in consolidating his rule. In 1929, Stalin became supreme leader of the party and the Soviet Union, a position he maintains to this day through control of the party, the secret police, and numerous cronies he had elevated to power.

Stalin renounced the NEP, and the small measure of capitalism it permitted. He then instituted a series of "Five Year Plans" designed to bring about a controlled economy. Its basic aim was to harness all economic activity for the systematic development of heavy industry, thereby transforming the Soviet Union from an agrarian country into an industrial and military power. The Stalin government poured resources into the production of coal, iron, steel, railway equipment, and machine tools. They also expended considerable resources in the field of superscience, hoping the USSR could achieve the same level of success as Great Britain, Germany, and the United States.

Unfortunately, these economic transformations came with a staggering human cost. Anyone expressing the slightest reservations about them risked reprisals from the OGPU (successor to the Cheka). Cities existed in wretched and unsanitary conditions. The collectivization of agriculture relied on brute force far more than enthusiasm. In many areas of the Soviet Union, starvation and epidemic disease were rampant from 1932 to the present. Millions of peasants died during this artificial famine, especially in Ukraine.

Stalin views international events in the 1930's as increasingly dangerous to Soviet security. In Asia, the Japanese occupation of Manchuria resulted in Soviet forces going on alert in Russia and Mongolia. This has led to sporadic clashes and border incidents that may yet boil over into open warfare. Hitler's rise to power in Germany is another source of concern. At first, Stalin instructed the German Communist Party to cooperate with Hitler. Stalin has since reconsidiered this plan, as the Nazis' plans for expansion through military force have become clear.

The White Army

Despite Stalin's repression, opposition to his rule continues in Russia, most notably from an underground dedicated to the restoration of the Romanov dynasty. Led by a Russian nobleman named Kyril Vladimirovich Ignatiev, the "White Army" is effectively a terrorist organization based in China and using allies in the Soviet Union to advance its agenda. They strike at the Red Army and the OGPU whenever possible, but they never do so in a matter than will harm the defense of the country against the Fascists. They also provide a safe haven to those tyrannized by Stalin's musclemen and enforcers.

To date, Stalin has proven unable to defeat (or even find) the White Army — a great source of embarrassment to him. The rumor that the late Tsar's youngest daughter, Anastazia, has been saved by the White Army and now lives with them, waiting for the day when she will regain the throne, does nothing to help Stalin's sleep.

When Germany annexed the Sudetenland from Czechoslovakia in 1938, Stalin found himself in a difficult position. He did not want a war with the technologically superior Third Reich, but he had also pledged to defend the Czechs and Slovaks in the event of outside aggression. Consequently, Stalin called upon France and Britain to oppose Germany's demands — something they did not do. Instead, they signed the Munich Pact, which gave the Third Reich control of the Sudentenland. The following year, Germany occupied Prague and incorporated half of Czechoslovakia into the Reich — while France and Britain did nothing.

Meanwhile, Stalin feared the Japanese would attack his eastern possessions. To preserve the integrity of the Soviet Union, he needed to eliminate the threat of Germany in one way or other. Consequently, he secretly turned to the Germans themselves for the resolution to his problem. On August 23, 1939, the Soviet government shocked the Western democracies as well as many Communists by signing a non-aggression pact with Germany. Beyond improving the Soviet Union's defensive posture, the agreement gave it an opportunity to carry out territorial expansion of its own, something it had not been able to do since the 1917 Revolution. The pact provided for German and Soviet spheres of influence in Poland as well as a free Soviet hand in Estonia and Latvia in the event military conflict broke out in the Baltic region.

That conflict was not long in coming. On September 1, 1939, Germany, invaded Poland, provoking declarations of war from both Britain and France. Sixteen days later, the Red Army crossed the Polish frontier, took possession of eastern Poland, and imposed Soviet ways on the occupied areas. This involved their incorporation into Ukraine and Byelorussia and the deportation of thousands of Poles to Siberia. On September 29, Germany and the USSR signed another treaty modifying territorial arrangements in Poland and consigning Lithuania to the Soviet sphere. The Soviet Union then imposed agreements on the Baltic States giving it the right to base troops on their soil.

At the same time, Stalin demanded that Finland hand over the south-eastern section of the Karelian Isthmus as a buffer zone for Leningrad and that it permit the USSR to lease naval bases on the Finnish shore of the Gulf of Finland. Rejection of these proposals led to the undeclared Russo-Finnish War (or "Winter War"), which included a Soviet invasion of Finland. The League of Nations expelled the Soviet Union for its aggression. After a valiant but futile resistance by the Finns, the numerically superior Soviet forces overcame the local defenders. A peace treaty gave the USSR the land it sought and other strategic and economic advantages.

Soviet expansion continued during 1940. For example, the Soviet Union demanded free passage of troops and the formation of pro-Soviet governments in Latvia, Lithuania, and Estonia. Without waiting for acceptance of these demands, the Red Army moved in. The Army established puppet governments, which eliminated all resistance to Soviet rule. The USSR then annexed the three Baltic States as union republics. Stalin simultaneously extended his reach to the Balkans. It demanded that Romania surrender Moldavia under threat of invasion. Rather than risk violence, Romania complied.

Women at War

Men, women and children alike toil in the defense plants and factories of Mother Russia. As the conflict wears on, women join the ranks of the Red Army in growing numbers as well, fighting with as much skills and ferocity as their male counterparts.

Russian women are now found in the artillery, the air force and all areas of infantry (though more commonly as snipers and vehicle crew). In fact, the air force fields three female regiments: the 46th Guards Bomber Regiment, the 125th Guards Bomber Regiment and the 586th Fighter Regiment. There are rumors that the Red Army intents to crew many of their new walkers with women — they are small enough to fit the cockpit.

Concerned by Stalin's actions, Hitler began planning an attack on the Soviet Union in mid-1940 and signed the directive for Operation Barbarossa in December of that year. Foolishly, Stalin refused to believe that Hitler would turn on him and he disregarded the advice of his military and intelligence advisors who told him otherwise. When Germany finally invaded on June 22, 1941, it came as a tactical surprise and caught the Red Army at a terrible disadvantage. Without the brilliance of leaders like Zhukov, the Red Army nearly collapsed beneath the hammer blows of the technologically superior Wehrmacht, whose Panzers and Kampfers rolled across the border.

The German assault changed the military and political alignment of the entire war, which now assumed global proportions. Italy, Romania, Hungary, Finland, and other Axis countries declared war on the USSR. The United States extended lend-lease aid to the Soviet Union; it ultimately provided some $12 billion worth of food and equipment, including war walkers. Once the U.S. entered the war in late 1941, it joined Great Britain in recognizing the Soviet Union as an ally against the Axis.

Nevertheless, the Soviet Union remains a great unknown to both friends and enemies. Simultaneously inward looking and concerned with the outside world, the USSR is a paradox. Under Communist rule, the nation has entered the Modern Age, but retains many vestiges of its dark past — including a brutal dictatorship and repressive policies. Despite Stalin's repression, opposition to his rule continues.

Nevertheless, the Soviet Union's opposition to the Nazis makes it a valuable ally in the ongoing struggle. Although neither Britain nor the United States is comfortable with Stalin's internal policies, they cannot turn their backs on as formidable an ally as the Soviet Union. Should the Soviet Union fall to Hitler, the course of World War II may turn irrevocably against the Allies. The nation's vast resources and huge army may thus hold the key to final victory or defeat, as the world plunges ever deeper into war.

Operation Barbarossa

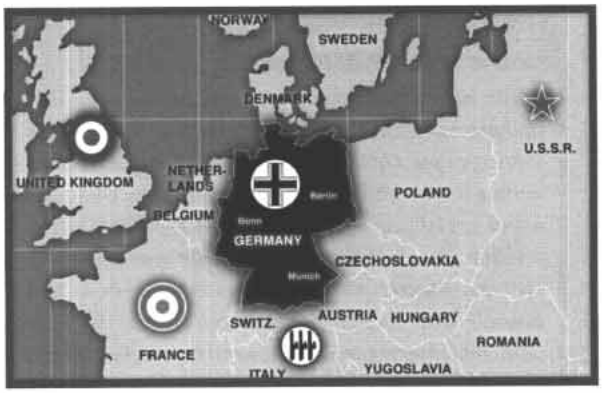
Stalin was convinced that Hitler was a man he could do business with. Then, at dawn on June 22nd, 1940, Germany put Operation Barbarossa into effect, invading Russia and moving toward Moscow with their usual speed and efficiency. When the news of the invasion reached the capital, Stalin was appalled. He was so utterly surprised by events that he locked himself in his room for the first ten days of the invasion, refusing to see anyone, until his staff managed to coax him out to plan the defense of the country.

Germany had many reasons to march on the USSR. Aside from Hitler's antagonism towards Bolshevism, there was the wheat of the Ukraine, the coal and iron mines in the Dnieper and Don river regions, and oil in the Caucasus and the Caspian regions – the very material Germany required to fuel its armies and complete its conquest of the world. There was also, of course, Hitler's desire to find new 'living space' for his victorious people and to acquire a nation of slaves to serve his dreams.

The Russian War Machine

Stalin, never a man to admit his ignorance of technical matters, had announced to his Generals that the Army of the Soviet Union would not bother with the new walking war machines, and placed his faith in the new SMK multi-turreted tanks rolling off the assembly lines. Unfortunately for the Russians, the immense SMK100 and T-28 indeed were the mainstay of the Soviet mechanized forces in the opening volleys of Operation Barbarossa. Slow, vulnerable and underpowered, these land giants were quickly disabled or bypassed.

The US and Great Britain finally stepped forward to aid Soviet Russia in their fight. In June and July of 1941, both nations signed Lend-Lease Agreements with Stalin. By October, they would be sending tanks, walkers, aircraft, ammunition and supplies via a treacherous northern sea-route to the city of Murmansk. Although downplayed in later years, this aid was vital to the early Russian war effort.



THE THIRD REICH

"Today we rule Germany, tomorrow, the world!"

— Adolf Hitler

There is no greater threat to peace and freedom in the world today than Nazi Germany. A tyrannical state employing institutionalized terror tactics, the Third Reich is the bastard child of the Allies' desire to punish Germany for its role in World War I and a failed artist and Austrian corporal named Adolf Hitler. A true monster, Hitler hates aristocrats and democrats, capitalists and communists, in addition to Jews and other so-called non-Aryans. In 1923, he led the infamous "beer hall putsch," in which he attempted to overthrow the weak Weimar Republic established by the Allies after World War I. That attempt failed, leading to his arrest and imprisonment for treason.

Unfortunately for the world, Hitler served less than one year of his sentence (during which time he penned his infamous manifesto Mein Kampf). Upon his release, he rejoined the National Socialist German Workers' Party (otherwise known as the Nazis), and became its leader in 1926. Hitler used his personal charisma and fiery oratory to win supporters for the Nazi cause, seizing every opportunity to denounce the Weimar government as a tool of Germany's enemies. In return for restoring Germany's rightful place in the world, Hitler demanded the unconditional loyalty and obedience of all patriotic Germans. To reinforce his message, brown-shirted stormtroopers harassed and attacked Communists, Jews, and other enemies of the Nazi party.

Hitler became chancellor of Germany in 1933. He did so with the support of many right-wing military and business leaders, most of whom believed Hitler was a mindless buffoon they could manipulate to their own ends. That belief was soon proven false, as Hitler revealed the lengths he would go to secure power. Calling himself Führer (or "Leader"), Hitler banned the Communist Party and called new elections, to gain even greater control over Germany. Even then, the Nazis were not satisfied. The party passed the "Enabling Act," which granted the government dictatorial powers over all aspects of German life. Hitler used these powers to create a totalitarian empire, which he called the Third Reich. He thus consolidated legislative, executive, judicial, and military authority in the person of the Führer. By 1934, Hitler was the supreme power in Germany, with the Nazi party as his primary instrument.

Naturally, the Nazis banned all rival political parties. They also outlawed strikes and enrolled the unemployed in labor camps or the army as Germany tried to overcome the dual effects of the Great Depression and war reparations. Consequently, Germany's unemployment rate plummeted and the country was on its way toward the self-sufficiency the Nazi knew was necessary for its ultimate plans: world conquest. Hermann Göring worked to establish the formidable Lüftwaffe as the world's premier air force. Hitler also took special interest in super-science, funding all manner of experiments that he hoped would place Germany at the forefront of technological development. Only the Americans surpass the Germans in their willingness to try previously untested methods of research. Of course, the Germans are much more willing to risk human lives, ensuring that they often surge ahead of their American counterparts in the development of destructive devices.



For the Fatherland!

Hitler always had a keen interest in the inventions and techniques developed by superscience. Seeing them as another way to ensure his quick and effective takeover of the world, he has allocated extremely generous research budgets to a large number of German researchers and scientific teams. Anything that can be used for the might of the Fatherland is examined and tested, often with a complete lack of ethics.

Chemists are developing new types of materials and explosives and doctors are designing new medical techniques, prosthetics and combat drugs (the latter often tested on prisoners). Engineers are always refining the German war machines, producing prototype after prototype as fast as their draftsmen and computators can create blueprints. Even historians and linguists are put to good use, scouring the past for anything that might come in handy.

Paul Goebbels has developed propaganda to a high art, using the newest technologies and media — including motion pictures and the televisor — that the Modern Age could provide. The Nazis direct much of their propaganda at Germany's youth, hoping to ensure the loyalty of the next generation. Organizations like the Hitler Youth and the League of German Girls provide a fertile ground for recruiting individuals totally dedicated to the twisted goals of the Third Reich. Some of the Reich's most dangerous agents began their careers in such organizations.

Supporting Nazi propaganda are two organizations of institutionalized terror, the most infamous being the Secret State Police (or Gestapo). In addition, there is Hitler's elite bodyguard, the Schutzstaffel (or SS). Working in concert with these two brutal groups are numerous military and civilian bodies, many of whom share the ability to arrest, imprison, and interrogate "enemies of the state" on the flimsiest of evidence. Together, they ensure that few citizens of the Reich dare speak out against its excesses.

That the Nazis have so thoroughly crushed dissent in the Reich is impressive, considering the sheer number of "enemies of the state." They consider political opponents enemies, as well as Jews, Gypsies, homosexuals, Communists, religious believers, and criminals. Rather than face such repression, many Germans have fled to other countries, especially the United States and Great Britain. This situation has only worsened since the enactment of the Nurenberg Laws, which deprived German Jews of citizenship and other rights. Nevertheless, there is opposition to Hitler and the Nazis.

This opposition consists largely of two groups. The first consists of Germans for whom the Nazi system is morally or ethically repugnant. These individuals come from a variety of backgrounds, many of them Christians (both Protestant and Roman Catholic) appalled by their churches' lack of overt resistance to the Nazis. In addition, students at various German universities oppose Nazi policies, as do Communists and Socialists of various stripes. Unfortunately, most of this first group lack sufficient support or power to be more than a nuisance to the Nazi leadership. The second group consists of individuals — many highly placed within the German government — who believe Hitler is a threat to Germany's continued survival as a great nation.

These patriotic Germans fear that his insane policies will bring down the wrath of the world upon their beloved fatherland, just as it did in World War I. Thus, they work as a conspiracy behind the scenes to do what they can to prevent such a fate from occurring. Like the first group, however, they have yet to prove a true threat to the continued existence of the Nazi regime. For this reason, agents of other nations often aid them, united in the desire to remove Hitler from power before it is too late.

More disturbing, Hitler was able to take full advantage of the reluctance of the European powers to confront him. He astutely threatened them into allowing him increase Germany's boundaries. His stated goal — to unite all ethnic Germans and give them Lebensraum ("living space") — seemed innocuous enough to many war-weary Europeans, some of whom felt the Allies had mistreated Germany after World War I. Coupled with their reluctance to risk war over such matters, Hitler had virtually a free hand to act as he chose. In 1933, Germany left the League of Nations and began rearming itself with the most powerful weapons and technology its super-scientists could offer.

Later, Hitler signed an anti-Communist pact with Japan and made an alliance with Fascist Italy. These agreements led to the creation of the Rome-Berlin-Tokyo Axis in 1940. In 1938, Germany declared an Anschluss ("union") with Austria, with little resistance from other powers or from the Austrians themselves. In Munich later that same year, Britain, France, and Italy signed the Munich Pact. This pact permitted Hitler to occupy the German-populated Sudetenland of Czechoslovakia in exchange for his promise that Germany would make no other territorial demands on its neighbors. Unsurprisingly, Hitler used the Pact to lend legitimacy to his aggression before acting on his designs for conquest elsewhere. The Munich Pact is now remembered as a testimony to the folly of appeasement in the face of a regime as evil as that of the Nazis.

In 1939, Hitler revealed this folly when Germany occupied the rest of Czechoslovakia. In August, he reversed his long-standing anti-Communist policies by making a non-aggression pact with the USSR. Unbeknownst to the world, the pact included a secret arrangement whereby Hitler agreed to divide Poland between Germany and the Soviet Union. With the Soviets out of the way, Hitler escalated his rhetoric, demanding control of Danzig. These demands led to a pact between Poland, Britain, and France that guaranteed the territorial integrity of Poland. Nevertheless, on September 1, Germany invaded Poland; Britain and France immediately declared war on Germany. Europe plunged into conflict once more.

Using the new tactic of Blitzkrieg ("lightning war"), German mechanized divisions — including Panzerkampfer — quickly overwhelmed Poland, occupying the western half of the country. Meanwhile, the Soviets seized the eastern part, as the Germans had promised in their secret pact.

Nazi Sympathizers

Surprising to many opponents of Nazism is that there is support for the basic principles of National Socialism and Fascism in otherwise democratic countries. Most of these groups combine extreme nationalism with anti-Semitism and opposition to capitalism. However, not all are sympathetic to Hitler's ultimate aims. In France, for example, the Cross of Fire movement rejected dictatorship as a solution to France's pre-war problems. Others, like Rex in Belgium, are collaborators with the Nazis who now occupy the Low Countries. Meanwhile, the Union of British Fascists, led by Sir Oswald Mosley, has appeared to stir up trouble within the Commonwealth. The Union opposes what it sees as the corrupt government of Britain and hopes to replace with a fascist one dedicated to upholding British sovereignty against all comers. William Dudley Pelley's Silver Shirts performed much the same role in the United States.

More frightening are covert sympathizers, individuals of wealth and influence, whose affiliation with the cause of Hitler is unknown and unsuspected by their countrymen. These dastardly souls work behind the scenes to undermine the war efforts of their own nations. Outwardly, they may support the goals of the Allies, but secretly, they consort with Nazi agents. In most cases, Hitler has promised them preferential treatment once the Third Reich reigns supreme, a veritable deal with the Devil that more people have accepted than the Allies would care to believe.

In 1940, Germany continued its conquests by occupying Denmark, Norway and the Low Countries. The Germans also invaded France, which rapidly collapsed despite the supposed invincibility of the Tesla cannon-powered Maginot Line. The Germans proved that the technology of war is an ever-evolving process and that yesterday's ultimate defense can always be overcome by tomorrow's ultimate weapon. Unsurprisingly, the Germans continue to lead the world in the development of super-science weapons.

Once France had been defeated, Hitler forced its leaders to sign an armistice in the same train car where they had imposed the Treaty of Versailles on Germany twenty years earlier. Declaring Germany's honor avenged, he then ordered the car destroyed. The Germans then proceeded to take control of their former adversary, setting up a puppet government atVichy and plundering the country as best they could.

With only Britain standing between him and complete control of Europe, Hitler launched a series of attacks against the island nation to break them once and for all. The Third Reich used the latest technology it could muster, continual air raids, incendiary bombs, but a combination of raw British determination and dedicated fighter pilots (not to mention a little help from their scientists) repulsed the attacks. For the first time in the conflict, the Nazi progression had faltered.

Nevertheless, the Reich continued its advance, sending troops to North Africa, Greece and Yugoslavia. An unexpected invasion of the USSR followed. Stunned by Hitler's sudden breaking of the non-aggression pact, the Soviets retreated eastward, leaving the agriculturally rich fields of the Ukraine to the armies of the Reich.

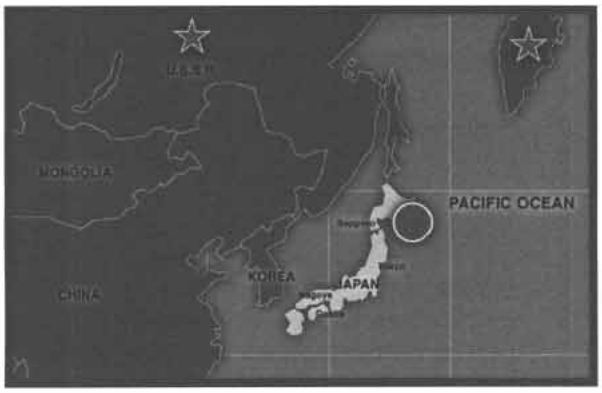
As of late 1941, Hitler is the master of continental Europe. His armies push toward the oil fields of Central Asia and the Persian Gulf and threaten India. With the Soviets in retreat, only the British Commonwealth and the United States stand against his insanity — but will they succeed?

Lightning War

Blitzkrieg (Lighting War) was, surprisingly, a term coined by American papers later in the war. It was used to describe the type of warfare waged by Germany in its invasions throughout Europe. The secret to blitzkrieg's success lie in speed, exploitation of the enemy's weakest point and a close relationship between air and ground forces. As bombers disrupted communications, an armored thrust would break through an enemy's front, and the tanks would fan out from there. Infantry and lighter armored forces would then follow up to mop up encircled pockets or destroy strong points that would be ignored by the first wave.

Walkers proved to be an ideal weapon for blitzkrieg tactics. Their speed and versatile locomotion mode allowed them to fill a scout, shock or mop-up role depending upon the circumstances. First unsure of their effectiveness, German military planners relegated their available walkers to scout and mopping-up duty. Their psychological value, however, combined with an unexpected yet successful battle with Polish armor at the town of Sochaczew in September 1939, vindicated Heinz Guderian's vision of walkers on the modern battlefield. By the time of Germany's invasions of France and the Low Countries, walkers were an integral part of Germany's mobile warfare tactics.





THE EMPIRE OF JAPAN

"To die for the Emperor is to live forever."

– Slogan of the Imperial Army

The birth of the modern Japanese Empire began with the arrival of an American gunboat expedition led by Commodore Matthew Perry in 1853. The United States had become interested in opening Japan to normal trading and diplomatic relationships in the previous decade. Perry used the implied threat of his warships to pressure the Japanese shogunate to sign a treaty of friendship with the United States. The shogunate reluctantly complied in 1854, opening up the country to American — and Western — influence. The nation would never be the same again.

The opening of the country under foreign pressure undermined the authority of the shogunate. Its leaders had shown themselves to be too weak to fend off the Western "barbarians." Consequently, anti-foreign activists rallied the country around the emperor under the slogan "Revere the emperor, expel the barbarians." These activists attacked foreigners and fired upon their vessels. These acts did not succeed in expelling Westerners, but they further strengthened the nationalist movement at the expense of the shogunate. The anti-foreign movement was particularly strong in western Japan. As part of the region's opposition to the growing foreign presence, its leaders began to build up their own military strength by importing Western weapons and ships, hiring Western military instructors, and training Western-style military units. The shogunate responded with its own military modernization program. This in turn led to the westernization of many other aspects of Japanese society.

In late 1867, opponents of the shogun convinced him to resign in order to assume a leading role in a restructured government. However, a palace coup in Kyoto brought the young emperor Meiji to power. The emperor abolished the office of shogun and announced the creation of a new imperial government. The following month, the modernized imperial army defeated the remaining shogunate forces. Sporadic fighting continued for the next two years, but ended with a decisive victory for Meiji and his supporters — and put Japan on the course to world power.

During the last two decades of the nineteenth century, a new emperor-centered state took shape. Yet, Meiji leaders were not opposed to constitutional government. Indeed, their contacts with the West had convinced them that it would unify and strengthen Japan by conforming to Western ideals of "civilized" government. During the 1880s, the government made several steps in this direction. It created a new nobility of five ranks, established a cabinet system modeled on that of imperial Germany, created a new privy council of imperial advisors, and instituted a civil service examination system for recruiting high officials.

The government created a new constitution in 1889. It placed most of the powers of state in the hands of the emperor, whom it declared "sacred and inviolable." It guaranteed the emperor's subjects basic political and religious freedoms "within the limits of the law." It also established a bicameral legislature, the Imperial Diet. Nevertheless, for many years a small ruling clique continued to monopolize executive power. In fact, the emperor did not actually participate in the administration of the country, leaving it to trusted advisors — a pattern that would continue well into the Modern Age.



The Meiji leaders succeeded in convincing the Western powers to renegotiate unequal treaties, returning full diplomatic equality to Japan. They further sought to buttress their new international position by building a colonial empire. They had mixed motives: first, they wanted to improve Japan's national security by building a defensive buffer of colonial territories. Second, only "civilized" countries, such as Britain and France, possessed colonial empires, so the acquisition of colonies was an indication of international prestige. Finally, many Japanese felt they had a mission to spread modernization among their Asian neighbors.

The Japanese proved their status as a true power first by defeating China over access to Korea and then by defeating Russia at the turn of the century. Possessions such as Taiwan and Sakhalin fell into Japanese hands, expanding their influence beyond the home islands. This culminated with the annexation of Korea in 1910. The Japanese colonial government acted harshly toward the native Koreans, denying them many rights and privileges. At the same time, the Japanese used their power to introduce numerous reforms and innovations into Korea.

In the span of just a half-century, Japan had gone from a backward, feudal society to a forward-thinking imperial power. However, in 1920, Japan's economic boom collapsed, and the country suffered a series of recessions. Agricultural prices plunged and the rural economy stagnated. Conditions grew much worse with the onset of the Great Depression. The country quickly discovered there were potential drawbacks to its integration into the "civilized" world around them. The rapidly deteriorating economy undercut Japan's tentative steps toward real democracy. Public opinion blamed the leaders of political parties for the economic troubles. The revelation of numerous bribery scandals, many of them involving powerful zaibatsu (corporations) only exacerbated the problem. Confidence in the government plummeted, as radical right-wing groups formed, seeking to end constitutional rule through terrorism. Extreme nationalists, seeking to preserve traditional Japanese values, arose in many cities. Junior military officers shared these radical views. To achieve their aims, they plotted to assassinate leading business and political figures. In May 1932, constitutional government ended when a terrorist group assassinated the prime minister, ushering in the present rule by the military and nationalists.

The Army Shall Lead

Japan emerged in the 1920s as a regional powerhouse, both industrially and militarily. Ambitious and meddling, the Imperial Army constantly saw fit to dabble in the affairs of its Pacific neighbors, especially China, at that time wracked with civil unrest and chaos. In many cases, the Imperial Army's warlords dictated Imperial policy without approval from Tokyo. When the economic crisis of the mid-20s occured, the military and nationalists saw their chance. Before long the Army and its power-mad generals was the de facto government of Japan.

Empire of the East

Japan, seeing the strides taken by Germany, sought to buttress its international position by building a colonial empire of its own. Victories over China and Russia at the turn of the century had reinforced Japanese pride and gave the nation the beginnings of its empire, and the annexation of Taiwan, Sakhalin and Korea expanded the Japanese influence beyond the home islands.

The Japanese military launched a new phase of expansion amid the instability of the mid-20s and 30s. Though officially their motive was to protect Japan's treaty rights and interests abroad, many saw it as a way of dealing with economic problems at home. The outbreak of the Second World War encouraged the Japanese leadership to expand its influence even further in Southeast Asia to secure more natural resources for its industries, including iron, oil and rubber.

Against this background of economic distress, social discontent, and political instability, the Japanese military launched a new phase of expansion. On September 18, 1931, officers of Japan's Kwangtung Army destroyed a section of track on the South Manchuria Railway outside of Mukden. Claiming the explosion was the work of Chinese nationalist saboteurs, Japanese forces occupied key cities in southern Manchuria. Within a few months, they controlled the entire region. Although the Kwangtung Army acted without authorization from the Japanese government, its decisive action was popular at home, so political leaders accepted it as a fait accompli. The United States and Britain condemned Japan for its actions but did nothing to prevent them.

An inquiry commission dispatched by the League of Nations placed blame for the so-called Manchuria Incident on Japan, and in 1933 the League Assembly requested that Japan cease hostilities in China. The Japanese government instead announced its withdrawal from the League. Japanese military forces then took over the Chinese province of Jehol as a buffer zone and threatened to occupy the cities of Peking and Tientsin as well. Unable to resist the superior Japanese forces, in May 1933, the Chinese signed a truce that established a demilitarized zone between Manchuria and the rest of China. The truce in Manchuria encouraged the Japanese military to intervene in domestic politics as well. In February 1936, right wing army officers launched a rebellion in Tokyo. The general staff of the military put down the insurrection, but in so doing acquired greater influence in government affairs. For example, it influenced the government to sign an anti-Communist pact with Germany and later Italy. From this point on, it became apparent that the Empire of Japan was moving in an increasingly aggressive direction and that war in the Pacific would be the inevitable result.

Those fears proved correct in the summer of 1937 when a Chinese patrol and Japanese troops clashed near the Marco Polo Bridge outside Peking, propelling the two nations into a full-scale war. By the end of the year, the Japanese had overrun northern China, capturing Shanghai, Peking, and the capital of Nanking. The Chinese government fled into Szechwan, where mountainous terrain protected them against land attacks. By the end of 1938, the Japanese occupied northern China, the lower valley of the Yangtze River, and the south China coast. Beyond this point, their advance stalled, as both the Japanese and Chinese resorted to guerrilla tactics that made a conventional war more difficult. Nevertheless, the Japanese use of war walkers as anti-infantry weapons has given them an advantage in the ongoing struggle.

The outbreak of the Second World War encouraged the Japanese leadership to expand its military and political influence in Southeast Asia. Japan urgently needed the region's natural resources, including oil and rubber, for its war against China. In 1940, after Germany conquered France and the Low Countries, the Japanese government announced plans to create a "Greater East Asia Co-Prosperity Sphere." The Sphere would be a self-sufficient economic and political bloc under Japanese hegemony. The Japanese hoped to appeal to Asian nationalism and the threat of Western imperialism to win other countries in the region to their side. When this plan did not work as well they had hoped, they turned to an alliance with Nazi Germany and fascist Italy in 1940. As a result, they received permission from the collaborationist Vichy government of France to move troops into French Indochina. Once control of Indochina was complete, the Japanese looked elsewhere for other lands to conquer.

Unfortunately, Japan's designs brought it into conflict with the United States of America. The U.S. government sympathized with the Chinese nationalists and hoped to keep the resources of Southeast Asia available for their British allies. Meanwhile, Japan was heavily dependent on the United States for vital materiel, such as petroleum, steel, and heavy machinery. As a punishment for Japan's military aggression, Roosevelt imposed embargoes on such goods. Stunned by this

move, the Japanese offered to negotiate with the Americans. However, the talks broke down once Japan invaded Indochina; Roosevelt ordered a total oil embargo in 1941. The British Commonwealth quickly followed the U.S. lead.

The oil embargo was a grave threat to the Japanese military machine. Japan's oil reserves were limited and would soon be depleted without action. The Japanese government could not bear the thought of its conquests being foiled by an American economic boycott. Consequently, they initiated negotiations with the United States while secretly preparing for war. When these negotiations failed, General Tojo Hideki, the minister of war, became prime minister and prepared his country for war with the United States. Tojo believed a decisive strike against the Americans would convince the United States to accede to Japan's wishes.

On December 7, 1941, a Japanese naval and air task force launched a devastating surprise attack on the U.S. military base at Pearl Harbor, Hawaii. The attack used the latest and most powerful technology the Imperial Navy possessed, devastating the U.S. Navy and depriving it of sorely needed supplies. At the same time, the Japanese attacked the Philippines, Guam, Wake Island, Midway Island, Hong Kong, British Malaya, and Thailand. On the next day, the United States declared war on Japan; the other Allied powers did the same. If Tojo believed the attack on Pearl Harbor would weaken American resolve, he was profoundly mistaken. Whereas the U.S. citizenry had been ambivalent about involvement in the European war, they were enthusiastic about entering the Pacific theater. Nevertheless, the Japanese have dealt a serious blow to the American cause in the Pacific.

Like the Third Reich, the Empire of Japan is a dangerous threat to stability in the world. Its growing territorial ambitions, backed up by a modern military and super-science technology, present great challenges to any who would oppose them. Military and nationalist leaders wield more power than the emperor in whose


Daily Chronicle

PEARL HARBOR BOMBED

PEARL HARBOR ATTACKED!

DARING DAMSEL DISPLAYS DESIRE!

FREAK WEATHER RAVAGES FARMLAND

AIRPLANE VANISHES! PILOTS AGHAST!

name they supposedly act. Tales of barbaric atrocities circulate throughout the Pacific, encouraging heroes to arise in that region of the world as well. For wherever there is tyranny, its opponents will appear, ready to do their part to restore peace and justice.

"Oshimoi"

Japan's walkers are at best pre-war designs and most lack any form of advanced computator. Germany did deliver several example devices to help Japan improve their machines, and by late '41 the newer models have started to appear in the field.

The Japanese use of war walkers as anti-infantry weapons has given them a huge advantage in the conflict. Walkers can cross deep jungle patches, bring armor and firepower to bear against enemy soldiers.



A WORLD OF ADVENTURE

The machinations of the Great Powers have made the world an exciting place. For the first time in history, it is possible to speak of a single world, as technology and superscience produce the means for individuals and nations to spread their influence across the entire globe. The Modern Age is an era of globetrotting adventurers and explorers. No location is too remote, no goal out of reach for these brave men and women. New ideas, brought about in part by the experience of new lands and new peoples have only further fanned the flames of such ambitions. The thirst for adventure that consumes these individuals is matched only by the appetite for conquest shared by the leaders of the Great Powers themselves.

Unfortunately, and frighteningly, the agents of Nazi Germany and Imperial Japan are likewise able to travel the length and breadth of the globe. This is a time of great ferment, in which no place is entirely safe from diabolical schemes and the prosecution of war by other means. In many ways, it is a remarkable time to be alive. For although the Great Powers determine the general course of history, plenty of room remains for the actions of individuals. Indeed, many believe that it will be such bold and daring men and women who will ultimately determine the future destiny of the human race.



This section details the broad state of affairs in the inhabited regions of the world. Unlike the descriptions of the Great Powers, these details are necessarily limited to recent events, with an emphasis on those locales that may affect the general course of the conflict.

EUROPE

Despite the rise of North America and Asia as new centers of global power, Europe remains the most important continent on Earth, both in terms of influence and might. Furthermore, Europe is the first battlefield of the Second World War, where the perverted science of the Third Reich threatens to overpower the Allies and usher in a new dark age. Understanding Europe, then, is the key to understanding muchof the current situation in the Modern Age. However, it would be impossible to describe Europe's many nations and peoples in any detail. Consequently, this section details only those areas are at the forefront of the ongoing conflict.

• FRANCE

"France has lost a battle. But France has not lost the war. A makeshift government may have capitulated, giving way to panic, forgetting honor, delivering their country into slavery. Yet nothing is lost! Nothing is lost because this war is a world war. In the free universe, immense forces have not yet been brought into play. Some day these forces will crush the enemy.

"On that day France must be present at the victory. She will then regain her liberty and her greatness. That is why I ask all Frenchmen, wherever they may be, to unite with me in action, in sacrifice and in hope. Our country is in danger of death. Let us fight to save it."

— General Charles de Gaulle, Leader of the Free French Forces

Although World War I had profound effects upon France, it was the decades that followed that determined its current place in the world. The onset of the Depression coupled with the



aggressive expansion of Nazi Germany put heavy strains on France. This led to a national obsession with security and the development of more powerful defensive weapons. As a further assurance, France convinced both Britain and the United States to aid the country in the event of an attack by Germany.

The major domestic political concerns of the 1920's were fiscal. Although the economy expanded in the mid-1920's, state finances remained shaky. Accumulated war debt and deficit spending caused the franc to decline; it was only one-tenth of its prewar value by 1926. In that year, a centrist government under Raymond Poincaré restored the franc by raising taxes and cutting spending. These measures increased confidence in the economy, and capital investment grew. By 1929 manufacturing and trade had climbed to roughly 50 percent above prewar levels. In the agricultural sector, efficiency improved, but the sector was still much less prosperous than manufacturing and trade.

The coming of the Great Depression changed fiscal concerns into economic ones. France escaped the Depression until late 1931 — months after it had begun elsewhere. When it did reach France, however, it lasted longer. The response of the French government only aggravated the problem: having fought so hard to support the franc in the 1920's, the French government resisted devaluation, but the franc declined anyway. To protect home markets, the French government raised trade barriers, thereby worsening the prospects for a general European recovery.

The center-right governments of the early 1930's failed to stop the economic slide, and in 1932 they gave way to governments run by the Radicals and supported by the Socialists. Paralysis in the center-left encouraged the growth of right-wing organizations and political parties. These ranged from blatant imitations of foreign fascist movements, such as Jacques Doriot's French Popular Party, to more tradition-minded groups, such as "Cross of Fire." Both had memberships in the hundreds of thousands and exercised significant clout in some areas of French life. In 1934, the right staged a massive demonstration in Paris, joined by members of the Communist Party. The demonstration threatened to overthrow the Third Republic, although its goal was only to force a change of cabinet. During the demonstration, seventeen people were killed and thousands were wounded. The cabinet was changed, but the new government offered no effective cure for the Great Depression.

The failure of the Third Republic to deal effectively with the Depression was accompanied by the collapse of its foreign and military policy. As the threat of Hitler's Germany became more and more acute, France could not create a coherent foreign policy. The majority of the French people wanted to avoid war at almost all costs, and British pressure inclined France toward a policy of appeasement. In 1936, for example, France merely protested Hitler's remilitarization of the Rhineland, despite the fact that it violated several treaties. Likewise, France did nothing while Hitler annexed the Sudetenland and Austria. Even the invasion of Prague drew no official response.

Only after Germany invaded Poland did France and Britain reluctantly declare war. Even then, France took little offensive action beyond participating in a naval blockade of Germany, still hoping that something might be worked out. This indecision on the part of the French government encouraged Hitler to make move against the country. In May 1940, the Wehrmacht launched an attack against France, simultaneously penetrating the Ardennes forest (thanks in large part to Panzerkämpfers), thereby bypassing the Tesla-defended Maginot Line. Within six weeks, France was an occupied nation, leaving Britain to stand alone against Nazi tyranny.

The French government asked Germany for an armistice, after which aging Marshal Henri Pétain became Premier. The armistice dictated that French armed forces be demobilized. The southern third of France would continue to be governed by the French, but the northern two-thirds would be occupied and administered by the Germans with funds provided by French taxpayers.

Pétain then spoke to the French people and called upon them to lay down their arms and accept the armistice. Still in shock over the quickness of their defeat, the majority of the French people accepted his advice and offered no resistance to the Nazi occupiers.

In the south, a new French government was formed, based at Vichy. The collaborationist government's constitution vested nearly all authority in Pétain. The new regime stated its goal was to regenerate a decadent France by rooting the nation in its traditions of religion, family and the land. The squabbling and corruption of parliamentary democracy was to give way to the authoritarian efficiency of one-man rule. Now, the leaders of the Vichy regime actively cooperate in building the Nazi-dominated European empire. Indeed, many do even more than Germany expects or demands of them — to the eternal shame of France's highest ideals.

Most shameful is the regime's campaign of anti-Semitic persecution. Jews have been fired from positions in the civil service, judiciary, army, public schools and cultural institutions. Likewise, only a limited number are permitted to practice medicine and law. The regime has seized Jewish property, while Jews who recently immigrated to escape persecution elsewhere are locked up in prison camps. While the Vichy government is anxious to keep French-born Jews under its control — all the better to strip them of their property — it uses its police and militia to round up foreign-born Jewish men, women, and children.

Despite this collaboration, Germany has done little to reward France. The country must supply Germany with hundreds of thousands of forced laborers and more material aid than any other German satellite nation. Despite their vast agricultural resources, the French eat more poorly and suffer more inflation than any other western European people except the Italians. The region of Alsace-Lorraine has been joined to Germany. There is even talk among the German High Command of occupying the southern portion of France, thereby removing what little independence it still possesses.

Many French people initially supported Pétain's regime, but a resistance movement to both it and its German patrons began almost immediately. Charles de Gaulle, a career general who strongly opposed French military strategy in the 1930's, escaped to London in 1940. There, he established a Free French government-in-exile. Initially, de Gaulle received little support for his movement, but the eventual support of Winston Churchill rallied expatriate Frenchmen behind the general.

Battered, bruised, and beaten, France seems to have suffered a humiliation unlike any other nation in Europe. While Hitler gloats over his victory and collaborationists support his diabolical schemes, hope remains. De Gaulle and the Résistance have struck several small blows against the Third Reich.

La Résistance

In France itself, small groups of resisters commit isolated acts of protest and sabotage. These groups are better organized in the southern unoccupied zone and attract support from various parties, especially the Communists. Contacts between de Gaulle's government in London and the Résistance in France have increased. In time, the general hopes to exert more direct control over the Résistance, using it as a "secret army" with which to strike back against the Nazi oppressors. Adventurers from Europe and North America have swelled its ranks, seeing it as an opportunity to take a personal role in expelling the Germans from France.



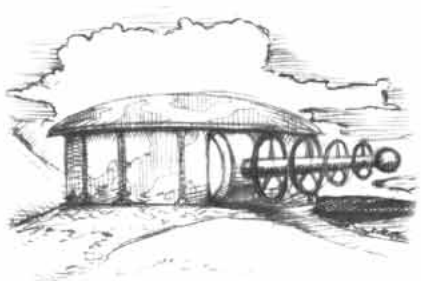
Support from Britain has increased the chance that future efforts will prove more substantial. Indeed, with the entry of the United States into the war, there is talk of a huge Allied operation to liberate France and restore it to its rightful place as an Ally. Such an undertaking would surely be monumental in terms of both lives and materiel. Yet, the liberation of France is one of the keys to Hitler's downfall — a goal for which the Allies are willing to give their all.

The Maginot Line

The French government offered to fund Nikola Tesla's research on his concept for a defensive "Beam Weapon" capable of destroying any conventional attacker, Tesla could not ignore the challenge.

Dubbed "Death Rays" by the world press at their unveiling in 1935, the "Electrically Accelerated Energy Cannon" (or simply EAEC) seemed to be an absolute guarantee of French national security. Coupled with the vast static defenses of the newly completed Maginot line (named after the Defense Minister who began the project) along France's German frontier, the French government was complacently certain that Tesla's superweapon would render the Republic safe from any attacker.

The Wehrmacht Generals knew that a conventional assault on the Maginot line would be suicide. The huge "Death Ray" cannon of the inventor Tesla would destroy Kampfers and Panzers alike and roast infantrymen. Aerial bombardment was not an option, as the Luftwaffe did not yet have bombers large enough to carry the weight of any bomb big enough to pierce the concrete and steel casements. The wily Germans eventually simply went around the line, and later blew up most of it with remote-controlled robots.



• ITALY

"Let us return to the glory that was Rome."

— Benito Mussolini

Italy was torn by social and political strife in the aftermath of World War I. Armed bands with a strong nationalist bias, known as the Fascisti, fought Socialist and Communist groups in Rome and other large cities. The collapse of the country's post-war coalition government led to rampant uncertainty. Many landowners feared the peasants would seize their estates, while the middle class and the industrialists feared Italy would become a Soviet-style republic.

In 1922, Fascist leader Benito Mussolini demanded the government be entrusted to his party. He threatened to seize power by force if his conditions were refused. When the government resigned, Italy's king, Victor Emmanuel, called upon the Fascists to form a new one. Although given extraordinary powers by the parliament, Mussolini initially governed constitutionally. He headed a coalition government that included Liberals, Nationalists and Catholics as well as Fascists. When violence marred the 1924 elections, Mussolini suspended constitutional government. He proceeded by stages to establish a dictatorship, first by forbidding the parliament to initiate legislation. Then, he made himself responsible to the king alone, ordering parliament to authorize him to issue decrees having the force of law. Finally, he censored the press and suppressed all political parties but the Fascists.

In 1928, supreme power was lodged in the Fascist Grand Council making up the top leadership of the party, with Mussolini as chairman. The Grand Council selected the list of candidates for the Chamber of Deputies and was to be consulted on all important business of the government.

The Italian press greeted the appointment of Adolf Hitler as chancellor of Germany cautiously. Hitler in turn expressed support for Italian fascism. When Italy invaded Ethiopia in 1935, it drew the ire of the world, including a formal censure from the League of Nations. Bereft of friends, Mussolini turned to Hitler, who suggested the creation of the so-called Rome-Berlin Axis in 1936. This alliance was expanded in 1939 into a mutual defense treaty and again in 1940 to include the Empire of Japan.

By 1937, Germany and Italy were cooperating on a variety of fronts. Italy supported Germany's annexation of Austria in 1938. Meanwhile, the increasing influence of Nazi racist doctrines on Fascist Italy found expression in a series of measures designed to curb the activities of Italian Jews. Mussolini also supported the dismemberment of Czechoslovakia, while Hitler supported Italy's absorption of Albania.

The beginning of World War II caught Italy by surprise. At first, Mussolini did not pledge to support Germany, believing his nation was not ready for war. However, German successes during the first year of the war led Mussolini to change his mind. Italy thus entered the war in the summer of 1940 when Italian forces in East Africa occupied British Somaliland. In the fall of the same year, Italian forces in Albania invaded Greece to divert the British from Egypt and to secure bases on the Greek peninsula. The invasion failed miserably as the Greeks put up a remarkable resistance, driving the Italians not only from Greece but also Albania. This humiliating defeat led Mussolini to seek more direct support from Hitler, which was granted. However, German support came with strings attached. The Nazis took a more active interest in Italian affairs, leading to its eventual reduction to a mere puppet state under Mussolini. Consequently, the Italian people soon lost faith in the Fascists, throwing the country into a virtual civil war, a fact exploited by adventurers in Europe.

In 1941, Italy suffered military and naval disasters as well as economic privation from an Allied blockade. Anti-Fascist sentiment spread throughout the population. With German help, the Balkan campaign resulted in Italian victories. The debacle of the Greek invasion was reversed and Italy acquired several new territories.

Unfortunately for the Fascists, many Italians recognized that their territorial gains were largely illusory, because the Germans actually controlled these areas. In addition, Italy was forced to pay an increasingly high price for Hitler's military assistance. Italian foodstuffs and other commodities ran low as large shipments were sent to the Third Reich in return for German coal and oil. Italy declared war on the USSR in June of 1941, and Italian forces were sent to the eastern front. At the same time, relations between the United States and Italy approached a showdown. The United States froze Italian assets on American soil, an act that Mussolini quickly reciprocated. Shortly after the attack on Pearl Harbor, Italy joined Germany in declaring war on the United States, a decision that Mussolini may soon come to regret.

The North African Campaign

When Great Britain declared war on Germany, Mussolini began to regard British possessions in North Africa with a predatory interest. It was not until after the Fall of France in 1940, however, that Il Duce felt it was time to move on North Africa. Il Duce was convinced that since Great Britain now stood alone against the might of the Axis, Italy would be able to take the next step towards reconstituting the Glory of Rome, and re-establish the old Roman province to the south.

His forces made great initial gains in the Sudan, Kenya and British Somaliland. These successes were due in large part to the total lack of any opposition by British forces. Buoyed by these early gains, Mussolini ordered the invasion of Egypt on September 13th, 1940. As they drove along the coastal highway Mussolini's legions passed under the huge white marble arch he had constructed to commemorate his previous triumphs.



• SPAIN

Spain remained neutral during World War I and experienced an economic boom as a result. Industries, mines, and farms sold unprecedented quantities of their products abroad. At the same time, inflation arose and workers increased their demands for better wages and working conditions. Army personnel, upset over inadequate earnings and other grievances, formed military juntas to press their demands on the state. In Catalonia, regionalists agitated for home rule. The crisis was exacerbated by a struggle for independence in Spanish Morocco. The Moroccan war became particularly unpopular when the rebels badly defeated Spanish forces at Anual in 1921.

In 1923, General Miguel Primo de Rivera led a military coup. Rather than resist, King Alfonso XIII accepted the coup and made Primo de Rivera head of government. The parliament was dissolved, and a military dictatorship assumed power. Political parties were banned and Catalonia lost its limited home-rule privileges. Primo de Rivera insisted his dictatorship was only a temporary measure. One notable achievement was the conclusion of the costly Moroccan war in 1926. Opposition to his administration increased in 1928 and 1929, in part because of extravagant fiscal policies. King Alfonso accepted Primo de Rivera's resignation in January 1930, but the crown had become irrevocably weakened. Even conservative politicians believed the king had betrayed Spain by supporting military rule. The socialists and Catalan nationalists began to cooperate with supporters of a Spanish Republic, as did numerous former monarchists and army officers. Efforts to overthrow the monarchy by force failed in 1930, but municipal elections in 1931 gave such overwhelming majorities to Republican candidates in urban areas that King Alfonso fled Spain.

At first, a coalition of left-wing Republican parties and the Socialists gave the republic a progressive tone. Falsified elections and other corrupt practices of the monarchy were ended, women gained the right to vote, Catalonia was granted autonomy, and the principle of home rule was extended to the Basque provinces. Major social reforms were instituted and taxation became more equitable. Education was secularized, the Jesuit order dissolved, and all church-state ties ended. Many of these measures were controversial, however, leading to opposition to the ruling coalition.

In the elections of November 1933, right-wing parties won a majority and overturned numerous progressive policies instituted by the previous government. Leftist forces reacted strongly against these changes. The tension exploded in 1934, when a Socialist-led workers' insurrection swept Asturias and Catalonia proclaimed its independence. After two weeks of savage fighting, the revolt was crushed. Despite this victory, the right-wing government collapsed in 1935. After new elections in 1936, the left-wing Popular Front took control. The Front was less moderate because the party included radical Socialists, as well as Communists. Tensions mounted as street battles between rival groups spread, peasants seized land, and strikes swept Spain. A conspiracy to overthrow the government took shape under General Emilio Mola. When the revolt against the government began, it was easily defeated in Madrid, Barcelona, Valencia, and several other cities. However, the country broke down into a Nationalist zone in the agricultural areas, and a Republican zone encompassing most industrial areas. This was the beginning of the Spanish Civil War.

The Nationalists made good advances and displayed great unity under a strong leader in General Francisco Franco. The Republicans were more divided, as their numbers included moderates, radicals and Communists, as well as Catalan and Basque separatists. Their faction was shaky from the start, but they fought tenaciously. Failing to capture Madrid, Nationalist forces launched a campaign in 1937 to conquer the Basque Country, Asturias, and other industrial regions in northern Spain. The infamous German bombing of Guernica occurred during this campaign. The Nationalists advanced to the Mediterranean

and split their enemies into two zones. After the Munich Pact, the Republicans could no longer hope for British or French intervention on their behalf.

In May 1939, Madrid fell and the Republicans were defeated. Hundreds of thousands were imprisoned, and tens of thousands were executed. Most of the Republican legislation favoring workers and peasants was immediately revoked. Spain is now ruled by a coalition of the army, conservative churchmen, and the Falange, or Spanish Fascist party.

The army and the Falange often clash, as the party hopes to involve Spain in the European conflict on the side of the Axis. However, Franco has thus far resisted Hitler's attempts to induce Spain to join the Axis. The price for his doing so was the creation of an anti-Communist force to be deployed against the Soviet Union, known as the "Blue Division." Hitler intends to use these Spanish soldiers as he pushes deeper into the USSR in his final drive for victory.

The Spanish Civil War

The Republicans fought with great tenacity, aided in part by idealists from around the world. Fascist Italy and Nazi Germany sent troops, arms, airplanes and war walkers to aid the Nationalists. Indeed, Spain became a test bed for the latest inventions of German superscience — a convenient way to prepare for war without seeming to do so. Some of the wreckage from those tests has yet to be cleared away and still rot in the Spanish countryside. Meanwhile, the USSR supplied military equipment and advisors to the Republicans, choosing sides as quickly as their German counterparts. Both Britain and France remained neutral in the conflict.

The Spanish Civil War saw the first deployment of truly modern war vehicles. The Germans introduced their new walkers here for their combat debut, although the primitive level of the technology meant that the slow, lumbering Frankenstein's creations had little impact on the turn of battle. The information gathered would prove immensely useful for developing more combat-worthy machines, however.

• EASTERN EUROPE

When World War I ended, the future of Eastern Europe stood at the center of the armistice negotiations. After all, it had been the ethnic and social tensions of the Balkans that had set the war into motion in the first place. Now, the triumphant Allies needed to ensure that such a fate never again befell Europe. In addition, the fear of Soviet Russia and the spread of Communism made it necessary that the future shape of Eastern Europe be constructed to protect the world against this growing menace. Unfortunately, many of the solutions adopted by the Allies created new and equally intractable problems, ones that seem likely to bring about further tragedies in the future.

President Wilson's calls for "national self-determination" in Eastern Europe led the Allies to redress age-old injustices, particularly with regard to nations ruled by outsiders. The yoke of Austria-Hungary was lifted from many nations, only to be replaced by new and similarly onerous ones. Poland gained independence, but, in doing so, absorbed regions inhabited by ethnic Germans — a fact used by Hitler as an excuse for his invasion in 1939. Likewise, vaguely similar cultures were melded together into single states, often with disastrous results. Czechoslovakia and Yugoslavia are the two most prominent examples of this process in action — both of them unmitigated disasters from a diplomatic perspective.

Since the beginning of the Second World War, Eastern Europe has suffered even more. Hitler and Stalin agreed to divide Poland between them, while the USSR alone claimed the Baltic states. The Third Reich absorbed Czechoslovakia, just as Italy absorbed Albania. As the war drags on, it has become clear that Eastern Europe will become one of the key battlegrounds of the war. Germany and the Soviet Union clash here, sending millions of men and thousands of pieces of armor across its territory. The economic devastation and human displacement is catastrophic. More than ever, Eastern Europe is in need of heroes.

NORTH AMERICA

Although Europe remains the center of action for so many world events in the Modern Age, its pride of place may not continue for long. The Western Hemisphere in general — and North America in particular — usurps more and more power and influence from the Old World of Europe with each passing year. Although most well known as the location of the United States, North America is home to two other nations of great import: Canada and Mexico.

While neither possesses the military or economic strength of the United States, both are founts of untapped resources. For that reason, these two nations could play significant roles in the unfolding global conflict. This fact has not been overlooked by their allies (particularly the U.S.A. and Great Britain) or their enemies, both of whom recognize the vast potential each represents. Consequently, the next few years may well prove to be pivotal in the development of North America — as well as its ultimate place in the world.

• CANADA

"The coming year can hardly fail to see all our armed forces engaged in a life and death struggle with the enemy. We may be called upon to witness the greatest ordeal through which our young country has ever been obliged to pass. To be equal to that ordeal, we must put on the whole armor of God."

— William Lyon Mackenzie King

Canada entered World War I as part of the British Empire, but its huge commitment and terrible losses (over 60,000 Canadians died in the conflict) strengthened its sense of nationhood. Thus, Canada insisted on acting as a sovereign power in treaty negotiations after the war and in the new international body, the League of Nations. By 1931, the British Statute of Westminster confirmed Canada as a sovereign state sharing a common monarch with Great Britain. Canada and Britain remained economically and politically linked, but Britain and the Commonwealth exercise



less and less influence on Canadian affairs, replaced by the growing power of the United States of America.

Unlike the United States, the 1920's were not a time of economic prosperity in Canada. There were difficulties in absorbing soldiers and converting industry from war production. One result was growing industrial unrest. Strikes erupted in several cities, particularly Winnipeg, which was rocked by a violent labor conflict in 1919. The disturbances of these times provoked fears that democracy would be overthrown in favor of Soviet Communism.

The key political figure of the 1920's was William Lyon Mackenzie King, leader of the Liberal Party, which formed a government in 1921. King wished to avoid international entanglements and resisted imperialism, a position shared by many Canadians. Although he was from Ontario and never learned French, he was acutely conscious of the support from Québec that kept his government in office. King was one of the first prominent Canadians not to accept a knighthood, and after 1935 Canadians ceased to be entitled to British honors — yet another sign of the nation's movement away from Great Britain.

The Great Depression has severely limited markets for Canada's resource industries, such as mining, timbering, and wheat farming. In addition, foreign investors invested less money in Canada. The collapse spread throughout the economy. By 1933, one third of Canadian workers were unemployed. Factories went out of business or ran far below capacity. People

who were still working faced uncertain prospects and deep wage cuts, though the cost of living fell even faster.

After years of government inaction, a Liberal government under William Lyon Mackenzie King took office in 1935. King pledged to redress the problems of the Great Depression, but was stymied by the Supreme Court. The court ruled that the national government had the power to raise revenue, but that only the provinces had the authority to intervene in the economy or launch social programs. Thus, Canadians suffered while the Prime Minister sought other means to deal with the Depression. In 1937, King appointed a commission of inquiry, which recommended shifts in federal and provincial powers to address the problem. Both Québec and Ontario, whose leaders saw this as a power grab on the part of the federal government, opposed the recommendations.

Canada's economy did not begin to improve until 1939. As a member of the Commonwealth, Canada entered the war grudgingly but with a widespread sense that it could not be avoided. King's government insisted that Canada control its own war effort; he at first hoped that the training of aircrews and the production of arms might be Canada's main contributions. Consequently, King promised that there would be no conscription for overseas service, though a Canadian all-volunteer army went to Britain. As the threat of the Axis grew, the population slowly warmed to the prospect of a more direct involvement in the war. The Canadian navy joined in defending Atlantic convoys against U-boats attack, and Canadian aircrews defended Britain and joined in a bomber offensive against Axis-occupied Europe. Meanwhile, Canada reached several agreements with the United States pertaining to the defense of the North American continent. These agreements marked the beginning of Canada's closer relationship with the U.S.

As the war in Europe rages on, Canada plays an increasingly important role in it. Indeed, demand for troops has increased to such an extent that King has begun to question his opposition to conscription. Should he decide to introduce the draft, he is certain to meet resistance, especially in Québec. Nevertheless, the ultimate defeat of Fascism will require the utmost commitment from every Ally, and Canada is no different. Moreover, rumors persist that Hitler's super-scientists have begun the construction of long-range bombers and rockets capable of reaching North America. If true, Canada may soon find itself at the forefront of the continent's defense against tyranny.

They Came From the Sea!

Despite constant patrols and the vigilance of the Canadian army and navy, some German U-Boats have managed to sneak below the radar, making their silent way up the St. Lawrence river from the depths of the Atlantic ocean. The very rumor of their presence is enough to send the populace into a frenzy, the threat of Axis attacks on the supposed security of Canada causing constant fear and anxiety among the usually casual and laid-back people of Québec.

Their fears may be well-founded, as the St. Lawrence itself grants access to the interior of the North American continent and the wealth of manufacturing plants and raw materials that Canada and the United States have been dedicating to the war effort. Even if a full-scale attack is not in the works, evidence has begun to turn up which indicates the presence of Axis agents, deposited on Canadian soil by the Nazi subs. Sent to disrupt production at the Montreal tank factories, one agent was captured in a daring action by the Canadian army and taken for intensive questioning.

As if the disruption of the Canadian war effort weren't bad enough, recent data suggests that the U-Boats have been turning towards the American shore of the St. Lawrence, making their way towards secret docks on the south shores of the river. Whether they are unloading men or taking them on, the fact that the Axis seemingly have such easy access to Allied turf is disturbing, to say the least.



• MEXICO

Mexico began the twentieth century in the grip of a dictatorship under Porfirio Dìaz. Aware of the growing discontent against him, Dìaz announced in 1908 that he would welcome an opposition candidate in the 1910 election. The candidate put forward by a liberal group was Francisco Ignacio Madero.

However, Dìaz had Madero arrested and Dìaz won the election. After Madero was freed, he fled to San Antonio, Texas, where he proclaimed a revolt. His first call to arms met with little response, but across the border in Mexico, small groups began to gather recruits and oppose the Dìaz regime with violence. Madero soon found himself at the head of an unexpectedly successful movement. Dìaz resigned in 1911, and went into permanent exile in Europe. Madero was then swept into office with few concrete ideas. Radical groups who had pinned their hopes on him quickly became disenchanted.

Emiliano Zapata soon understood that Madero had no interest in revolutionary change. When Madero adopted tepid policies, Zapata revolted and issued his Plan of Ayala in November 1911. The proclamation called for the immediate transfer of land to peasant farmers and insisted on the right of Mexican citizens to choose their own leaders. In the north, Madero's former followers, under rebel leader Francisco "Pancho" Villa, felt betrayed and also took up arms against Madero.

Many feared that Madero could not control the increasingly chaotic situation. Anti-Madero conspiracies and an attempted coup further unsettled the nation. The head of Madero's army, Victoriano Huerta, seized control of Mexico City and became provisional president in February 1913. Four days after assuming power, Huerta had Madero murdered. Huerta attempted to make peace with Zapata, but Zapata did not trust him and the fighting continued.

Under pressure from the United States, Huerta resigned, but this only further split the rebels into factions. Pancho Villa and Emiliano Zapata pressed for social change and land reforms, while Venustiano Carranza thought primarily in terms of political reforms. However, Carranza's general, Alvaro Obregón, drove Villa and Zapata out of Mexico City, and his forces eventually dominated the country. Carranza then became provisional president in 1914.

In 1916, Pancho Villa sent a raiding party into New Mexico, attempting to demonstrate that Carranza did not control northern Mexico. He evidently hoped to provoke a reaction from the United States. As a result of the raid, a punitive expedition under U.S. General John J. Pershing chased the rebels for more than a year, but failed to capture Villa.

Carranza, who was confirmed as president in 1917, did not enforce many of the constitutional provisions, and turbulence continued. The military revolted against Carranza, who was killed in the ensuing conflict. Obregón was elected president in 1920. Obregón hoped to end the widespread violence, restore the nation's shattered economy, and make the social reforms necessary to establish class cooperation. He instituted some land reforms and established rural schools, but he also used bribes, concessions, or force to gather support.

In 1928, Plutarco Calles established an official party, National Revolutionary Party. In 1934, Calles selected Lázaro Cárdenas as the PNR candidate and he was elected easily. Cárdenas turned out to be much more independent than the puppet presidents who had preceded him, which surprised and angered Calles.

After his election, Cárdenas moved to reduce the role of the army in Mexican politics, and emphasized land reforms, social welfare, and education. When Calles opposed these reforms, he was sent into exile. Cárdenas quickly established a reputation as a revolutionary reformer. By the end of his term, one-third of the country's population had received land, usually as a member of a communal farm. Workers became a major

political force and were able to press for improved wages and working conditions.

In 1936, an expropriation law was passed enabling the government to seize private property whenever it was deemed necessary for public or social welfare. Thus, the railroads were nationalized in 1937. In 1938, the Mexican government seized the property of foreign oil companies. The expropriations seriously affected the Mexican oil industry, making it difficult for Mexico to sell oil in U.S., Dutch, and British territories. Mexico was forced to arrange barter deals with Italy, Germany, and Japan. However, the outbreak of World War II prevented these deals from bringing much relief to the Mexican oil industry.

Cárdenas's successor, Manuel Ávila Camacho, was selected to strengthen the economy as well as consolidate the social reforms. Ávila Camacho softened the government's stance toward the Roman Catholic Church and cut back on land reforms. He has also strengthened ties with the United States, especially since its entry into the war. Under Camacho's presidency, there is talk of even closer collaboration with Mexico's neighbors to the north, including the possibility of joint military and other actions. If so, this will signal Mexico's first major foray onto the world stage.

Social Changes

Carranza introduced a new constitution that established the right of workers to organize and strike. It also introduced measures to curb foreign ownership of mineral properties and land. In addition, the constitution prohibited a president from serving consecutive terms, placed severe limitations on the ability of the Roman Catholic Church to own land, and restored communal lands to Native Americans. The constitution fostered the development of organized labor in Mexico, severely reduced the role of the Church in education and laid the groundwork for the nationalization of Mexico's petroleum industry in the 1930's.

Yet, there are many powerful forces — both within Mexico and without — that would rather this developing nation remain in the background. Thus, Mexico is the site of much intrigue between the Allies, Axis, and corporations seeking to take advantage of the country's current upheaval.

CENTRAL AMERICA

In 1821 the Captaincy of Guatmala, which had ruled over Central America, was dissolved, and Costa Rica, El Salvador, Guatemala, Honduras, and Nicaragua all became independent countries from Spain. Panama, part of Colombia at that time, became an independent state in 1903. While these states are primarily concerned with their own internal issues resulting from the growing pains of self government, even with their remote location relative to the main fighting they cannot completely escape the influence and effects of a world at war.

Of particular significance is Panama, where American troops have been stationed throughout the conflict to ensure the protection of the Panama Canal. Military intellegence has long suspected an infiltration attempt by Axis agents hoping to disrupt the vital shipping link, and has numerous counter agents positioned in anticipation. To date, no such plot has been uncovered, but nevertheless a close watch is vigilantly kept. Evidence of Axis agent activity in both North America and South America proves no location is safe from their mischevious meddling.

Central America has also proved a valuble training ground for Allied forces to prepare for jungle warfare. British and American troops are constantly participating in combat and survival exercises in anticipation of being sent over to the Asian front.

ASIA

If any continent holds an almost unlimited potential for adventure — and danger — it is Asia. With its ancient cultures and sophisticated societies, it remains an enigma to many Europeans and North Americans. Its vast expanse and diversity makes it difficult for outsiders to comprehend, but attempting to do so will inevitably bring benefits to those who succeed. Unfortunately for the world, the fascist nations of Germany and Japan possess increasing influence on this continent, whose people and resources may well play a vital role in the future.

The diversity of this vast continent can be seen in its nations that play an important role on the Second World War. China bears the brunt of Japanese aggression in the region, much as does Indochina. India is a prominent outpost of the British Commonwealth, a base from which Britain and her allies can launch their attacks against Japan. India also represents a vast source of people and materiel, making it a target for Axis spies and saboteurs. Iran and the Middle East are important crossroads. Nominally allies with Britain, their leaders recognize the strength of the Axis and seek advantage by courting the Fascists. Like the rest of Asia, they are lands rich in intrigue and excitement, making them perfect locales for heroic adventures.

• CHINA

"Ours is a war of survival and independence. We will never submit... we will resist to the very end."

— Chiang Kai-Shek

At the turn of the century, the Ch'ing dynasty made plans to establish limited constitutional government in China. Many Chinese thought the reforms were too little, too late. However, the revolutionary Sun Yat-sen had already begun organizing groups committed to the establishment of a republican government. Sun traveled abroad in search of support from overseas Chinese. In 1905, he joined forces



with revolutionary Chinese students studying in Japan to form the T'ung-meng Hui, or "Revolutionary Alliance," which sponsored numerous attempts at uprisings in China.

In 1911, one of the alliance's plots finally triggered the collapse of China's imperial system. A bomb accidentally exploded in the group's headquarters in Wu-ch'ang, and Ch'ing army officers mutinied, fearful their connections to the revolutionaries would be exposed. Provincial military forces began declaring their independence, and by the end of 1911 most of the provinces in South and Central China had joined the rebellion. In December, the delegates chose Sun Yat-sen as provisional president of a republican government. The imperial government turned to their top general, Yuan Shih-k'ai, but Yuan ultimately negotiated with the rebel leadership for a position as president of a new republican government in exchange for getting the Ch'ing emperor to abdicate. The revolutionaries consented because Yuan was widely viewed as the only figure powerful enough to ward off foreign aggression. In 1912, a revolutionary assembly in Nanking elected Yuan first president of the Republic of China, and China's long history of monarchy came to an end.

Unfortunately, China was a republic in name only. Although the government adopted a constitution, Yuan held most of the power. In 1913, the Kuomintang (KMT, or Nationalist Party), a new political party that brought together the T'ung-meng Hui and other revolutionary groups, attempted to limit Yuan's

power by parliamentary tactics. Yuan then dismissed the parliament, outlawed the KMT and ruled by decree. In 1915, Japan presented China with the "Twenty-one Demands," the terms of which would have reduced China to a Japanese protectorate. Yuan Shih-k'ai's government yielded to a modified version of the demands, agreeing, among other concessions, to the transfer of German holdings in Shantung province to Japan.

After Yuan died in 1916, the central government in Peking lost most of its power, and power devolved to cliques of warlords. In 1917, China entered World War I on the side of the Allies in order to gain a seat at the peace table, hoping for a new chance to halt Japanese ambitions. China expected the United States, with its commitment to the self-determination of all peoples, would offer its support. As part of the negotiation process at the post-war peace conference, however, U.S. president Woodrow Wilson withdrew his support for China on the Shantung issue. The indignant Chinese delegation refused to sign the Treaty of Versailles.

Young people in China who looked to the West for political ideals were crushed. When news of the peace conference reached China, more than 3,000 students from Peking universities assembled in the city to protest. The governor suppressed the demonstrators and arrested the student leaders, but these actions set off a wave of protests around the country in support of the Peking students and their cause.

After Yuan outlawed the KMT in 1913, Sun Yat-sen worked to build the revolutionary movement, eventually establishing a KMT base in Canton. Sun's ideas became more anti-imperialist during this period. In speeches and writings he stressed that China could not be strong until it rid itself of imperialist intrusions and was reconstituted as the nation of the Chinese people. Other forms of revolution also attracted adherents. Marxism gained a following among urban intellectuals and factory workers in China, particularly after the success of the Communists in the Russian Revolution of 1917. In 1921 the Chinese Communist Party was organized in Shanghai.

During the warlord period after the death of Yuan Shih-k'ai, most Western powers dealt with whichever warlord had control of Peking and ignored the revolutionaries. By contrast, the Union of Soviet Socialist offered to help the Chinese revolutionaries. Believing the KMT had the best chance of succeeding, the USSR instructed Chinese Communists members to join the KMT. In 1923, Sun agreed to accept Soviet advice in reorganizing the crumbling KMT party and army and to admit Communists as part of a united-front policy.

Despite Sun's death in 1925, the rejuvenated KMT launched the Northern Expedition in 1926 from its base in Canton. The expedition, an attempt to rid China of warlords and reunify the country under KMT rule, was led by the young general Chiang Kai-shek, who had been trained in Japan and Moscow. Chinese Communists aided the advance of Chiang Kai-shek's army by organizing peasants and workers along the way. However, the alliance between the two groups was fragile because the KMT drew its strength from wealthy intellectuals and landowners, while the Communists advocated redistribution of wealth. In 1927, as the KMT army approached Shanghai, Chiang ordered members of the Green Gang, a Shanghai underworld gang, to kill labor union members and Communists, whom he feared were becoming too powerful. The alliance ended, and the KMT began a bloody purge of the Communists.

From 1927 on, the KMT under Chiang ruled from Nanking in southern China. Chiang's foremost goal was to build a strong modern state and army. He employed many Western-educated officials in his government, and progress was achieved in modernizing the banking, currency, and taxation systems, as well as transportation and communication. However, China remained fragmented. While



a small, westernized elite and an industrial force developed in the cities, the vast majority of people were poor peasants in the countryside. Chiang's highest priority was not improving the lives of peasants but gaining full military control of the country. Many regions remained under warlord control. Likewise, the Communists controlled some areas and the Japanese were encroaching in Manchuria.

The Chinese Communists had gone underground after they were purged in 1927 and had organized areas of Communist control. The most successful group settled in the countryside near the border between Kiangsi and Fukien provinces in an area they called the Kiangsi Soviet. From there, the group mobilized peasant support and formed a peasant army. One of the top leaders of the Kiangsi Soviet was Mao Tse-tung. This army fought against both the Japanese and the KMT.

Meanwhile, Chiang's army undertook four campaigns against the Kiangsi Soviet, all of which failed. In the fifth campaign in October 1934, the KMT encircled the Soviet. Eighty thousand Communists broke out of the KMT encirclement and started what became known as the Long March. For a year, they steadily retreated, fighting almost continuously against KMT forces and suffering enormous casualties. This triumph of will in the face of incredible obstacles became a moral victory for the Communists. For the next decade the CCP made its base at Yen-an, a city in central Shensi province.

Although the KMT had forced the Communists to flee, they still faced a major threat from Japan. In 1922, Japan had agreed to return the former German holdings in Shantung to China, but it continued to expand its dominance in Manchuria. In 1931, the Japanese retaliated for an alleged instance of Chinese sabotage by extending military control over all of Manchuria. Chiang Kai-shek knew his armies were no match for Japan's and ordered the KMT to withdraw without fighting. In 1932, Japan established the puppet state of Manchukuo in Manchuria and made Pu Yi, the last emperor of the Ch'ing dynasty, its head of state.

As Japanese aggression increased, popular pressure mounted within China to end internal fighting and fight against Japan. However, Chiang resisted allying with the Communists until late 1936, when he was kidnapped by one of his own generals seeking to seize control of the KMT. During his captivity at Sian, Communist leaders visited Chiang, urging the adoption of a united front against Japan.

After his release, Chiang moderated his anti-Communist stance, and in 1937 the KMT and CCP once again formed a united front — this time to oppose Japan. This alliance came not a moment too soon, as the Japanese tried to extend their territory in China. Chiang resisted, and Japan launched a full-scale war against China. Chiang's forces abandoned Peking and Tientsin, but his troops held out for three months in Shanghai before retreating to the capital of Nanking. When the Japanese eventually captured Nanking, their soldiers went on a rampage for seven weeks, massacring more than 100,000 civilians and

Chinese Warlords

The fall of the Peking government left a vacuum in China, one quickly filled by ambitious Warlords who gathered groups of bandits around themselves in order to take areas of the countryside by force. Often highly charismatic — but always strong enough to back up that charisma — the warlords carved chunks of land for themselves through the powers of intimidation, fear, extortion and violence. Bending the peasantry to their will, the bandit hordes were a fearsome sight, tearing across the landscape on horseback, or packed into stolen jeeps. Conflicts between the groups were fearsome, and woe betide any man or group who got caught between two warlords in the middle of a feud!

fugitive soldiers, raping at least 20,000 women and laying the city to waste.

By late 1938, Japan had seized control of most of northeast China, the Yangtze Valley, and the area around Canton on the southeastern coast. The KMT moved its capital and most of its military force inland to Chong Ch'ing. Free China, as the KMT-ruled area was called, contained 60 percent of China's population but only 5 percent of its industry, which hampered the war effort. In 1941, the United States entered World War II. Thereafter, American advisors and aid were flown to China from Burma, which enabled Chiang to establish a number of modern military divisions. The bulk of China's 5-million man army, however, is composed of poorly trained and equipped peasants who are no match for the superior Japanese forces.

For a time, genuine cooperation took place between the CCP and the KMT. However, animosity between the groups remained, and the cooperation largely ended after the KMT attacked the CCP's army in 1941. From then on, both sides worked toward the common goal of expelling the Japanese invaders, but they did so with the realization that there would one day be a reckoning. Indeed, the KMT has become so concerned with squashing its Communist rivals that little progress has been made toward defeating the Japanese. The bulk of that job has fallen to the United States. Consequently, the KMT has slowly eroded its base of supporters in China. With each month, the Communists grow more powerful and popular — much to the chagrin of Chiang and the world at large.

While Chiang weighs the pros and cons of his latest strategies against the Japanese, other forces have arisen to do battle against the Japanese invaders. Most are ineffectual peasant armies, which are quickly defeated by the superior forces of the Japanese Empire.

The American Connection

Starting from mid-1941, American advisors and aid were flown to China from Burma. Their task was to help build a strong, solid army to oppose the Japanese forces on the mainland, something made difficult by the fractionated Chinese authorities. Midnight drops and long treks through the jungle were necessary to avoid the Japanese patrols, but a surprising amount of material made it through nonetheless. This enabled Chiang to establish a number of modern military divisions, including several equipped with American-made war walkers.

The walkers were much better suited to the jungle and mountain warfare of Asia than tanks, and as a consequence few of the latter were ever sent. Most of the vehicles are old Earlies A1, hastily repainted with the KMT's emblems. Keeping them in working conditions in the rugged terrain and damp climate is proving to be a challenge, and several walkers end up cannibalized for spare parts. Most of the rest are becoming more and more individualized as their crew customize them for improved performances: spikes and cutters, to defend against marauding infantry and making one's way through the thick vegetation, are common additions.

• FRENCH INDOCHINA

The term "French Indochina" refers to the nations of Cambodia, Laos and Vietnam, which were united under French rule as the "Indochinese Union." France created the union from its territories in Cambodia and Vietnam in 1887, incorporating Laos in 1893. The Vietnamese Emperor Tu Duc hoped that by adopting a conciliatory attitude toward France, the latter might be persuaded to give up its conquests. He therefore prohibited his subjects from openly resisting French actions — a fatal miscalculation.

Despite this imperial decree, the sense of national identity was not extinguished. Poor living conditions, worsened by colonial economic exploitation, contributed to growing Vietnamese hostility to foreign rule. French



occupation did bring some improvements in the area of transport and communications and also contributed to the growth of a commercial and manufacturing sector, but, as a whole, colonialism brought little improvement to the lives of ordinary Vietnamese. In the countryside, peasants struggled under heavy taxes and high rents. Workers in factories, in coal mines, and on rubber plantations labored in abysmal working conditions for paltry wages. In many ways, the situation is not much different than that in the Belgian Congo, another region renowned for the cruelty of its colonial administration.

In 1930, the Moscow-trained revolutionary Ho Chi Minh established the Indochinese Communist Party. Contacts between Indochinese and Chinese Communists are irregular at best, but they exist, as does assistance from the Soviet Union. Until the outbreak of the Second World War, the Communists and other revolutionary groups met with little success. In 1940, however, Japan demanded the right to place northern Indochina under military occupation. They planned to use the area as a base from which to launch a future invasion of the rest of Southeast Asia and possibly beyond into British-held Burma and India.

The French viceroy lacked sufficient armed forces to resist and was soon reduced to a figurehead authority. Seizing the opportunity, Ho Chi Minh organized a resistance movement to fight against the Japanese. Because Ho emphasized the fight against Japan, he gained greater support than he might have had he only used Communism as the basis for his crusade. Nevertheless, Ho is a dedicated Communist and there are many who believe that his movement may ultimately prove as dangerous to French interests as the Japanese. For the time being, though, Ho's guerrilla forces have attracted adventurers from around the globe, inspired by their willingness to face Japanese tyranny despite the odds.

The Army of the Heavenly Dragon

A guerrilla force known as the "Army of the Heavenly Dragon" has recently arisen in Manchuria. The Army has proven remarkably effective at hit and run tactics, attacking Japanese supply caravans and other vulnerable units. The Army's reputed leader is a mysterious person known only as Tian Lung, or "Heavenly Dragon." To date, no one has seen or met with Tian Lung except his closest advisors, leading some to doubt the existence of such a person. Whether or not Heavenly Dragon is a real person or not, the Army that fights in his name has shown itself to be a thorn in the side of the Japanese. Were it not for the Army's anti-Western diatribes, it might prove a powerful ally against the might of the Japanese Empire in China.

• INDIA

"India is not ready to take part in the present war, which would endanger its own freedom. The governments of France and England declared that they are waging war for democracy and freedom, yet they themselves betray the principles they espouse."

— Executive Committee of the Indian National Congress (1939)

In 1917, Britain announced a policy of "gradual development of self-governing institutions with a view to the progressive realization of responsible government in India as an integral part of the British Empire," culminating in the Government of India Act of 1919. This act brought some Indian control over certain executive departments in the provinces and greater representation of Indians in the central legislative council. In the same year that it passed these reforms, however, the legislative council also passed the Rowlatt Acts, which gave the government emergency powers to suppress so-called revolutionary activities. The government met with an immediate wave of disapproval from Indian leaders of all stripes.

Indian lawyer Mohandas K. Gandhi, a political leader known for his struggle for civil liberties in South Africa, had returned to India in 1915. Gandhi stepped in and organized a series of nonviolent acts of resistance such as strikes. One of these protests coincided with a Hindu festival in Amritsar. Despite a last-minute ban on public meetings, thousands of unarmed pilgrims and protesters gathered in a public square to celebrate on April 13, 1919. Without warning, British troops opened fire on the peaceful crowd, killing nearly 400 people. The Amritsar Massacre brought public sympathy to the nationalist movement — as well as a new level of prestige.

When the government failed to make amends, Gandhi began an organized campaign of non-cooperation. Many Indians returned their British honors, withdrew their children from British schools, resigned from government service and began a boycott of British goods. Gandhi reorganized the Congress Party in 1920, transforming it from an annual gathering of self-selected leaders with a skeleton staff into a true political movement. Gandhi was jailed shortly after ending the non-cooperation movement and remained in prison until 1924. In 1928, a British committee began to study the next steps of democratic reform, sparking a revival of the Congress movement. In its 1929, annual session, the Congress issued a demand for "complete independence." Gandhi then led another even more massive movement of civil disobedience that climaxed with the "Salt Satyagraha" in 1930, in which volunteers made salt from the ocean in order to protest a salt tax. Tens of thousands were sent to jail as a result, but the British gave in.

The British Parliament approved legislation known as the Government of India Act of 1935. It provided for the establishment of autonomous legislative bodies in the provinces of British India, the creation of a federal form of central government incorporating the provinces and princely states and the protection of Muslim minorities. The act also provided for a bicameral national legislature and an executive arm under control of the British government. As of yet, the promises of this act have yet to be instituted, but provincial legislative autonomy went into effect in 1937, after nationwide elections. The Congress Party saw victory in much of India, except in areas where Muslims were a majority. Congress governments, with significant powers, took office in a number of provinces.

When World War II broke out in 1939, the British declared war on India's behalf without consulting Indian leaders, and the Congress provincial ministries resigned in protest. This has led to widespread unrest in the country, some of it agitated by Indian leaders. In other cases, agents provocateur from Axis powers have taken advantage of the situation in an attempt to paralyze Commonwealth forces in the area. Now Japanese forces in Indochina are in a position to strike at India, both with land and air forces, and the situation is grim.

• IRAN

In 1919, Britain persuaded the Iranian prime minister to sign a treaty giving Britain substantial political, economic, and military control over the country. This agreement would make Iran a protectorate of Britain, arousing the anger of Iranian nationalists. Opposition to the treaty killed it before it even had the chance to be considered by the Iranian parliament, but the continuing political strife in Iran alarmed many nationalists, including an officer in Iran's Cossack Brigade: Reza Khan used his troops in 1921 to support a coup against the government. Within four years he had established himself as the most powerful person in the country by suppressing rebellions and establishing order. In 1925, a specially convened assembly deposed Ahmad Shah and named Reza Khan, who adopted the surname Pahlavi, as the new shah.

Reza Shah had ambitious plans for the modernization of Iran. He also believed only a strong, centralized government managed by educated personnel could carry out his plans.



He sent hundreds of Iranians, including his own son, to Europe for training — especially in the growing fields of superscience. Beginning in 1925, Reza Shah's development projects transformed Iran. Industrialization, urbanization and public education progressed rapidly; a professional middle class and an industrial working class emerged. However, Reza Shah's dictatorial style of rule, including harsh and arbitrary treatment of his opponents and restrictions on the press, caused increasing dissatisfaction in Iran.

Throughout his reign, Reza Shah tried to avoid involvement with Britain and the USSR. Although many of his development projects required foreign technical expertise, he tried to avoid awarding contracts to British and Soviet interests, believing that this would open the way for their governments to exercise influence in Iran. Through its ownership of the Anglo-Iranian Oil Company, Britain nevertheless controlled all of Iran's oil resources, leading Reza Shah to obtain technical assistance from France, Germany, Italy, and other European countries. This created problems for Iran after 1939, when Britain and Germany fought on opposite sides in the Second World War. Although Reza Shah proclaimed Iran's neutrality, Britain insisted that German engineers and technicians in Iran were spies on missions to sabotage British oil facilities. Britain demanded that Iran expel all German citizens, but Reza Shah refused.

This precipitated a joint British/Soviet invasion of the country. The British and Russian forces quickly defeated the Iranian army and deposed Reza Shah. They then placed his son, Muhammad Reza Shah Pahlavi on the Peacock Throne. Muhammad has proven less intransigent than his father and has permitted the Allies to use Iran as a base. Of course, the Axis is hard at work to disrupt this alliance, making Iran the site of much intrigue.

The Trans-Iranian Railroad

Britain and the USSR saw the newly opened Trans-Iranian Railroad as a vital means of transporting supplies from the Persian Gulf to the Caucasus Region of the Soviet Union. The leaders of both nations feared that Hitler intended to do the same, thereby providing the Third Reich with ready access to petroleum — a vital necessity for his goals of world conquest. Highly suspicious of the role of German technicians in Iran, both great powers repeatedly asked Iran to expel the Germans within its territory. Shah's refusal precipitated a joint British/Soviet invasion of the country and his relacement with his son, Muhammad Reza Shah Pahlavi.

Though the son is easier to work with than his father was, the railroad is still a source of constant headache for the Allies. Troops from the beleaguered German Orientkorps constantly raid the shipments and attack the trains and the tracks, relying on erstwhile allies and local militias and equipment to bolster its ranks. The Orientkorps fight with considerable elan and resourcefulness that rival their brothers fighting in the North African desert, and they have earned a grudging respect from the British and Russian troops facing them.

• THE MIDDLE EAST

The Ottoman Empire dates back to the 13th century when a previously unknown group from Anatolia (western Turkey) conquered Constantinople, at the time the capital of the Byzantine Empire. After the conquest they rebulit the city and renamed it Istanbul, from where they managed the ever increasing volume of trade that passed through. The Empire reached its peak in the 16th century under the rule of Sultan Suleyman. His ambitious conquests included most of Greece, Hungary, and Austria. At the same time he declared himself the "protector of Islam" and swiftly annexed all of Arabia. With complete control of the vital trade route linking Asia, Africa, and Europe, the empire prospered and remained the top economic and military power in the world through most of the 17th century.

By the 18th century, however, decline had set in. Exponential population growth led to widespread unemployment and famine. At the same time, a series of wars with Russia over territory in central Asia was a constant drain on resources. The 19th century brought more challenges, as the Industrial Revolution and the emergence of the European powers further diluted the Ottomans' influence. In 1854 the Ottomans' successfully defended their eastern European holdings from Russia, but only with the aid of France and Britain. Then at the turn of the 20th century, the Balkan wars erupted, as sensing their opportunity, Bulgaria, Greece, Montenegro, and Serbia all fought for their independence (and for territory from each other). The fallout from these conflicts made a direct contribution to the start of the Great War.

The Ottoman Empire entered World War I on the side of the Central Powers against the Allies. In order to protect the oil installations of southwestern Iran and to preempt an Ottoman thrust toward the Persian Gulf, British Indian troops invaded southern Iraq in the first weeks of the war; they reached Baghdad in 1917. Syria and Palestine remained under Ottoman control until the last months of the war. Upon its defeat by the Allies, the Ottoman Empire lost its Arab provinces and was confined to the borders now held by the Republic of Turkey.

In 1916, the Allies negotiated the Sykes-Picot agreement, which stated that rulership of the Arab part of the Ottoman Empire would be divided among Britain, France, Italy, and Russia after the war. Meanwhile, the British government promised Husein ibn Ali, the sharif of Mecca, the right to Arab independence in return for collaboration with the Allies against the Ottomans. However, the British left vague the precise areas where Arab independence would be recognized. Finally, the British promised their support for "the establishment in Palestine of a national home for the Jewish people" in the famous Balfour Declaration of 1917 to win Jewish support for the war effort. The vagueness and potentially conflicting commitments of these many agreements strained relationships among all the parties involved, particularly with regard to Palestine.

During various postwar peace conferences, the idea of direct colonial rule over the former Arab provinces was discarded in favor of a "mandate system." Under this system, members of the League of Nations acquired the supervision of territories with varying degrees of independence. Five mandate states were created under this system. Britain took over Iraq, Palestine, and Transjordan, while France took Syria and Lebanon. When the Allies attempted to parcel out parts of present-day Turkey, Mustafa Kemal rallied national support and expelled French, Greek, and Italian forces from the country. Kemal signed the final postwar territorial settlement in 1923, and the Turkish republic, with Kemal as president, was proclaimed later that year.

The new political order was widely contested affter the war. The Arab states had been subject to Ottoman rule for centuries before European arrival. In many cases, what had been anti-Ottoman sentiment quickly became anti-European sentiment. In 1920, uprisings in Iraq against British rule compelled the British government to modify the mandate system by creating a provisional government, leading to Iraq's formal independence in 1932. In Syria, the French had considerable difficulty controlling a major national uprising from 1925 to 1927. Transjordan obtained limited independence in 1928.

As World War II heats up, the Middle East is becoming an important battleground between the Axis powers and the Allies, each of whom considers its resources and location vital to their own war efforts. Consequently, the kasbahs and bazaars of the region throng with agents and adventurers seeking advantage for their patrons.

AFRICA

Derisively called "the Dark Continent" by Europeans, Africa remains an enigma even in the Modern Age. Its northern reaches are home to several Muslim states, many of them protectorates of Western powers. Its southern regions are composed of multiple colonies ruled directly by European powers.

Meanwhile, the heart of the continent remains largely unexplored, the source of all manner of tall tales of ancient civilizations, rich treasures, and unimaginable dangers. Consequently, it is difficult to do justice to the diversity to be found within Africa. Therefore, this section offers only the slightest glimpse into its three distinct regions.

Despite the brevity of description, the importance of the African campaign should not be understated. The outcome of the war could very well hang in the balance. The North African front is the only location Britain has directly been able to mount a ground assault against the German forces. As important, arguably even more important, than actually winning territory is drawing German supplies away from the eastern front where Hitler is pushing hard into Russia. Churchill also seeks victory in Africa in order to score some desperately needed success for political reasons and morale.

Supply lines have proved key to the conflict so far, as Africa is far from production facilites and most necessary resources. While overshadowed by the battle raging in the North Sea, the battle for control of convoy routes in the Mediterranean has been just as fierce. The strategic location of Malta, and the British base there, has been a particularly contested property.

The German Afrika Corps and the British Eighth Army continually punish each other, punching and counter-punching across the desert sands. The German preoccupation with other fronts has to this point allowed the Eighth Army to gain a numerical advantage, but that has yet to translate into battlefield success due



to the technological superiority the Afrika Corps enjoy. The strength of the Luftwaffe has also provided the Germans an advantage, as the RAF has been tied up in other theaters and has only a limited presence at this time.

• EGYPT

When the Ottoman Empire entered World War I on the side of Germany, Britain declared Egypt a protectorate. The Egyptian ruler, Abbas II, was deposed in favor of his uncle, Hussein Kamil, who was given the title of sultan. Britain promised Egypt some changes in government once the war was over. In the meantime, the British stationed more than 100,000 troops in Egypt, mainly to guard the Suez Canal against German and Ottoman attacks, and imposed martial law to stifle any expression of discontent. The war years resulted in great hardship for Egyptian peasants, who were conscripted to dig ditches and whose livestock the army confiscated. Inflation was likewise rampant. This created rising resentment against the British.

The Egyptians wanted complete independence, but the British felt they needed to keep their troops in Egypt to guard the Suez Canal as well as their airports, radio transmitters and other means of communications with India and the rest of their empire in Asia. In 1922, Britain offered Egypt partial independence as an independent monarchy. The British government reserved the right to intervene in Egyptian affairs if their

interests were threatened, thereby robbing Egypt of any real independence and allowing British control to continue without interruption.

Egypt's politicians agreed in 1923 to draft a constitution making the country a constitutional monarchy. Since then, national politics has been dominated by a conflict between those opposed to Britain and those supportive of it, with the monarch playing both sides against one another to maintain his own power.

Subversion

Not willing to rely on their powerful army, the Nazis have mastered the art of shadowy warfare. They fully understand the potential power of a rebellious movement arising from within a weakened government and have worked hard to establish the seeds of discontent in a number of countries throughout the world. The goal, of course, is to establish fascist organizations that will eventually overthrow the rightfully elected officials and then voluntarily join the growing German empire.

Agents are sent abroad under deep cover to identify existing movements that can be influenced, or, lacking such, to start one. They used to travel quite freely before the war under assumed identities, but since the conflict has started they must now be delivered by midnight parachute drops or by silent midget submarines on the coast of their unsuspecting target.

The Nazi agents usually target groups that espouse ideologies similar to the ideals of the Third Reich: discipline, anti-communism, racial superiority, etc. If he isn't able to influence the target group's leader(s), the agent may attempt to take over the leadership himself. They will rarely reveal themselves as Nazi at first, preferring to make sure the group is deep within their control before even hinting at their true allegiance — if they ever do, for it is always better if the group believes they espoused the Nazi ideology by themselves.

The agents are always superbly trained and are able to pass as a local without any effort. For this reason, they are very hard to find and root out, and represent a permanent danger to the Free World.

In 1935, Italy conquered Ethiopia, thereby challenging Britain's position as the chief European power in North Africa. The threat from Italy prompted the British and the Egyptian government to negotiate a treaty to resolve matters left outstanding since 1922. The treaty provided for an Anglo-Egyptian military alliance. It enabled Egypt to join the League of Nations and to establish its own embassies abroad. The terms of the alliance allowed British troops to remain in the Suez Canal zone but limited the total number of British troops in Egypt in peacetime.

The outbreak of the Second World War and the threat of the German Afrika Korps have heightened British interest in Egypt. Now, Egypt acts as a forward base for Commonwealth forces in the Middle East. The presence of so many British troops has drawn the ire of Egyptian nationalists, some of whom have advocated violence against the Commonwealth "invaders." Numerous unfortunate incidents have occurred in the past few years, the bizarre of which is the rise of a self-proclaimed Pharaoh, who has issued a call for all Egyptians to flock to his banner. Whether or not this Pharaoh is a mere lunatic or a genuine threat, the fact remains that the British position in Egypt is far from secure.

Meanwhile, the German forces, under the brilliant and honorable General Erwin Rommel, have identified capturing Egypt as an important military objective. Not only would the fall of Egypt cut the British Commonwealth in two, it would give the Axis control of the Suez Canal. The Canal provides an easy route between the Mediterranean Sea and the Indian Ocean. Consequently, it is vital that the British (and the Allies) prevent the Afrika Korps from achieving its goals — or else the Allied war effort may become even more tenuous.



The Atomic Mines of the Congo

Driven from their birthplaces by the lack of available land and opportunities for employment, many native Congolese men find job contracts working as miners, deep within the bowels of the earth. "Employed" by Belgian and German alike, the natives are treated as little more than slaves, working upwards of twelve hours a day excavating the toxic deposits of uranium, radium and strontium for export. The brutal quotas serve only to make the work more difficult and the punishments harsher, especially for those poor souls whose bodies give way under the brutal effects of radiation.

The toxic rays have other effects as well, most noticeably on infants born to fathers assigned to the mines. The health program organized by noted Belgian scientist Dr. Vincente Renard ensures that all pregnant women in the labor camps give birth in his clinic, and the vast majority of infants are recorded as stillbirths. Those which are brought to their parents die within days, their tiny bodies twisted and deformed.

Dr. Renard's research into the effects of radiation have taken a sinister turn, and the infant children of the miners provide him with the perfect material upon which he can perform his experiments. Taking the babies from the moment of their birth, he returns coffins filled with dirt or bodies of his former experiments to the grieving parents. Keeping the children at his laboratory deep in the wilderness, he devotes his time to uncovering the impact of various kinds of radiation upon the human body. Lately, rumors have begun to circulate in the slave camps, about a strange and unnatural animal that roams the jungles, its body deformed beyond imagining. Seen in the vicinity of Renard's laboratory, the beast, according to some who have claimed to see it, seems to have very human eyes...

• BELGIAN CONGO

If there is any place that shows the cruelty with which the "civilized world" has treated Africa, it is the Belgian Congo. This colonial possession is notorious the world over for the treatment of the inhabitants. Forced labor is used to gather wild rubber, palm oil, and ivory. Lashings and the taking of hostages are techniques for encouraging villages to meet their rubber quotas. The Belgians introduced mutilation as a common punishment even for minor offenses. Brutality is widespread in mines and on plantations. The population of the entire state is said to have declined from 20 or 30 million to 8 million by the beginning of the twentieth century.

The attitude of the Belgians toward the inhabitants of the Congo is one of paternalism. They treat the native Congolese as if they were no more than children, providing for their needs but severely restricting their freedoms — and punishing them cruelly for transgressions. The Congolese have no role in legislation, although traditional tribal rulers are used as agents to collect taxes and recruit labor. Uncooperative rulers are deposed and replaced by those more amenable to the Belgian colonial administration.

Private European and American corporations invested heavily in the Belgian Congo after World War I. Large plantations (growing cotton, oil palms, coffee, cacao, and rubber) and livestock farms are the colony's mainstays. In the jungle interior, gold, diamonds, copper, tin, cobalt, and zinc are mined. Many mad scientists have taken an interest in the colony, because of the large quantities of radioactive materials obtainable within its borders. Africans work the mines and plantations as indentured laborers on four- to seven-year contracts, in accordance with a law passed in Belgium in 1922. The infrastructure of the colony (roads, railroads, electric stations, and public buildings) was all constructed through the use of forced labor, a process that continues even today.

Native resistance has challenged the colonial regime from the beginning. A rebellion that broke out in several eastern districts in 1919 was not suppressed until 1923. Anti-European

religious groups active by the 1920's included Kimbanguism and the Negro Mission in the west and Kitawala in the southeast. Unrest has only increased since the beginning of the Great Depression, inviting even more repressive tactics from its Belgian overlords. The Congo is thus a seething cauldron of resentment, hatred, and oppression.

These unfortunate tendencies have only been made worse by the outbreak of the Second World War. The demand for Congolese products, such as rubber, has increased greatly. This demand has given the Belgian administrators an excuse to impose extremely high quotas on their plantations — and equally high penalties for those that do not meet them. This has led to an escalation of violence in the country. Moreover, the recent discovery of elements useful for super-science (most notably radioactive elements of all sorts) has brought the Congo to the attention of the Axis as well. There are undoubtedly Axis agents at work in the area, threatening to destabilize it further.

• SOUTH AFRICA

The South Africa Act of 1910 established the Union of South Africa with the four colonies as its provinces. Discrimination against nonwhites was inherent in South African society from the earliest days. Before World War I, Mohandas K. Gandhi led a struggle to assure civil rights for Indian residents. Despite some concessions, the Indian population retains second-class status. South African blacks have an even lower status in the white-dominated state. Urban blacks live in segregated areas and could not hold office. They have no labor unions, and technical and administrative positions are closed to them.

Politics are focused on differences between English-speaking South Africans and Afrikaners, in addition to racial questions. One of the first moves of the newly granted parliament was to pass legislation that prevented blacks from buying land outside so-called reserves. The land allotted to these reserves made up 7 percent of the total land of the country. Because of the limited amount of land available to blacks, the legislation also ensured that a migratory labor system would continue and cheap black labor would be available in the mines and industries.

Official politics in South Africa during the 1920's was dominated by the conflicting positions of the two white groups, the Afrikaners and the British. The Afrikaners insisted that reconciliation between them and the British (in the aftermath of the Boer War) be based on full equality between the two groups. They demanded that the Afrikaans language be given equal status with English, that the country have a separate flag and that South Africa have the right to secede from the British Commonwealth.

In 1918, a secret society known as the Broederbond (Afrikaans for "association of brothers") was established to advance the Afrikaner cause and interests. This organization became a powerful vehicle for the preservation of Afrikaner language, culture, and traditions. Above all, its aim was to find ways for Afrikaners to attain positions of power throughout the society. The Broederbond was exclusively for Afrikaners who were over 25 years old, male, Protestant and specially invited to join.

Since 1935, South Africa has become a powder keg, ready to explode at any moment. Tensions between Afrikaners and British are at an all-time high. The growing antipathy between Britain and Germany has only exacerbated this problem, as most Afrikaner politicians have sympathy for Germany, especially in its efforts to keep itself "racially pure." Consequently, Britain has not attempted to force a draft law in South Africa, fearing it would cause further divisions within an already divided colony. Yet, the progress of the Second World War may well demand that South Africa do its part for the Commonwealth — a possibility Axis agents are working hard to ensure never comes to pass.

SOUTH AMERICA

Often overlooked in favor of its more prosperous neighbor in the Western Hemisphere, South America is nevertheless a vibrant, growing portion of the world. Its nations, most of whom are former colonies of the once world-spanning Spanish empire, share much with one another, including a common language and religion. In addition, almost all gained their independence from Spain in the nineteenth century and are only now seeing the fruits of that freedom.

The continent continues to struggle with its colonial legacy, leading to unrest and revolution in many nations. The only constant seems to be change, as numerous groups vie to impose their own vision for how "free" South American countries should be run. These turbulent times provide an excellent opportuntiy for covert Axis agents to stir up trouble, and they would love nothing more than to bring Facist forces into power. The future of South America is thus as uncertain as that of the world at large.

• BRAZIL

Until early in the Modern Age, Brazil's economic and social structure reflected a pattern established during its time as a colony of Portugal. A small class of wealthy landowners controlled most of the country's wealth and power, while the majority of Brazilians lived in relative poverty as agricultural workers. This situation began to change gradually toward the end of the nineteenth century when large numbers of immigrants arrived in the country. After the slave trade was abolished in 1850, the coffee planters could not find enough workers and the government began actively recruiting Europeans to immigrate to Brazil. In the last decade of the nineteenth century, approximately 100,000 European immigrants arrived each year. These numbers increased during the early years of the twentieth century,



reaching a peak of about 600,000 for the period from 1911 to 1915. Most of these immigrants settled in the cities and urban centers.

Although Brazil's economy continued to be based on agricultural production, industry had begun to develop by the 1920's, especially around the cities of Rio de Janeiro and São Paulo. Industrialization was accompanied by the growth of a small working class and middle class. Both groups found themselves excluded from the power structure developed by landowners to dominate rural workers. The immigrants introduced new political ideologies from Europe, where workers and middle-class citizens were becoming increasingly active in politics. Many of these workers were frustrated with their lack of access to Brazil's political system. As their numbers grew, their demands for a place in the nation's political system increased. Socialists and anarchists organized unions and strikes, but they encountered intense repression from the corrupt federal government.

A more powerful challenge to the regime came from disgruntled young military officers. Many of these officers supported social reform, but they were also concerned about their professional status. They believed that the civilian government had neglected the army, which struggled with poor equipment, outdated training, and slim prospects for promotion of officers. In 1922, a group of young

officers staged a revolt in Rio de Janeiro against the government. The revolt was unsuccessful, but two years later a more serious uprising in São Paulo shook the foundations of the regime for several weeks before government forces suppressed it. By the late 1920's, the challenges of army officers, middle-class groups, and urban workers threatened the stability of Brazil.

The Great Depression caused a dramatic decline in coffee exports and a corresponding increase in the nation's foreign debts. The government refused to change its outdated economic policies to deal with the crisis and did little to improve economic conditions. Amid growing public discontent about the economy, the political elite split over the 1930 presidential election. The political machines in the larger states supported the official government candidate, Júlio Prestes; Getúlio Vargas opposed him. Vargas had organized a coalition of smaller states, opposition parties, and discontented elements in the military and cities.

The election went smoothly for the government, with Prestes winning easily, but before the new government was inaugurated, a revolt erupted following the assassination of Vargas' running mate, João Pêssoa. After a month of fighting, Luís stepped down, and rebel troops marched into Rio de Janeiro.

This uprising came to be known as the "Revolution of 1930." Vargas played a central role in the revolt, and he emerged as the most important political figure in modern Brazil. From 1930 to 1934, he ruled Brazil as the head of a provisional revolutionary government. The Constituent Assembly eventually elected him president in 1934. However, the same forces of reform that brought him to power have not been silenced by his election. Many groups, particularly those representing the poor and disenfranchised, believe he has not done enough to alleviate their suffering. Fortunately for Vargas, the military continues to support him. Some believe it is this support that virtually guarantees he will not be toppled from power as his predecessor was.

Nevertheless, the advent of World War II has increased tensions within this populous nation. Brazil joined the Allies against the Axis, providing vital support for anti-submarine warfare in the Atlantic Ocean. In addition, Brazilian industry has worked hard to provide the Allies with needed materials and supplies. Yet, the hypocrisy of fighting tyranny abroad while living under it at home is not lost on the ordinary Brazilian, many of whom agitate for change. So great is the desire for change that Vargas has promised free elections for 1943!

• ARGENTINA

During the first decade of the twentieth century, Argentina emerged as one of the leading nations of South America. It began to figure prominently in hemispheric affairs and helped to mediate a serious dispute between the United States and Mexico in 1914. Argentina remained neutral during World War I but played a major role as supplier of foodstuffs to the Allies. This contributed to the nation's burgeoning economy and increased standards of living for all Argentines — although not as significantly for the lower classes as many reformers would have liked.

The Great Depression had serious repercussions in Argentina. The military looked unkindly on the civilian government's inability to handle economic matters. They thus overthrew the previous regime and replaced it with a dictatorship by various generals, many of whom leaned toward fascism and were sympathetic to Nazism. When the military proved equally unable to cope with the depressed state of the economy, supporters of the ousted civilian government, known as the Radicals, won trial elections held in the province of Buenos Aires in 1931. However, but their activities were severely restricted, leading to the barring of their candidates from future elections. General Agustín Pedro Justo was supported by a coalition of conservative groups and was easily elected president.



The new president, facing a difficult economic situation, instituted several controversial reforms and initiatives. In 1933, he signed a treaty with Britain, which guaranteed Argentina a fixed share in the British meat market and eliminated tariffs on Argentine cereals. In return, Argentina agreed to restrictions with regard to trade and currency exchange, and it preserved Britain's commercial interests in the country. Many Argentines saw the treaty as a sellout to Britain, although from the British point of view the pact accorded privileges not given to any other country outside their empire. Other unpopular reforms included restructuring the monetary system and establishing agencies to control exports.

Since 1935, Fascist organizations have become increasingly active in Argentina. In 1936, the Argentine right-wing parties united in the National Front. This organization, which openly advocated the establishment of a dictatorship, successfully supported Roberto Ortiz for the presidency. Contrary to the expectations and demands of his supporters, however, Ortiz took vigorous steps to strengthen democracy in Argentina. Countermeasures were adopted against the subversive activities of German agents, who had become extremely active after the victory of National Socialism in Germany.

The corrupt electoral machinery of the country was overhauled. Ortiz proclaimed neutrality after the outbreak of World War II in 1939, but he subsequently cooperated closely with the other American republics on matters of hemispheric defense.

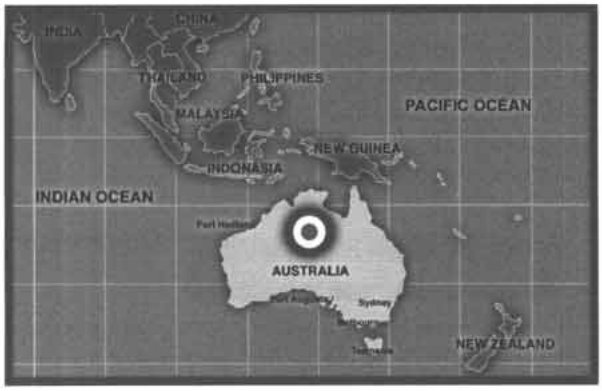
Unfortunately, in 1940, President Ortiz fell ill and designated Vice President Ramón Castillo as acting president. A Conservative, Castillo broke with the foreign and domestic policies of his predecessor. Although not openly a supporter of the Fascists, he harbors deep nationalist sensibilities. Castillo fears that the United States exerts too much influence in the Western Hemisphere and is thus a threat to Argentine sovereignty. Consequently, he has instituted a policy of continued relations with Germany and Italy, despite American attempts to dissuade him. Thus, the Axis powers continue to operate in Argentina, using it as a base from which to launch their nefarious schemes in another part of the world.

Secret Axis Bases

Installations can be found in remote corners of the globe, each either conducting some sort of dangerous research (often near a ready supply of material) or acting as a listening post to undermine Allies efforts.

Along with the influx of refugees to the countries of South America came Axis agents galore. Filtering into the dense jungles of the Amazon, these spies, scientists and soldiers have converged in one place, an observation post cresting the top of an ancient ziggurat. Carefully concealing their installation within the time-worn ruins, the Axis agents have the entire Jutai basin under surveillance. Elaborate communications equipment and vast plains of grandiose antennas intercept Allied transmissions from nearby America, and the internal walls of the Ziggurat are lined with whirring computators, churning away at the Western codes.

The Japanese have not been outdone. In the middle of the calm and pristine Pacific ocean, one small island has been completely replaced with an immense, disguised battleship. Though incapable of fast movement or tricky maneuvers, the ship has been equipped with batteries of huge howitzers and underwater tubes for computator-guided torpedoes. Carrying around one thousand naval officers, the island appears, for all intents and purposes, to be nothing more than a tiny speck of deserted land, good for a picnic and nothing more. Until the guns begin to fire, that is!



THE PACIFIC

Scattered across the vast expanse of the Pacific Ocean are numerous islands and archipelagoes, many of them nations in themselves. Chief among them is the continent of Australia, a newly emboldened country brimming with pride in its accomplishments and hope for the future. Yet, this region is not without troubles. Its remoteness ensures that many of its locales make perfect lairs for the fiends who would upset the fragile peace under which humanity has existed since World War I. Moreover, the expansionism of the Japanese Empire threatens all the peoples of the Pacific. The outbreak of formal hostilities has only made the region more dangerous. The mighty Japanese Imperial Navy patrols the waters of the Pacific, seeking out weaknesses in its enemies. With the entry of the United States into the war, the Pacific theater will undoubtedly take on much greater significance.

• AUSTRALIA

World War I transformed Australia from a collection of six disparate colonies into a united state keenly aware of its new identity. Responding to the allied call for troops, Australia sent more than 330,000 volunteers, who took part in some of the war's bloodiest battles. Australia suffered a casualty rate higher than that of many other participants and became increasingly conscious — and proud — of its contribution to the war effort. At Gallipoli, an Australian and New Zealand Army Corps (known colloquially as "Anzac") tried in vain to launch a drive on the Turkish forces in the Dardanelles. The date of the fateful landing, April 25, 1915, has become equated with Australia's national coming of age. The following year, an official commemoration of the date, Anzac Day, was instituted, quickly becoming an important part of the emerging Australian nationalism.

In 1915, William M. Hughes became prime minister and leader of the Labour Party. When he failed to carry the electorate in two attempts to supplement volunteers with conscripted men, Hughes remained in power by forming the Nationalist Party, much to the annoyance of his Labour colleagues. He attended the Paris Peace Conference in 1919, acquiring German New Guinea as a mandated territory and establishing Australia's right to enter the League of Nations as its own country.

After an internal backlash within the Nationalist Party forced the retirement of Hughes in 1923, Stanley M. Bruce became prime minister. The Country Party, founded in 1920 as a patriotic, conservative movement to protect the interests of farmers and herders, joined the Nationalist coalition, but retained a separate identity. The chief opponent of the coalition was Labour, which had to redefine its social policies. To maintain wartime levels of production and expansion, the government sought to build up the basic industries, but the Great Depression cut deeply into the health of the Australian economy, increasing public and private debts at a time of massive unemployment.

Recovery from the depression was extremely uneven. Deflationary economic policy contributed to effects that were far harsher than those felt elsewhere in the world. Disagreement on government policy broke Labour again in 1931 and at presents the United Australia Party, composed of former Nationalists and disenchanted Laborites, holds the reins of power. Joseph Alyosus Lyons leads the party.



Even after Britain had granted Australia the ability to conduct its foreign affairs, the country remained very much in the orbit of the mother country. Emphasis was therefore placed on following Britain's leadership in solving the problems of the depression. Chief among these was an attempt to redirect more trade between Britain and the dominions. As early as the 1920's, however, Japan and the United States were among Australia's best customers for its wool crop. Against its own interests, but motivated in part by fear, Australia sought to reestablish British trade at the expense of its relations with Japan. In the League of Nations and within the Commonwealth, Australian governments also tended to support appeasement and other policies in an effort to prevent war with the fascist powers.

When war again came to Europe in 1939, Australia dispatched its small armed forces to assist in Britain's defense. After the Pacific war between Japan and the United States broke out in 1941, the Labour government of John Curtin sought a military alliance with the Americans. This alliance is still in its formative stages, but many U.S. officials hope to use Australia as a huge base from which to launch attacks against the Japanese. The prospect of American soldiers on Australian soil is a small comfort to the people of this island continent. They rightfully fear a Japanese invasion of their country. After the serious blow dealt to the United States at Pearl Harbor, many Australians wonder whether Japan can be stopped at all. If so, it is only a matter of time before the Japanese Empire turns its eyes to the land down under.

ANTARCTICA

"The German submarine fleet is proud of having built for the Führer in another part of the world, a Shangri-La on land, an impregnable fortress!"

— Admiral Karl Dönitz

To the inhabitants of the world's six other continents, Antarctica is just a barren expanse of snow and ice, home to penguins and lonely explorers. With the world at war, very few people give much thought to the fifth largest landmass on the planet. The desolation of Antarctica seems far from important when compared to the massive battles that rage across Europe and Asia.

Unfortunately for the world, Hitler has other ideas. In 1939, Germany sent a catapult ship to investigate Antarctica. The initial investigation mapped a huge swath of land, which was claimed in the name of the Third Reich. Dubbed Neuschwabenland, this land was to serve as the basis for one of Hitler's strangest, and boldest, plans. He would establish a military base near the South Pole.

In the last two years, the Nazis have constructed an immense facility in Antarctica. Carved from rock and ice, it consists of numerous U-boat docks, as well as hangars for the latest generation of German fighter planes including some of Hitler's greatest super-scientists experiments with bizarre flying wing and disk-shaped aircraft.

Martin Bormann, head of the SS and third in command of the Reich, leads this secret facility. Bormann uses his proximity to South America to support Fascist organizations on the continent, hoping to use them to threaten the United States, which he rightly sees as a serious threat to Nazi domination of the world. In addition, Bormann is obsessed with creating deadlier super-weapons for his Fuhrer. He is certain that his Antarctic refuge is safe from any attack or prying eyes and is thus willing to take greater chances than his colleagues in Europe. In the end, this boldness may either give Hitler the weapons he needs to crush the Allies, or destroy the Antarctic base once and for all.

CHAPTER 3

AMAZING SUPERSCIENCE!

"Give us the tools and we will finish the job."

— Sir Winston Churchill

INTRODUCTION

Superscience is used as a blanket classification for a large number of disciplines. Specifically, it refers to the advances that have been made since the dawn of the twentieth century. There is a special emphasis on those discoveries and inventions that came about as a result of unusually innovative thinking. Were it not for the efforts of a few exceptionally gifted individuals, the world would never have come to benefit so much from modern science.

Superscience is as much a product of the cultural impact of invention as it is the application of new technology. The ready acceptance by people of so much new know-how has led to so many new wonders, and the pace of development has only increased since the outbreak of war. That which truly distinguishes the Modern Age from those of the past is the average person's acceptance of products of science into their daily life.

Since the Renaissance, science and technology have become increasingly important to the course of human civilization. In the past, the benefits were usually limited to the few ruling elites who could both understand and acquire these fruits of science. That all changed with the onset of the Industrial Revolution, the beginning of mass production and distribution of technological devices. The genius of Thomas Edison is partially shown in his willingness to create devices that had applicability for the common person. His inventions changed everyday lives the world over. The birth of electronics alone has altered human history in ways that may not be comprehended for decades to come.

For all the promise science holds for the future, with the start of the Second World War, it has also been shown to carry the seeds of great destruction. Society is discovering very painfully that science is amoral. Its capability to improve the quality of life lies not in the wealth of knowledge uncovered, but only in the hands of those who would use it for such a purpose. Though Nikolai Tesla has, like Edison, contributed much to the betterment of humanity, his greatest achievements have been in the design of weaponry. Though he finds it personally abhorrent, he has introduced destructive capabilities the likes of which have never been seen before. Indeed, it's quite possible that Tesla's weapons research will ultimately affect more lives than anything ever conceived by Edison.



The following section offers a brief look at the wonders of the Modern Age. Several areas of science and innovation are broken down into more detail, and some specific inventions are examined in depth. There can be no doubt that upon the competing exploits of superscience the outcome of the war closely hangs in the balance.



THOMAS ALVA EDISON

Thomas Edison was born on February 11th, 1847 in Milan, Ohio and died October 18th 1931 in New Jersey. He amassed a staggering 1093 patents throughout his lifetime and earned the nickname "the Wizard of Menlo Park." Edison became intrigued by science at an early age, going so far as to set up a chemical lab in his parents' cellar at age 10. In that very lab he became fascinated by electrical current and soon built his own working telegraph. His experience with telegraphs landed him a job working for Western Union Telegraph Company. They were so impressed by his emergency repair work, they commissioned him to make a stock ticker design. The design was highly successful, resulting in sudden wealth for Edison.

Edison was able to use that wealth to launch his own lab, Menlo Park, from which he changed the face of the world with the electrical light bulb and inspired countless other inventors and scientists including a young Nikolai Tesla. The many inventions from the Menlo Park lab include the phonograph, the mimeograph, the fluoroscope, the alkaline battery, the dictograph, and the motion picture camera. Shortly before his death, Edison appointed his long-standing rival, Nikolai Tesla, as the new head of Menlo Park.



NIKOLAI TESLA

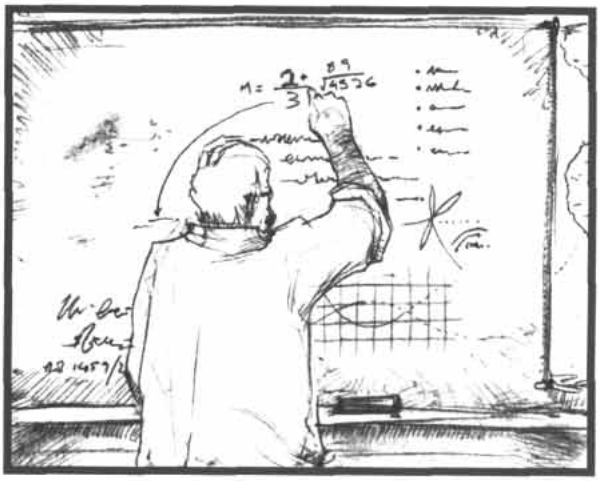
Nikolai Tesla, perhaps the greatest mind that ever lived, was born in Austria-Hungary on the stroke of Midnight between July 9th and 10th, 1856. Tesla found that he could raise little interest in his inventions in Europe, where superscience was met with skepticism. He set off for New York City, where, after a brief stint working for Edison, he set up a seperate laboratory and workshop in 1887 to develop his own inventions. Tesla was very interested in radio communication and wireless transmission of power. In 1897, he demonstrated two remote-controlled model boats. In 1900, he began construction of a broadcasting station on Long Island that he hoped would help him develop his broadcasted power system. Unfortunately, he lacked the necessary funds to finish many of his projects.

Unlike Edison, whose patents had brought him great wealth, Tesla practically lived a pauper's existence. Consequently, he had little choice but to develop technologies for which backers were willing to pay. Unfortunately, they were interested almost exclusively in weapons. He created the "electrically accelerated energy cannon" or "death ray," used in France's Maginot Line and Russia's superheavy tanks. He himself may be horrified to see the uses to which his inventions have been put, but there can be no denying that they have revolutionized the world.

MATHEMATICAL AND PURE SCIENCES

The age of superscience has produced hordes of inventions that spur the imagination and defy reason. Those inventions would never exist without the understanding of scientific principles on which they are based. The late nineteenth and early twentieth centuries have witnessed an explosion of scientific research and thought. Physics, chemistry, biology, and mathematics have all advanced with incredible speed. This work may not be as tangible to the average person as a walking tank, a radio or a computator, but it was, and continues to be, no less ground breaking.

None of the advances in superscience would have been possible had not the theoretical groundwork first been laid. It is impossible to do the design without first doing the research. While the Industrial Revolution is no doubt the turning point that brought about the prosperity of the twentieth century, it most certainly did not happen because Queen Victoria (and the rulers of the other Western nations) commanded her subjects to make a series of technological breakthroughs. The seeds of every discovery and innovation lie within the research that has already been done. In many cases all that remains is for someone with an unusual perspective on things to make new connections between all the various elements. Unfortunately, it is difficult to tell which piece of research is going to later prove useful. Ultimately, all of it is, which means that not only are all avenues of investigation worth exploring, but often the failures and accidents are just as valuable as the successes.



Research into mathematics and pure science is not work that can be done in the field. It is not exciting to the average person, and apart from those very rare people with the intellect to quickly learn and grasp new problems, most "superscientists" devote their entire lives to science. Tesla and Edison are no exceptions. They both discovered their passion for science while still children, and neither has spent a great deal of time doing anything else.

The greatest aid ever to be developed for science is the programmable computator. Many new inventions and theories owe their existence to these electric wonders, capable of not only calculating impressive sets of numbers, but also storing these numbers and the commands for how to calculate them for repeated use. These computators are of particular value to the new atomic-based sciences and numerous top-secret projects currently underway on both sides of the war.

CRYPTANALYSIS

The art of cryptography has been used throughout human existence to shroud messages and communications in secrecy. By the time of World War II, nearly unbreakable codes had been created. The Germans were the first to utilize a machine to encrypt messages on a large scale. The machine they created was called Enigma. The Germans were very confident that the Enigma would be impossible to defeat, but they had not counted on the rise of even newer machines that could be used to break the Enigma system.

The British were able to acquire a machine pioneered by the Poles, who had started using it before they were conquered. The machine used electromechanical relays to help rapidly sort through the various combinations the Enigma could produce. The machine was called a Bombe, due to the ticking noises the relays would make while operating.

Aside from the Enigma, the Germans also use the Lorenz cipher. The Lorenz cipher generates a key to start the sequence used to scramble a message. The key generation was believed sufficiently random to produce unbreakable keys. However, the Germans made a fatal error in early 1941. They made the mistake of retransmitting a message with the same key.

What the Allies ultimately needed was a machine to help them try out different keys rather quickly, since manually decoding Lorenz ciphers was time consuming. That machine is the Colossus, built by Bill Tutte, Max Neuman and Tommy Flowers. The machine allowes them to try several keys simultaneously. Each resulting message can be scanned for usable German language results. If the message is gobbledygook, the operators can simply go back and input more keys.

The Allies also designed a method of encrypting voice transmissions. They can take a voice recording, convert to very crude values for small frequency ranges, encrypt those values, and transmit those values in a signal. The receiving party would decrypt the values and reassemble a version of the original signal that was at least recognizable as speech. As the vocorders are refined and computators advance in capability, radio using the coding technology can eventually be produced that can encrypt and decrypt messages as they are being spoken and received. The encryption is actually unsophisticated, but the nature of the encoding device makes messages exceedingly difficult to decipher without the proper receiver.

Bletchley Park

Bletchley Park is the scene of the cryptanalysis effort for the Allies. Situated in Milton Keynes, Buckinghamshire, England, the park was converted into a massive code breaking machine in 1939. The original staff arrived under the guise of "Captain Ridley's Shooting Party." Currently, 2000 people work to decrypt messages. Ground breaking computator development takes place here as well, and while it will never produce highly visible superscience gadgets, Bletchley Park is as important as Edison Labs in advancing the cause.



SYNTHETICS

Most synthetic materials were designed to replace naturally occurring materials. Initially this stemmed from a desire to improve the performance of these materials, as they degrade over time. By the start of the war, synthetics were being used to work around production limits, either as a means of completely replacing raw materials that were available only in limited amounts (such as fuel and oil) or shortening manufacturing time. The replacement of a weaker material in small but crucial parts could save thousands of dollars and man-hours.

PARKESINE

This new material was invented by Alexander Parkes, is part of a family of substances that have come to be known as "plastics." Parkesine is a celluloid plastic, made from a cellulose nitrate base and comphor as a solvent to make the material pliable and moldable. Parkes describes the material as "...a substance hard as horn, but as flexible as leather, capable of being cast or stamped, painted, dyed or carved..." Parkesine, and plastics in general, are now used as a materials substitute, replacing wood, glass, and in some cases, even metal. Military designers have hopes that Parkesine could even be used as an armor, if its physical strength can be increased.

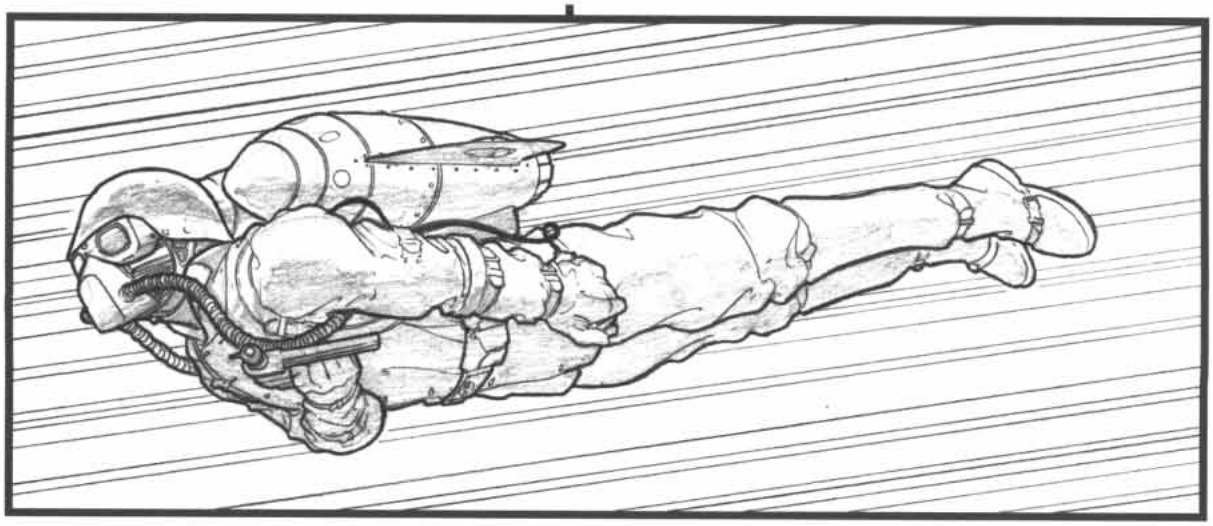
BAKELITE

Leo Baekeland invented Bakelite in 1907. It was valued for its light weight and high endurance. It became widely popular in the 1920s due to the wide variety of products that could be made from it, including buttons, electrical device cabinets, pipes, aircraft parts, automobiles parts and even toys. Most importantly, though, Bakelite can be made as a varnish, and if reinforced with rayon, the process can be used to create armor. Germany has made extensive use of Bakelite armor. The Allies have yet to determine how good Bakelite armor is made, let alone field any equivalent.

RAYON AND NYLON

Rayon was first designed in 1855 to be an imitation silk. By 1924, manufacturers could produce rayon clothing for half the price of silk. Rayon also had the added features of better repelling water and resisting rot. Rayon is now a critical component in German Bakelite armor, replacing the silk that was initially used.

Nylon was developed in 1938 by DuPont Chemicals to make stocking for women. Unlike rayon, nylon is synthetic and developed entirely from petrochemicals. Since the start of hostilities, nylon has become paramount in the production of rope, parachutes and armor due it its light weight and great strength.



ELECTRONIC SCIENCES

The harnessing of electricity in the nineteenth century has given birth to a whole new field of invention and discovery. Instead of mechanical contraptions being designed to perform work, more and more new gadgets are taming the electromagnetic spectrum to execute their feats of wonder. From the ordinary light bulb to the computator, people's lives are being completely changed by the field that is called electronics.

Still in its infancy, electronics has achieved a rate of advancement previously unheard of. Fast even for world familiar with superscience, the war has only increased the rate of progress. No one knows where this field will eventually lead, but it will one certainty lead very far in a very short amount of time.

COMPUTATORS

Computators have their roots in the nineteenth and early twentieth century. Early forms of computators were purely analog mechanical contraptions used to calculate relatively simple mathematical problems. As technology progressed, the designs became more complicated, to the point that mechanical operation was so inefficient it was useless.

The first steps in creating the modern computator were taken by the British mathematician Charles Babbage in 1822. Babbage conceived of a machine, the Difference Engine, to help calculate logorithmic and trigonometric tables. The resulting contraption was huge, weighing in at over three tons and had 4000 components! His next project, the Analytical Engine, was far ahead of its time. Though the device would have been programmable via punched cards, it required more power and mechanical might than was possible at the time, and was never built.

One of Babbage's enduring concepts was using punched cards in computing machines. Herman Hollerith, while watching a conductor on a train punch tickets, envisaged a method with which the U.S. Census Bureau might speed the census-taking process. Hollerith's idea was to record census data by punching holes in the card. The cards would then be read by a machine that pressed pins against the card. The pins that protruded through the holes completed an electrical circuit. The card's information would be collated by the machine, providing totals and statistics in record time.

Up to this point, all of the machines built could perform only limited types of computations. If one needed a different type of task to be performed, one needed to build another machine. In 1937, Alan Turing published his paper "On Computation Machines." He postulated that a machine could be built that could read, write and change symbols on a tape that could be moved forwards or backwards. As a result, Turing had inadvertently given birth to entirely new way of designing computators, and within a few short years, new and radically advanced machines would be developed.

Modern computators allow data to be calculated, tabulated, and collated. They can also now be reprogrammed, can store data for later use, and operate digitally with discrete pulses of electrical current instead of mechanical parts. Data storage allows computators to perform very complex calculations and save the results for later use. Reprogrammability allows current computators to be very flexible. One machine that can perform many different operations is more efficient than any computing machines that have been constructed before it.

Computators are used in many aspects of the war. At a very basic level, they are used to calculate artillery shell trajectories, greatly improving accuracy. They are also used in walkers to ensure the proper functioning of the mechanical parts. The most important direct application is in cryptoanalysis, where monster machines labor ceaselessly to break enemy codes.



SENSORS

Up until the twentieth century, the only sensors available were the human senses. Sight, sound and smell were the only way to detect things from afar, and only sight had any devices available for enhancement or correction. In recent years, however, new ways to detect others have started to appear. Like most inventions, the newest detection methods are not perfected. Early prototypes are housed in huge contraptions and are totally impractical for mobile use. This limitation does not hamper some inventions, such as radar, which have a detection range great enough to make up for its immobility. Other types of equipment, however, remain unsuitable for widespread use.

INFRARED SENSORS

Radiant heat emits infrared light, normally invisible to the human eye. However, a device that could see into the infrared spectrum could easily see infantry, vehicles with running engines, and weapons that have been recently fired, even if camouflaged. Too much light can saturate sensors, making them useless. As a result, infrared devices are most often used at night in order to reduce the amount of ambient radiant heat.

Infrared sensors are used primarily as weapon sights on both man-portable and vehicular armaments. The man-portable units are still bulky, and require a backpack for power. Even on vehicles, the sights are typically much larger than the weapons. Germany and Britain are the chief developers of this technology. Both have made use of infrared spotlights to illuminate battlefields at night.

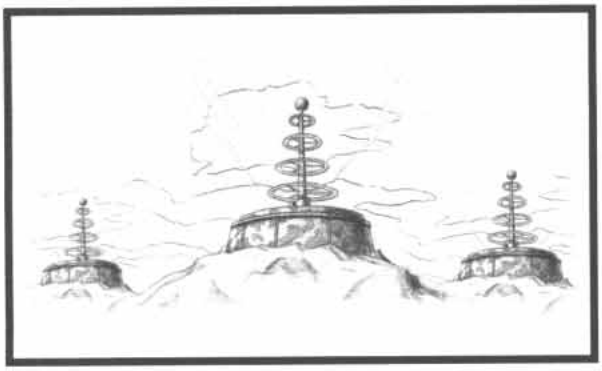
RADAR

In 1887, the German physicist Heinrich Hertz discovered that radio waves directed at objects would sometimes be reflected. Nothing much was done with his findings until the 1920's and 1930's, when others began to tinker with Hertz's phenomenon. Robert Watson-Watt found that by sending out radio signals along a narrow path and measuring the time it took for the reflected energy to return, the object could be accurately mapped. In 1935 he sent a proposal to the British government, under the code name "radar" (RAdio Detection And Rangefinding).

By 1939, British had a radar system that could detect Germany bombers up to 114 kilometers away. Now, however, radar systems are small enough to be used on walkers and tanks, giving them detection abilities in the most adverse weather conditions. Research into systems small enough to fit into weapons, such as rockets, is being conducted. Weapons so equipped might be able to hit targets so far away that the human eye cannot see them!

SONAR

Sonar is the American acronym for SOund Navigation And Ranging (in other words, the detection of objects using sound). Lewis Nixon first used sound to detect objects in water as early as 1906. His system was used primarily to detect icebergs, and relied solely on the sounds that targets emitted. By 1918, active sonar devices had been built by the United States and Britain. These systems work like radar, emitting sound and waiting to "read" the reflection. By the start of the war, both sides had devices on all naval vessels and submarines, and are an important tool against the roving u-boat wolf packs in the North Atlantic.



ELECTROSTATIC WEAPONS

If Tesla is remembered though the ages, it will most likely be for his work with electrostatic weaponry. The principles used in the creation of electrostatic weapons arose out of Tesla's work on wireless power transmission. His goal was free energy for the masses, which cost him his American financial backing. France eventually agreed to pick up the tab, provided that Tesla first explore the military applications of his theories.

What Tesla discovered was nothing short of revolutionary. He found that by generating two separate scalar waves of energy, in the form of an electrostatic potential or charge, he could combine them to form an electromagnetic wave, releasing the charges violently in the form of electromagnetic radiation with the force of an explosion.

He was able to design generators that could send out the waves in pulses. By carefully timing these pulses, Tesla could set the distance at which the waves would meet and combine to 'explode' anywhere from ten meters to thousands of kilometers away. Telsa collectively called the generators and timing apparatus Electrostatic Defense Artillery (EDA), but they are commonly known as Tesla Howitzers. They require vast amounts of electrical power, and thus they are only suitable for static (no pun intended) defenses.

The types of energy released in EDA explosions are still being explored. Rumored effects range from affecting local gravity fields to distorting the very fabric of time itself. No matter what the exact results are, however, the firing of an EDA is a true sight to behold!

TESLA DEATH RAYS

Through research, Telsa found that he could combine the effects of the EDAs with a secondary effect to produce an energy-based anti-tank weapon. By combining a small EDA with a charged particle emitter, the weapon produced and entirely new effect. By carefully timing the release of the charged particles from the secondary generator, they would travel along an electrical arc that the basic EDA created between the weapon and the target. These particles traveled at a velocity near the speed of light. The resultant collision with the target was like being hit with an armor piercing round from a tank gun.

The first prototypes of the weapon required generators that used much less power than the EDAs, but they were still too large to be carried by anything smaller than a superheavy tank. Thus the first field models of the new electrically accelerated energy cannon were mounted on the only French vehicle big enough to carry them, the Grognard. Luckily, while the required power supply is rather large, it is only needed for a short period of time. Tesla designed new high-charge capacitors to provide the pulsed energy. Once the weapon is fired, however, the capacitors needed several seconds to charge from the vehicle's engine-powered generators. As expected, this means the weapon can not be fired as quickly as a convention tank gun. In the end, however, both the French and the Russians have deployed "Tesla tanks," and the Russians continue to improve the design.



MECHANICAL SCIENCES

The twentieth century has brought birth to an entirely new means of combat, in the form of mechanized warfare. The refinement of the internal combustion engine has allowed the creation of new vehicles to help men accomplish their tasks with ease. This list of breakthroughs includes tanks, planes and ships that rely not on the elements or the strength of animals for movement, but on man-made engines of fire. This fire has also been harnessed for application in rocket engines, used in various new forms of travel. Through the internal combustion engine, man has conquered the air, sea and land, and soon he may conquer the stars.

The Modern Age is surely the age of the automobile. Whether powered by petrochemicals or (more rarely) electricity, these vehicles are mass-produced in sufficient quantities to be attainable by most classes of people. The result is that distance is no longer as limiting a factor in most parts of the world. Large nations, such as the United States, have grown metaphorically smaller, uniting their disparate populations through vast interstate highway networks, or "freeways." Germany was the pioneer in this particular endeavor, creating its famous *Autobahnen* to connect its cities with high-speed traffic routes.

Airplanes have also become an increasingly important part of the present era. Regular transcontinental flights are commonplace, as are transoceanic flights. Almost any location lies within the reach of those who wish to travel to it. Research continues in this area as well, as scientists experiment with jet engines, rocket planes and other advances to further expand the capabilities of flying craft. Some of these scientists, especially in the United States and Germany, speak wistfully of the possibility of orbital flight above the Earth's atmosphere, perhaps even landing on the Moon! For now, such plans are only dreams, but they do point out the unlimited potential for manned flight.

At sea, the submarine is shaping up to be the weapon that will decide the fate of nations. German "wolf packs" of u-boats prowl the sea-lanes of the Atlantic in an attempt to starve Britain into submission by exacting a terrible toll on the precious supply convoys from the United States. The technology and tactics to combat the u-boat menace are only now being developed. Sonar is providing a considerable edge against the undersea threat, allowing convoy escorts to detect submerged attackers. The u-boats are no longer safe from air attack either. Long-range flying planes constantly patrol the convoy routes and are fully armed with depth charges to drop on any unwary subs they spot.

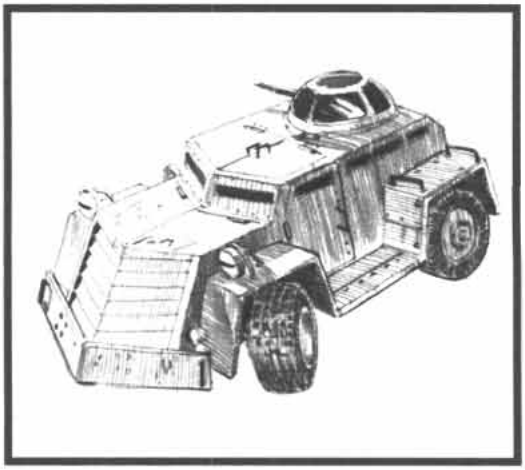
GROUND TRANSPORT

Early automobile builders had experimented with many type of designs, most notably in the use of various forms of motive power. There had been electric powered cars, gas powered cars, steam powered cars and hybrids — combinations of various methods of propulsion designed to minimize the flaws of each individual system. By the time cars had become a mass-produced item, they had all moved towards using gasoline-burning engines, which has proved to be the best engine to provide the necessary power-to-weight ratio. With the innovations of Henry Ford and his assembly lines, cars had become affordable to all, instead of just toys for the rich and famous.

With the availability of cheap, consumer-minded cars, the automobile became a staple of the American economy as well as popular culture. Auto manufacturers had planned stylistic obsolescence into their designs by the 1930's, in order to "force" Americans to buy automobiles as often as possible. In other countries, cars were also increasing in accessibility, but for the most part they were still considered a luxury item. The sport of automotive racing took hold, and by the end of the decade companies the world over were building dedicated racing cars to compete in contests of speed and endurance.

Once the war began, production focus shifted from consumer vehicles to military transportation. Companies in all countries began to manufacture cargo trucks, armored cars, troop transports and tanks. In the US, this conversion took place gradually. Before the US had officially joined the war, it increased its production to supply extra equipment for the Lend-Lease Acts. In the mean time, American consumers enjoyed a wealth of choice as new merchandise temporarily flooded the market. America is also blessed as far as manufacturing facilities are concerned. In the early to mid 1930's, when the US was in the midst of the Great Depression, automotive companies took advantage of cheap labor and materials costs to build modern manufacturing and assembly plants. The new production muscle provided is very efficient. As a result, the US has unparalleled vehicle manufacturing ability and capacity.

Many individuals have so far contributed advances to the war effort in terms of both production and innovation. Most of these advances have been applied to the armored beasts of war: tanks, half-tracks and walkers. One of these people is an ex-policeman, Preston Thomas Tucker. He designes unique solutions to military problems, many that echo later in civilian designs. His biggest success so far is his Tucker Armored Personnel Carrier, which borrows many ideas from his auto racing days.



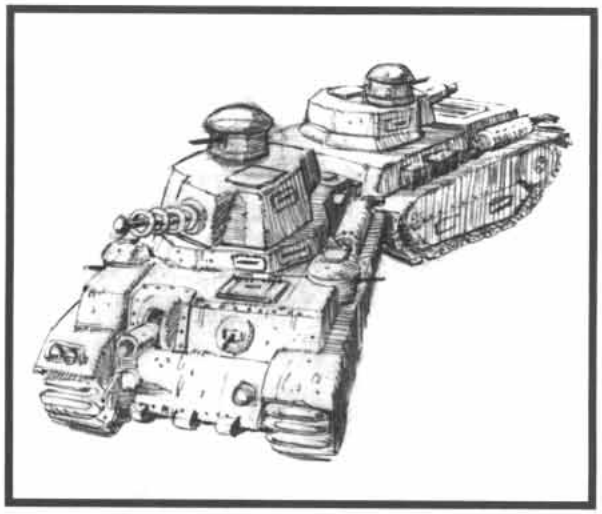
SUPERHEAVY TANKS

In the 1920's and 1930's, military planners envisaged land warfare to be fought akin to naval warfare. Huge, multi-gunned battleships, swift cruisers and tiny torpedo boats could all have land-based counterparts, or so the generals thought. Perhaps the notion of gigantic multi-gunned tanks captured their limited imaginations the most, and before the war most world powers had at the very least experimented with "land battleships."

Since the start of the war, British and French superheavy tanks have suffered greatly against the speed and fury of the *Blitzkrieg*. Slow, vulnerable and underpowered, these land giants were quickly disabled or bypassed. The Soviets, unfortunately for them, also invested considerably in superheavy tanks. The immense SMK100 and T-28 were the mainstay of the Soviet mechanized forces in the opening volleys of Operation Barbarossa. Currently, not a single one of the original Soviet superheavy tanks remains operational.

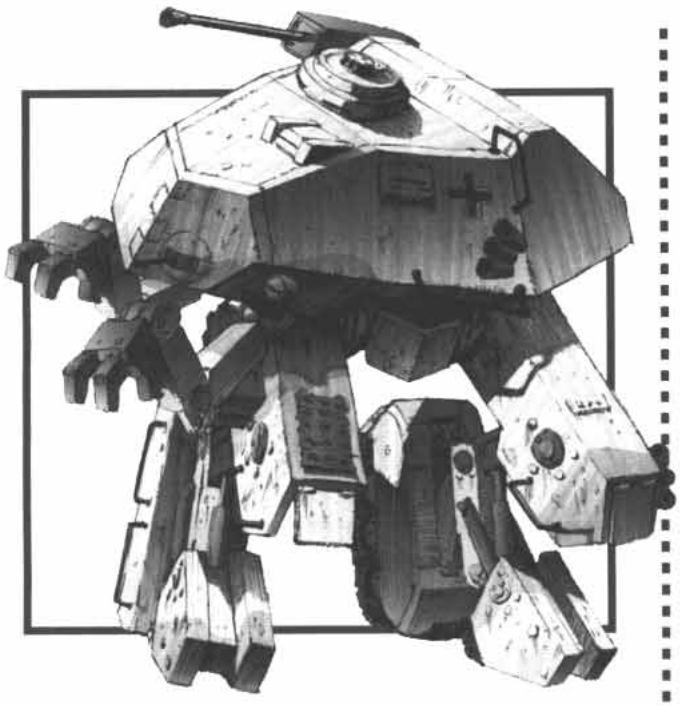
The superheavy tank has also suffered heavily at the hands of the new, agile walkers. While lacking in heavy firepower and armor, walker maneuverability can allow it to quickly bypass superheavy tanks and either exploit weaknesses in rear armor or ignore the massive vehicles completely and move on to other objectives. The Japanese have been particularly adept at using walkers to neutralize the effectiveness of superheavy tanks. In the ongoing siege of Vladivostock, Imperial walker formations flow like water around superheavy tank forays, often exploiting gaps left in the defensive lines to wreak havok before the tanks could return.

The new weaponry of Nikolai Tesla has revived the superheavy tank. The size and power requirements of electrostatic weapons limits their vehicular deployment to all but the largest of tanks. The French were the first to field armored vehicles with Tesla-based weaponry, but the Russians have gone further with the technology than any other nation so far. By special agreement with the United States, the



Russians hired Tesla himself to further develop his electronically accelerated energy weapons. He worked constantly to make the superscience armaments more reliable, more energy efficient, more powerful and longer ranged. The result is the T-45 Land Battleship "Nikolai Tesla," essentially a T-44 superheavy tank modified to carry Tesla's latest electrically accelerated energy cannon (EAEC). The vehicle still suffers from a lack of maneuverability, but the EAEC is a spectacular sight on the battlefield.

With the deployment of the T-45, other nations are beginning to reassess their superheavy designs. While it is unlikely that a new generation of land battleships will be developed, many of their innovations, particularly the massive armament, will be scaled down for use on their smaller cousins. The United States is already producing a smaller Tesla tank based on its Sherman design, and Germany is researching a means for installing far heavier weapons on its walkers.



WALKERS

The man widely credited as the 'father' of walking machine theory was Professor Freiderich Goble, a gifted but frustratingly eccentric German inventor. In 1913, he presented a large number of military inventions, including his Panzerlandkreuzer, to the German High Command. Impressed with his working models, the High Command comissioned further development, but Goble never delivered, and promptly vanished into obscurity for several years.

It wasn't until the early 1920's that J. Walter Christie, an American inventor of unique vehicle propulsion and motive systems, formulated the concept of a fast-moving mechanical walker. Unlike Goble, who fancied a walking land battleship, Christie envisioned a much smaller vehicle, both fast and maneuverable. By 1923, Christie had completed his first prototype, the W1923, which he tested extensively and displayed to curious friends and honored guests. Some found Christie's waddling contraptions amusing, but others saw their potential, if the technology could be further refined.

In 1924 Christie decided to approach the review board of the U.S. Army Ordinance Department, and submitted a patent request for his Mechanical Walker Suspension. Work began on W1924, a second-generation walker. Over the next three years, several improvements (and costly setbacks) resulted in the W1926, the final prototype suitable for review. On March 14, 1927, Christie's machine was shown to Ordinance Department officials at Fort Meade, Maryland. The cost-conscious officials were less than enthusiastic, and despite Christie's optimism, the Ordinance Department rejected his machine outright a month later. Three years and thousands of dollars had been spent for nothing, and Christie was forced to near-bankruptcy.

Christie probably would have slid into obscurity were it not for a fortuitous visit by representatives of the Weimar Republic in late 1927. Germany at the time was germinating the seeds for its next war, and approached Christie about purchasing his walking machines, supposedly for peaceful purposes. The Grossarbeiter ('large worker') program, as explained by the Germans, was a means to get post-war Germany back on her feet. Heavy industry, forestry and mining were just some of the projected uses of the Grossarbeiter, a machine intended to increase the strength and productivity of Germany's laborers. Impressed with what they saw, the Germans paid handsomely for the prototypes and a partial license. The W1924 and W1926 were packed up and shipped to Spain, and that was the last Christie saw of his machines. What Christie didn't realize was that the Germans had purchased his prototypes with the explicit intention of turning them into weapons. The Treaty of Versailles forbade the German Reichwehr from developing any armored vehicles, cars and tanks. It did not, however, say anything about *walking* machines.



It wasn't until 1930 that work began on the German walker program. Under the leadership of Doctor Erich Langhauser, a team of scientists and specialists began to reverse-engineer Christie's prototypes, and improve on them. In 1934, the Grossarbeiter 114 took its first shaky steps. No state money was forwarded, however, so Langhauser continued development with his own money and loans by friends and family.

By 1936, the Grossarbeiter 127, the most advanced walker at the time, was shown to then Colonel Heinz Guderian. Langhauser needed to convince the military to pick up the funding as his own money was now exhausted, and knew he would never gain military contracts without sanction from someone influential. To convince Guderian, Langhauser overstated the speed of the machines, as well as their ability to quickly swap out weapons. He also talked about the capabilities of the next two models (he would, later on, confess that he was making wild guesses to keep the man interested). Langhauser was also familiar with the works of Guderian, and stressed the Grossarbeiter as a high-speed armored soldier capable of keeping up with his beloved Panzer formations. After a series of hard-sell discussions and demonstrations, Guderian was a convert. By 1938, the redesignated PanzerKämpfer ('armored fighter') program was a top priority war program, encompassed under the company Traumshoteneun Panzerfabrik, headed by Langhauser.

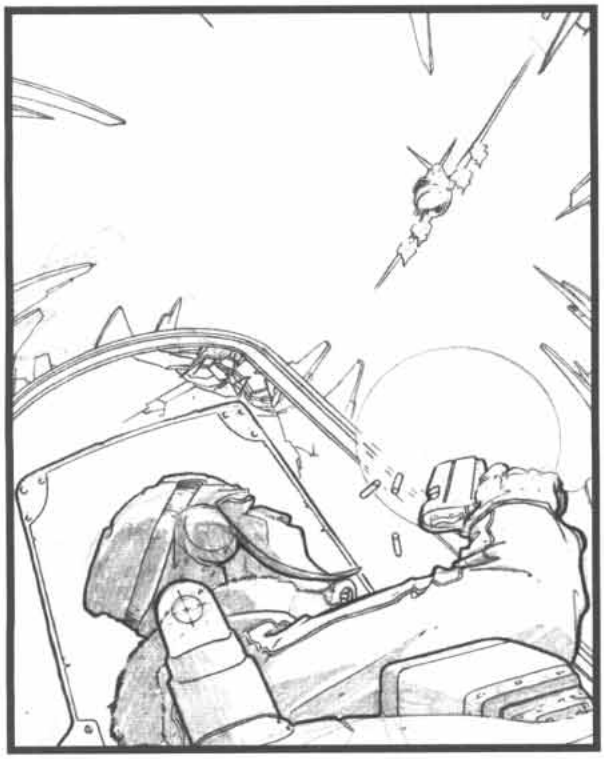
Germany's saber-rattling in the late 30's and its unabashed use of armored walkers in its 'border incidents' acted as a wake-up call to the rest of the world. Both Britain and the U.S. were to begin extensive catch-up programs (the FBI suddenly became *very* interested in Christie's financial dealings in the late 20's). Japan started its own Ågoshimoiah program with help from Germany, while only the Soviets were to largely ignore walkers.

Walker development has been swift and exponential. A few years before, such machines would have been unthinkable. At this point in time, improved gyroscopes, controls and better weaponry have helped them prove their worth on the field of battle. With the exception of the Soviets, all the combatants now field such machines in large numbers, and numerous new designs are in the prototype stage.

DESIGN PARTICULARS

Walkers are the culmination of some of the most impressive superscience innovations. Improved material strength and power transmissions have permitted the use of unique dual-locomotion suspensions. On level surfaces, walkers can resort to a more standard means of transportation, using wheels or tracked systems for greater speed. When faced with rougher terrain, the entire suspension can be reconfigured for two- (or, in some cases four-) legged travel. All walkers now use computators to keep walker movement smooth and steady. Pilots use stick controls similar to those in aircraft. American and German designs have a wide range of preprogrammed maneuvers that can be executed simply by manipulation of the controls. The British have avoided this innovation, preferring instead to let their pilots direct the walkers by skill alone.

Despite advances in gyroscopic stabilization, Walker weaponry remains limited. The vehicles are still not stable enough to permit the use of armaments with heavy recoils. Quadruped designs overcome this limitation, but their suspensions are considerably more complex and require considerable maintenance. Standard walker weapons consist of machine guns and light cannons, with some heavier firepower in the form of short range grenade launchers and artillery rockets.



FLIGHT

The 1920's saw a renaissance in aviation, with many of the rich and famous investing in aircraft and aeronautic technologies. Philanthropist adventurers like Howard Hughes pushed back the frontiers of mechanical flight, developing aircraft that could go further, faster and higher. The wood and fabric designs of the Great War quickly gave way to all metal models, and the greater structural strength provided has allowed planes to reach new levels of performance. In addition to traditional propeller-powered planes, new propulsion technologies are being introduced that will revolutionize the aircraft industry.

The first combat jet aircraft flew in mid-July of 1940. Britain's P40 Pioneer had been rushed into production to fight in the Battle of Britain, and proved its worth on its first day of actual deployment, with one squadron downing nearly 200 German planes. Though the principles of jet propulsion have been understood for decades, only recently has the actual technology to build the engines become available.

A cheaper and less complicated alternative to jet fighters, rocket planes can reach higher speeds but have a much more limited endurance. Many of the designs carry engines that once ignited cannot be shut off (or in some cases, even regulated), making the craft little better than a piloted missile. Once the fuel is exhausted, the plane must glide, unpowered, back to a nearby landing strip. Rocket planes are flying in all major air forces to a greater or lesser degree save for the RAF, who limit rocket use to boosters for conventional aircraft.

Rotary wing aircraft, first demonstrated through the novel Autogiro aircraft, have progressed significantly thanks to the efforts of Igor Sikorsky and Anton Flettner. Their new helical aerodynes are capable of things currently no other aircraft can do — take off and land vertically, and hang in the air in a perfect hover. Both the Americans and the Germans have working models, but American research is far more advanced. Not only do they have several working models, but at least one engine design has been made small enough to be worn as a backpack!

PERSONAL FLIGHT

Despite the amount of research in the field, personal flight devices have thus far only taken three major forms. The first is the **rocket pack**, from German inventor Martin Vossler. An ingenious set of pumps and nozzles allows a wearer to perform either rocket-assisted leaps or even full flight. Unlike many rocket fighters, the pack can be switched off and later reignited. For the Allies, Igor Sikorsky has developed a personal helical aerodyne. His **helipack** has an advantage over the rocket pack in that it can hover, but the large rotor blades increase the chance of a mid-air collision. Finally, Philippe Gordon has developed a personal glider. Intended as a replacement for the parachute, his **paraglider** is collapsible, and is stored in a backpack like a parachute until needed. The wearer guides the paraglider by a simple set of control cables and by shifting his weight.



LIFE SCIENCESS

With the world engulfed in war, and the technology of the battlefield in every news report and magazine, people easily forget that some of the most astounding advances in science since the turn of the century have been in the areas of biology and medicine. Disease is finally starting to be fought effectively. The root causes of unseen killers are being discovered, and cures developed. Vitamins, valuable to human well-being, have been isolated and produced, and the standard of living (from a health point of view, at least) has increased dramatically.

The Axis has taken the promise of superscience and bent it to their evil desires in order to uncover the secrets of human biology. While their opponents grudgingly acknowledge the ingenuity of the Axis technical prowess used to create weapons of war, they can only gape in horror at the depths of inhumanity into which the Axis plunged in the name of science. One can only wonder if the full extent of these horrors will ever be revealed.

DARK DAYS OF AXIS SCIENCE

In the entire course of human history, no seekers of knowledge are so callous towards the lives and mental stability of their fellow humans than the scientists of the Nazi regime. They worked for years to convince themselves that certain classes of people — based on physical characteristics, race, religion, genetic twists of fate and behavioral patterns — were sub-human and therefore perfect for experimentation, just like any other animal. The acts they perform are almost indescribable in their villainy. They use human test subjects for poison research, euthanasia programs and far worse.

Their allies, the Imperial Japanese, are almost as bad, and perhaps worse in some respects. They regard any persons of other Asian descent to be mere imitations of the true Japanese people. They view most occidentals with the same scorn, at least those who were part of the Allied nations. They use Chinese and other Asian mainland peoples for their research into reanimating dead bodies. Though they do not torture people in the name of science to same extent as their German allies, they are more willing to torture purely for torture's sake.

RACIAL PURITY

The *Volksgesundheite und Wohlfahrt Programme* (VWP), or the People's Health and Welfare Program, was started in 1932. People were encouraged to participate in Germany's greatest health program. Sickness would soon be a thing of the past! The program sponsored an extensive medical census between 1932 and 1938. Nation-wide campaigns for vaccinations were instituted with much fanfare. Blood samples were collected from every citizen. The VWP also sponsored many social programs. The state took over full control of the orphanages in Germany. They educated, fed and provided medical care for the unfortunate children. The VWP offered grants to promising students of human genetics and medicine.

As the Nazi party became more entrenched in the mid-1930s, the VWP started to take on dark undertones. People began to disappear mysteriously. Anti-Semitism also started to rear its ugly head, along with sentiments against other "unworthy peoples." Data collected during the medical census was used to target "undesirable" elements for deportation and concentration. Most importantly, the VWP provided the raw data (and a cover for) the most secret project within the Third Reich: the *VorfahrRückgewinnung Projekt* (VRP) or Ancestral Reclamation Project, Hitler's plan to genetically engineer the perfect Aryan race to ensure the perpetuation of the "Thousand Year Reich." To date, the VRP has identified a range of children who fit the Aryan "Ideal." When they become older, they will be used to supply the raw material to for genetic manipulation, in an attempt to "recreate" the Aryan race.

MODERN MEDICINE

Disease has long been an enemy of humankind, although the causes remained unknown for much of history. The dawn of the superscience age witnessed great strides forward in the understanding and prevention of biological damage. The early twentieth century in particular saw an explosion of research in the area of biology. Genetic theory was rediscovered, taking a page from Mendel, and scientists examined DNA, RNA, bacteria, genes, viruses and more. With the progress of biological understanding, scientists were able to conclusively determine the sources and causes of several debilitating diseases such as diphtheria, yellow fever and syphilis.

By discovering how diseases spread, researchers helped forge methods to combat the risk of infection and to prevent the conditions that were conductive to disease and epidemic. The quality of health of the average person soon increased by leaps and bounds. The way was forged for the next great discovery of superscience, effective medicines that could cure disease instead of simply trying to hold off infection.

PENICILLIN

In the late nineteenth century, scientists began researching the effect of harmful bacteria on healthy bacteria. This would be advanced by pure accident in 1928: Alexander Fleming discovered that one sample of harmful bacteria had been spoiled by bacteria from some penicilium mold. He decided to investigate further, and found that the mold had killed off many of the harmful bacteria in the petri dish. Further investigation proved that an extract of said mold, penicillin, could combat many disease-causing bacteria. The first highly effective antibiotic had been produced.

Penicillin was highly effective, but until the Second World War it was not produced in great quantities. The American drug company Pfizer changed all of that, developing a way to synthesize the drug. The new method required a substantial investment in the necessary equipment, but Pfizer's executives decided the financial risk was worth it. They started to produce large quantities of penicillin by late 1941. Pfizer now works with the government to help other companies set up facilities to manufacture the new wonder drug. None of the other companies, however, are able to meet the quality of Pfizer's product. Pfizer produces 90% of all of the penicillin used by the Allies.

SULFA POWDER

German scientist Gerhard Johannes Paul Domagk was researching antibacterial chemicals in the early 1930's when he discovered the most effective antibiotic used so far in the war. He was working with the dye Prontosil, and found that in altered form it could effectively fight streptococcal infection in lab mice. His daughter had a similar infection at the same time. He tested the altered dye on her, and she made a full recovery.

Further research into his findings isolated the active agent in the modified dye. This agent was sulfanilamide, and it was first produced in 1936. It demonstrated its effectiveness during a meningitis outbreak in the French Foreign Legion in Nigeria, keeping the mortality rate to 11 per cent until supplies ran out. Once supply of the drug was exhausted, the mortality rate subsequently increased to over 75 per cent. The drug was also found to be effective in treating pneumonia and other bacterial diseases.

Sulfanilamide is used extensively in the form of sulfa powder. The powder is sprinkled on wounds, preventing infection. Research is continuing into the drug, and there are potentially four new variants that could be cleared for production in a year or two. Even without the new versions, sulfa powder has been instrumental in saving many lives.



MAN AND MACHINE

The development of artificial limb technology is an unfortunate result of the war and its associated casualties. For decades, basic prosthetics have been available, but these barely restore the use of the original limb, assuming they have any mechanical functionality at all. Superscience has considerably advanced artificial limb capabilities over the last few years. Axis prosthetics are more sophisticated than Allied equivalents, though this advantage has come as a result of horrific experimentation on humans.

The new prosthetic innovations are extensions of walker technology. New plastics, advances in miniaturized hydraulics and battery systems have allowed the creation of lightweight, self-contained devices which offer a greater range of motion and dexterity than those traditionally available. Limbs are controlled by muscle movements using either those muscles left on the remaining portion of the origina limb or elsewhere on the body. There has been little success in attaching prosthetics directly to the human nervous system. As far as the technology has come, it is not yet advanced enough for such a level of integration with the human body. Maintenance is of paramount importance. Since these devices do not transmit pain or repair themselves, care must be taken to ensure they remain in good shape.

Arms and legs are probably the most common prosthetic replacement. Some limbs can even be designed to augment the physical performance of the wearer, though the body remains limited by its natural muscles and skeletal structure. With the most recent developments in televisor technology, eyes can be replaced and even augmented in many ways, provided the eye still has the basic capability to see (i.e. the retina is still attached). However, the apparatus is bulky, awkward and not at all beneficial to the wearer's appearance. Hearing can likewise be salvaged with the help of a miniaturized sound processor attached to the side of the head, and some listening devices even include a small short-range radio set.

More specialized replacements have been observed in Axis agents and veteran soldiers. The powerframe is one of these, first developed for people suffering from crippling back injuries. It consists of a hydraulically-enhanced spinal cord, reinforced vertebrae and back motors. Due to their bulk, powerframes cannot be easily concealed and may cause unpleasant reactions from those seeing them. Other implants include flesh pockets and skin armor. Flesh pockets are supple, sealable containment units hidden within a person's flesh to conceal items. Skin armor is the ultimate in personal protection: a fine layer of reinforced fiber attached to the wearer's skin.

Many people are uncomfortable when around a person with visible artificial limbs, especially if the prosthetics do not closely resemble the original human counterparts. With the use of a flesh-like plastic and careful cosmetic sculpting, reasonably realistic replacements can be fashioned that are not as disturbing to the casual observer. However, as previously noted, some devices are simply not small enough to be conveniently hidden from sight, and those who wear them must still deal with the social stigma of not appearing entirely human.

CHEMICAL AND BIOLOGICAL WARFARE

Most nations with chemical warfare programs focus on mustard gas agents. Italy used a refined mustard gas to devastating effect against unprepared and unprotected Ethiopian forces in the mid-1930s. The Japanese also used mustard gases in China in 1939. During this period, the first mechanical collective protection systems were introduced, providing overpressure environments to fortifications and other fixed installations. Advances continue in other areas of chemical defense as well, resulting in improved masks, detectors and, for the first time, decontaminating solutions and kits.

Many nations, Axis and Allied alike, have active biological warfare programs. Japan has perhaps the most notable of them all. Established near the occupied town of Harbin in Manchuria, Unit 731 is one of the most infamous organizations the world has ever known. Unconstrained by any recognizable human decency or morality, both the Nazis and the Japanese conduct extensive tests on human "subjects," immeasurably advancing their understanding of biological warfare and processes at a horrendous cost in human suffering. Luckily for the world, biological warfare is still in its infancy. Most programs are researching the basic concepts and principles of fighting with organisms rather than engaging in the large-scale production and use of potentially uncontrollable weapons with unknown consequences.



CHEMICAL TROOPS (ZOMBIES)

Perhaps the most horrifying opponents yet encountered on the battlefield are the Axis' chemical troopers. It is unknown to the Allies if the "zombie" process was discovered as the result of early combat drug experiments or through some natural process, but they have proved some of the toughest "soldiers" fielded by the enemy. Rumors persist that zombies are almost as dangerous to their handlers as to the enemy, and that anyone wounded by a zombie may become one. Evidence collected in the field proves that zombies are not animated corpses, but most troops have no intention of confirming this for themselves.

Although the final result is similar, German and Japanese zombies are created through entirely different processes. Germany has developed a chemical cocktail that heightens aggression while sharply reducing mental capabilities. Victims become very resistant to pain, and can only be stopped with extensive physical damage. Fortunately, the drugs will eventually wear off. The Japanese drugs are based on an actual biological agent, and the *koumajutsu*, or demon invocation process, is irrevocable. Both countries use the drugs on "lesser" races, although the Japanese have gone so far as use the process on prisoners of war.

SUPERSOLDIERS

Improving soldier effectiveness is a constant goal of any military, and both Germany and Japan experimented with drugs to improve combat efficiency. These drugs run the gamut from stimulants like Benzedrine to the Japanese *Strength of Virtuous Spirit*. Combat drug users are variously referred to as berserkers, *ubermenschen* and kamikazes, depending on nationality. Most combat drugs cause an increase in stamina and aggressiveness, although no one has yet been able to increase a trooper's learned skills with drugs. Disadvantages include increased fatigue (and in the case of some drugs, actual injury), an increased aggressiveness frequently crossing over into uncontrollable homicidal rages, and addiction.



PARANORMAL SCIENCES

Modern science is a relatively young discipline compared to the study and practice of the supernatural. Long before the scientific method of measuring phenomena through observation and controlled experimentation, people looked to magic, ESP and miracles to explain the world around them. While science has answered many questions people have about how the universe works, it has not answered *every* question, and there are still enough dark corners where the powers and abilities so many have come to believe as true may lurk. Even though nobody has found irrefutable proof of paranormal activity, the faithful maintain that since supernatural elements have not been *disproved*, they surely must exist. Unfortunately, enough powerful people number themselves among the faithful that belief alone has shaped the policies of nations...

Reality

Although there numerous research projects probing so-called paranormal sciences, as yet nothing has yielded any tangible results. Powers of the mind, magic and the spirit world remain firmly entrenched in the realm of fantasy. Some superscience devices have been created which supposedly function according to paranormal principles; however, the effects of these devices can also be far more easily explained through conventional science. Unfortunately, there are those who are far too stubborn to accept that these tales owe more to centuries of imaginative embellishment than actual phenomena, and pursue their investigations under the delusion that they will achieve some sort of breakthrough.

MYSTICISM AND THE AXIS POWERS

The ethnic German people have not had a unified state since the dissolution of the Holy Roman Empire in 1806, despite several interim attempts. At the same time, the pastoral life promoted as the ideal German existence was being destroyed by industrialization and urbanization. In response to this, an ideal was promoted of an idyllic and ancient German society both spiritually and racially pure. An evil conspiracy of the non-Aryan races corrupted this society by promoting egalitarianism with obviously inferior peoples. Occultism, grand conspiracies, and mysticism are used to cloak this philosophy in an almost religious facade, and to provide it with an air of legitimacy. Figures like Hitler and Himmler are among the most loyal converts. They have vowed to rediscover the ancient secrets that these god-like ancestors possessed and restore the German peoples to their rightful place as masters of a new pan-German Empire. As the German nation arose like a phoenix from the embattled Weimar Republic and prosperity spread across all of Germany, many Germans were swayed into believing these dreams and ideals of the Nazi Party.

Japanese culture has long been wreathed in mysticism. The emperor himself was believed to rule by divine providence, and his word was the will of the heavens. Even though five hundred years have passed since the days of Japan's feudal shoguns, the *Bushido* martial tradition lives on in the heart of the Japanese army. Believing themselves imbued with ancient warrior spirits, Japanese soldiers are fanatically loyal and suicidally brave. With the rise of Japan as a modern power, the military has also developed a certain sense of moral and social superiority. Like the Nazis, there is a strong belief in destiny, that under the guidance of the Emperor Japan will conquer the world.

RUMORED ARTIFACTS

The symbolism of several revered artifacts make them prize aquisitions. Hitler believes he can with the war if he controls these artifacts. The SS, particularly the Ahnenerbe, are his chief agents responsible for this objective. It is most interesting to note that this fascination is largely with objects of the Judeo-Christian faith. Hitler believes these artifacts are actually Aryan relics that have been corrupted by the lesser races and incorporated into their "mythical" religions.

The **Spear of Longinus** was the first artifact Hitler acquired. Heinrich Himmler and his SS were sent as a special detachment to retrieve the Spear upon the annexation of Austria. The Spear of Destiny, as it is sometimes called, was the weapon of the Roman legionnaire, Longinus. It is said that he used this spear to pierce the side of Christ at the Crucifixion. Legend had it that whoever wields the Spear will conquer the world. Currently, the Spear is kept at Wewelsburg Castle, the heart of SS operations.

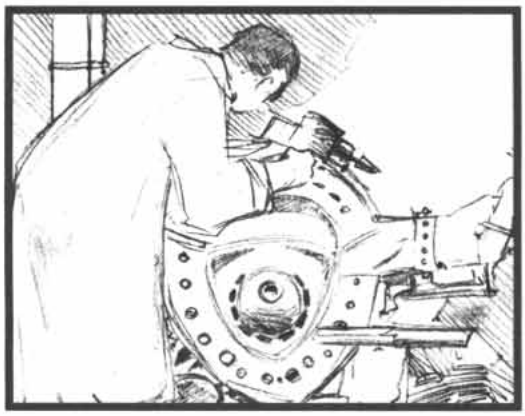
The **Ark of the Covenant** is a golden box allegedly holding the stone tablets on which were carved the Ten Commandments. It is one of the ultimate symbols of power in the bible, and it is believed an army holding the Ark before it would be invincible. Hitler has more teams scouring for this artifact than any other. Missions are underway across the Middle East and Europe to try to uncover its whereabouts.

The **Holy Grail** is the cup Christ drank from on the eve of his crucifixion and/or the chalice that caught Christ's blood when Longinus inflicted the wound. Himmler is fascinated with this artifact, to the point of dispatching several covert teams to Britain. His interest is far greater than it should be for seeking an "object of legitimacy" for Germany. Perhaps he has come to believe the legend that the cup brings immortality to whoever drinks from it.

The **Shroud of Turin** is believed to be the cloth in which Christ was buried. The Shroud was lost for a time when Constantinople, its historic resting place, was sacked in 1204 by crusaders. The artifact has since reappeared and is now in the possession of the Vatican. Although on Hitler's list, he has not yet moved to acquire it out of concern for the uproar it would cause in the Catholic portions of the Axis populations.

POWERS OF THE MIND

Even though most governments have no official position on psychic phenomena, there is still an interest in what sort of benefits it could offer. The United States seems to be most interested in the idea of remote viewing, and projects are underway at the University of Chicago and the University of California at Berkeley. The British are most interested in clairvoyance or telepathy studies for use in their already extensive code breaking programs. The German government under the new Nazi regime was examining precognition, but when the experiments failed to provide immediate results, Hitler predictably lost interest. The program has since been closed down and the funds redirected. While not exactly a psychic issue (but still in the realm of the paranormal), the Japanese are focusing on alchemy and transmutation, not surprising given their resource shortage problems. Officially, the Soviet Union has outlawed all religions, mystic traditions, and any practice of the occult. However, the Soviets are very interested in the idea of telepathy, and Stalin has quietly ordered a maximum effort to unlock its secrets. The Soviets are actually spreading their research efforts over a wide range of psychic phenomena, including precognition, astral travel, and psychokinetics, but these have yet to yield any actual results.



DOOMSDAY DEVICES

The ultimate symbol of the dark uses of superscience is the doomsday device. These weapons, through a variety of mechanisms, have the capability to wreak havoc on an unprecedented scale. The can lay waste to nations, continents and possibly even the entire world. Fortunately, very few of any kinds of these devices have been built, and so far the cost of using one of these machines has far outweighed the benefits. However, in the hands of a madman or a nation with nothing left to lose, the threat of use becomes very real.

EARTHQUAKES

In the late nineteenth century, Nikolai Tesla conducted a series of experiments using vibrations. He discovered that through the use of a small device designed to create rhythmic tremors, it was possible to establish a vibrational resonance within an object that would eventually shake it to pieces. His theory was proven entirely by accident when a resonance device mistakenly left on caused his lab to collapse after several hours. Tesla had postulated that it is theoretically possible to create a device that, over the span of a few months, could shatter the Earth.

While Tesla has since renounced his theory, plans have been drawn up by several governments and individuals for a resonance generator that can trigger a major earthquake in a target up to a thousand kilometers distant, or farther if the target is resting on a fault line. No government has admitted to actually building such a device, but a series of earthquakes in mainland China has led experts to believe that Japan may have a working model.

WEATHER CONTROL

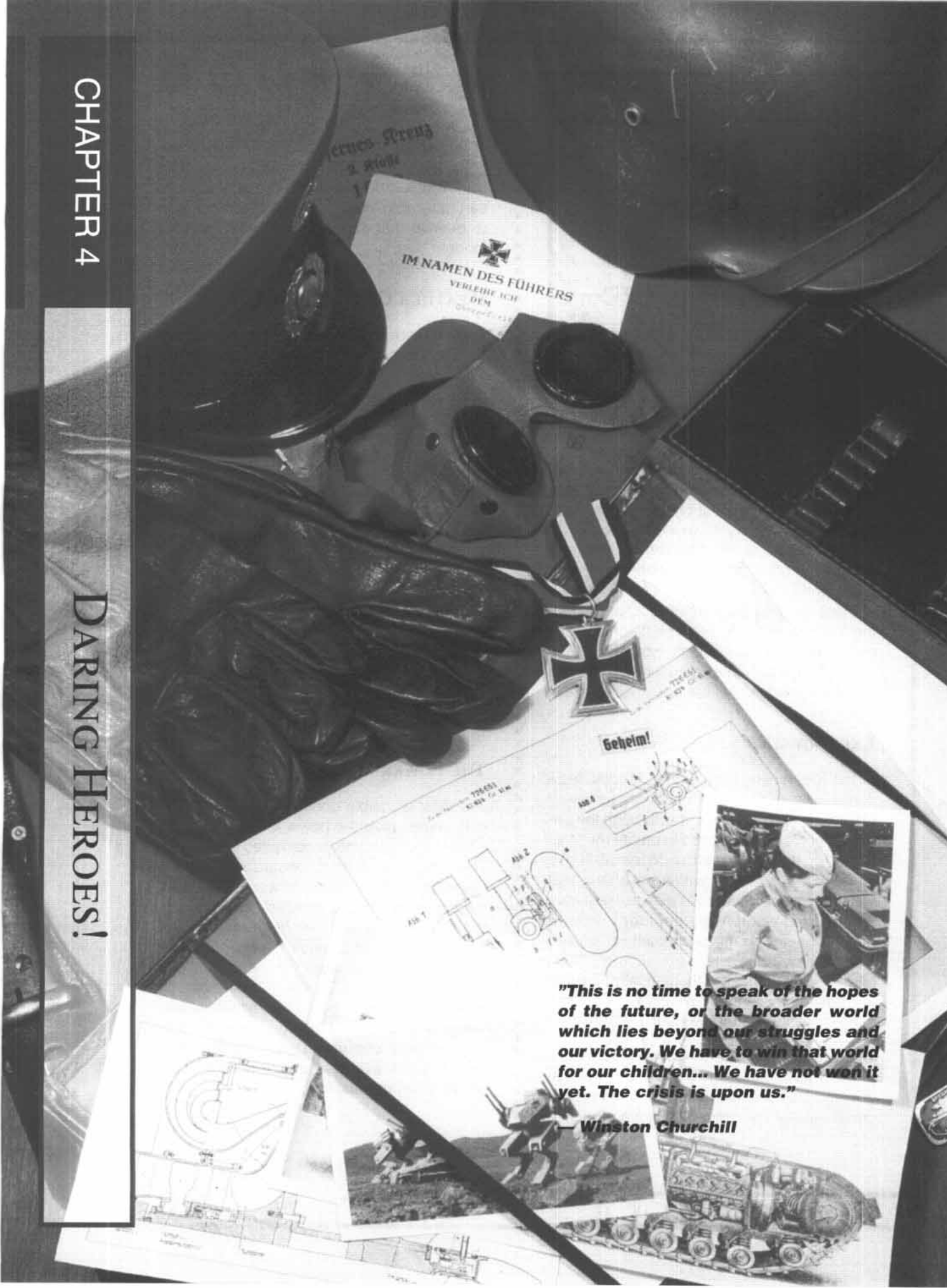
There have been several theories since the turn of the century regarding the direct manipulation of weather patterns. The most realistic ideas involve manipulation of atmospheric thermal layers on a massive scale, creating air pressure differentials that could spawn incredibly violent storms. These storms could be used against not only enemy cities, but if the control is precise enough, they could cause a great deal of damage to a large military force as well. A device capable of doing this would be incredibly large in size, and require both a large power supply and some means of draining the enormous amount of heat that would build up inside the machine during operation. Such a device seems beyond the means of even the industrial powers, though it remains to be seen if any nation has the will and/or the resources to try building it.

THE POWER OF THE ATOM

The most plausible doomsday device is one that would utilize the power unleashed when a tiny portion of matter is converted into energy. The resulting explosion would not only be immediately devastating, it would release a large amount of radiation which would poison the surrounding area for decades. In fact, according to some theories, the weapon could trigger a chain reaction with the potential to obliterate the entire Earth. To date, no such weapon has been constructed, although both Germany and the United States are aggressively pursuing programs that may result in the eventual development of an atomic-powered bomb.

CHAPTER 4

DARING HEROES!



"This is no time to speak of the hopes of the future, or the broader world which lies beyond our struggles and our victory. We have to win that world for our children... We have not won it yet. The crisis is upon us."

— Winston Churchill



A TIME FOR ACTION

Like the old pulps, heroes in **Gear Krieg** are larger than life. They are the strongest, the most athletic, the smartest and usually the best looking examples of humanity. Their training and prowess make them capable of extraordinary feats of strength, stamina and intelligence. Most importantly, the heroes of Gear Krieg are cast in a mold of courage and nobility. They never back down from a challenge, are always ready to risk their lives for a good cause and generally are paragons of virtue (they may have a few defaults, but those are usually minor).

Gear Krieg heroes have access to superscience: incredible equipment, deadly weapons and vehicles the likes of which people see once in a lifetime. If there comes a point when brains and brawn alone are insufficient, superscience can provide that last push that tips the scales in favor of the heroes.

In a sense, the heroes of the pulp genre were comparatively simple characters. They existed no ambiguity regarding good and evil; the distinction between the two was always razor sharp, both in appearance and motivations. Though they sometimes needed to kill, the heroes never relished doing so; the victims were always the bad guys who left the heroes no other choice.

CONVENTIONS OF THE GENRE

The genre itself emphasizes excitement and action, usually to an excessive degree. There may be elements of intrigue, but these last only until the heroes discover what the villain is up to. After that, the story should include a fight to the finish.

The CORE character generation system is already designed to produce characters which are a cut above normal. However, the extreme lengths to which the heroes sometimes go — the tremendous stunts, fights and general pulp action — are covered by the use of Genre Effects (see section 6.4.6 in the CORE rules). Each Effect has a requisite cost; by spending Genre Points, players can bend the rules in very specific ways to allow their characters to pull off incredible stunts. The Gamemaster will indicate which Genre Effects may be used; typically there are three to five selected for a given adventure. Typical pulp Effects include shrugging off damage, never running out of ammunition and being able to goad a villain into revealing his master plan. Characters start with three Genre Points, subsequent points are obtained as rewards for playing in character. Genre Effects have a variable point cost; the higher the expense, the larger the Effect. In some cases, the point cost may be so high as to allow death itself to be ignored for a brief time.



PLAYING THE PULPS

Characters created through the Silhouette CORE system are already a cut above the rest, and sections later in this chapter will explain how Gear Krieg heroes (i.e. the player characters) can get the equipment and resources they need to take on the enemy. Of greatest importance, however, is the character concept itself. This will determine not only how the hero will be played in the game, but also what special advantages, and weaknesses, he or she will have. This concept does not have to be fully developed, but it should be oriented towards action and have at least a few good physical capabilities. The adjacent table contains some questions that will help clarify a Gear Krieg hero.

Defining a Gear Krieg Character

What is the character's gender?
What is the character's physical appearance?
Does the character have a distinctive physical trait?
What motivates the character?
Does the character have any good habits? Any bad habits?
How old is the character?
Where is the character from?
What was the character's family like?
How well did the character get along with his family?
Does the character have any personal relationships?
What is the character's occupation?
What is the character's lifestyle like?
Does the character have a secret identity?
Is the character part of a heroic organization?
What are the character's personal goals?
Who are the character's friends and rivals?
Does the character have an arch enemy?
What is the character's name, nickname, and/or code name?



HEROIC MOTIVATIONS

All heroes need a reason for adventuring. Unlike characters from more complex genres, pulp heroes usually have very straightforward motives. Here are some suggestions as to why heroes do what they do. Characters are by no means limited to this list.

Curiosity: It might be scientific curiosity, or it might be the reporter's thirst for new stories. For better or worse, curious characters will never leave a question unanswered or a mystery unsolved.

Excitement: This motivation is common among the pulp heroes. They adventured for the sheer thrill of it; risk and danger are constant companions.

Idealism: This type of hero is driven to make the world a better place and will defend the values of the Free World (liberty, equality, freedom of speech, etc.) against those who would destroy them.

Justice: Similar to the idealist, except in this instance the hero works to stop those who would break the rules of society.

Redemption: This was not as common, since pulp heroes are not supposed to commit bad deeds, but perhapse the character once made a terrible mistake and is trying to atone for it.

BACKGROUNDS

While Gear Krieg characters may share common motivations and goals, they come from a variety of backgrounds. A character history should at a minimum give reasons for why he or she has the skills, training and equipment listed on the character sheet. For example, a character who served in the Great War will have a familiarity with weapons, combat techniques, and may even know how to drive a tank or fly an airplane. A character who left home to join the circus as a child may know acrobatics, animal handling and possibly the art of disguise. More importantly, backgrounds will help a player during the game by providing a roleplaying context — characters from specific backgrounds may react in specific (and sometimes predicable) ways in certain situations.

Backgrounds are also valuable tools for allowing a Gamemaster to personalize adventures. Families, lifestyles and personal habits could give the characters an extra edge in certain situations or when interacting with NPCs — or they could be exploited by villains looking to find characters' weaknesses. Arch villains are exceptionally useful as recurring NPCs, and can provide a through-line for otherwise unrelated adventures. Characters with similar backgrounds might know each other previous to the start of the adventure, and save the Gamemaster from having to explain how they got together.

SECRET IDENTITIES

Alternate identities are a common feature of pulp characters, especially those involved in fighting crime. While there are some obvious advantages, a secret identity has risks and complications all of its own. The character's "mundane" life is constantly interrupted with the need to go off and fight evil. If he has a regular job, the boss might become annoyed at the late appearances and/or missed days, all of which are secretly spent fighting crime. A love interest might be similarly upset by the missed time. Even otherwise unimportant NPCs might stumble across some clue that the character is more than he appears. For example, that nosy house maid could become curious about that locked room in the basement — the one that leads to the secret headquarters.

Villains can also use the secret identity to their own benefit. They could impersonate the character, letting the blame for their numerous crimes fall on the shoulders of the hapless vigilante, simultaneously taking the heat off themselves and getting rid of the thorn in their side. They could track the good guys to their secret headquarters and steal valuable property, equipment or information — after all, it's not like the characters can go to the police! Last but not least, there is always the old fashioned blackmail, "Do this, or else we reveal your secret identity to the entire world!"



CREATING HEROES

Creating a character is relatively straightforward. It is completely explained in Chapter 2 of the CORE rules. For ease of reference, a summary of the design process is provided below. Items or details that apply specifically to Gear Krieg characters are noted beside their relevant steps.

Step Zero — Define the Character Concept: This could possibly include motivation and archetype (see page 96 Playing the Pulps) as well as membership in a heroic organization (see page 102 Heroic Organizations and Agencies). The Gamemaster will indicate whether the Reality Distortion Level is Gritty, Adventurous or Cinematic; the appropriate point values for character generation can be found on page 23 of the CORE rules.

Step One — Buy Attributes. (See CORE rules, section 2.1)

Step Two — Buy Skills: (See CORE rules, section 2.2 for costs, Appendix A for descriptions). Remember to buy Skills for signature items; a signature item becomes the "Favored Item" for the appropriate Skill (see page 100)

Step Three — Calculate Secondary Attributes: (See CORE rules, section 2.3)

Step Four — Buy Perks and Flaws (Optional): (See CORE rules, section 2.4) Superscience and signature items can be bought with the Property Perk (see page 100 *Signature Items*)

Step Five — Select Equipment: (See page 122 < Equipment>> and Chapter 6 for equipment lists) The Gamemaster may assign some superscience items and vehicles; the players should present arguments as to why they get such extra bonification.

Step Six — Odd Bits: New characters start with 3 Genre Points (GPs). The Gamemaster will indicate which Genre Effects are being used in the game.

Step Seven — Save the World: The character is ready to fight for truth, justice and freedom.

OGC: Character Creation

Players are free to generate characters according to any OGL game currently available — subject to Gamemaster approval, of course. It is highly recommended that characters be created using OGL games based on World War II, the pulp genre, or mecha. Characters can be generated using games based on other genres, but discordant topics will have to be adjusted by the Gamemaster. As a note, Gear Krieg does not use some of the more fantastic pulp elements. There is no magic, psionics, or true paranormal abilities, and the only available stock is humanity.



HEROIC ARCHETYPES

Despite the unlimited number of careers that are available, actual character archetypes in pulp games can be reduced to four basic types. These archetypes are meant to be guidelines for fleshing out character concepts and for basic roleplaying. Choosing a specific archetype has no actual effect on the mechanics of game play, and players are not at all required to select archetypes for their characters. As a note, even though the archetypes are described using male pronouns, women are just as capable and prevalent as men when it comes to adventuring in the world of Gear Krieg.

HERO

A Hero is a balance of brains and brawn, and can usually outwit opponents just as well as he can outfight them. A Hero has a strong sense of morality and will always try to do the right thing, even though it may cost him dearly. He is the archetype most likely to have a Signature Item, although he is not obliged to posses one. Most characters in **Gear Krieg** will fall under the Hero archetype, and unlike traditional pulp it is perfectly acceptable to have several Heroes in one group of characters. Examples of Heroes include the daring adventurer, the intrepid explorer, the cunning secret agent and the gallant crime fighter.

ANTI-HERO

The Anti-Hero is exactly like the hero in all regards save one: there always some dark aspect to an anti-hero's persona. This could be a violent streak, a lack of conscience or a burning desire for revenge. Anti-Heroes are not entirely suited to the black-and-white worlds of the pulps, they belong more to the "noir" genre where good and evil are shades of grey. However, Gamemasters may allow characters to be Anti-Heroes in Gritty games or adventures with a darker tone. Anti-Heroes may have a Signature item, but usually they prefer to get by on their wits and muscles alone. Examples of Anti-Heroes include the grizzled detective, the dark vigilante, the cynical soldier and the vengeful resistance fighter.

SIDEKICK

A Sidekick usually values brawn over brains. He is a man of action, and functions best when doing those things that need to be done. This is not to imply that sidekicks are dumb; they simply prefer to leave the decision making to someone else. As a note, the Sidekick archetype is more independent than the traditional pulp sidekick. Being of the Sidekick archetype does *not* mean a character actually is a sidekick, and is not required to "partner up" with another character or NPC. He can have Signature items, and if he is partnered up with a Hero, the item may be a duplicate of the Hero's. Examples of Sidekicks include the muscular bodyguard, the streetwise kid, the nimble apprentice and the comical assistant.

SUPPORT

Support characters emphasize brains over brawn. While neither as dashing as the Hero nor as loyal as the Sidekick, the Support character is perhaps more useful than both archetypes. They are very capable when it comes to mental prowess, such as puzzling out enigmas or creating superscience devices. Support characters may be capable of creating or repairing Signature items, but they rarely have one of their own. Support archetypes are usually played by NPCs, and players wanting to follow this archetype should keep in mind that their character's primary purpose would be to provide knowledge and expertise. In games oriented towards action, players may find Support characters extremely limited if not completely out of their depth. Examples of support characters include the brilliant scientist, the dedicated mechanic, the knowledgeable historian and the eccentric



EQUIPMENT

Although most of the equipment listed in this book is priced, money is generally not an issue except at a Gritty Reality Distortion Level. Characters are free to pick any item normally available, including weapons, within the limits imposed by the organization they belong to (i.e: by the Gamemaster). Normal non-military vehicles should be purchased with the Property Perk. Three points is enough to "buy" a normal, unarmed automobile or motorcycle.

Military characters will be leased standard weapons and equipment by their employers according to the specific jobs they hold. Remember that issued equipment *does not actually belong to the characters* and may be recalled at any time. The only exception concerns signature items (see below).

Superscience items must be purchased through the Property Perk with the following costs: non-weapon items, 2 points; weapon items, 3 points; vehicles, 5 points. The Gamemaster may assign additional superscience items and vehicles. These usually need a supplier, for example a patron or a heroic organization. If the character has the appropriate skills, he can be considered to have built the item himself (see *Roleplaying Research and Design*, page 197). Signature superscience items do not need suppliers.

SIGNATURE ITEMS

A signature item is a gaming element that is so prominently associated with a character it becomes one of his defining features. This could be a piece of superscience, an improved piece of mundane equipment, a vehicle, or even an intelligent animal companion. Whatever the item, it is unique and has a very distinctive look that makes it (and the character owning it) immediately identifiable.

Signature items are purchased as a Property Perk (CORE rules, page 199) with the following costs: non-weapon items, 2 points; weapons, 3 points; small vehicles, 4 points. Superscience signature items add 1 to their superscience costs (listed above). Animal companions are purchased as a "Subordinates" Perk. Characters must still purchase the appropriate Skill to use the signature item; which counts as the Skill's "Favored Item" (see CORE rules, page 26).

Signature items are advanced versions of common equipment, and get three "boosts" of either +1 or +20 per cent to a stat, whichever is more appropriate. A stat may be boosted more than once. For example, Sgt. Wayne "Tommygun" Johnston's signature item is a Thompson submachinegun with +1 Accuracy, +1 Rate of Fire and +20 per cent more ammunition in the magazine. Yukon Ranger Lois Park's trusty German Sheppard has +1 Instinct, +1 Agility and +20 per cent to Stamina. Superscience items only get a single boost. Vehicles have their own rules (see Chapter 6).

Signature items are extremely difficult to replace if lost. Roleplaying the replacement of an item (or getting a new one) should be a long process — possibly even the subject of an entire adventure — alternately the item may be replaced in exchange of 50 Experience Points.

OGC: Signature Items

A signature item is purchased as a Feat. Items and vehicles are treated as +3 mastercraft objects; the owner gains an additional +2 circumstance bonus when using the signature item. Animals may have a CR of up to 1, and have +3 Int. Though highly intelligent, they cannot talk. The animal's owner gains a +5 circumstance bonus to all Animal Empathy and Animal Handling checks, and can communicate with the animal on a very basic (almost empathic) level. If lost, a replacement can be created through a lot of roleplaying or by spending 3,000 XPs.

TEAMS

In the Silhouette CORE character generation system, it is nearly impossible to create a character good at everything. Consequently, characters often have to operate as a team to insure that a variety of strengths make up for individual shortcomings. Some thought should be given by the players as to how and why their characters wound up together. Military characters may have simply been assigned to the same unit; civilian characters will need some sort of motive to work with one another. Players may want to take some time to discuss the concepts, strengths, weaknesses and resources associated with their group in order to ensure that each character has some unique part to play in the game.

SPONSORS, PATRONS AND BACKERS

Teams operating independently of larger organizations have very few resources. Gamemasters may want to consider providing the characters with some support in the form of an individual who is willing to absorb the team's expenses when they skyrocket. This could be a wealthy philanthropist who wants to help humanity, a superscientist who wants to test his new gear, a mysterious individual who, from time to time, asks the characters to go on specific assignments in return for shouldering their bills. The Gamemaster may or may not need to generate an actual NPC, depending on how involved this character will be with the group. If an NPC is needed, it should be created following the Support Archetype guideline. Note: with this option, the characters are effectively forming their own private vigilante agency (see page 107 Private Vigilante Zgencies).



CHAIN OF COMMAND

Regardless of their character's history or experience, most players find it difficult to play within a set hierarchy, such as a military chain of command. Unfortunately, most Gear Krieg stories are military in nature, whereas it is practically impossible to escape a pyramidal hierarchy of command. There are several ways to resolve the issue, the easiest one is to let the players decide who, among themselves, roleplays the character in charge. This choice should be made before the characters are generated to ensure the commanding character has the appropriate skills for his position. Alternately, if the players cannot agree on who should be in charge, one player should be chosen at random. If all the players have a problem with authority, the best way to proceed is to rank the characters equally, and put an NPC in charge. Teams can, of course, always function as a democracy and vote for their future actions; however, in Gear Krieg, this system is constrained by the prerogatives of military action.



HEROIC ORGANIZATIONS AND AGENCIES

Characters can greatly benefit from the aid of dedicated support networks. The degree of support depends on the size of the organization. Some are fairly small and operate locally. Others are quite large and have the resources of an entire nation at their disposal. Whatever its size, an organization grants many boons to its affiliates, including access to training, equipment and information not normally available to independent individuals.

There exists several different styles of agencies; some of which are described on the following pages. Characters are not required to be a part of an organization, nor do they need to collectively hail from the same one (although it does simplify the group's goals). A single character rarely belongs to two organizations. This is only possible under special circumstances, for example if one of the associations is Special Intelligence and the character is operating under cover.

In most cases, characters will have joined an agency as part of their backgrounds. If players decide during a game that they would like their characters to join or switch agencies, the details will have to be integrated into the story with the Gamemaster's help. There may be certain tests, examinations and paperwork that must be completed. It is possible that an agency may try to recruit a character directly. Like all things in the pulp world, a decision must be made quickly — leaving an offer unanswered amounts to turning it down.

THE MILITARY

The most obvious heroic organizations are the armed forces currently waging war against the tides of oppression. Most of the Gear Krieg games will involve members of these forces, fearless soldiers doing their duties on the front lines. The benefits of joining the military are obvious: access to advanced combat training, fantastic superscience vehicles and the chance to play a part in defending the free world. So strong is the appeal that millions have answered the call. The military also has the benefit of being the easiest organization to join. This is not to say that the military has low



standards; rather, it will train and employ all who are willing to commit themselves to its cause.

The drawbacks? In the grand scheme of things, heroes lose the ability to pick and choose their battles. They must go where the military dictates and operate within a rigidly defined chain of command in order to maintain the discipline and overall effectiveness of the fighting force.

SPECIAL INTELLIGENCE

Military intelligence agencies are involved in a secret "cloak and dagger" war. Agents operate behind enemy lines to not only learn all they can about the opposition's operations, but also to foil their war efforts through acts of misinformation and espionage. Teams are always small and involved in covert or undercover missions. Most jobs involve intelligence gathering, either by infiltrating enemy organizations or by directly observing troops and equipment. Agents of this type are rarely used for extracting people or equipment, as their cover usually takes too long to establish to make it worth jeopardizing.

Examples of intelligence agencies include Britain's Secret Service (MI5), dedicated to internal security, Britain's Secret Intelligence Service (MI6), devoted to international security, and Canada's fledgling Royal Canadian Science Corp (known, somewhat cynically, as C4). The newest intelligence agency is the United States' Office of Strategic Services (OSS), formed in 1939 in response to the need to evaluate the Axis' rapidly growing superscience capabilities. These agencies are also the homes of some of the world's foremost superscience experts, and their agents carry some of the best (and smallest) superscience gadgets currently available. Gamemasters are, as always, free to create new intelligence agencies.

ADVANTAGES

Characters have access to advanced training in covert operations and tactics. This includes unarmed combat techniques and master classes in acting. Characters are fluent in at least one additional language, and learn to be extremely resourceful. They have the opportunity to work both abroad against foreign threats and at home against enemy agents infiltrating domestically. Though the assignments are risky, characters are spared the mayhem and danger of fighting on one of the active fronts.

DISADVANTAGES

Characters are expected to operate independently while on assignment. Their agencies will only rarely respond to requests for help, mainly because there may not be any way to actually render assistance. If caught, it is very likely that their nations refuse to acknowledge their existence. To make matters worse, it is entirely likely that the characters will be very poorly treated. After all, no person is more despised than the one spying for the enemy. If a character causes the enemy a particularly large amount of trouble, the enemy may decide that it is worth the effort to rid themselves of the problem and target that character for assassination.

RESOURCES

Characters have access to advanced military and superscience equipment, the latter of which is usually small and disguised to resemble some innocuous item. All equipment will be issued, characters are not expected to supply equipment themselves. Gear is provided on a need-to-have basis, although characters may be able to requisition additional equipment. Characters will almost always have some sort of surveillance and photographic equipment. Vehicles are not often assigned to operatives, and if they are, any modifications or superscience enhancements are well disguised in order to maintain the vehicle's inconspicuous appearance.



MILITARY SPECIAL OPS

Special operations teams are the elite fighting forces of their respective militaries. Trained and outfitted more thoroughly than conventional troops, they are the ones to whom the truly difficult and unique missions are assigned. Jobs often take special forces teams behind enemy lines, and include hit-and-run raids on factories and supply depots, assassinations and general harassment of enemy troops in places where they least expect it. Missions may also involve the abduction/extraction of important people or acquisition/recovery of vital equipment or information.

Each nation has its own special operations forces. Examples include Britain's Special Air Services, United States Army Rangers and Russian Spetznaz. These troops are deployed on all fronts of the war where their respective countries are currently involved. Gamemasters are free to create new special forces units, even for countries that may already have organizations.

ADVANTAGES

Characters have access to advanced training in tactics, combat and survival techniques. They also have the use of a much wider range of equipment and superscience than is normally available. Characters also have the opportunity of bypassing combat fronts and taking the fight directly to the heart of enemy forces — they are the troops most likely to go toe-to-toe with major villains.

DISADVANTAGES

Special operations teams are expected to be completely self-reliant once in the field. Their respective organizations will always render assistance if possible, but the very nature of some special ops missions means the teams will be completely isolated from help. Special ops missions are also extremely high risk, and may be facing greater hazards than just hostile enemy forces, such as rugged terrain or extreme weather conditions. Although this will matter little to true pulp heroes, special ops missions are almost always classified. There are no public rewards for a job well done, and the characters themselves may not even be able to talk of their accomplishments for decades (if ever).

RESOURCES

Characters have access to military equipment and superscience, including vehicles. All equipment is issued, meaning that the characters will not be responsible for supplying it themselves. Special ops teams usually have a wide degree of latitude when requisitioning equipment, mainly because once a mission is started, it is unlikely that the characters will be able to receive anything. Travel outside of missions is arranged by the military. However, unless something specific has been arranged ahead of time, characters are responsible for their own transportation during a mission.



Camp X

Nestled in the woods just outside of the otherwise unassuming Canadian city of Oshawa lies one of the greatest secret installations in North America: Camp X, the training ground for nearly all allied special forces teams in the war. Though the base has only been in operation since June of 1941, it has provided advanced combat and tactical training to hundreds of special forces operatives. Soldiers spend several weeks in a high-intensity course that teaches them everything from parachuting to making improvised weapons.

THE RESISTANCE

Although Germany has captured a great deal of territory, the local citizenry is by no means passively accepting the occupation. In France, Poland, Belgium and the other conquered territories, some residents have taken up arms and are leading a covert insurrection against the invaders. Acts of rebellion include vandalism, sabotage, strikes at supply depots and clever ambushes against small numbers of troops. The damage done to the enemy is often more psychological than physical, but it is of significant benefit to the cause of the Resistance if occupying soldiers come to feel that they are not safe in the captured territories.

Resistance fighters operate in "cells," isolated groups that are only thinly connected in order to protect the identities of the others should one be captured. Cells are secretive, paranoid, and not well organized on a large scale. Membership and capability can vary considerably from region to region. Cells tend to stay in the area where they are formed, and rarely conduct joint exercises with other cells. There are no specific examples of Resistance movements.

ADVANTAGES

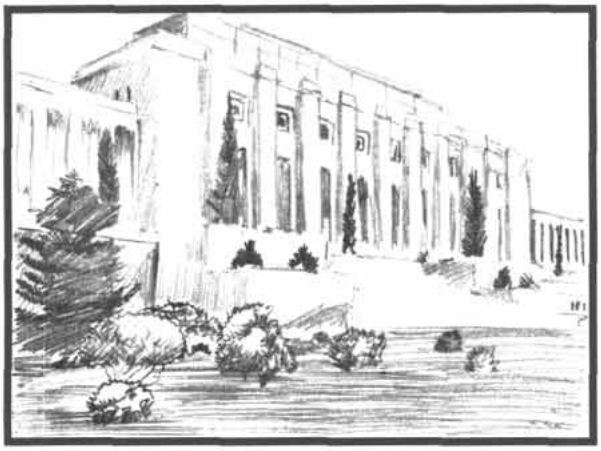
Resistance fighters know their areas of operation intimately. In many cases, they are working in the same place where they grew up. They have the ability to blend in with the local people, and receive a great deal of support from the majority of the population. Some locals will go so far as to supply food and shelter, vital commodities to people who are constantly on the run. Resistance fighters are also struggling in the name of the noblest of causes: their own freedom. This inspires a high level of dedication and morale, both of which help these fighters maintain their resolve to rid their homeland of the enemy.

DISADVANTAGES

The occupying forces actively hunt resistance fighters. The fighters' greatest asset is their ability to operate covertly, and sometimes it takes just one informant to bring about the end of an entire cell. Occupying forces often punish local residents for acts carried out by the Resistance. This can sour or eliminate the support that the Resistance desperately needs to survive, and possibly even turn people against the freedom fighters. People in the Resistance come from civilian backgrounds, and as a result lack any military training save what they have learned since joining. Also, equipment is always in short supply, and freedom fighters are constantly improvising in order to complete their objectives.

RESOURCES

These characters are always operating with limited resources. In fact, their greatest source of equipment is the enemy they are fighting. Allied forces help when they can by airdropping supplies, but this is risky for everyone involved, especially if there is a large enemy presence in the area. Characters have access to military equipment and weapons, the more concealable the better. There is no such thing as "standard issue," each resistance fighter will use whatever he can get. Any vehicles used tend to be modified versions of civilian means of transportation. Military vehicles may be used for specific missions, but they are almost always stolen just before the mission and abandoned as soon as possible afterwards.



PLENIPOTENTIARY TEAMS

The League of Nations has devoted itself "to promote international cooperation and to achieve international peace and security by the acceptance of obligations not to resort to war." It failed. When the League's current Secretary General, Sean Lester, took office in 1940, he set about creating "Plenipotentiary Teams" to act as trouble-shooters throughout the world. The Council has invested these teams with the ability to act on behalf of the League of Nations to ensure "the maintenance of justice and a scrupulous respect for all treaty obligations in the dealings of organized peoples with one another."

Team members work to gather information and coordinate efforts between Allied governments. Normally, this is done through diplomatic channels, although the teams operate undercover when inside Axis states. Teams also coordinate with anti-Fascist rebel groups and encourage resistance to tyranny in whatever form they find it. As of now (late 1941), there are approximately two dozen plenipotentiary teams operating around the globe, with most of them serving in the Far East and Europe. Their success to date has emboldened Secretary General Lester, who is considering expanding the program further in an attempt to end the insanity of World War II before it is too late.

ADVANTAGES

Plenipotentiary teams have the full support of the League Council. While this is only meaningful to member nations, within those nations teams are extended every courtesy and may freely request aid. They may also act with the full backing of the member nations' law enforcement authorities. Teams may use their status to move freely and safely throughout the world. It may not be luxurious travel, but teams will at the very least have room on any available military transport. Teams will have direct access to funds and equipment when outfitting for missions.

DISADVANTAGES

The composition of a team depends on the specific mission the Secretary General has assigned it. This means that personnel are constantly shuffled around from team to team. While this does provide the best blend of skills, training and experience for a given mission, it also means that working relationships, and trust, must be built from the ground up with each new assignment. It becomes easier for enemy agents to infiltrate new teams, especially when those teams are created at distant field offices.

RESOURCES

Teams have access to both regular and military grade equipment, including superscience gadgets and devices. Equipment is usually assigned, meaning the characters are not responsible for providing their own equipment, although the actual outfitting is based on the particular needs of the mission. Characters may be able to requisition additional or different equipment, depending on availability. Characters may have use of military or superscience vehicles, though these will generally not be available for undercover missions. Teams otherwise have no difficulties in obtaining transportation, especially internationally, although this could take time if undercover entry into a country is required.

PRIVATE VIGILANTE AGENCIES

Around the world, many private citizens have taken it upon themselves to do what they can in the war against evil. Many are not up to the rigorous demands of adventuring, but they have been able to put together a support organization for those heroes who may otherwise lack the means to battle evil. Some organizations, like the Pinkerton Detective Agency, have in fact been around for ages, and provide valuable crime fighting services to both citizens and the United States government

The details of each private agency must be worked out by the Gamemaster. There is no set guideline for the size or capabilities of private agencies. They could range from a globe-spanning crime fighting organization down to a small detective agency being run out of a dirty back-office. Most agencies are dedicated towards fighting crime, or acting against the efforts of villains or villainous organizations directly as opposed to being a partner in the ongoing war effort. Paramilitary agencies and mercenaries are not as common, and tend to operate jointly with actual military commands in order to better coordinate their effectiveness and to make sure they're not shot at by friendly troops!

ADVANTAGES

The greatest advantage of a private agency is its freedom to act. Small agencies may be bound by the laws governing their home regions, but they are free of any military or political connections, and thus they are not obligated to abide by any policies or restrictions that are placed on military and other government groups. Another advantage is anonymity. Enemy agents may be so concerned about military intelligence forces that they completely overlook private individuals.



DISADVANTAGES

Private vigilante agencies may lack legal authority, which would mean that they must conduct their operations without aid from local law enforcement agents. In fact, private agencies could face just as much trouble from the local law as from their enemies. Even for those few agencies that are recognized nationally or internationally, there may still be trouble from domestic organizations who feel that the private agencies are trespassing on their jurisdictions. Resources may also be a problem, especially during hard times or for small agencies in general. The scope of operation may be likewise limited. For example, it is very unlikely that a Pinkerton agent will be sent to occupied France, and a private detective may not even operate beyond his home city.

RESOURCES

The level of resources available to characters depends on the agency. Small agencies have very limited resources, and it may fall to the characters to provide their own equipment, vehicles and superscience. In many cases, military-grade equipment will simply not be available. Large agencies have resources that rival military organizations, and can freely issue any equipment normally reserved for the armed forces. Gamemasters may want to consider providing the agency with the services of an inventor or gadgeteer to ensure that characters at the very least have access to some superscience.

CHAPTER 5

DASTARDLY VILLAINS!

"The only thing necessary for the triumph of evil is for good men to do nothing."

— Edmund Burke

MORE EVIL THAN EVIL ITSELF

If outlandish plots and exotic locales are the flesh and blood of a good pulp adventure, villains are the heart. These diabolical beings are not content with merely being evil — they must undertake plots and schemes that will wreak havoc across the face of the civilized world. Pulp villains are always creatures of ego and vanity, even when working for someone else's cause. After all, a villain needs to be thoroughly convinced of success in order to even hatch machiavellian plots of such magnitude.

The main villain of a story always has a notable trait to his appearance. This could be a frightening costume, a deep and cultured voice, prosthetic limbs or a frightening (and breathtaking) physical appearance. Whatever the details, the overall image of the main villain is larger than life and serves to embody his demented sense of morality.

Everything associated with the main villain will reflect his diabolical leitmotiv. Henchmen may wear similar costumes or share his physical features. Superscience gadgets or vehicles will include a common design or motif. His secret lair will carry his marks and serve as a testament to his ego and ambition.

By definition, villains ensure the presence of heroes in the world. Their schemes are too frightening to be permitted to come to fruition. Sooner or later, daring and courageous people will step forward to foil his efforts. In fact, some villains and heroes develop a sort of mutual affinity and slowly become attuned through their struggles. This relationship is fueled by the most important aspect of pulp villains: they will always come back. Even after accusing a fatal wound, the villain will have vanished by the end of the climactic battle. When imprisoned in a maximum-security jail, the villain will exploit a loophole and escape. While this should not be carried to extremes, it makes the oponent all the more memorable.

The Gamemaster should spend sufficient efforts on detailing the major villain of his campaign. The villain sets the tone for the adventure, he is the trigger that fires up the action for the heroes. The villain must be intelligent and engaging, lest the players grow tired of his antics. One of the keys to a solid pulp adventure is creating a villain with an understandable — if twisted — rationale for his diabolical actions. The rest of this chapter will help the Gamemaster accomplish just that.



WHAT MAKES THEM TICK

Underneath the regular use of clichés and hackneyed formulae, the pulps often employ a rudimentary "psychology of evil." That is, they attempt to give their villains motivations that stem from reasons other than simply being evil. The key is to give villains genuinely human motivations, then make sure that those motivations manifest in completely unacceptable ways: to avenge his dead wife, a Mad Scientist builds an earthquake machine that can devastate North America; to satisfy his greed, a Crime Lord builds a tunneling vehicle to burrow into Fort Knox; to achieve his goal of ultimate power, an Aristocrat attempts to blackmail the president into doing his bidding.

Concomitantly, pulp villains are rarely sympathetic characters. They are not tragic and misunderstood (even though they may see themselves this way). Their evil status is never in question. Their ambitions, regardless of motive, will always cost someone dearly.

Pulp villains think big. Even when their goals are limited they pursue them with a certain style, a flair that sets them apart from the run-of-the-mill criminals. Why rob a bank when you can rob Fort Knox? Why steal a diamond necklace when you can steal the Crown Jewels? The Gamemaster should always consider crafting elaborate plots although care should be taken to make sure the villain can still be defeated by the characters.

Pulp villains often share a number of predictable behaviors. The degree to which these are used depends on how much traditional flavor the Gamemaster wants to instil into his game. These behaviors can place the villain in jeopardy and ultimately cause his downfall.

For example, villains like to publicly gloat about their deeds, allowing characters to locate them easily with little preliminary detective work. Villains dislike killing heroes right away, instead subjecting them to elaborate torture devices or death traps — all of which ultimately offers some means of escape. Villains will always accept a challenge from a hero. In fact, this behavior can be forced if the Goad Villain Genre Effect is being used. Villains will always battle the heroes at the climax of the story, although some may flee at the first sign of defeat. Fortunately, whether or not they get away is up to the Gamemaster — good villains always deserve to come back in a sequel.

FATAL FLAWS

Equally important to the making of a good villain is his fatal flaw. All pulp villains are not quite as invulnerable as they first appear, it is a sign of their lost humanity. Of course, fatal flaws are the means by which heroes can ultimately defeat a villain, especially when the overwhelming use of force is not an option.

Good fatal flaws tie into the villain's history and archetype. For example, a Crime Lord may have a weakness for gambling, enabling a character to wager for his life. Likewise, an Aristocrat may consider killing to be personally abhorrent, always leaving such dirty work to his henchmen. Whatever the flaw, it should evolve naturally from the central concept of the villain.

Even so, flaws should not be an "escape hatch." While they are meant to be exploited by the characters, the fatal flaw must first be discovered and coupled to an effective way of exploiting it. A player who simply says, "I exploit his fatal flaw" should always fail to do so, even if Genre Points are spent. Often, exploiting a fatal flaw is an entire psychological process — one that should be roleplayed in order to achieve maximum effect.

VILLAINOUS ARCHETYPES

Like heroes, pulp villains can be broken down into groups sharing similar motivations, capabilities and behaviors. They are actually more varied than the heroic archetypes: evil has many faces, but there exists few ways to oppose it.

These following seven archetypes are really only meant to be guidelines and have deliberately been left vague. Gamemasters should flesh out any details they feel are missing. Of course, Gamemasters are also free to come up with their own original nemesis. If using an archetype to define a villain, Gamemasters should be careful not to be so strict as to turn the villain into a pulp stereotype. Innovative villains were rare in the historical pulps. Players familiar with the clichés will quickly recognize most types of villain early on, which may spoil an adventure that follows a straightforward plot. Of course, it is always interesting to lull the players into thinking that they are facing a stock villain before introducing a twist to his character.

When choosing archetypes, Gamemasters must keep in mind whether or not a villain is going to belong to an organization (see page 115 *s*). Certain archetypes do not fit well with specific organizations (A Crime Lord and the Betsudotai, for example), and some archetypes would never be found as subordinates (an Aristocrat in the rank-and-file Gestapo). On the other hand, some archetypes (such as the Mad Scientist) will rarely be encountered outside of an organization where they would lack the resources to carry out their plans.



PULP ERA STEREOTYPES

Unfortunately, pulp stereotypes can be more than just cliché, they can be offensive. The bulk of the pulp writing was done over half a century ago, our social values and sensitivities have since evolved. Many of the characters, especially villains, were terrible examples of ethnic and racial stereotyping. There is no reason to reproduce this level of "accuracy" when telling modern pulp stories. This does not mean a Gamemaster must avoid including any Italian gangsters, Irish brawlers, or Chinese mystics in his game. He should instead avoid implying that *all* people of a given ethnicity or culture act in a particular way. Characters — especially player characters and important non-player characters — should be given well-rounded motivations, goals and flaws. With these as the basis of a character's behavior, it is unlikely there will be any cultural stereotyping.

Ways for Cats and Dogs to Meet

Foreshadowing is an effective way of conveying the personality of a villain. Here are five ideas the Gamemaster could use.

The villain gives a speech the heroes are invited to attend.

A family member is double-crossed by the villain.

Yellowed pictures show the father of the villain.

The heroes buy a car that used to belong to the villain.

The villain happens to possess an item the heroes are looking for.

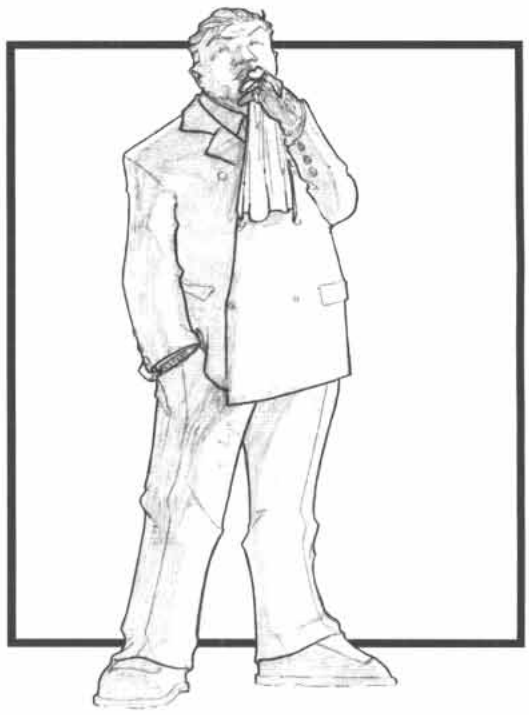


ARISTOCRAT

The Aristocrat is witty, urbane and extremely elitist. He believes the "right sort of people" (people like himself) would best run the world. Impossibly wealthy and well connected, the Aristocrat will not be recognized as a villain. Instead, he could appear as a prominent industrialist or political leader, seemingly benevolent to the lower classes while in fact indulging in pretensions of grandeur.

Of all the villain archetypes, the **Philosopher King** is perhaps the most genuinely noble. Well educated and thoughtful, he seeks to improve the world, though not necessarily for the benefit of the current inhabitants. He is mystified by any who reject his ideals. If foiled enough, he becomes embittered and even more dangerous.

The **Plutocrat** has all the ambition of an Aristocrat, but none of the charm and makes no secret of his goal of absolute control. He revels in his affluence and enjoys the concomitant privileges. More than likely, he was not born into wealth, having amassed his fortune through ruthless business dealings.



CRIME LORD

The Crime Lord's motivations are all based on greed. The **Kingpin** is the "standard" Crime Lord. Usually aristocratic and well educated, the Kingpin is a globetrotter. His criminal enterprise spans nations or entire continents. The Kingpin usually operates from the shadows, relying on trusted lieutenants to do his bidding. In fact, he may publicly appear as a benevolent figure. Only the gravest circumstances will convince him to battle the heroes. When he does emerge from his lair, he comes prepared to defeat all those who oppose his criminal rule.

The **Mandarin** is an asian subset of the Crime Lord (although not necessarily Chinese). Supremely knowledgeable and trained in esoteric Eastern arts, he is largely a regional enemy. The heroes will encounter him in Asian domains, although he may extend his influence into New World chinatowns. Whatever the case, the Mandarin represents a type of ethnic Crime Lord that is common in many pulp stories. Tien Lung, the secretive mastermind behind the Army of the Black Lotus, is good example of a Mandarin.



FEMME FATALE

The Femme Fatale is a purely female pulp archetype. She is always stunningly beautiful and often of an exotic national heritage (exotic to North America). She thoroughly enjoys her ability to manipulate and exploit men. Honeyed words and seductive glances are her weapons, against which very little armor can stand. More often than not, the Femme Fatale is a secret villain, pulling her strings from behind the scenes. She frequently appears as a subordinate floozy or the moll of another villain, while in fact she is the one actually in control. Even under the guise of an equal partner she will be deviously manipulative.

Of course, it is perfectly possible for a Femme Fatale to exhibit the opposite behavior. The **Matriarch** packs pistols and spars with the best. She comes from a tough background where she learned that strength and violence, not sex and manipulation, are the keys to domination. She is as alluring as her saloon counterpart and even more dangerous. Men of the pulp era who automatically stereotype women as the fairer sex will be completely blindsided by the **Matriarch**'s brutality.



MAD SCIENTIST

Superscience is an integral part of both the pulp genre and the Gear Krieg setting. It should come as no surprise that some selfishly seek to use Superscience to further their own diabolical ends. The Mad Scientist is a fixture of both pulp and Gear Krieg stories, either as the main villain or its menacing lieutenant.

Dr. Frankenstein is the archetype of archetypes. He toys with the boundaries of life and death, using his advanced knowledge of biology and physiology to stretch the definition of human life. He sees nothing wrong with employing reanimated corpses and views his ultimate goal as "improving" humanity either genetically or by more direct surgical methods. The japanese zombies inventors fit this category.

The **Mechanist** is obsessed with machines, and believes them better suited to many tasks than "crude" human beings. He will outfit his henchmen with high-tech gear. The Machine Man is at the "cutting edge" of mechanical development, using devices no reputable scientist would ever consider.



MERCENARY

The Mercenary archetype works especially well as the main henchman of other villains' agenda. His background includes an incredible amount of violence.

Those lucky enough to escape the carnage of World War I were forever warped. Their former values did not survive the bloodbath of the Somme, or the insanity of Dieppe. After the armistice, they found they could not return to their former lives. A true members of the "Lost Generation," the **World War I Veteran** uses his talents for twisted purposes, vile mockeries of the virtues he once upheld.

The Old West may only be a memory to some, but it's still alive in many minds. New Mexico and Arizona entered the Union only a few years before World War I. These territories provided safe havens for Old West veterans , embittered men whose skill with a gun had once earned them respect. Now, the few **Grizzled Gunfighter** who remain ply their trade under the agency of Crime Lords and Aristocrats. They are old but formidable opponents, adept at gunfights and mindgames.



HENCHMEN AND THUGS

No evil plan can be brought to fruition by the efforts of a lone villain. Loyal **Henchmen** are assigned to menial tasks: cleaning, performing repetitions of experiments and burying the corpses of tests gone wrong. Henchmen are also the first ones to fall when the heroes come marching in. Many henchmen are themselves the products of experimentation gone awry. They may be quite powerful or intelligent, but tend to be scarred in some way.

A typical henchmen, the **Thug** is physically very powerful, but lacks creativity, especially when it comes to planning a strategy. His usual method of attack is direct confrontation. Some thugs are trained warriors. They use guile and planning to achieve their ends and are relentless in the pursuit of their goals. They will not stop until they or the heroes have been defeated. Due to the personnel demands of the war effort, many women have made great inroads into the traditional male domains of henching and thuggery.

VILLAINOUS ORGANIZATIONS

Villains and heroes alike benefit greatly from being a part of a larger organization. Unlike heroes, however, the main villain of a pulp adventure is either highly placed in an organization, or created the organization himself and now sits at its head. These provide him with financial aid and the technical means to carry out his plans. They also supply a veritable cornucopia of minions to serve his every whim.

Villainous organizations also offer heroes a series of increasingly difficult "villainous levels" to fight. At the beginning of an adventure or campaign, the main villain is often unassailable. Either he is far more powerful than the heroes, or the heroes simply ignore his true identity. The heroes cannot confront the main villain directly, and must instead work their way up through his organization, dismantling its infrastructure and seeking information and abilities to ultimately achieve victory.

The Gamemasters should take care to avoid repeating his plot devices at each new structural level. As more and more powerful lieutenants are assigned to deal with the heroes, they will learn from the mistakes of their predecessors and exploit the heroes' strengths and weaknesses in their own attempt to terminate the problem. It may also be a good idea to run a one-shot adventure involving a different branch of the organization, especially when there is no time limit constraining the heroes. The evil scientist may be trying to blow up the world, but he will not be doing it today (especially if the heroes have damaged his organization).

When planning a campaign, or even a short adventure, it is a good idea to map out a hierarchy of villains. This can take any form, from a simple list to a flowchart. This allows the Gamemaster to keep track of who the heroes will be facing next, list the clues and hints the characters will discover with each new victory, map the heroes' progress and remain consistent in his storytelling.

As a note, when facing large, well-organized groups, such as the Gestapo, the Gamemaster needs only to map out the part directly concerning the heroes. However, it is possible that the heroes will wish to continue fighting their way up to the head honcho himself (beating Heinrich Himmler is a universal lure). The Gamemaster should not treat the hierarchy as inviolate. If the heroes have an opportunity to move up the ladder without upsetting the plot of the game, they should be allowed to do so.

Structuring Evil

Wang Lung — Secret Master of Chinatown
Wen Shihao — His Senior Lieutenant
Boss Johannsen — A Mobster
Councilman Mike McGonagle — A Corrupt Official
Officer Bill Kanas — A Corrupt Policeman

This is a sample villainous organization hierarchy. The first person the heroes will face is Officer Kanas, and through his defeat may discover his connection to Council McGonagle, and so on up the ladder. By the time Wen Shihao is ordered to deal with the heroes, he will already know a great deal about them, and their first meeting will most likely be a nasty surprise for the forces of good unless they are very careful.

THE GESTAPO

Size: Roughly 45,000 members, including administration and field officers

Theatres of Operation: Germany and German-occupied countries

Few words in any language elicit more terror than "Gestapo." The trenchcoated members of the deadly German police are viewed with apprehension, if not outright terror. They obey no laws but those of the Nazi Party and respect no human rights whatsoever in their pursuit of the enemies of the Third Reich. The duties of the Gestapo are very straightforward: to investigate instances of treason, espionage and sabotage as well as "criminal attacks" on the Party and the State. It has incredible discretionary powers. In fact, it has been stated that as long as the Gestapo is carrying out the will of the leadership, it is acting legally.

The Gestapo is composed of various politically-aligned German police forces, namely the disparate groups brought together under the personal leadership of Heinrich Himmler, with the assistance of Hermann Goering. Despite this official beginning, the Gestapo is not a wing of the army as such. Membership is purely voluntary, and those in charge are proud of their status and power.

The *Geheime Staatpolizei* was initially established in Prussia in 1933 by Hermann Goering. It was charged with carrying out political "duties" with (or without) the assistance of local police authorities. Initially, the Gestapo officers were assigned high ranks in the local police but, by November of 1939, all police forces in Germany were reorganized so as to be subordinates of the Gestapo. In the occupied territories, there exists thight relationships between local units of the Gestapo, Criminal Police (or Kripo) and army intelligence services. Circulating information between different organizations has become a highly effective internal security measure used by the Reich.

RESOURCES

The Getsapo is considered to be the primary civilian defense against insurgents. It has access to a limited amount of standard military equipment, and the capability of requisitioning specific items. Gestapo superscience is limited, although they are rumored to possess some frightening interrogation devices. The organization does operate several units of lightly armed Loki walkers, mainly used against units of the Resistance. The Gestapo has offices across Germany and all the Occupied Territories. It can draw on both the SS and the local police forces for assistance.

NOTABLE MEMBERS

Heinrich Muller is the current Chief of Operations of the Gestapo. He is not an appointee; he earned his position by working his way up through the ranks. Richard Heydrich is the current commander. He is an officer in the SS, and a close associate of Heinrich Himmler. In 1934, Heydrich was instrumental in orchestrating the "Night of Long Knives", the purge of the Nazi party. The Allies have taken the unusual step of targeting Heydrich for assassination, though how and when this will happen is still unknown.

Adventure hook: Gestapo

The former head of the Gestapo, Rudolph Diels, is a trained lawyer, expert at forging incriminating proofs against political figures. Following accusations manufactured by Himmler and Heydrich, he narrowly escaped execution on the ëNight of Long Knivesí. Vowing to get his revenge, he contacts the characters, who could provide him with key credentials against Himmler. This adventure is best played if the characters have some form of contact with an Allied force government, as they could be asked to provide political documents.

AHNENERBE

Size: Several hundred members, some trained as doctors and archaeologists, others as covert operatives..

Theatres of Operation: Predominantly Europe, the Mediterranean and the Middle East. Overseas offices in North America were closed at the start of the war.

The Society for Research into the Spiritual Roots of Germany's Ancestral Heritage (Studiengesellschaft fur Geistesurgeschichte Deutsches Ahnenerbe) was founded in Berlin in July 1935. The society originally concerned itself with the pseudo-scientific pursuits of exploring the ancient myths and legends of the aryan race, conducting digs on the sites of ancient civilizations in Persia, Egypt, China, Mongolia, and India. There were also studies of South American Indian medicine, as well as an expedition to find Atlantis. Through Japan and Occupied China, they even tapped into the Buddhist spiritualists and lamas of Tibet.

As the war clouds loomed in Europe, the Ahnenerbe was officially transferred to the office of Reichsfuhrer Heinrich Himmler. Medical experiments helped define the human capability to adapt to the new technologies being developed by other scientific fields. The archeological branch became more aggressive in acquiring artifacts. Agents waged a fierce campaign all across Eurasia to collect artifacts for a Nazi leadership obsessed with the occult. They were on the heels of the Germany Army, looking for artistic and archeological artifacts, when it marched on Southern Russia .

Hitler firmly believes that possession of these treasures will help him win the war. He has already obtained the Spear of Destiny and keeps it at Wewelsburg Castle, the heart of SS operations. To boost Ahnenerbe efforts, Himmler trained its field agents in espionage and counterintelligence. The Ahnenerbe is now a potent covert force. Fortunately for the Allies, its efforts are narrowly directed.

RESOURCES

As a special branch of the SS, the Ahnenerbe has full access to military equipment and vehicles. It maintains a large arsenal of superscience devices, many based on questionable occult-related principles and which sometimes malfunction. Though they tend to operate behind friendly lines, Ahnenerbe field agents are well equipped and are more than capable of defending themselves. The Ahnenerbe has an impressive collection of artifacts, some of which, like the Spear of Destiny, are believed to have potent powers. However Ahnenerbe researchers have yet to "unlock" these powers, and Hitler is growing increasingly impatient with their failures.

NOTABLE MEMBERS

One of the founders of the Ahnenerbe is Heinrich Himmler. Hitler himself has a serious interest in the occult pursuits of the organization. In fact, Hitler's fancy for direct control of the Ahnenerbe was his main reason for turning it into a division of the SS. The Ahnenerbe leadership officially falls under Walter Wust. Day to day operations are conducted by Dr. Wolfram Sievers, the Ahnenerbe's business manager. Wust still makes frequent appearances, but has turned into a figurehead ever since the Ahnener became a part of the SS.

Adventure hook: Ahnenerbe

The characters are leading an expedition in the wilderness in search of a lost heirloom of great cultural value. Unbeknown to them, the Ahnenerbe have also been petitioned by Hitler himself to reclaim that same object. The encounter between the two groups can either be progressive, involving the shared knowledge that some other agent is racing for the same treasure, or sudden, consisting of a race to the finish against an Ahnenerbe walker.

THE NKVD

Size: Roughly 72,000 members, though this varies according to purge

Theatres of Operation: USSR, advisors accompany Russians sent abroad

Russia's status as a member of the Allied forces overshadows the nation's dark and violent history. While Russian soldiers are valiantly fighting against Fascist invaders, the citizens of that large country are under their own form of oppression; orchestrated mainly through an organization called the People's Commissariat for Internal Affairs (NKVD).

Since its inception in 1934, the NKVD has functioned as a political police force akin to the Gestapo, rooting out threats to the Party and the State. It was highly effective in carrying out Stalin's purges. Between January 1935 and June 1941, roughly 20 million people were arrested by the NKVD, including a third of all the officers in the armed forces. Very few public trials occured and many prisoners were executed; those who were not were sent to "re-education camps" (gulags) or assigned to hard-labor teams. Only high-placed former Party members, such as Leon Trotsky, were ever sentenced to exile.

Officers have the title of People's Commissar, or *Narodnyi Kommissar*. Practically every unit in the Russian armed forces has an attached Narodnyi Kommissar. These officers are highly ranked. Their mere presence on the battlefield can sabotage command, as officers in charge attempt to second-guess the will of the NKVD and make decisions based on political expediency rather than tactical sense. NKVD officers have orders to report anyone who retreats from the enemy, whether such a retreat is warranted or not. Russian soldiers have been inspired to reckless acts of heroism against the Germans, not for their hatred of the Nazis but for their fear of the NKVD.

RESOURCES

The NKVD has access to Russia's entire arsenal of weaponry and superscience, although it rarely has cause to use it. Instead, the NKVD will often exercise its authority in the field, using troop commandeers to carry out its desires. Most often, NKVD operatives will only be armed with handguns — issued with any type of superscience available as a mark of the Party's trust. The NKVD maintains a large network of offices, prisons and interrogation centers across the USSR. In order to discourage evasions most of the gulags are located in remote locations, such as Siberia, .

NOTABLE MEMBERS

Lavrenti Baria is the current NKVD leader. He was appointed in 1939 to complete Stalin's great purge, and is personally responsible for cleaning the NKVD. He replaced Nikolai Yezhov, arrested and executed for treason. Alexander Orlov, was the NKVD representative in Spain during the Spanish Civil War. He was ordered back to Russia in 1938, but fearing the purges he defected to the United States with his family. He now works for the OSS as a senior advisor on Russian affairs.

Adventure hook: the NKVD

The characters are soldiers commissioned to recover an important diplomatic figure imprisoned in a gulag. Since Russia is part of the Allied forces, it is unthinkable that the mission ever becomes manifest. As such, the characters will have to use stealth to infiltrate and escape from the prison camp. The Gamemaster should make good use of nosy dogs and searchlights. For an additional twist, their target might be about to be extradited, giving the characters only a short amount of time.

BETSUDOTAI

Size: Unknown, at least several infantry companies in size.

Theatres of Operation: Eastern Russia (Manchukuo), Mainland China, Australia, The Pacific

Self-reliance and individuality required by commando troopers, goes against the "whole before the self" training philosophy of Japan. One type of unit, however, was formed especially for small unit action. Officially known as "betsudotai", they are better known by their legendary name: ninjas. Skillfull and highly mobile, the betsudotai move unseen in and out of enemy lines, targeting key elements such as artillery batteries and supply depots.

The modern ninja is an extensively trained commando, essentially a fast-moving elite infantryman. They carry no heavy weapons which would impede their movement. Some are equipped with sniper rifles, used to pick off important targets such as officers. These men are usually trained to operate apart from the main platoon, essentially providing support fire. They may also carry equipment designed for specific missions, such as explosive charges and mines. The betsudotai carry traditional weaponry they have been trained to use to great effects. A squad of betsudotai numbers ten men, though this can vary depending on the needs of the mission.

The betsudotai are most often used in precision hit-and-fade operations, terror raids and strikes far behind enemy lines. The intent is to demonstrate how no place is safe from the wrath of Japan's ancient order of assassins. Some raids have been remarkable, stricking inside China and Russia further than military forces will ever penetrate short of the enemy's full surrender. They have also been used for information-gathering sweeps, employing their skill at concealment in order to observe enemy troop movements and fortifications. The ninjas are most feared for their assassinations. They are relentless killers with a flair. One story claims a team pursued a Russian general from Manchukuo right back to Moscow and killed him on the steps of the Kremlin.

RESOURCES

The betsudotai have access to a number of rare superscience items. The Japanese sometimes used performance-enhancing drugs known as *Strength of Virtuous Spirit*. These increase stamina and aggressiveness at the cost of increased fatigue and susceptibility to damage. The ninjas also have access to low-light sensor goggles (developed in partnership with German scientists) and various explosive packs. Due to the covert nature of their missions, they are apt at using midget submarines, high-altitude paragliders and other stealth vehicles.

NOTABLE MEMBERS

The elite members of the betsudotai are unknown. Even in Japan's high command, there are only a few who can recognize a betsudotai on sight. The lower echelons of the organization share the same hierarchical secrecy of a Resistance cell: if a commando is caught, he will not be able to identify his superiors when confronted with foreign intelligence.

Adventure hook: Betsudotai

The characters have been targeted for execution at the hands of the betsudotai. They could have publicly humiliated the Japanese armed forces, for example. In order to make their message to their enemy crystal clear, the betsudotai start by leaving meaningful symbols portending to the characterís future demise (a black sash, a broken katana). The Gamemaster should adjust the severity of the betsudotai attack based on the amount of time he gave to his players to prepare themselves.

ORGANIZED CRIME

The current war has not cured the usual ills of society. In fact, some of them, like organized crime, have intensified. Organized crime continues to plague most nations across the globe. With so many men mobilized in the war, law enforcement agencies are undermanned and overworked. Moreover, the scarcity of many luxury goods, as well as wartime rationing, has produced a ready-made environment for despicable individuals seeking to take advantage of the situation. Fortunately, many heroes fight these criminals as others fight the tyranny of Fascism.

THE MAFIA

Size: Unknown; loose affiliation of large "families"

Theatres of Operation: Global, predominantly Italy, United States and parts of South America

When one thinks of organized crime, the Mafia is usually the first group that comes to mind. The Mafia is a hierarchically structured society of criminals composed primarily of individuals of Italian (specifically Sicilian) descent. Originally, the Mafia existed as a secret society dedicated to the ouster of Sicily's various foreign rulers. Despite repeated attempts to eliminate it, the Mafia survived and prospered, in large part because its own legal code was more consistent than the one used by Sicily's despotic rulers. This code is based on *omertà*: the obligation to never talk to or rely on legal authorities, nor reveal any information pertaining to the crimes committed against oneself or others, leaving the rights to avenge wrongs in the hands of the victims. To break this code of silence is to incur reprisals from the Mafia. By about 1900, various Mafia "families" had formed a loose alliance and controlled most of the economic activities in their collective localities. By the 1920's, they exerted enough control that Mussolini initiated a crackdown, arresting anyone suspected of connection with the Mafia.

Many Mafia families emigrated from Sicily to the New World, particularly the United States and parts of South America such as Argentina. This spread the Mafia's influence far and wide, creating a vast network of corruption and obligation. Consequently, *Mafiosi* are not limited to a single locale in the commission of their crimes. Many such gangsters travel the world on business, making the Mafia a worldwide threat to law and order. At the same time, some Mafia groups oppose Fascism just as their predecessors opposed foreign despots. Thus, the Mafia could make powerful — if unreliable — allies in the fight against the Axis powers.

THE WORLD CRIME LEAGUE

Size: Unknown

Theatres of Operation: Europe and North America, with the potential to go Global

Until recently, the world's organized criminal groups have pursued their own individual goals, mindless of the larger picture. While the Mafia and the Tongs possess a rudimentary cohesion based on narrow ethnic and familial ties, it is insufficient for wide-ranging criminal enterprises. Thus, the criminal syndicates remain fragmented and divided, expending resources to fight one without expanding their base of operations.

However, that situation may be about to change. Massimo Marchand, a Corsican kingpin, has conceived of a "world crime league," a global association encompassing all major criminal organizations, wherever they are located. Marchand believes the Second World War represents the perfect opportunity to constitute such a league, while the nations of the world are too distracted by Hitler's mad grab for power to fight crime adequately.



At the moment, the league is still in its early inception. Most criminal leaders are skeptical, especially those outside Europe and North America. Nevertheless, Marchand has shown a willingness to expend his own considerable resources to make the League a reality, pouring millions of French francs into the establishment of a joint training and communications network.

YAKUZA

Size: Unknown

Theatres of Operation: Japan, Manchuria (Manchukuo), North America (Immigrant Communities)

The Yakuza are an amalgam of gamblers, thieves, and defenders of the common man. They ancestraly acted to protect the victims of Japan's feudal hierarchy, endearing them to the populace and earning them the enmity of the powerful. Now, the Yakuza are brutal criminals, dealing in drugs, prostitution, protection rackets and other unsavory activities.

With Yakuza help, Japanese Fascists overthrew Japan's democratic government in the mid-1930's. Once in power, they outlawed the Yakuza and began hunting them down. The Yakuza now fight Japan's Fascist leaders for survival rather than for principle. They possess a "malleable morality" when it comes to Fascism, making their current plight less pitiable than it might otherwise be. Nevertheless, the Yakuza are far from defeated and remain a powerful force within the Japanese Empire.

KORURUYAKI (THE BLACK DRAGON SOCIETY)

Size: Unknown

Theatres of Operation: Global, particularly Japan, China, North Africa and the Carribean

Even more sinister than the Yakuza is the Black Dragon Society, also known as "Koruruyaki". This group blends Shinto mysticism, imperialist views, and criminal activities to create a potpourri of evil. The Society possesses a greater degree of centralization than its Yakuza brethren. The Society takes its name from the Black Dragon River in Manchuria. Its original goal was to ensure that the Russians would never extend their hegemony south of that landmark. The Koruruyaki is especially interested in ventures that simultaneously enrich the group and expand the reach of Imperial Japan. Ronin in Korukuyaki service combine violence with thoughtful strategy. Rarely does the Society act without forethought, preferring to subdue its activities rather than risk undermining the glorious ascent of Japan's rising sun.

TONGS AND TRIADS

Size: Unknown

Theatres of Operation: China, Mainland Asia, the Pacific, North America (Immigrant Communities)

China boasts two distinct criminal groups. The first are the Triads. Triads originated in secret societies dedicated to the restoration of the Ming dynasty. Over time, however, the Triads enriched themselves through criminal activities, eventually becoming wholly criminal in their methods and goals. The Triads specialize in drug trafficking and extortion. Members typically threaten chinese businesses, then extort protection money in exchange from asylum from such harassment.

By contrast, the Tongs were clan-based "cooperative associations," created to help their members succeed in business and other endeavors. In return, those helped by the Tong were expected to provide assistance to others also serviced by the association. Over time, Tongs became more and more involved in criminal activities. Yet, the Tongs continue to provide aid to those in need, which makes infiltrating them all the more risky.

CHAPTER 6

FANTASTIC TECHNOLOGY!

"Those who cannot remember the past are condemned to repeat it."

— George Santayana

THE RIGHT TOOLS

No adventurer would be complete without twice his own weight in equipment. This section presents sample Gear Krieg items ranging from mundane clothing to the latest in superscience vehicle.

Much of this equipment is militaristic in nature. Characters in a civilian walk of life will have difficulty getting their hands on some items without the appropriate connections. Prices, for the most part, have not been included.

Many of the items listed here will have been purchased by the characters long before the current adventure. Most of the military vehicles listed here will not be available for sale no matter what the price.

The Gamemaster should feel free to add, remove, or modify any article listed here. If new vehicles or weapons are needed, the Mechanical Design section in the CORE rules provides a quick and easy process to create them. New mundane equipment can always be copied right out of hardware or surplus shop catalogues. As long as everyone has a clear idea of the nature of a new item, it can come from almost any source.

Color, Make and Model

With the large variety of equipment made available over the course of the war, it is impossible to present a reasonable cross-section of what was present up to and including 1942. Most of the gears presented here correspond to generic models. Any particular item peculiarity will have to be customized by the Gamemaster.

A NOTE ABOUT CARRYING (LOTS OF) WEAPONS

Weapons and armor are tantamount to trouble. Joe Average from the street, not renowned for his bravery, will tend to steer clear of individuals armed to the teeth. If engaged in conversation, he will coyly answer and take advantage of the earliest opportunity to leave. At best, he will remain polite and courteous while providing unexpansive answers to the specific questions asked only. High Influence and Psyche are required to counteract the very negative impact of an overt display of weaponry.

Police and security officials are also very distrustful of heavily armed individuals. From their perspective, a stranger armed to the teeth means trouble. The Player Characters are bound to be mistakenly identified as stone cold killers, homicidal maniacs or absent minded fools likely to pick out innocent civilians with stray bullets.

Most establishments forbid, or at least severely frown upon, the admission of weapons within their perimeter. They will ask the offender to leave his weapons at the reception for safekeeping. Characters that cause trouble will be thrown out the backdoor and their weapons will be handed to the local police headquarters (characters subsequently reclaiming their firearms will no doubt have to validate their origins and legality).



PERSONAL EQUIPMENT - CONVENTIONAL

Even in this Modern Age of wonders, there is still plenty of room for old equipment that has been around for centuries. Many of these items have withstood the test of time and have changed little since they first appeared. Others have appeared or acquired new functions following the discovery and application of new technologies. The following pages contain a short list of adventuring and soldiering equipment. Gamemasters should feel free to add any items they feel are missing.

MEDICAL SUPPLIES

ANESTHETICS: Local anesthetics are drugs used to deaden sensation to a part of a person's body.

They are used to perform minor surgery on a specific area of a living being (or conversely to take someone out without killing him).

SilCORE Stats: Local anesthetics have a Potency of 7, an Onset Time of 2 minutes and have the combined effects of analgesics and sedatives. General anesthetics disable the patient completely, allowing surgeons to operate safely. They have a Potency of 12 and an Onset Time of 1 round. This later variety is available only to certified medical institutions and military hospital units.

OGL Stats: The person receiving the anesthetic must make a Fortitude save (DC 25). Success means the anesthetic does not take effect, but the person becomes groggy (treat as stunned). Each additional dose drops the DC by 5.

ANTIVENIN SERUM: Antivenin serum neutralizes enough of a venom in a person's bloodstream to stabilize the victim long enough to reach a hospital.

SilCORE Stats: Adds up to +5 to a victim's Health test if administered within five rounds after a poisonous bite. This modifier is reduced by 1 for each round after the bite (so if administered two rounds later, the Character receives only a +3).

OGL Stats: Adds +15 circumstance bonus to Fortitude save, bonus drops by 3 each round after bite.

First Aid Kit (2 kg): The First Aid kit is a small book-sized package that contains a variety of medical items used in care of minor wounds:



a small syringe with bottles of painkillers, coagulants, stimulants and other useful drugs, clean bandages, pincers and a scalpel.

SilCORE Stats: One-time bonus of +1 to Medicine Skill test.

OGL Stats: One Treat Injury check can be made without the -4 penalty.

MEDICAL KIT (10 KG): This a larger, better equipped version of the standard First Aid kit. It contains the same items plus a few others designed to be used by a doctor to perform minor field operations and surgery. It fits in a shoebox-sized canvas or leather bag, generally with a shoulder strap for ease of carrying.

SilCORE Stats: +2 to Medicine tests.

OGL Stats: Treat Injury checks can be made without the -4 penalty.

VACCINES: Vaccines are compounds of weakened viruses administered to individuals in order to boost their immune system. Vaccines that protect against common childhood diseases are very inexpensive.

Vaccines against more exotic diseases, like malaria, cost much more and are usually only administered to soldiers, field scientists and others who will be away from medical care for long periods of time.

SilCORE Stats: +2 to Health rolls versus a given disease.

OGL Stats: +10 circumstance bonus to Fort saves versus vaccinated diseases.

MOBILITY

INFLATABLE RAFT (5-30 KG): Several models are produced, from six-person rafts for recreational purposes to emergency rafts capable of holding twenty persons or more. Each raft includes enough wooden oars to provide one to every passenger. Inflating a raft takes one combat round per person capacity (i.e. a six- person raft takes six rounds to ready).

Parachutes (15 kg packed): The parachute is a sturdy cloth hemisphere that increases the atmospheric drag to decelerate a person's fall. They can be found in most airplanes, though there is not always enough for every passenger. In a pinch, the cloth canopy can serve as a makeshift blanket or tent — it's almost waterproof and somewhat hard to cut. A standard parachute kit contains the main parachute, one reserve parachute and the necessary harness. The parachute can support up to 250 kg. If recovered, the parachute can be reused if carefully repacked in its harness.

SilCORE Stats: When repacking, make a Personal Flight Device test (Threshold of 2). Failure increases the landing Threshold by one the next time the parachute is used. A Fumble indicates the parachute will not open!

OGL Stats: Make a Craft (mechanics) check (DC 10) when repacking the chute. A failure increases the landing DC by 5.

PARAGLIDER: (54 KG): The paraglider is a specially shaped parachute that forms an air-filled "wing" of sorts. By pulling on control wires placed on the harness, the paratrooper can modify the shape of the wing and thus gain control over his descent. Like the simpler parachute, the paraglider can serve as a blanket or tent, but this will ruin it for future use. A paraglider kit contains the paraglider, a reserve parachute and the necessary harness. The paraglider can support up to 250 kg. If recovered, the paraglider can be reused if carefully repacked in its harness.

SilCORE Stats: +1 to Personal Flight Device Skill test for landing. When repacking, make a Personal Flight Device test (Threshold of 3). Failure increases the landing Threshold by one the next time the parachute is used. A Fumble indicates the paraglider will not open!

OGL Stats: +5 circumstance bonus to landing checks. Make a Craft (mechanics) check (DC 15) when repacking. A failure increases the landing DC by 5.

SOLDIER'S KIT

ARMY KNIVES (NEGL. WT.): Several models of utility pocket knives are available, from the basic (a large blade, small blade and scissors) through the deluxe (which includes several additional tool blades such as screwdrivers, file, saw, magnifying glass and fruit peeler). A +1 modifier may be allowed by the Gamemaster for a Tinker test if an Army Knife is used.

SilCORE Stats: Possible +1 to Tinker tests if Army Knife is used.

OGL Stats: Possible +3 circumstance bonus to Repair check. Gamemaster's discretion.

BACKPACK (2 KG): A general use backpack, which can hold up to 1 cubic meter and 100 kilos of stuff.

Some are available with hidden or secret compartments.

SilCORE Stats: Notice test (Threshold 4) to discover hidden compartments.

OGL Stats: Search check (DC 15) to discover hidden compartments.

CAMOUFLAGE NETTING (VARIES): Made of coarse net and strips of fabric, camouflage netting is draped over vehicles, tents and outposts to break up their silhouettes. It can be mounted on poles, much as a regular tent, or used to set up traps (concealing a pit, for example).

CANTEEN (VARIES): These are available in various sizes, from the one-liter tin canteen included with a soldier's basic kit to the backpack-sized 20-liter water can that is carried on vehicles. Some canteens are sold with cloth filters that can trap sediment and large particles that might be present in water.

ENTRENCHING TOOL (2 KG): One of many tools issued with a soldier's personal kit, the personal shovel has a steel blade and collapsible handle. Some models have hollow handles that contain small survival supplies, like hooks, fishing line and matches — or even a rolled-up map. In a pinch, it can serve as an offensive weapon, acting as a bludgeon.

FIELD STOVE (3 KG): A must for any outdoor excursion, field stoves are about the size of a large shoebox.

The top of the stove contains two gas burners fed from a small internal fuel tank (generally petrol). The burners can get hot enough to ignite nearby flammable materials like dry grass, so care should be exercised when using it. The flame can scald unprotected skin.

SilCORE Stats: Treat an burn as a fire attack with an Intensity of 4.

OGL Stats: Stove inflicts 1d6 damage to the careless.

HYGIENE KIT (1 KG): A must for soldiers, travelers and people exploring the wilderness, the personal hygiene kit is a bag or canvas roll containing handkerchief, soap, razor, shaving cream and brush, spare shoe laces, sewing kit, small mirror and a toothbrush and toothpaste. Additional supplies can be added — towels, feminine hygiene products, daily medications — depending on a character's preferences and requirements.

LOAD BEARING EQUIPMENT (NEG. WT.): This is a set of straps, belts, pouches, hooks and loops designed for soldiers to distribute the weight of their equipment more evenly over their bodies. Load bearing equipment can be worn under a backpack. Weight-related Encumbrance penalties for a character wearing a set of load bearing equipment are reduced by 1 for all items attached to or secured in it.

SURVIVAL RATIONS (1.5 KG): Rations generally take the form of a vitamin-enriched chocolate bar or some form of dried meat jerky packed in a sturdy, flat, tin can. These can sustain a person for up to a day and, as long as they remain sealed, will stay edible for up to two years.



Survival Kit (5 kg): The standard military kit includes the following items: a compass, a light but durable bedroll, ten (10) ration packs, basic fishing gear (opt.), a survival knife with tools (file, cutter, tweezers, etc.), a collapsible canteen (one liter) and a lighter (one hour fuel supply).

PROTECTIVE WEAR

CHEMICAL WARFARE SUIT (10 KG): Chemical warfare suits are overgarments designed to protect the wearer against the effects of chemical (and, incidentally, biological) warfare. They can protect a soldier for up to six hours. External air is processed through a filter before being redirected into the gas mask, but the wearer may become overwhelmed if the chemicals are too powerful for the filters. The suit has a double lining designed to offer some protection even if the surface of the garment is ripped or otherwise damaged. Made of heavy impregnated cloth or rubber, the suits are quite cumbersome to wear and very tiring to fight in.

SilCORE Stats: -2 Encumbrance penalty, cumulative with any armor worn. It takes two Actions to put on a chemical warfare suit and another to "zip up."

OGL Stats: Max Dex Bonus and Armor Penalty get worse by 2. Two standard actions are needed to put on the suit, plus one to seal it.

DIVING SUIT (45 KG): A baggy suit of rubber-like material equipped with a heavy brass helmet and a transparent faceplate. The helmet is fed air through a surface attached umbilical cord but contains enough for five (5) minutes in an emergency. More modern designs are equipped with tanks of air to provide for up to one hour of oxygen. The suit offers some thermal insulation, enabling divers to go in temperatures as low as - 5 degrees Celsius without suffering from hypothermia. Neither the suit nor the faceplate provide any significant physical protection. Maximum diving depth is around 100 meters.

GAS MASK (1 KG): A rubber mask that fits over the mouth and nose. A small filtering unit provides fresh air at all times, but the mask does not have an independent air supply. Characters equipped with a gas mask ignore all poison gas that must be breathed in (this includes smoke). The mask has no effect on poisons absorbed through the skin, however. The filter unit must be cleaned or replaced every six hours of use. Gas masks are uncomfortable and limit sight.

SilCORE Stats: -1 to Notice tests and attack rolls. It requires two Actions to don and adjust a gas mask.

OGL Stats: -3 to Spot checks and attack rolls. Two standard actions are required to put on the mask.

GOGGLES (0.25 KG): Usually used when driving open vehicles, in the desert, or in conjunction with the gas mask for complete facial protection. Almost all vehicle crewmen possess at least one pair. Goggles are easily available in a wide variety of styles.

CLOTHING

What a character wears will affect the perception and reactions of the people around him, depending on the place and situation. Someone wearing a dusty longcoat and wide-brimmed hat over khakis is certain to be thrown out of the Ritz, but would likely not even draw a second glance in a bar in Morocco. Prices are included for comparison.

Rags are garments that still have enough material and stitching left in them to protect the wearer's modesty, if only just. With a little effort (and if he isn't particular about the smell), a character can recover a pair of badly torn pants, a soiled shirt and a pair of shoes with holes in them from almost anywhere.

Inexpensive Clothes are sold just about everywhere and are popular with students, low-income workers and families on tight budgets. A serviceable pair of pants can be bought for 2 dollars, three shirts costs 15 and a pair of ordinary shoes costs 2.

Utilitarian Clothes are made for function rather than fashion. They are made from fabrics that resist tearing and abrasion. A pair of denim jeans costs 4 dollars. A durable pair of shoes costs 4, while a pair of deep-tread work or hiking boots costs 5.

Plain Clothes represent a wide range of casual and semiformal clothes that are worn every day at the workplace. This category represents what most city folks wear daily. A typical suit for both men and women comprises a business coat (15 dollars), a pair of slacks or a skirt (4 dollars), a long-sleeved shirt (between 2 and 7 dollars) and a pair of dress shoes (5 to 15). Depending on the store, these prices can fluctuate from 90% to 140% of the price listed.

Civilian Work Uniforms are usually provided to an employee as long as he works with a company, and usually consist of a matching shirt and pair of pants. Uniforms for other private institutions such as schools, however, must usually be privately purchased (use the prices for plain clothes above).

Military Fatigues are produced in a variety of patterns and schemes, and in theory soldiers will be issued fatigues appropriate to the area in which they are deployed. A new fatigue coat and pair of pants each sell for 2 dollars, while a new pair of combat boots will go for about 6 dollars and a neutral colored short-sleeved shirt costs 1 dollar. Military dress uniforms consist of a dress coat, long-sleeved shirt, shoes and trousers. Rank insignia, service ribbons and other accessories are issued at no charge, but they can also be purchased through specialty stores to replace damaged or lost items. These same stores also sell replacement articles for dress uniforms, at the same prices as plain clothes. Both military dress uniforms and fatigues are issued to enlisted personnel at no charge.

Elegant Clothing is specifically chosen to enhance the highlights and subdue the imperfections in a person's appearance. A specialty clothier and/or tailor can be found in every major city, and will work with the customer to select the best choice of fabric, cut and accessories for a given ensemble. A man's formal dinner suit can be purchased for 35 dollars, while a woman's evening dress can be purchased for 100 dollars. Shoes to go with such garments usually cost 8 dollars for both men and women. If the Character only wishes to rent such a garment for a specific occasion, a night's rental is 20% of the cost of the garment.



OTHER USEFUL THINGS

BINOCULARS (1 KG): These magnify sight up to ten times. Vehicles may be detected at twice their Size x 50 meters, and Walkers in walker mode may be detected at double that distance.

CAMERA (1 KG): Still cameras take black and white pictures (color films is available but very expensive and somewhat hard to use). The camera is aimed by means of a small rear-mounted reflector.

Specialized lenses such as zoom or fisheye can be attached to the front.

FLARE (1 KG): A one-shot compressed-gas gun that fires a high intensity flare about 200 meters in the air. Specialized loading (colors, smoke, etc) are available. The flare is not fast or hot enough to be used as a weapon, but can be used to blind.

FLASHLIGHT (0.5 KG): An ordinary flashlight capable of illuminating up to 50 meters ahead. The flashlight is about the size of a small book. Battery life varies depending on the model, but generally holds enough charge for around 4 hours of continuous use.

HANDCUFFS (0.5 KG): Handcuffs are usually made of chrome steel. They effectively restrain the limbs they are attached to, preventing all but the simplest motions. Forcibly removing a pair of handcuffs usually takes nothing less than a cutting torch. Attempting this task puts the person wearing the handcuffs at risk for severe burns and requires a few minutes of concentration.

MAKEUP KIT (1 KG): This contains everything needed by actors, secret crime fighters and intelligence operatives to alter their appearance. The kit comes in a small wooden case with several pull-out trays and drawers. It contains foundations, powders and creams for altering skin tones, along with wigs and false hairpieces to simulate eyebrows and facial hair. The kit also contains eyebrow and colored pencils to create and accent skin lines, as well as prosthetic pieces and putty to alter facial features (false noses, warts and so forth).

SilCORE Stats: A makeup kit gives a +1 modifier to Disguise Skill tests.

OGL Stats: Avoids -4 penalty when making a Disguise check.

ROPE, 50 METERS (1.5 KG): A twisted cord, about half a centimeter in diameter, able to support around a quarter ton. Available in a variety of colors and patterns. Smaller and larger-diameter ropes of various lengths also exist for other needs.

TENTS: Tents are often used by scouts and prospectors. They are made of sturdy waterproofed cloth, yet when collapsed take little place or weight. Tents are generally quick to set up and can be solidly anchored to the ground with metal spikes in case of bad weather. Several sizes are available: 1-person sleeping bag (1 kg), 2-person tent (1 kg) and 20-person tent (5 kg).

TOOL KIT (MECHANICAL — 5 KG, ELECTRONIC — 2 KG): This kit contains the basic tools necessary to do routine maintenance and repair on mechanical objects. The common version of the kit includes two hammers, two metal handsaws, a variety of screwdrivers, wrenches and torque bars, a small burner (one hour autonomy), a hand-drill with a variety of bits and a saw with blades. All this fits in a large suitcase. No repair other than jury-rigging can be accomplished without this kit.

WEAPONS & ARMOR

The items available in this section are largely found in the military. For the most part, unless characters are part of a military or government-sponsored organization, access to weapons and armor will be extremely limited. If civilian characters are provided with military-issue weaponry, any repairs or resupply can be done only through the issuing organization.

PERSONAL ARMOR

Until the invention of Bakelite, personal armor was not a common site on the battlefield. Materials light enough to be worn effectively simply lacked the stopping power against modern firearms. Most of the combat armor now available are produced by Germany exclusively for the use of Axis soldiers. Some captured items, however, may be provided to the characters.

The weights and costs given are for full body suits. For armor that protect the torso only, divide both the cost and the weight by half.

SILCORE STATS

Helmets are standard issue to all combat soldiers; however, the armor protection it offers is only applied to shots specifically targeting the head, or if the wearer is behind cover with just his head exposed.

Leather armor normally appears in the form of leather jackets and dusters. The basic leather armor can be slightly enhanced by adding small metal studs; many owners will stud their armor just for the "mean" look it gives them.

Plated armor is rarely seen, primarily because it is heavy and cumbersome. Plates of metal or of other strong material are joined together to create an armored shell. Medieval armor is a classic example of plated armor.

Composite armor comes in two varieties, light and heavy. **Light composite** is a fine mesh of natural and synthetic fibers and other non-metallic composites. It can be worn under loose-fitting clothes, and will not significantly hamper its wearer's movement. Light armor weighs 7.5kg and its bulk puts a -1 penalty on all physical actions. **Heavy composite** is heavier and even bulkier, consisting of multiple, precisely fitted layers of Bakelite plates and other ceramics. While it offers more protection against physical attacks, it is not concealable save by ample robes, overcoats and cloaks.

Personal Armor

ARMOR	ARMOR RATING	ENCUMBRANCE	CONCEALABLE	MASS (KG)
Light Helmet	5	0	somewhat	1
Helmet	10	0	no	2
Leather armor	5	0	somewhat	4
Studded Leather	8	0	somewhat	6
Light Plated armor	10	-1	somewhat	7
Heavy Plated Armor	14	-2	no	10
Light Composite	16	-1	yes	7.5
Heavy Composite	32	-2	somewhat	14

Encumbrance is a penalty to Skills tests involving AGI or FIT.

Concealable is a measure of how discreet a particular suit of armor is. The GM should decide, depending on circumstances and the character's dress, if the armor is visible or not;

Mass is the mass of a full suit of armor. For torso armor divide by two.

OPEN GAMING STATS

Personal Armor

ARMOR	PROFICIENCY	BONUS	NONPROF. BONUS	MAX DEX	PENALTY	SPEED (30 FT.)	MASS (KG)
Light Helmet	n/a	+2	+2	no max	0	30 ft.	1
Helmet	n/a	+4	+4	no max	0	30 ft.	2
Leather armor	Light	+2	+1	+6	0	30 ft.	4
Studded Leather	Light	+3	+1	+5	-1	30 ft.	6
Light Plated	Medium	+4	+2	+3	-4	20 ft.	7
Heavy Plated	Heavy	+6	+3	+1	-6	20 ft.	10
Light Composite	Medium	+5	+2	+3	-4	20 ft.	7.5
Heavy Composite	Heavy	+8	+3	+0	-6	20 ft.	14

Bonus: Amount added to Defense

Nonprof. Bonus: The maximum Defense bonus for those not trained to use the armor.

Max Dex: maximum Dexterity Bonus

Penalty: Armor check penalty

Speed: Base movement with armor

For concealability, see SilCORE stats.

MELEE AND ARCHAIC WEAPONS

This category includes traditional hand-to-hand weapons, bows and crossbows, all of which have evolved little since the antiquity of humanity. Bows fall under the Archery Skill, crossbows use Small Arms and everything else uses Melee. Each category of Melee weapons can use a corresponding Melee Skill specialization.

Clubs: This encompasses any kind of short-to-medium length crushing weapon, from baseball bats to metal pipes. A Nightstick is a hardened, balanced club used by police. The Quarterstaff represents any long wooden or metallic pole, usually used with both hands.

Knives: Small Knives include all cutting weapons whose blade are shorter than 20 centimeters. Large Knives are heavier, with blades up to 30 centimeters. This category includes bowie knives and daggers. Machetes are extremely large knives used primarily for chopping.

Swords: The Long Sword is the basic weapon of medieval fantasy, now reserved for ceremonial purposes. "Cutlass" (or saber) describes single-edged, curved, basket-hilted swords, which still exist as accessories on some military uniforms. The Katana is a slightly curved, single-edged sword. The traditional weapon of the samurai, it is carried by many Japanese officers.

Axes: Hatchets are small axes, used primarily as tools. Large Axes include battle-axes as well as fireman's and woodcutter's axes. These axes require both hands (-2 attack if they are used one-handed). Poleaxes have a shaft longer than 2 meters.

Spears: Short Spears are pointed shafts whose length does not exceed two meters. Their tips can be made of wood, stone or metal. Long Spears are pointed shafts over two meters in length. They are similar to short spears in all other aspects.

Bows: The Light Bow is a 40-pound bow, about one meter high. The Medium Bow is a 80-pound bow, nearly two meters high and cumbersome. The Heavy Bow is a stiff 180-pound bow (minimum STR: +2). It is two meters in length, and fires meter-long arrows. Crossbows are mechanical bows. They can be pre-loaded and cause greater damage than bows, but take time to reload.

Weapon Statistics Silcore Stats

WEAPON	ACC	DM	BASE RANGE	ROF	AMMO	MASS (KG)
MELEE						
Club, Short		AD+5	Close Combat			1
Club, Medium		AD+9	Close Combat			2
Nightstick		AD+6	Close Combat			1
Quarterstaff, Wood		AD+7	Close Combat			2.5
Quarterstaff, Metal		AD+11	Close Combat			4
Knife, Small		AD+3	Throw	0/2		0.25
Knife, Large		AD+5	Throw	0/2		0.5
Machete		AD+8	Close Combat			1
Long Sword		AD+11	Close Combat			1
Cutlass		AD+10	Close Combat			1.5
Katana		AD+13	Close Combat			1.5
Axe, Hatchet		AD+7	Throw			1.5
Axe, Large		AD+11	Close Combat			2
Axe, Pole	-1	AD+12	Close Combat			2.5
Spear, Short		AD+8	Throw			1.5
Spear, Long	-1	AD+12	Throw			3
BOWS						
Light		7	5	0/1	1	1
Medium		10	6	0/2	1	1
Heavy		15	7	0/2	1	3
CROSSBOWS						
Light		6	4	0/1	1	1
Standard	+1	17	6	0/3	1	2
Repeating		7	7	0	6	2

See 3rd Edition Player's handbook for OGL melee weapon stats.

GRENADES

Grenades are small, explosive weapons that are either thrown or shot at their target. They are rated with two Damage Multipliers; the first is the concussive force of the explosion, and the second is from specific damage effects. Grenades with secondary effects also have two blast radii. Anyone in the primary radius takes damage from both effects, while those in the secondary radius only suffer the secondary effects.

Concussion Grenades are simply explosive charges with a casing that is vaporized by the detonation. They are often used in urban combat situations because they can quickly neutralize enemy infantry and also cause damage to vehicles and installations.

Fragmentation Grenades do additional damage by scattering small shards of metal.

Incendiary Grenades carry an additional charge of fast-burning chemicals.

Flash Grenades do little damage, but disable targets with a bright flash and loud bang.

Gas Grenades affect everyone within the secondary radius. If there is a strong wind, Gamemasters can rule on the affected area according to the situation. In extremely strong winds, the gas may be neutralized due to its near-instantaneous dispersal. **Tear gas** incapacitates by attacking the victim's respiratory system and mucous membranes (eyes, nose and mouth). **Nerve gas** grenades disperse a fatal toxin gas.

SILCORE STATS

Weapon Stats

GRENADES	ACC	DM	BASE RANGE	ROF	AREA	MASS (KG)
Concussion	0	30	Throw	0	9	0.5
Fragmentation	0	26/14*	Throw	0	8/30	0.5
Incendiary	0	24/8**	Throw	0	8/12	0.5
Flash	0	8/flash***	Throw	0	3/30	0.5
Gas, Nerve	0	5/gas****	Throw	0	2/15	0.5
Gas, Tear	0	5/gas*****	Throw	0	2/15	0.5

Anyone in secondary blast radius must:

*Take a secondary hit equal to 1d6 x 14 from shrapnel (half strength versus vehicles).

**Take a hit of fire Intensity 8 for 3 rounds after blast, or until fire is put out.

***Pass a HEA test (Threshold 8) or be incapacitated for MoF in rounds.

****Treat as exposure to Chemical Agent with a Potency of 2d6+4 instead of 20.

*****Pass a HEA test (Threshold 1d6+5) or have a -4 action penalty; drops by 1/minute after leaving cloud. Fumbles drop by 1/hour.

OPEN GAMING STATS

Weapon Statistics

GRENADES	DAMAGE	CRITICAL	TYPE	RI	BURST RADIUS	REFLEX DC	SIZE	MASS (KG)
Concussion	5d6	—	Concussion	10 ft.	30 ft.	12	Small	0.5
Fragmentation	4d6	—	Slashing	10 ft.	25 ft./100 ft.	15	Small	0.5
Incendiary	4d6/1d6*	—	Concuss./Fire	10 ft.	25 ft./40 ft.	12	Small	0.5
Flash	1d6/flash**	—	Concussion	10 ft.	10 ft./100 ft.	15	Small	0.5
Gas, Nerve	1d6/gas***	—	—	10 ft.	10 ft./50 ft.	—	Small	0.5
Gas, Tear	1d6/gas****	—	—	10 ft.	10 ft./50 ft.	—	Small	0.5

Anyone in secondary blast radius must:

*Take secondary damage for three rounds after blast or until fire is put out.

**Make a Fort save (DC 20) or be stunned for 1d6 rounds.

***Make a Fort save (DC 25) every round or permanently lose 1d8 CON.

****Make a Fortitude save (DC 15) or be nauseated until 5 minutes after leaving the area.

EXPLOSIVES

There are several types of explosive available. Most of them are restricted to engineer squads. Special charges, like the ones described below, are given to the infantry in the hopes of improving soldiers' shock value and effectiveness.

Satchel Charges are blocks of explosives in a cloth bag with carrying straps. They are one of the most commonly used explosives for demolition purposes as well as anti-vehicle work. Satchel charges can be set to detonate at the end of any game round. Each require four actions to prime (two if the primer has Demolitions skill).

Magnetic Mines can be attached directly to an armored fighting vehicle's hull, concentrating the weapon's blast for maximum effectiveness. Unfortunately, proper use of a limpet mine requires that the user gets close enough to

attach the mine! Anti-magnetic coatings that defeat the magnetic adhesion advantage of the weapon are available. Magnetic mines are used in the same way as satchel charges.

Anti-Tank Grenades were developed to give the lowly grunt a way to attack armored targets at a stand-off range. AT grenades tend to take one of two forms: a thrown grenade, usually with a handle, and a rifle-launched grenade. Both use a HEAT warhead.

Molotov cocktails are improvised weapons constructed by placing gasoline or some other combustible liquid in a glass bottle and lighting an oil-soaked rag stuffed in the cork. Over time additional gelling agents were added to the gasoline to help make it stick to the target. Molotovs are thrown just like grenades. If not extinguished, they inflict burn damage for up to three rounds.

Sticky bombs are another improvised weapon, made from blocks of explosive, primer cord, axle grease and any available container (usually a dirty sock). The cord is lit and the soldier wielding the bomb runs up to stick it to the target vehicle with the axle grease. Wheels and treads are a popular target, being both weaker and conveniently placed. Sticky Bombs are used in the same way satchel charges are placed.

SILCORE STATS

Weapon Statistics

EXPLOSIVE	ACC	DM	BASE RANGE	ROF	AREA	MASS (KG)
Satchel Charges	0	30	Throw	0	9	1
Magnetic Mines	0	30	Close Combat	0	5	1
Anti-Tank Grenades	0	30	Throw	0	5	1
Molotov Cocktails	0	20	Throw	0	2	0.5
Sticky Bombs	0	30	Throw	0	9	1

OPEN GAMING STATS

Weapon Statistics

WEAPON	DAMAGE	CRITICAL	TYPE	RI	BURST RADIUS	REFLEX DC	SIZE	MASS (KG)
Satchel Charges	5d6	—	Concussion	10 ft.	30 ft.	12	Small	1
Magnetic Mines	5d6	—	Concussion	—	15 ft.	12	Small	1
Anti-Tank Grenades	5d6	—	Concussion	10 ft.	15 ft.	15	Small	1
Molotov Cocktails	3d6	—	Fire	10 ft.	Splash	15	Small	0.5
Sticky Bombs	5d6	—	Concussion	10 ft.	30 ft.	15	Small	1

FIREARMS

These weapons deliver damage through chemically propelled bullets. While chemical slugthrowers use basic technology, they are cheap to manufacture and very efficient. Drawbacks include an obvious signature (slugthrowers are loud and produce a distinctive "flame" in the dark) and a moderate recoil, which can make aiming a series of shots difficult — especially with an automatic weapon. All of these weapons are fired using the Small Arms Skill.

Handguns include revolvers, pistols and automatic pistols. Ammo types are usually compatible; pistols and automatic pistols use clips (containing 7 to 10 bullets), while revolvers use individual bullets or a "fastloader" six-bullet tray. Smaller handguns are easy to conceal.

Rifles are used by hunters and the military. They have longer ranges than handguns, are more precise and often more powerful. Most use clips, but a few models still need reloading after each shot. Assault rifles are automatic rifles often used by the military. Submachine Guns are light, automatic slugthrowers that can fire multiple rounds per second.

Shotguns are powerful guns that fire loads of shot or pellets. Their accuracy decreases more rapidly than rifles over long ranges, but their stopping power more than compensates for that falling. Shotgun pellets are not particularly effective against body armor; double the protective value of Armor when defending against shotgun attacks. If using slug (solid) ammunition, apply a -1 to Accuracy but do not double the Armor of the target.

Grenade Launchers are used to shoot grenades at a specific target. Their accuracy is considerably lower than that of other weapons, but they serve their purpose well.

FIREARM ACCESSORIES

GUN CLEANING KIT: This kit is necessary for the cleaning and maintenance of small arms. It contains solvent, degreaser, cleaning oil and lubricant, as well as a bore brush. The kit also comes with a selection of swabs to remove unburned propellant from the bore and other parts of the weapon. These can easily be replaced by simply cutting up an old shirt.

SCOPE, OPTICAL MAGNIFICATION: Any of a variety of telescopic sights or scopes can be added to the standard rifle to turn it into a 'sniper' weapon. Scopes often include different crosshairs and markings for range and windage. They do not provide any bonuses to attacks at night or in bad weather, including rain. Scopes weigh 0.5 kg.

SilCORE Stats: A rifle outfitted with a scope receives a +1 Accuracy bonus.

OGL Stats: +2 circumstance bonus on any aimed attack roll using a rifle with a scope.

HEAVY WEAPONS

Heavy weapons are designed to provide an infantry platoon with "punch." They are generally heavier, more cumbersome and a lot more expensive than standard weapons. They are thus assigned only in limited numbers. These bulky weapons must be braced and cannot be effectively fired by hand, except by very strong Characters (minimum Strength +2, Character suffers a -1 Accuracy for each point of Strength under +4). These weapons are placed under the Heavy Weapon Skill.

Machine guns are heavy automatic weapons that can fire up to thirty rounds of ammunition per second. The Chaingun is a large, electrically-driven, multi-barrel cannon. It uses the same ammunition as a machine gun but has a much higher rate of fire. However, it has a lower effective range because its barrels are shorter.

The Anti-Armor Gun is a rocket-boosted cannon that is light enough to be carried by a strong infantryman. It has a fairly long range, but is best used in close quarters where it can punch through the armor of most light vehicles.

Mortars carried by infantry units are capable of precise indirect or off-board fire. They provide fire support in a more tactile way than distant artillery. More often than not, mortars are man-portable, enhancing their flexibility. Mortars may fire smoke rounds (no damage, cover a 50-m area with thick smoke) as well as the normal HE rounds. They do, however, have a minimum range. If the enemy gets too close, the mortar shells may be used as improvised grenades.

The Rocket Launcher is a light recoilless cannon, providing a heavy punch against vehicles and fortifications. It is usually fired from the shoulder, but is also available as a tripod-mounted model.

FLAME WEAPONs are fielded by many nations. Unfortunately, personal flamethrowers tend to be as detrimental to the user as to the enemy — enemy soldiers like to shoot at the fuel tank!

SilCORE Stats: Flamethrowers are vulnerable from any attacks targeting their tanks (usually worn as a backpack). Treat a tank has having an Armor Rating of 25. Any damage causing a Flesh Wound will detonate the tank — the wearer must make an AGI test (Threshold 7) to drop the tank and run before it explodes. The blast has a 9 meter radius, with a DM equal to the number of remaining shots x 5.

OGL Stats: Flamethrower tanks have a hardness of 15. If *any* damage gets past the hardness, the person wearing the flamethrower must make a Reflex Save (DC 20) to drop the pack and run. Failure means the pack is still worn when it explodes, doing 3d6 damage for each shot left (30 ft. radius).

SILCORE STATS

Firearm Summary

Handguns	Accuracy	Damage Modifier	Base Range*	ROF	Ammo	Mass (kg)
Light Revolver	0	7	5	0	6	1
Medium Revolver	0	14	6	0	6	1
Heavy Revolver	0	23	7	0	5	1
Light Pistol	0	10	6	0	10	1
Medium Pistol	0	15	6	0	9	1
Heavy Pistol	0	20	7	0	8	1
Rifles	**ACC**	**DM**	**Base Range**	**ROF**	**Ammo**	**Mass (kg)**
Light Carbine	0	18	45	0	1	2
Medium Carbine	0	24	50	0	20	4
Heavy Carbine	0	28	60	0	10	4
Light Assault Rifle	0	28	65	0	40	4.5
Medium Assault Rifle	0	32	75	0	10	4.5
Heavy Sniper Rifle	0	40	100	0	4	6
Shotguns	**ACC**	**DM**	**Base Range**	**ROF**	**Ammo**	**Mass (kg)**
.410	0	22	6	0	10	2
12-gauge	0	28	7	0	8	3
Nitro .600	0	100	6	0	50	6
Grenade Rifle	0	(see Grenade)	50	0	5	4
Submachine Guns	**ACC**	**DM**	**Base Range**	**ROF**	**Ammo**	**Mass (kg)**
Light SMG	0	12	22	2	40	3
Medium SMG	0	18	25	2	30	3.5
Heavy SMG	0	24	30	2	30	3.5
Heavy Weapons	**ACC**	**DM**	**Base Range**	**ROF**	**Ammo**	**Mass (kg)**
Light Machinegun	0	30	100	2	belt	10
Medium Machinegun	0	32	125	3	belt	10
Heavy Machinegun	0	42	130	3	belt	15
Anti-Armor Gun	0	70	150	0	5	15
Chaingun	0	30	50	4	belt	10
Light Mortar	0	120	150	0	5	15
Rocket Launcher	0	140	50	0	1	15
Flame Thrower	+1	Fire: 10	5	0	15	15

** Base Range: Short range increment, x2 for Medium range, x4 for Long range, x8 for extreme range, Ammo: Magazine capacity*



OPEN GAMING STATS

Firearm Summary

HANDGUNS	DAMAGE	CRITICAL	TYPE	RI	ROF	MAGAZINE	SIZE	MASS (KG)
Light Revolver	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1
Medium Revolver	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	1
Heavy Revolver	2d6	20	Ballistic	30 ft.	S	5 cyl.	Small	1
Light Pistol	2d4	20	Ballistic	30 ft.	S	10 box.	Small	1
Medium Pistol	2d6	20	Ballistic	30 ft.	S	9 box.	Small	1
Heavy Pistol	2d6	20	Ballistic	30 ft.	S	8 box.	Small	1
RIFLES	DAMAGE	CRITICAL	TYPE	RI	ROF	MAGAZINE	SIZE	MASS (KG)
Light Carbine	2d6	20	Ballistic	60 ft.	SS	1 int.	Large	2
Medium Carbine	2d8	20	Ballistic	70 ft.	S	20 box	Large	4
Heavy Carbine	2d8	20	Ballistic	80 ft.	S	10 box	Large	4
Light Assault Rifle	2d8	20	Ballistic	80 ft.	S	40 box	Large	4.5
Medium Assault Rifle	2d10	20	Ballistic	90 ft.	S	10 box	Large	4.5
Heavy Sniper Rifle	2d12	20	Ballistic	120 ft.	S	4 int.	Huge	6
SHOTGUNS	DAMAGE	CRITICAL	TYPE	RI	ROF	MAGAZINE	SIZE	MASS (KG)
.410	2d8	20	Ballistic	30 ft.	S	10 int.	Large	2
12-gauge	2d8	20	Ballistic	30 ft.	S	8 int.	Large	3
Nitro .600	2d12	20	Ballistic	30 ft.	S	50 box	Large	6
Grenade Rifle	*	—	—	70 ft.	S	5 int.	Large	4
*Damage as per grenade used								
SUBMACHINE GUNS	DAMAGE	CRITICAL	TYPE	RI	ROF	MAGAZINE	SIZE	MASS (KG)
Light SMG	2d4	20	Ballistic	40 ft.	S, A	40 box	Medium	3
Medium SMG	2d6	20	Ballistic	40 ft.	S, A	30 box	Large	3.5
Heavy SMG	2d8	20	Ballistic	50 ft.	S, A	30 box	Large	3.5
HEAVY WEAPONS	DAMAGE	CRITICAL	TYPE	RI	ROF	MAGAZINE	SIZE	MASS (KG)
Light Machinegun	2d10	20	Ballistic	120 ft.	A	belt	Huge	10
Medium Machinegun	2d10	20	Ballistic	120 ft.	A	belt	Huge	10
Heavy Machinegun	2d12	20	Ballistic	150 ft.	A	belt	Huge	15
Anti-Armor Gun	4d12	20	Ballistic	175 ft.	SS	5	Huge	15
Light Mortar	5d8	—	—	175 ft.	SS	5	Huge	15
Rocket Launcher	10d6	—	—	70 ft.	SS	1 int.	Huge	15
Flame Thrower	3d6	20	Fire	20 ft.	S	15 int.	Large	15

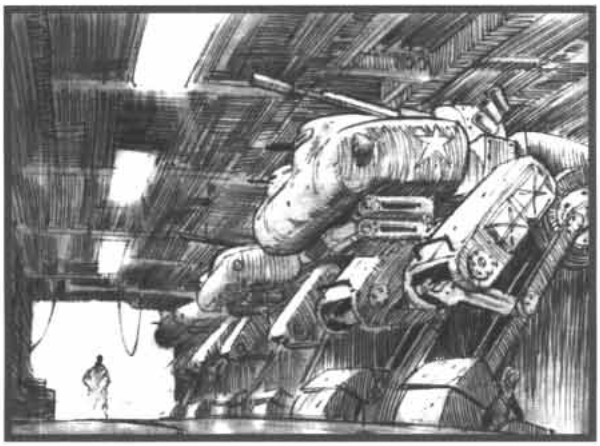
Type: Damage Type

RI: Range Increment

ROF: Rate of fire, SS = Singe Shot, S = Semiautomatic, A = Automatic

Magazine: Box (box), Cylinder (cyl), Internal (int.), Belt Feed (belt)

Size: Weapon size — these are smaller than the standard creature sizes.



SUPERSCIENCE EQUIPMENT

The items listed in this section constitute a tiny sampling of the superscience equipment available. These are not "standard" items — at most, only a dozen examples of each device exist. Some, like the various vision enhancement gadgets, will probably start to be mass produced at some time before the end of 1942, provided that all the bugs can be worked out.

BRAIN CAP

This bulky helmet and battery pack uses a variety of induction methods to stimulate the neurons in the brain, providing a short-term boost in intelligence and creativity. The device is bulky and fragile, and is generally used in laboratory settings. Each hour of operation requires half an hour of preparation. Using the device more than an hour a day may produce unwanted side effects.

SilCORE Stats: +2 to any tests involving CRE or KNO; user temporarily acquires Photographic Memory Perk. Any Fumbled test from the second hour of use on results in a temporary mental Flaw (Gamemaster's discretion for type and duration).

OGL Stats: +6 INT while device is active, wearer can recall information with perfect clarity. Every 30 minutes after the first hour of use, wearer must make a WIS save (DC 20). Failure indicates wearer acts as if under a Confusion spell for one hour.

CHEMICAL TRACKING DEVICE

A virtual "lab in a can," this item allows the user to track down a quarry by following the chemical trail it leaves behind. It can also be used to identify the presence of drugs, explosives, poisons or any other reactive chemical compounds. Once properly calibrated (which requires 1d6 minutes), it can detect traces of odors up to 6 hours old. An elementary display allows the user to visually interface with the trail's path.

SilCORE Stats: +2 to Notice or Perception tests to detect a calibrated scent. The bonus drops to +1 when tracking.

OGL Stats: +10 circumstance bonus to Search checks involving smell. +5 circumstance bonus to Survival checks when tracking.

ELECTRIC MASTER KEY

This tiny device is composed of a number of rods and pins that are magnetically controlled by the handle. When inserted in a lock, the rods and pins seek to occupy the space available, activating the tumblers one by one until the lock opens. There exists some sophisticated mechanical locks that the master key cannot open.

SilCORE Stats: +2 to Technical Sciences (Mechanical) when opening locks.

OGL Stats: +10 circumstance bonus to Disable Device checks.

HYPNO-RING

This device is a thick ring topped with a revolving metal disk. A special spiral pattern is etched on the disk. When it rotates, the visual

effect, combined with the small wave emitter placed within the ring, hypnotizes people, making them susceptible to spoken commands. The affected victims will not perform any action that would harm them (one cannot order a mesmerized person to jump off a bridge). Casual orders will be followed without questions (open the door; forget we came here; tell me the name of the man who delivered this; etc.).

SilCORE Stats: Make an opposed Attribute test (attacker's INF vs. defender's WIL); MoS is the number of one-sentence commands the attacker can issue. MoS is also the trance duration in hours.

OGL Stats: Treat the target as if under the effects of a Suggestion spell. Will saving throw (DC 15) negates. Target can make a new attempt each hour until the task is complete or 6 hours have elapsed.

METAL-ROTTING GAS

This complex chemical compound attacks the molecular bonds of metals, reducing them to finely-grained dust in a matter of minutes. It can be used as a shell for gas guns or grenades, or injected in small, easily concealable glass pellets. The gas acts on most metal, dissolving them at a rate of 1d6 cms per turn. It does not affect living flesh. Many heroes like to keep a glass pellet up their sleeve, ready to burn through handcuffs or a cell lock.

PLASTIC FLESH

"Plastic flesh" is the nickname given to a family of soft plastics that can be grafted on living flesh without harm. When molded properly, the substance is virtually identical to skin, in both color and texture. A palm-sized ball of plastic flesh is enough to thoroughly disguise the face of an average-sized adult. The flesh can be worn for up to 12 hours. It will tear if caught on sharp objects.

SilCORE Stats: +2 to Disguise tests.

OGL Stats: +10 circumstance bonus to Disguise checks.

SONAR GOGGLES

This bulky pair of goggles has no aperture, relying instead on sound waves to create a picture on a phosphor screen in front of the eyes. The resulting image is poor, and only outlines objects up to a range of 20 meters (60 ft.). On the other hand, the goggles let the wearer see through utter darkness as if in plain daylight. Dogs, bats and other animals are excited by the ultrasounds generated by the device.

SilCORE Stats: Wearer ignores darkness modifiers out to 20 meters. -2 to Notice or PER tests involving small details.

OGL Stats: Wearer effectively gains darkvision. -5 to Search checks involving small details.

WRIST-RADIO

This is a small hand-free radio set. It can be used to communicate with a unit on the same frequency, up to 2 km away (it can receive messages from more powerful transmitters up to their own maximum range). The casing is made of brushed metal, and is extremely light (30 g) and sturdy. A tiny battery that lasts two days, or two hours with constant use, powers it.

X-RAY MONOCLE

Thanks to an advanced glass-making technique, an X-ray reactive screen has been embedded within a seemingly ordinary monocle. When skillfully using it in combination with a radium wand (a pencil-sized device that can be hidden in a cane or an umbrella), the wearer can see through doors, clothes and thin walls. Metal objects appear in stark contrast. Thick metal constructs, such as a safe or a massive desk, will block vision. The visual range is approximately 5 meters (20 ft.). A battery wil power the device for 10 minutes.

WEAPONS

This category covers superscience weapons that fire beams of energy or otherwise unusual rounds. Needless to say, these are bulky and often highly experimental devices, prone to malfunction at inopportune time. Most use power packs in lieu of ammo clips. These packs are not interchangeable.

Rocket guns are highly experimental handguns and rifles that fire small, rocket-propelled bullets. Since the bullet is still accelerating at short range, these weapons are more efficient at medium and long range. Two Damage Multipliers are given; the first (lower) should be used only if the yarget is at Short range. Otherwise, the second one is used. Rocket guns have little or no recoil.

The Laser Rifle is also known as a death ray. It is a high precision weapon that excels at long-range performances. It has two settings: searchlight (which causes no damage) and 40. The system is composed of the gun proper and a large, bulky backpack-mounted capacitor.

Radar pistols fire a short, intense beam of microwaves which fry their target. Their main advantage is that they bypass most types of armor; polymers or ceramic-based armors (such as Bakelite plates) protect with only half their regular values. Against metallic armors, the microwave damage from a radar pistol is transformed into an electrical attack whose Intensity is equal to half the weapon's Damage Multiplier plus the attacker's Margin of Success (see *Hazards*, CORE rules, p.124). They drain 2 energy units per use.

Electric guns use electricity to shock their target into unconsciousness. If the opponent is not wearing armor, he receives electrical damage equivalent to an Intensity 5 shock. No matter what the result, the victim will never suffer anything more than a Light Wound. When rolling for side effects, fatal results areignored but the Margin of Success of the attack is added to the Intensity.

A sonic gun uses powerful focused subsonic waves to induce shock in its target. The victim must succeed in a BLD roll against the weapon's power setting plus the attacker's Margin of Success. A failed roll means the victim is stunned for a number of rounds equal to the Margin of Failure. On a Fumble, the victim is knocked unconscious for a number of minutes equal to the MoF; roll a Health test against the Margin of Failure to avoid a permanent -1 to PER. Sonic guns have power settings of 1 to 10, each draining the corresponding number of energy units.

Lightning and Thunder

*The **electric gun** is a non-lethal weapon. All damage is treated as subdual damage.*

In addition to damage, the target of a sonic gun must make a Will save (DC = weapon's power setting x 4) to avoid being stunned for 1d4 rounds. While stunned, the target may take no action and loses all DEX bonuses to Defense. Deaf targets cannot be stunned, but will still take damage.

SILCORE STATS

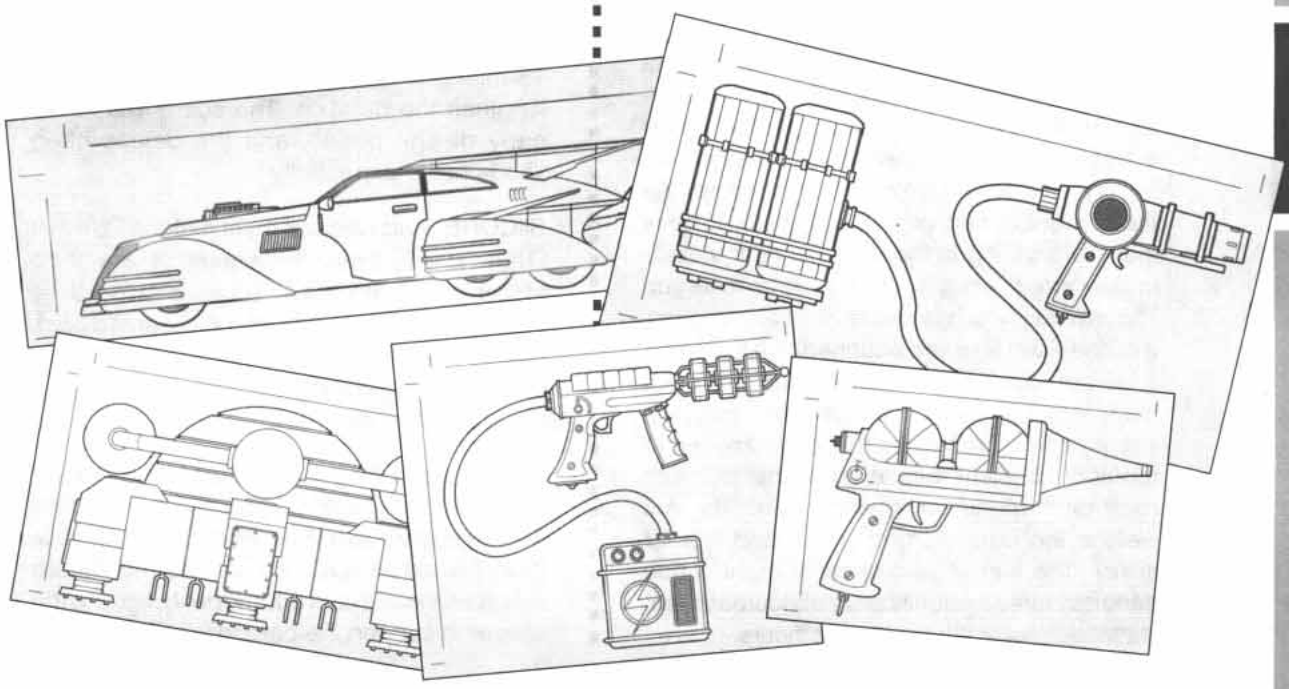
Weapon Statistics

Weapon	ACC	DM	Base Range	ROF	Ammo	Mass (kg)
Rocket Pistol	+1	15/25	10	0	15	1
Rocket Rifle	+1	22/32	80	0	15	4
Sniper Laser	+1	40	200	0	10	15
Radar Pistol	+1	20	8	0	30	1
Radar Rifle	+1	22	110	0	30	4
Electric Gun	+0	3	4	0	30	1
Sonic Gun	+1	Special	4	0	30	1

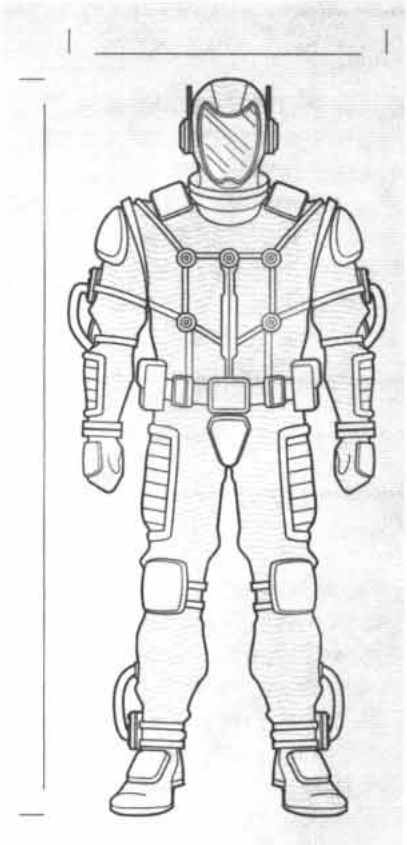
OPEN GAMING STATS

Weapon Statistics

Weapon	Damage	Critical	Type	RI	ROF	Magazine	Size	Mass (kg)
Rocket Pistol	2d6/3d6	20	Ballistic	60 ft.	SS	15 box	Medium	1
Rocket Rifle	2d8/3d8	20	Ballistic	480 ft.	SS	15 box	Large	4
Sniper Laser	3d10	20	Energy	600 ft.	SS	10 battery	Huge	15
Radar Pistol	3d8	19-20, x2	Energy	50 ft.	SS	30 battery	Medium	1
Radar Rifle	4d8	19-20, x2	Energy	300 ft.	SS	30 battery	Huge	4
Electric Gun	3d6	19-20, x2	Energy	30 ft.	SS	30 battery	Medium	1
Sonic Gun	1d8+stun	20	Energy	30 ft.	SS	30 battery	Medium	1



PROTECTIVE SUITS



INVISIBILITY SUIT

An offshoot of the Russians' work with Tesla technology, the invisibility suit generates an extremely low-voltage electrical field that scatters light within a certain radius around it. Though this does not afford true invisibility (as the designers had originally hoped), it does make everything in the wearer's near vicinity much more difficult to see clearly or to target. The invisibility suit is made of heavy canvas, with the Field emitters attached to it by rivets. A helmet with faceplate is included to protect the wearer's eyes. A small control panel with several dials is set on the belt. The Field requires constant minute adjustments which must be made when moving with it. The suit weighs the equivalent of a studded leather armor. The suit is best used at night, when darkness already significantly obscures vision. Batteries power it for up to two hours.

SilCORE Stats: +3 to Stealth tests involving vision when active. +2 to Defense tests against ranged attacks coming from 10 meters away or farther. The suit requires one action per round to adjust. For each round unadjusted its bonuses drop by one. When all the bonuses reach zero, the field has effectively dissipated. One action can restore the field.

OGL Stats: +15 circumstance bonus to wearer's Hide checks. Wearer has +3 Defense from ranged attacks coming from farther than 30 ft. away. The bonuses drop by 5/1 for each consecutive round the wearer moves; the bonuses can be restored in one round if the wearer only tends to the suit.

MAGNETO-TRACTORS

A by-product of the research conducted at Menlo Park, this strange device is composed of a set of ankle and wrist bracelets. A thick power cord emerges from each set to connect to a bulky backpack. The bracelets are linked to one another by powerful harmonic magnetic fields powered by the coil located in the backpack. By interacting with the Earth's magnetic field, the bracelets provide an anchor point for application of brute strength, allowing the wearer to perform seemingly amazing feats of weightlifting. Under full power, the device can quintuple a wearer's carrying capacity for 15 minutes. Lower settings will accordingly lengthen the duration. The suit is still in the early design phase, and the device often shorts out unexpectedly.

SilCORE Stats: Wearer must make a PSY test (Threshold 2) every d6 minutes of use. If no MoS is generated, the suit shuts down and the wearer has time to put down any carried item. On a Fumble, the suit shuts down unexpectedly, leaving the wearer to support the full carried weight himself.

OGL Stats: Every 1d6 minutes, the wearer makes a "suit check" (DC 5). Failure indicates the suit shuts down. A second suit check must then be made (DC 10). A second failure indicates the suit cuts out suddenly, leaving the wearer to support the carried weight himself.

ZOMBIE DRUGS

The process for creating a zombie are different for German and Japanese experiments, although the end results tend to be very similar. The Germans use a highly refined drug, a single dose of which can last up to 2 hours. Once the drug is flushed from the system, victims will return to normal. The Japanese use a biological agent (Contagiousness: 20, Onset Time: 2 weeks, Virulence: 20). Gamemasters should use the disease rules (CORE rules, p.129). A Fumbled Virulence test brings about immediate death. There is currently no cure. Advanced medical procedures may delay the progression of the degeneration.

Both methods will bring about the same changes in the victim: -3 to PSY; -2 to APP, CRE, INF and PER; + 4 to FIT. The Secondary Attributes should be recalculated. There is an additional bonus of +15 STA.

STRENGTH OF VIRTUOUS SPIRIT

This is a combat drug used by the Japanese. It is most often used by members of betsudotai squads. The drug lasts for 2 minutes (20 combat rounds), and provides the following bonuses: +3 to STR, +5 to UD and +15 to STA. At the end of its duration, the user must make a HEA test (Threshold 7). Failure results in a Flesh Would, a Fumble results in a Deep Wound. Fusing the optional Fatigue rules, the user also suffers a -3 penalty.

OGC: Zombification

Both versions of the process require a Fortitude save (DC 40). The Japanese agent's incubation period is 14 days, and if the damage takes effect, the changes below become permanent. The following changes are made to the victim: +8 STR, +2 DEX, +1 CON, -4 INT, -4 WS, -9 CHA. If any ability drops to zero as a result of the change, the victim dies. Five hit points are gained per victim's level. The victim temporarily gains the Improved Brawl feat.

The STRENGTH OF VIRTUOUS SPIRIT *cocktail applies only the positive changes of the zombification process. The effects last for 20 combat rounds, at the end of which the user must make a Fortitude save (DC 30) to avoid losing 1d6 CON. Lost CON is regained at a rate of 1 point per hour.*

Drugs and Toxins

NAME	POTENCY	EFFECTS	ONSET TIME
Adrenalazine	9	Stimulant/Analgesic	10 rounds (1 minute)
Benzadrine	8	Stimulant/Analgesic	10 rounds (1 minute)
Chemical Agent	20	Fatal	5 rounds (30 seconds)
Cocaine	12	Stimulant	2 rounds (12 seconds)
OPIATES, INJECTED			
(Morphine, Heroin)	10	Sed./Euph./Analgesic	1 round (6 seconds)
Opium, smoked/eaten	8	Sedative/Euphoric/Analgesic	5 minutes
Peyote	6	Hallucinogen	15 minutes
Snuff	7	Euphoric/Stimulant	2 rounds (12 seconds)
Strength of Virtuous Spirit	10	Stimulant/Analgesic	5 rounds (30 seconds)
Zombie Drug (German)	20	See description, above	10 minutes

PROSTHETIC LIMBS

Artificial limbs and organs are available to a limited degree. They are rarely used as signature items by heroes, as the inherent inhuman appearance of these devices is more appropriate for villains. Many people are uncomfortable with visible artificial limbs, especially if they are grotesque-looking (apparent hydraulics, tubes, etc.). Some devices can be concealed, as specified on the chart on the next page.

LIMBS

Crude Replacements are the inhuman hooks, claws and pegs. They are useless for most tasks and cannot be concealed. With legs, Jumping is impossible, as is moving faster than walking speed.

Basic Replacements are the prosthetics that include very limited manipulation abilities (an articulated claw, for example). Legs can be used at jogging speed, and can be hidden beneath clothes.

Prosthetic Replacements replicate many movements of normal limbs, but lack fine motor control.

Power Replacements match the function of real limbs, and provide increased capabilities. These include titanium models. Due to bulk and noise, power limbs cannot be concealed.

Hand replacements are available up to the Prosthetic level. A full arm or leg has free internal space for a small pocket-sized compartment, where a melee weapon or a built-in handgun fits. Leg-mounted weapons are difficult to target.

SilCORE Stats: Limb-related test penalties, per replacement: -3 if Crude, -2 if Basic, -1 if Prosthetic. A power arm provides +2 STR for gripping purposes, and inflicts damage as a medium-sized club. In pairs, power arms and power legs provide +1 FIT. Arm and leg FIT bonuses do not combine unless a powerframe is worn. A pair of power legs also provides +5 meters to Sprinting speed. Arms are unusable if they accumulate two targeted Flesh Wounds; legs are unusable after three. Power arms have 15 points of armor; legs 20. Built-in leg firearms have a -1 to attack tests.

OGL Stats: Limb-related check penalties, per replacement: -10 if Crude, -5 if Basic, -2 if Prosthetic. A power arm provides +5 STR for gripping purposes, and inflicts clubbing damage. In pairs, power arms and legs confer a +2 CON bonus. Leg and arm CON bonuses do not stack without a powerframe. Paired power legs confer the Run feat. Arms can take 10 points of targeted damage; legs can take 15. Power limbs have a Hardness of 10. Built-in leg firearms are -3 to hit.

SENSORY ORGANS

Fully artificial eyes include a shutter system to protect against blinding flashes of light. They can be outfitted with a telephoto or infrared lens. Artificial ears can protect against sudden, loud noises. An ear can be enhanced with a radio receiver or increased sensitivity.

SilCORE Stats: Basic artificial eyes give a -1 to Skill tests involving vision. High sensitivity ears give the wearer the Acute Senses (Hearing) Perk. Infrared attachment has a range of 20 meters.

OGL Stats: Basic artificial eyes give a -3 to all checks involving vision. +5 to Listen checks for high sensitivity ears. Infrared attachment confers darkvision (60 ft.).

POWERFRAME

A powerframe is a set of external metal braces and plates with attached actuators and motors. The braces are connected to a series of pins set in the skeleton.

SilCORE Stats: +1 BLD and FIT, Armor 15 vs rear attacks. -1 APP. If wearer has artificial limbs, ignore FIT bonus.

Open Gaming Stats: +4 to STR and CON, -4 to CHA. The CON bonus does not stack with CON bonuses from limbs, but limb bonuses can stack. +8 natural armor Defense vs. rear attacks.

FLESH POCKETS

Flesh Pockets are supple, sealable containment units hidden within a person's flesh. Mini pockets can hold up to 8 cubic centimeters, and small ones up to 250 cubic centimeters, enough to hide a handgun. They can be implanted anywhere except the head.

SilCORE Stats: Pockets are detected with a Notice test, Threshold 5 for mini and 4 for small. +2 to Thresholds if pockets are empty.

OGL Stats: Pockets detected with Spot check, DC: 15 for small and 20 for mini. +5 to DC if empty.

SKIN ARMOR

Skin armor is a layer that absorbs damage, like a skull plate. It has little effect on the wearer's movement, but is readily apparent. Skin armor does not grow or shrink, nor does it repair itself.

SilCORE Stats: +5 or +10 points of Armor, -2 APP. Armor loss is 2 points/Flesh Wound, double for Deep Wound. Armor repair requires Medicine Skill 3+, one week of work per point repaired. Normal healing rates are doubled.

OGL Stats: +2 to +4 natural Defense bonus, -2 CHA. Normal healing rates are doubled. Does not affect DEX.

CARE AND FEEDING

Crude limbs do not require any power source and can be used indefinitely. One small battery is required per sensory organ, hand or full arm. One large battery is required for each leg; a powerframe also uses a large battery. Prosthetic-level replacements will function for an entire week on one battery. Anything more powerful will last for only three days. Batteries take several minutes to replace, and can be recharged in an hour from an available power source.

A quick maintenance check must be done when the batteries are changed. Once a year, a medical examination is required to ensure all replacements and augmentations, whether powered or not, are working well with the body.

SilCORE Stats: Wearer makes a HEA test (Threshold 3) per replacement for each 24-hour period after a routine check is missed. Failure means the replacement stops working until a successful Technical Sciences (Mechanics) test (Threshold 3) is made.

OGL Stats: Wearer makes a Fortitude save (DC 10) per replacement for each 24-hour period after a routine check is missed. Failure means the replacement stops working until a successful Craft (mechanical) check (DC 15) is made.

Artificial Limbs and Organs

Item	Mass	Hos. Time	CP Cost	Conc.
Crude Arm	7%	1 days	-4	No
Basic Arm	9%	3 days	-2	Somewhat
Prosthetic Arm	12%	7 days	0	Yes
Power Arm	15%	14 days	5	No
Crude Leg	10%	1 days	-5	No
Basic Leg	12%	4 days	-3	Somewhat
Prosthetic Leg	15%	14 days	0	Yes
Power Leg	20%	21 days	7	No
Standard Eye	0.3	3 days	3	No
Telephoto Eye	0.3	4 days	8	No
Infrared Eye	0.3	4 days	7	No
Standard Ear	0.2	2 days	3	No
Radio Ear	0.2	3 days	4	No
High Sensitivity Ear	0.2	3 days	5	No
Powerframe	10%	30 days	16	No
Skin Armor, Light	5%	32 days	6	No
Skin Armor, Heavy	8%	35 days	10	No

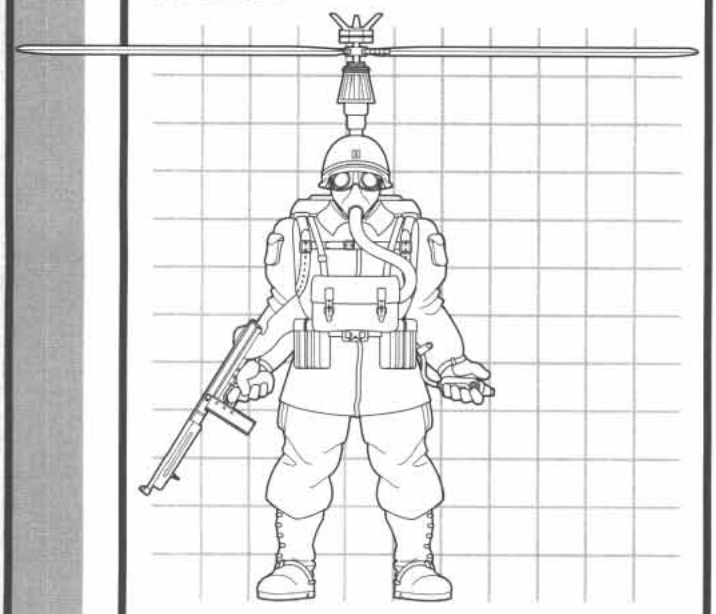
Mass: kg or percentage of wearer's mass.

Hospital Time: installation procedure plus recovery time. Add a training period equal to three times this length.

CP Cost: for items added during character generation. Negative values give back CPs.

Conc.: Items that are somewhat concealable are not obviously artificial until used. Items that are fully concealable are not revealed as artificial unless damaged or under close inspection.

HELIPACK



DESCRIPTION

Nationality:	United States
Date In Service:	N/A (Prototypes Dec. 1941)

While Germany was researching its rocket packs, Igor Sikorsky made a breathrough in miniaturizing rotor gears. He produced the helipack, a heavy (40 kg) back-pack mounted engine coupled to a twin-rotor system. The unit is not very fast, but it has a great degree of flying precision the rocket pack lacks. Only a limited amount of fuel can be carried, restricting the pack to a 15 kilometersan operational range. The helipack is controlled by two joysticks on its small backpack armature. Both hands are required to control the pack while in flight. When the helipack hovers, the operator can free one hand to fire a weapon or wave a friend. The helipacks are not yet scheduled for deployment. They are still undergoing extensive State-side testing, though a few could be field-tested in North Africa by the end of 1942.

SilCORE Stats

Size:	1 (Personal, Rotor Clearance, 2.0 m)
Threat Value (TV):	1
Movement:	Flight 1/2
Maneuver:	+1
Armor:	10/20/30
Crew:	1
Deployment Range:	15 km
Perks and Flaws: Features: High Towing Capacity (Triple); Movement Flaws: Cannot Glide; Negative Features: Inefficient Controls; Weaknesses: Exposed Crew	
Offensive & Defensive Systems: None	

Open Gaming Stats

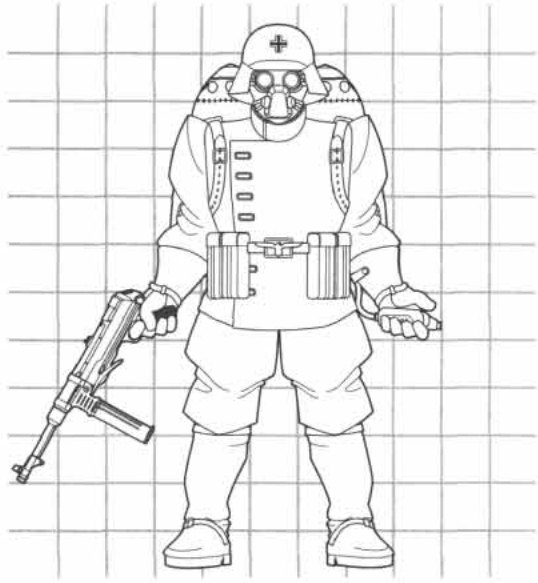
Type:	Vehicle
Size:	Small (Long, 1.0 m)
Hit Points:	10
Occupancy:	1 operator
Armor Hardness:	5
Defense:	12
Speed:	Air 60 kph
Tactical Speed:	Air 100 m/turn
Initiative:	+3
Maneuver:	+3
Special Abilities: None	
Exotic Abilities: None	
Mecha Defects: Noisy, Open, Reduced Endurance (15 minutes at top speed)	
Weapons: None	

DESCRIPTION

Nationality:	Germany
Date In Service:	N/A (Prototypes Nov. 1941)

Rocket packs are superscience devices that use small rocket motors or jet turbines to propel a person through the air like a human missile. Their design has undergone little modifications since Martin-Wolfgang Vossler strapped the first working prototype to his back. Consequently, they are still expensive and difficult to control. They can be used both for improved general mobility as well as aerial deployment and redeployment. Besides the backpack itself, air vanes and a small chest control panel must be worn (adding a fireproof flight suit is also a good idea!). Rocket packs allow the wearer to move speeds up to 120 kph and fly as high as a fighter plane or as low as the treetops. Rocket packs weigh 30 kg each and have enough fuel (generally kerosene or high-grade alcohol) for about 15 minutes of continuous use.

ROCKET PACK



SilCORE Stats

Size:	1 (Personal, Length, 1.0 m)
Threat Value (TV):	1
Movement:	Flight 2/4 (50 m hexes)
Maneuver:	-1
Armor:	10/20/30
Crew:	1
Deployment Range:	30 km
Reaction Mass	300 BP* (Kerosene)

*Each movement point costs 1 Burn Point. There is enough fuel to move at combat speed for 15 minutes. The rocket pack must spend 1 BP per combat round to maintain flight, even if it hovers.

Perks and Flaws: Features: High Towing Capacity (Triple); Movement Flaws: Cannot Glide; Negative Features: Inefficient Controls; Weaknesses: Exposed Crew, Hazardous Fuel

Offensive & Defensive Systems: None

Open Gaming Stats

Type:	Vehicle
Size:	Small (Long, 1.0 m)
Hit Points:	10
Occupancy:	1 operator
Armor Hardness:	5
Defense:	12
Speed:	Air 120 kph
Tactical Speed:	Air 200 m/turn
Initiative:	-3
Maneuver:	-3

Special Abilities: None

Exotic Abilities: None

Mecha Defects: Noisy, Open, Reduced Endurance (15 minutes at top speed)

Weapons: None

VEHICLES

The vehicles in this section range from mundane civilian conveyances to outlandish weapons of war. While there may be some depth in the descriptions, each of these means of transportation is only a generic example. Any vehicle that is going to play a prominent role in an adventure or campaign (but is not a signature vehicle — see below) should be customized using the Lemon Rolls rule on page 75 of the Silhouette CORE rules. Most of the vehicles are mass-produced; however, some of the German walkers are still at the prototype stage.

It is important to keep in mind that vehicles use a different scale than people for movement and combat. Vehicle and Personal scales differ by a factor of 10. This factor affects Size, Movement, Base Range, Armor and Damage Modifier (DM). This means that if a vehicle is operating on the Personal scale, such as a tank facing a squad of infantry, either the aforementioned vehicle stats are multiplied by 10, or the equivalent infantry stats are divided by 10. Also, remember that vehicles have an additional -2 to attack rolls when firing on person-sized targets.

Design Note: SilCORE Vehicle Stat Changes

When the vehicle design system was revised, several aspects were simplified or altogether eliminated. The most obvious change is the vehicle fire control rating, which is no longer listed separately. Instead, it has been incorporated directly into Weapon Accuracy (Acc). Also, Sensors and Communications are now collected under vehicle Perks. Gamemasters should be familiar with the new Perks and Flaws lists — the titles and descriptions of several have changed.

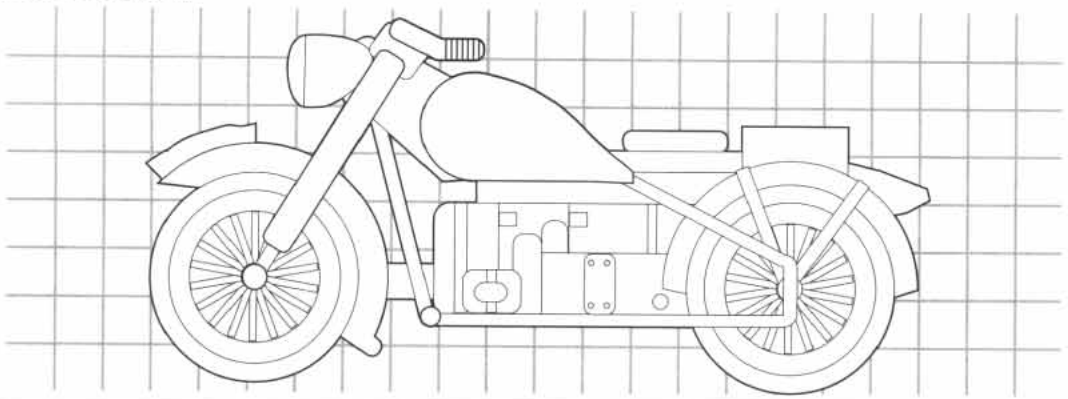
HEROIC TRANSPORTATION

In most pulp settings, a character will have the resources to get from place to place conveniently and within a reasonable amount of time (unless it is important to the plot). Ownership or use of a vehicle can be attained through several ways. A character may have a vehicle as part of his job, part of his background, or if he has the "Property" Perk at a rating of at least 3. A character which is not part of the army needs a really good reason to (legally) own a military vehicle, and will find that in civilian settings, getting permission to use a military vehicle is extremely difficult.

No vehicle price has been listed. If a character must purchase some conveyance motorcycles approximate $500, basic automobiles, $2000 and luxury versions are anywhere from triple to ten times that price. Usually, military vehicles can only be purchased illegally, and even then cost tens or hundreds thousand dollars. Of course, military vehicles can be used free of charge by anybody signed up to serve in one's country valiant armed forces.

Signature vehicles form a significant part of a hero's identity, and as a result are faster, sturdier and more maneuverable than their standard counterparts. Some may even incorporate superscience gadgets or weaponry. If a character has a signature vehicle, the Gamemaster may design it using the CORE mechanical design rules, or (to keep it simple) he may give the vehicle three "boosts." Each boost can increase one statistic by 20%, or can be used to equip the vehicle with a superscience gadget, including weapons. The player must reasonably justify the importance of this vehicle to his person. A signature vehicle is unique, and the GM should decide how easily it may be repaired or recreated in case it gets stolen, damaged or destroyed. As a note, while military vehicles can be signature vehicles, they do not actually belong to their characters and may be recalled.

MOTORCYCLE



DESCRIPTION

Nationality:	Any
Date In Service:	1938

The modern mechanized equivalent of the horse, the motorcycle is used by couriers and recon forces alike for fast movement across broken ground. Lone bikers can be seen racing across the muddy fields to deliver messages or take up positions at road crossings before advancing convoys. The German and Italian armies actually have a "combat motorcycle" that sports light armor and a sidecar armed with a heavy infantry weapon. Unfortunately, the passenger seat rebounds so wildly on most terrains it is impossible to target with any semblance of accuracy.

There is a large civilian demand for motorcycles as they make excellent recreational vehicles. A few people race motorcycles, heedless of the serious injuries that usually results from the eunsuing accidents. Select police forces have created motorcycle patrols. The vehicle endow officers with the ability to rapidly answer the call to action, as would a soldier in the field.

SilCORE Stats

Size:	2 (Vehicle, Length, 1.5 m)
Threat Value (TV):	12
Movement:	Ground 10/19
Maneuver:	+1
Armor:	2/4/6
Crew:	1 (1 passenger)
Deployment Range:	200 km

Perks and Flaws: Weaknesses: Exposed Crew, Exposed Movement, Fragile Chassis

Offensive & Defensive Systems

Name	Arc	ACC	DM	BR	ROF	P&F	Ammo
L Mgn*	F	-3	x2	1	2	Anti-Infantry	250

VARIANT:

*COMBAT CYCLE: Add sidecar (+1 passenger), LMG. Maneuver is 0 (TV: 42).

Open Gaming Stats

Type:	Vehicle	Defense:	12
Size: Med. (Long, 1.5 m)		Speed:	Land 171 kph
Hit Points:	10	Tac. Spd:	Land 285 m/turn
Occupancy:	1/2	Initiative:	+3
Armor Hardness:	6	Maneuver:	+3
Special Abilities:	None	Exotic Abilities:	None

Mecha Defects: Noisy, Open, Reduced Endurance (1 hour at top speed), Road Vehicle

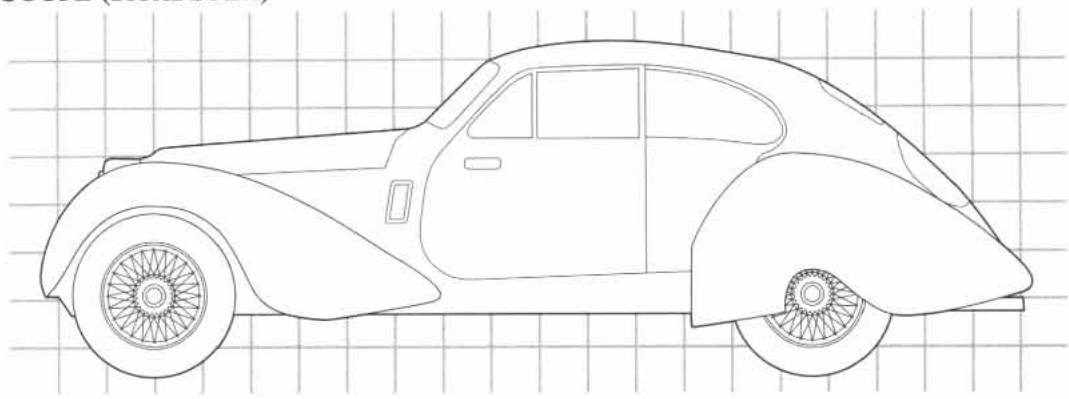
Weapons

Name	Dam.	ROF	RI	Ammo	Qual.	Rest.
7.92mm Mgn*	2d10	A	30m	200	Auto., 3x extra ammo	Arc of Fire (Fr)

NOTE: Machinegun is Ballistic Weapon.

VARIANT:*Combat Cycle:] Add sidecar (+1 passenger), Machinegun. Initiative: 0, Maneuver: 0.

COUPE (ROADSTER)



DESCRIPTION

Nationality:	Any
Date In Service:	1938

The coupe is a standard two-door car without many options. Such vehicles can be found by the dozens in all major city streets, though they remain most frequent in Europe and the United States. The coupe is neither immensely sturdy nor fast but it is still more than adequate for most transportation needs. It has a small trunk barely large enough to accommodate a suitcase or a small person.

In contrast, the roadster is nimble and powerful — literally a rocket on wheels. It is the vehicle of choice for the young the rich, or those looking for something capable of a good deal of speed. It is available as both a hard top or a convertible, though many drivers prefer the latter. There are those who race roadsters professionally and whose vehicles are modified far beyond the capabilities of an average model.

SilCORE Stats

Size:	3 (Vehicle, Length, 3.5 m)
Threat Value (TV):	7
Movement:	Ground 9/17
Maneuver:	-1
Armor:	4/8/12
Crew:	1 (2 passengers)
Deployment Range:	450 km

Perks and Flaws: Movement Flaws: Poor Off-Road Ability; Weaknesses: Exposed Movement, Fragile Chassis

Offensive & Defensive Systems: None

VARIANTS:

ROADSTER: Add Exposed Crew Flaw. Maneuver: 0, Movement: 10/20, Deployment Range: 500 km (TV: 12).

Open Gaming Stats

Type:	Vehicle	Defense:	9
Size: Large (Long, 3.5 m)		Speed:	Land 153 kph
Hit Points:	20	Tac. Spd.:	Land 255 m/turn
Occupancy:	1/2, 30 kg	Initiative:	-3
Armor Hardness:	6	Maneuver:	-3
Special Abilities:			Headlights
Exotic Abilities:			None

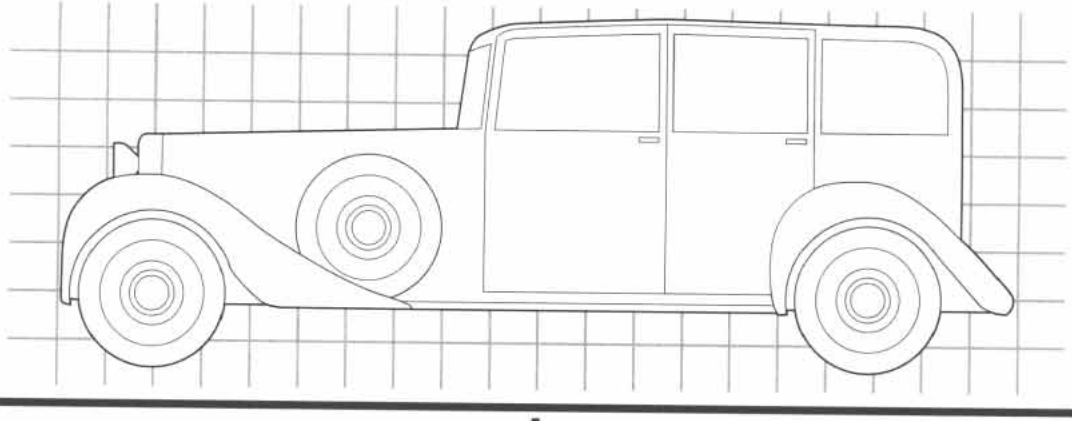
Mecha Defects: Noisy, Reduced Endurance (3 hours at max speed), Road Vehicle, Windows

Weapons: None

VARIANTS:

ROADSTER: Speed 180 kph, Tactical Speed 300 m/turn, Initiative: 0, Maneuver: 0.

SEDAN (LIMOUSINE)



DESCRIPTION

Nationality:	Any
Date In Service:	1935

The sedan is a four-door car, a bit larger and slower than the coupe and slightly more expensive as well. The seats are confortable, spacious and the extensive trunk space will accommodate loads of suitcases (or a person). This is probably the single most common type of automobile and can be spotted near any major agglomeration in the world.

The limousine is the vehicle of choice for the rich and powerful, from the business mogul to the head of the diplomatic corps. Limos are large, reasonably fast and very spacious; some models even include armor plates to protect their passengers. They are usually driven by a chauffeur. In war time, many limos have been converted into staff cars for high-level officers; some are equipped with a full radio able to communicate with units in the field.

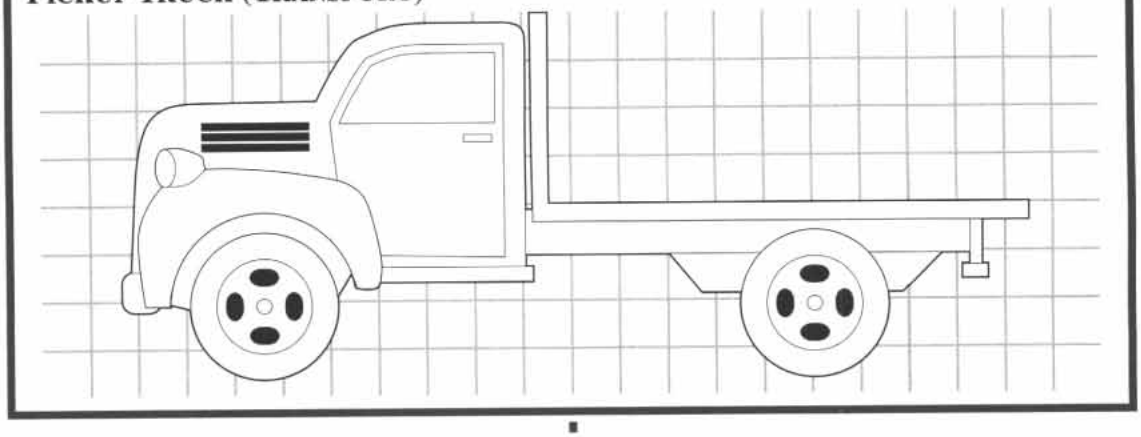
SilCORE Stats

Size:	4 (Vehicle, Length, 3.5 m)
Threat Value (TV):	12
Movement:	Ground 8/16
Maneuver:	-1
Armor:	5/10/15
Crew:	1 (5 passengers)
Deployment Range:	550 km
Perks and Flaws: Features: Cargo Bay (1m^3); Movement Flaws: Poor Off-Road Ability; Weaknesses: Exposed Movement, Fragile Chassis	
Offensive & Defensive Systems: None	
VARIANTS:	
LIMOUSINE: Remove Fragile Chassis. Armor: 6/12/18, Deployment Range: 65 km (TV: 12).	
STAFF CAR: As per Limousine, also add Communications (-2/2 km) Perk (TV: 12).	

Open Gaming Stats

Type:	Vehicle	Defense:	9
Size: Large (Long, 3.5 m)		Speed:	Land 144 kph
Hit Points:	25	Tac. Spd.:	Land 255 m/turn
Occupancy:	1/5, 100 kg	Initiative:	-3
Armor Hardness:	6	Maneuver:	-3
Special Abilities:			Headlights
Exotic Abilities:			None
Mecha Defects: Noisy, Reduced Endurance (3 hours at max speed), Road Vehicle, Windows			
Weapons:			None
VARIANTS:			
LIMOUSINE: Add +3 Hardness, +5 hp. Reduced Endurance (30 minutes at max speed).			
STAFF CAR: As per Limousine, also add Special Ability: Tactical Radio (2 km).			

PICKUP TRUCK (TRANSPORT)



DESCRIPTION

Nationality:	Any
Date In Service:	1939

The sturdy truck is the workhorse of the middle class, used to haul products sold at the market or move tools of trade between jobs. It's not very fast or maneuverable, but it can sustain a beating and keep rolling. Civilian trucks usually sport a flatbed or have their rear section completely enclosed. The truck is as ubiquitous as the sedan.

The potential uses for a truck are too numerous to be mentioned here.

Modern armies use transport trucks as well to convey supplies and ammunition to the front lines or relocate troops and prisoners. The open cargo deck at the back is often covered by a sturdy canvas cloth that offers a minimal protection against the elements. In some instances, the truck may carry a forward-firing light machine gun, operated from the passenger's side of the cabin.

SilCORE Stats

Size:	5 (Vehicle, Length, 5 m)
Threat Value (TV):	6
Movement:	Ground 4/8
Maneuver:	-3
Armor:	6/12/18
Crew:	1 (2 passengers)
Deployment Range:	180 km

Perks and Flaws: Features: Cargo Bay (16m^2, Open); Movement Flaws: Poor Off-Road; Negative Features: Inefficient Controls; Weaknesses: Exposed Crew

Offensive & Defensive Systems

Name	Arc	ACC	DM	BR	ROF	P&F	Ammo
L Mgn	F	-3	2	1	2	Anti-Infantry	200

VARIANT:

*MILITARY TRANSPORT: Add Light Machinegun (TV: 40)

Open Gaming Stats

Type:	Vehicle	Defense:	9
Size: Large (Long, 5.0 m)		Speed:	Land 72 kph
Hit Points:	35	Tac. Spd.:	Land 120 m/turn
Occupancy: 1/2, 1 t cargo		Initiative:	-6
Armor Hardness:	7	Maneuver:	-6
Special Abilities:			Headlights
Exotic Abilities:			None

Mecha Defects: Noisy, Reduced Endurance (2.5 hours at max speed), Road Vehicle, Windows

WEAPONS

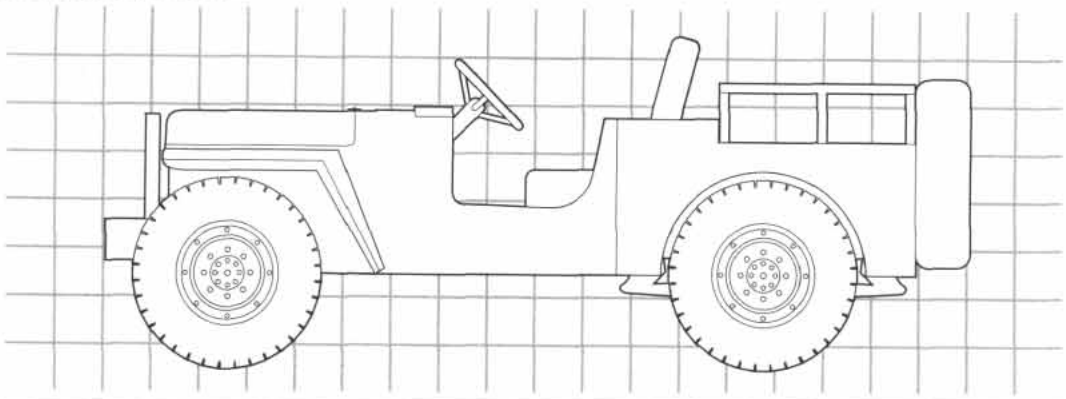
Name	Dam.	ROF	RI	Ammo	Qual.	Rest.
L Mgn	2d10	A	30m	200	Auto., 3x extra ammo	Arc of Fire (Fr)

NOTE: Machinegun is Ballistic Weapon.

VARIANT:

*MILITARY TRANSPORT: Add Machinegun

JEEP/SCOUT CAR



DESCRIPTION

Nationality:	Any
Date In Service:	1940

Both sides quickly saw the need for a small, inexpensive, all-terrain vehicle that could be used for scouting, courier duties and any other odd job that an army on the move required. The jeep offers such pliability and can be produced quickly and in great numbers — typically crowding army camps. It is also very easy to repair in the field. The Jeep has been adapted to more aggressive roles by the British Special Air Service, who mounts it with turreted light machine guns to stage lightning raids against Axis forces in North Africa. Most jeeps are open-topped vehicles, although a large, boxy canvas cover can be snapped up to protect the occupants from inclement weather. As a note, the jeep is exclusively a military vehicle, and will not be found in a civilian setting unless brought there by military personnel.

SilCORE Stats

Size:	4 (Vehicle, Length, 3 m)
Threat Value (TV):	67
Movement:	Ground 4/8
Maneuver:	-1
Armor:	4/8/12
Crew:	2 (3 passengers)
Deployment Range:	160 km
Perks and Flaws: Weaknesses: Exposed Crew, Exposed Systems	
Offensive & Defensive Systems	

Name	Arc	ACC	DM	BR	ROF	P&F	Ammo
L Mgn	T	-3	2	1	2	Anti-Infantry	300

Open Gaming Stats

Type:	Vehicle	Defense:	9
Size: Large (Long, 3.0 m)		Speed:	Land 72 kph
Hit Points:	25	Tac. Spd.:	Land 120 m/turn
Occupancy: 2/3 or 150 kg		Initiative:	-3
Armor Hardness:	6	Maneuver:	-3
Special Abilities:			Headlights
Exotic Abilities:			None

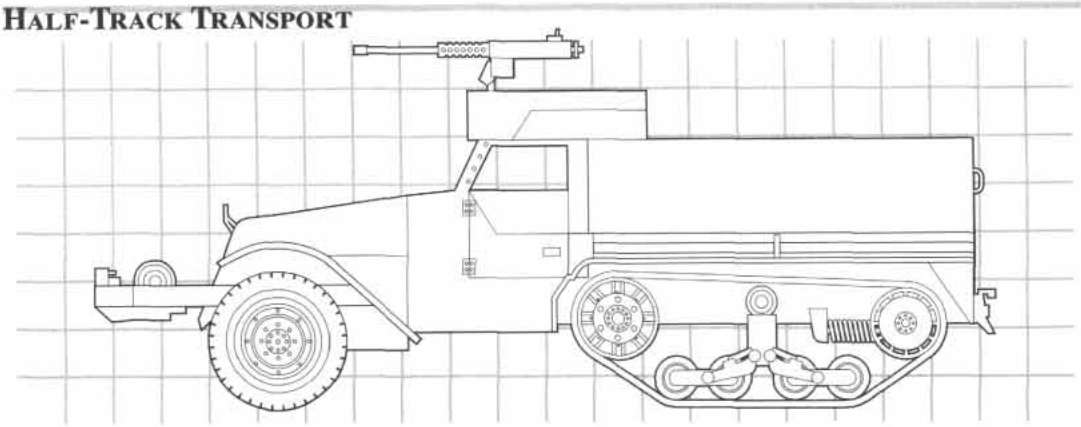
Mecha Defects: Noisy, Open, Reduced Endurance (2 hours at max speed)

Weapons

Name	Dam.	ROF	RI	Ammo	Qual.	Rest.
L Mgn	2d10	A	30m	300	Auto., 5x extra ammo	Arc of Fire (Fr)

NOTE: Machinegun is Ballistic Weapon.

HALF-TRACK TRANSPORT



DESCRIPTION

Nationality:	United States, Germany
Date In Service:	1940

The German forces make extensive use of semi-tracked vehicles to transport troops and weapons across the battlefield. The tracks give better performance than wheels in rough terrain without the full complexity and cost of a tank-type transmission. They do, however, limit the top speed of the vehicle for road use. Half-tracks are so simple and sturdy that there exists a huge number of variants, from command posts to mortar carriers to engineering vehicles. Nearly all versions are armed and carry at least one light machine gun operated from the passenger seat beside the driver. The Americans also use half-tracks, although not to the same degree. The statistics listed below are only for a basic, generic model that can be used to represent either German or American vehicles. As with jeeps, half-tracks are purely military vehicles, and are not normally found in civilian settings.

SilCORE Stats

Size:	7 (Vehicle, Long, 5 m)
Threat Value (TV):	93
Movement:	Ground 3/6
Maneuver:	-3
Armor:	7/14/21
Crew:	2 (10 passengers)
Deployment Range:	300 km

Perks and Flaws: Negative Features: Inefficient Controls, Large Sensor Profile (R1); Weaknesses: Exposed Crew, Exposed Systems

Offensive & Defensive Systems

Name	Arc	ACC	DM	BR	ROF	P&F	Ammo
L Mgn	F	-2	2	1	2	Anti-Infantry	250
L Mgn	Rr	-2	2	1	2	Anti-Infantry	250

Open Gaming Stats

Type:	Vehicle	Defense:	9
Size: Large (Long, 5.0 m)		Speed:	Land 54 kph
Hit Points:	30	Tac. Spd.:	Land 90 m/turn
Occupancy:	2/10	Initiative:	-6
Armor Hardness:	9	Maneuver:	-6
Special Abilities:			Headlights
Exotic Abilities:			None

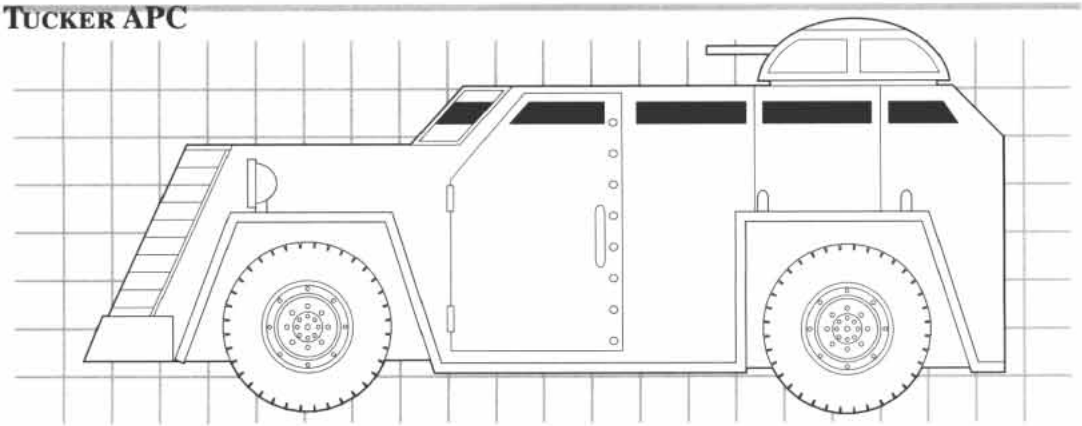
Mecha Defects: Noisy, Reduced Endurance (6 hours at max speed), Windows

Weapons

Name	Dam.	ROF	RI	Ammo	Qual.	Rest.
L Mgn	2d10	A	30m	200	Auto., Arc of Fire (Fr) 3x extra ammo	
L Mgn	2d10	A	30m	200	Auto., Arc of Fire (Fr) 3x extra ammo	

NOTE: Machinegun is Ballistic Weapon.

TUCKER APC



DESCRIPTION

Nationality:	United States
Date In Service:	Jun. 1941

Preston Thomas Tucker, ex-policeman and racecar engineer, submitted the TAPC-1 to the US Army in 1939. It carries six infantrymen at high speed and is equipped with a rotating gun turret. Vital safety features were later included, namely anti-lock breaks, safety belts and a padded interior (early prototypes were notoriously unsafe, earning it the nickname 'pancake'). The military ordered two versions, differentiated by the type of machine gun in the turret. The final weapon layout includes a commander's .30 caliber machine gun and either two .30 or two .50 caliber machine guns in the turret. The crew consists of a driver, a commander in the adjacent seat, and a gunner in the turret. The infantrymen sit in the hull on padded benches beneath the turret.

SilCORE Stats

Size:	5 (Vehicle, Length, 4 m)
Threat Value (TV):	764
Movement:	Ground 5/10
Maneuver:	-2
Armor:	6/12/18
Crew:	3 (6 passengers)
Deployment Range:	300 km

Perks and Flaws: Communications (-2/3 km); Movement Flaws: Unstable; Negative Features: Large Sensor Profile (R1)

Offensive & Defensive Systems

Name	Arc	ACC	DM	BR	ROF	P&F	Ammo
.30 Mgn	T	-2	x2	1	2	Anti-Inf.	250
.30 Mgns	T	-1	x2	3	2	Anti-Inf., Linked,Qty 2	500 each
.50 Mgns*	T	-1	x4	1	2	Anti-Inf., Linked	350 ea

VARIANT: *TUCKER 50: Remove .30 T1 Machineguns, Add .50 Machineguns (TV: 388)

Open Gaming Stats

Type:	Vehicle	Defense:	9
Size: Large (Long, 4.0 m)		Speed:	Land 90 kph
Hit Points:	30	Tac. Spd.:	Land 150 m/turn
Occupancy:	3/6	Initiative:	-4
Armor Hardness:	9	Maneuver:	-4
Special Abilities:	Headlights, Tactical Radio (3 km)		
Exotic Abilities:	None		

Mecha Defects: Noisy, Reduced Endurance (3 hours at max spd.)

Weapons

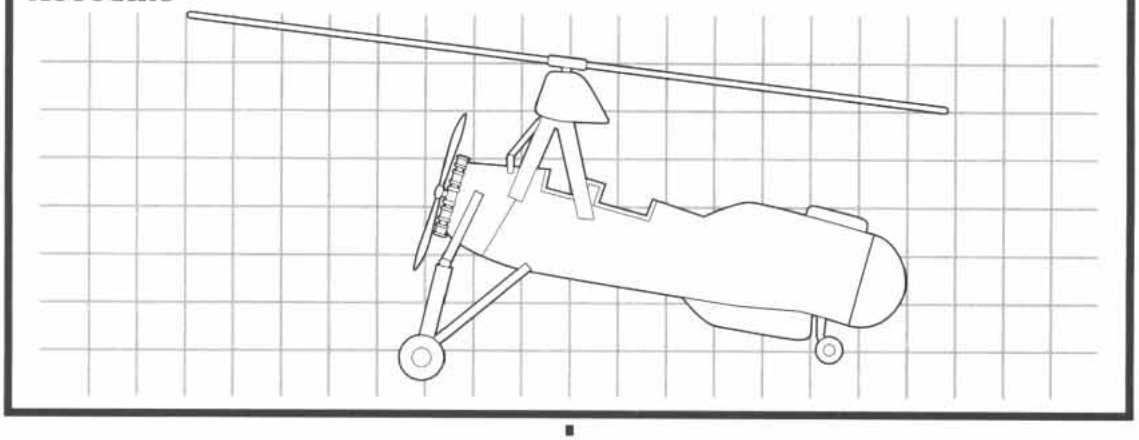
Name	Dam.	ROF	RI	Ammo	Qual.	Rest.
.30 Mgn	2d10	A	30m	250 ea	Auto., 4x Extra Ammo	Arc of Fire (Fr)
2x .30Mgn	2d10	A	200m	250 ea	Auto., 9x Extra Ammo	
2x .50Mgn*	2d12	A	40m	350 ea	Auto., 6x Extra Ammo	

NOTE: All Machineguns are Ballistic Weapons.

VARIANT:

*TUCKER 50: Remove .30 T1 Machineguns, Add .50 Machineguns.

AUTOGIRO



DESCRIPTION

Nationality:	Any
Date In Service:	1923

A compromise between the airplane and the technically problematic helicopter, the autogiro uses a freewheeling rotor for lift instead of wings. The rotor is spun solely by the flow of air created by the front engine and the air draft created by the forward movement of the aircraft. While this forbids vertical take-offs and landings, a skilled pilot can still make the autogiro leap literally into the air from a standing start or fly at a walking pace. Some models can briefly link the rotor to the engine for actual VTOL performance, though control then poses of a problem because of the lack of rotor head articulations. Despite the obvious military potential, the autogiro remains exclusively a civilian vehicle. The rotor is far too fragile to withstand damage from weapon fire, and little can be done to armor it.

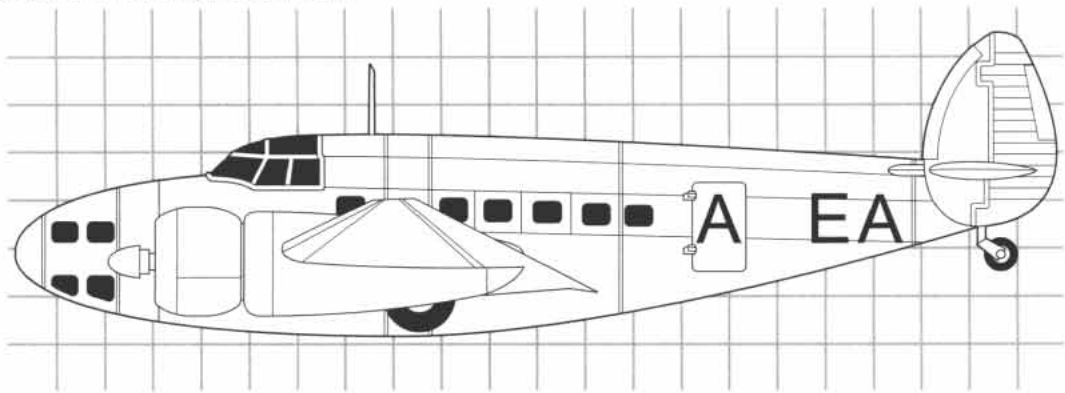
SilCORE Stats

Size:	4 (Vehicle, Length, 8 m)
Threat Value (TV):	6
Movement:	Flight 4/7 (Stall 1), Ground 1/2
Maneuver:	-1
Armor:	4/8/12
Crew:	1 (1 passenger)
Deployment Range:	65 km
Perks and Flaws: Communications (-2/2 km); Negative Features: Highly Flammable; Weaknesses: Exposed Crew, Exposed Movement, Fragile Chassis	
Offensive & Defensive Systems: None	

Open Gaming Stats

Type:	Vehicle	Armor Hardness:	4
Size: Large (Long, 8.0 m)		Defense:	9
Hit Points:	20	Initiative:	-3
Occupancy: 1/1, no cargo		Maneuver:	-3
Speed:		Air 210 kph, Land 18 kph	
Tactical Speed:		Air 350 m/turn, Land 30 m/turn	
Special Abilities: Tactical Radio (2 km)			
Exotic Abilities: None			
Mecha Defects: Flammable, Noisy, Open, Reduced Endurance (20 minutes at max speed), Stall Speed (30 kph)			
Weapons: None			
NOTE: Machinegun is Ballistic Weapon.			

SMALL PASSENGER PLANE



DESCRIPTION

Nationality:	Any
Date In Service:	1935

With the remarkable growth of air travel, it was only a matter of time before small aircrafts became available to the general public. Most of these planes are capable of holding only a handful of people but make up for this shortcoming through their respected ability to land in areas otherwise inaccessible to ground traffic. Most civilian planes are meant for use within settled areas, taking off and landing from airports, roads, or level fields. Aircraft flying into more rugged locations may be equipped with floats for landing on water, or skis for landing on snow. The example below represents a typical small aircraft capable of transporting four people. Larger planes are available, but they require correspondingly larger incomes to cover all consequent expenses. Civilian aircrafts are propeller-driven; for the time being, jets and rocket planes are strictly the recourse of the military.

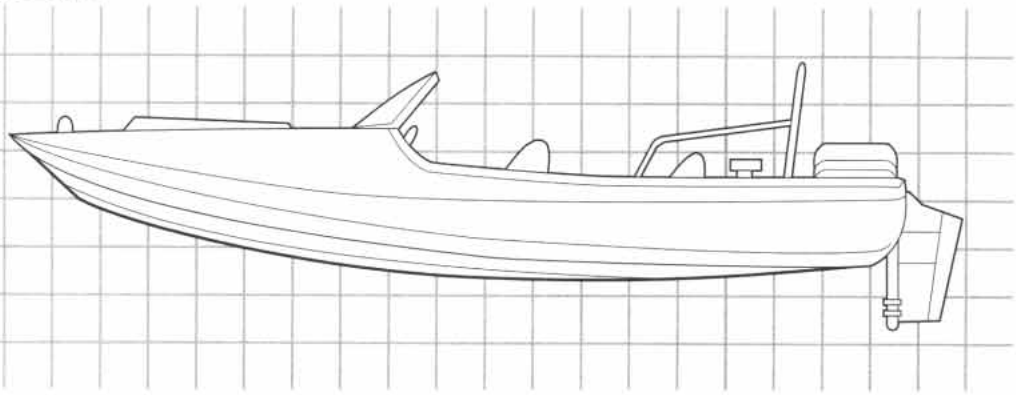
SilCORE Stats

Size:	
Threat Value (TV):	5
Movement:	Flight 4/8 (Stall 2), Ground 1/2
Maneuver:	-2
Armor:	4/8/12
Crew:	1 (5 passengers)
Deployment Range:	300 km
Perks and Flaws: Communications (-2/4 km); Movement Flaws: Maximum Ceiling (R4); Weaknesses: Exposed Movement	
Offensive & Defensive Systems: None	

Open Gaming Stats

Type:	Vehicle	Armor Hardness:	5
Size: Large (Span, 10 m)		Defense:	9
Hit Points:	20	Initiative:	-4
Occupancy:	1/5	Maneuver:	-4
Speed:		Air 240 kph, Ground 18 kph	
Tactical Speed:		Air 400 m/turn, Ground 30 m/turn	
Special Abilities:		Long Range Radio (40 km)	
Exotic Abilities:		None	
Mecha Defects: Noisy, Reduced Endurance (1.5 hours at max speed), Stall Speed (60 kph), Start-Up Time (1 minute), Windows			
Weapons:		None	

SPEEDBOAT



DESCRIPTION

Nationality:	Any
Date In Service:	1934

Also called a motor canoe, the speedboat is a sleek and fast naval vehicle generally used for pleasure. The current style is a carefully varnished natural wood hull, with brass fittings and a flag waving at the rear. Most civilian vessels are open-topped and meant for use only in mild weather. Similar vessels are used by the Coast Guard as well as navies for patrol duties. Military vessels lack the fancy look, being a more utilitarian metal gray. Both have a small storage cubbyhole (roughly two cubic meters — large enough to fit naval gear or a person). Patrol boats ferry light armament, usually a forward-firing machine gun. Some craft patrolling along the ocean's edge may also carry two or three depth charges.

SilCORE Stats

Size:	4 (Vehicle, Length, 8 m)
Threat Value (TV):	6
Movement:	Naval 5/10
Maneuver:	-1
Armor:	4/8/12
Crew:	1 (5 passengers)
Deployment Range:	200 km

Perks and Flaws: Features: Cargo Bay (2 m^3); Negative Features: Inefficient Controls; Weaknesses: Exposed Crew

Offensive & Defensive Systems

Name	Arc	Acc	DM	BR	ROF	P&F	Ammo
L Mgn*	F	-2	x2	2	2	Anti-Inf.Qty 1	250
Depth Charges*	Rr	-2	x8	0	0	Anti-Inf., Qty 0 Time Delay	3

VARIANT:

*PATROL BOAT: Add Light Machineguns and Depth Charges (TV: 92)

Open Gaming Stats

Type:	Vehicle	Defense:	9
Size: Large (Long, 8.0 m)		Speed:	Water 90 kph
Hit Points:	20	Tac. Spd:	Water 150 m/turn
Occupancy:	1/5, 100 kg	Initiative:	-3
Armor Hardness:	6	Maneuver:	-3
Special Abilities:			None
Exotic Abilities:			None

Mecha Defects: Open, Noisy, Reduced Endurance (2 hours at max speed)

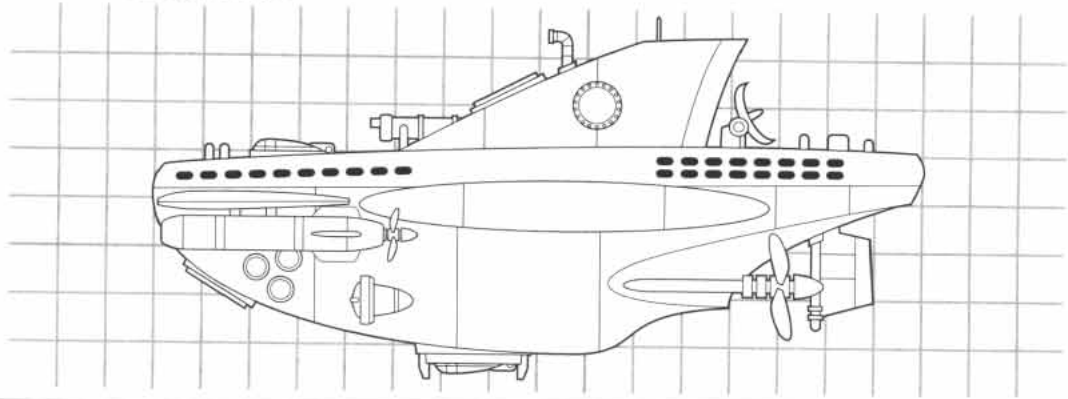
Weapons

Name	Dam.	ROF	RI	Ammo	Qual.	Rest.
2x.30 Mgn*	2d10	A	30m	250 ea	Auto. 4x Extra Ammo	Arc of Fire (Fr)
Depth Charges*	7d10	S	14m	3	Semiauto, Blast, Indirect	Arc of fire (Re), 3x Less Ammo, 3x Short Range

VARIANT:

*Patrol Boat: Add Light Machineguns and Depth Charges.

MIDGET SUBMARINE



DESCRIPTION

Nationality:	Any
Date In Service:	1939

These small one- or two-man submarines are designed to penetrate harbors and other highly defended zones in order to deliver agents or damage a target. Some larger models, such as the British X-Craft, can carry up to four men. All are deathly silent but somewhat short-ranged since their primitive batteries can only hold a limited charge. For this reason, they are almost always brought near the target point by another naval vessel. Some midget subs actually have docking ports, and can attach themselves, remora-like, to larger submarines. The Japanese navy in particular makes extensive use of midget subs for reconnaissance and espionage, although these occasionally lack the power to overcome tidal currents and get washed up on shore. Usually, midget subs are not armed to save on space and weight. If they do carry weapons, it is usually in the form of a handful of mines or twin torpedoes.

SilCORE Stats

Size:	4 (Vehicle, Length, 5 m)
Threat Value (TV):	17
Movement:	Naval 2/4, Submarine 1/2
Maneuver:	-3*
Armor:	6/12/18
Crew:	2
Deployment Range:	80 km

Perks and Flaws: Accessories: Limited Life Support; Communications (-2/2 km); Features: Cargo Bay (2 m^3); Information Warfare Devices: Stealth (R1); Armor Qualities: Brittle; Negative Features: Inefficient Controls; Weaknesses: Exposed Crew

Offensive & Defensive Systems

Name	Arc	Acc	DM	BR	ROF	P&F	Ammo
Torpedo	F	-2	x14	3	0	Stealth, Clumsy*	2

*-1 to Maneuver for each unlaunched torpedo carried.

Open Gaming Stats

Type:	Vehicle	Armor Hardness:	7
Size: Large (Long, 5.0 m)		Defense:	9
Hit Points:	25	Initiative:	-6
Occupancy:	2, 100 kg	Maneuver:	-6*

Speed:Water 36 kph, Underwater 18 kph

Tactical Speed:Water 60 m/turn, Underwater 30 m/turn

Special Abilities: Stealth, Tactical Radio (2 km)

Exotic Abilities: None

Mecha Defects: Open, Poor Visibility, Reduced Endurance (2.5 hours at max speed)

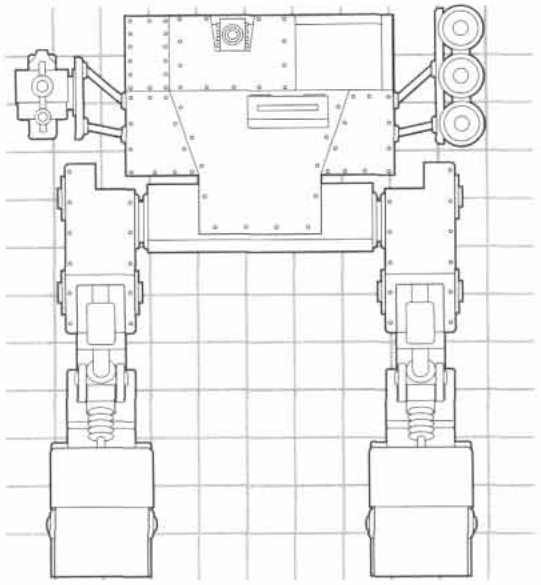
Weapons

Name	Dam.	ROF	RI	Ammo	Qual.	Rest.
Trpedo	4d20	SS	200m	2	Blast, Long Range	

Arc of Fire (Fr), 3x Less Ammo, Water Only

*An additional -2 to Maneuver for each unlaunched torpedo carried.

WALKER: M11 "GENERAL EARLY"



DESCRIPTION

Nationality:	US, Britain
Date In Service:	M11A1: Mar. 1939, A2: Feb. 1940, A3: May 1941

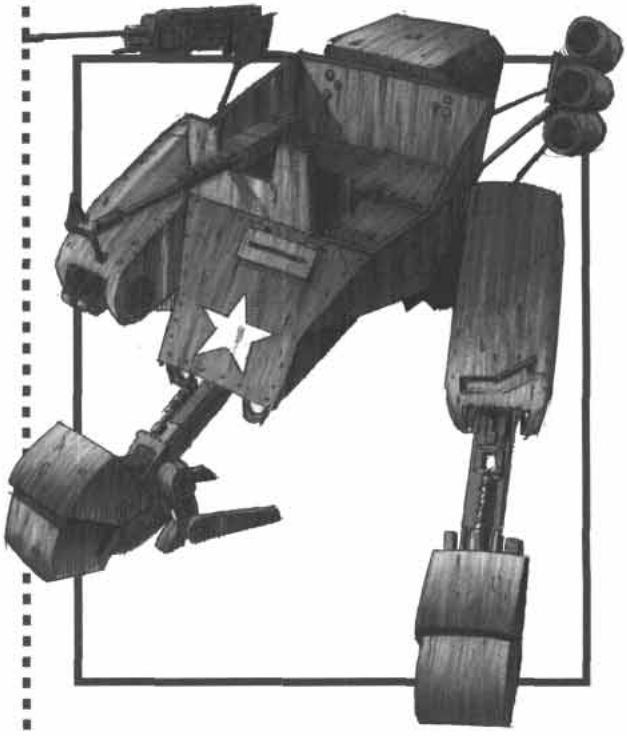
The M11 series was the first mass-produced American combat walker design. The first M11 left the assembly line in March 1939, and a total of 7980 M11 walkers where built until production stopped in late September 1943. The British received the M11 under the Lend-Lease program in March of 1941 under the name "Cavalier" (it was latter produced locally).

The hull of the vehicle was made of flat metal sheet bolted on an internal framework that held the engine and weapon hardpoints. Cutouts on either side of the forward driver position allowed the legs to fold flat to make use of the road wheels mounted in them. The front wheels were powered by an hydraulic rotor that used the foot's pressure lines; steering and braking alike were taken care of by varying the pressure feed through the drive computator, which was located under the driver's seat. The commander served as gunner and radioman, though the side weapons were generally triggered by the driver.

The walker's ability to shoot and move, coupled with the highly reliable engine in most versions, made it a favorite of its crew. The 37mm M4B gun was adequate early on in the war, but by early 1942 the walker was outgunned by its Axis counterparts. Various refits were made in the period between 1941 and 1943 which extended the vehicle's combat abilities, but toward the end of the conflict the M11 was mostly relegated to scouting, reconnaissance and flanking operations.

The A1 was an open-topped hull that was produced when the walker concept was relatively new. To cut weight and help it along, there was no roof, which also made it easier for the crew to see where they were going!

As the first tests proved, the pilot's position (high and at the front) made it easier to see than an equivalent tank, and a roof was added to support a small turret (M11A2). The success of the latter made the U.S. Army upgrade the gun to a 37mm cannon (M11A3), though both A1 and A2 continued to serve as recon and anti-infantry vehicles throughout the conflict.



SilCORE Stats

Size:	7 (Vehicle, Height, 5.5 m)
Threat Value (TV):	95
Defense Threat Value (DTV):	56
Movement:	Walker 2/4, Groun 3/5
Maneuver:	-1
Armor:	8/16/24
Miscellaneous Threat Value (MTV):	0

Crew:	2
Deployment Range:	75 km

Perks and Flaws: Arms: Battle Arm x2 (R4); Movement Flaws: Decr. Maneuver (R1, Ground), Poor Towing, Unstable; Neg. Features: Fuel Inefficient (R1), Inefficient Controls, Overheating (Lt/3 r, Hv/5 r); Weaknesses: Exposed Crew, Weak Point (R1, Movement)

Offensive Threat Value (OTV):

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
.30 LMG	F	-1	x2	1	2	1	Anti-Infantry	200
Grenades	F	-2	x8	0	0	3	Anti-Infantry	1
.50 HMG*	FF	-1	x4	1	1	1	Anti-Infantry	150
M4B Cannon*	F	-1	x5	2	1	1		8

*See below for each model's main armament.

Variants: Early: A1: As shown, add .50 HMG. A2: Remove Exposed Crew; Add .50 HMG (Arc F), Reinforced Armor (R1, Front) (TV: 106); A3: Remove Exposed Crew, Battle Arms, Unstable, Add M4B Cannon, Grenades DM x9, Manipulator Arms (R4, Punch), Airlift Ready (TV: 83)

Open Gaming Stats

Type:	Giant Robot/Vehicle
Size:	Large (Tall/Long, 5.5 m)
Hit Points:	35
Occupancy:	2 operators, no cargo
Armor Hardness:	10
Defense:	9
Speed:	Land 36/46 kph

Tactical Speed:	Land 60/75 m/turn
Initiative:	-3/-4
Maneuver:	-3/-4
Special Abilities:	Tactical Radio (2 km)
Exotic Abilities:	Transformation (walker/vehicle)

Mecha Defects: Optimized Armor: Front, Noisy, Open, Reduced Endurance (2 hours at max speed), Start Up Time (1 minute), Weak Point: Legs

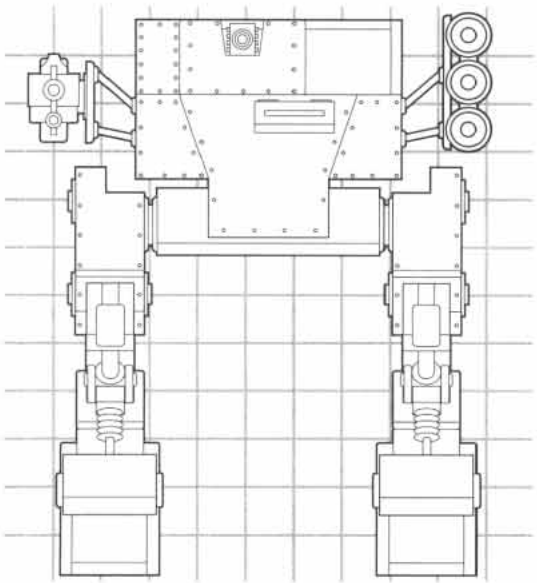
Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
.30 Machinegun	2d10	A	30m	200	Automatic, 3x Extra Ammo	Arc of Fire (Fr)
Grenade Launchers	7d10	S	14m	3	Semiauto, Blast, Indirect	3x Less Ammo, 3x Short Range
.50 Machinegun*	2d12	A	40m	150	Automatic, 2x Extra Ammo	Arc of Fire (Fr)
M4B Autocannon*	4d10	S	120m	8	Semiauto, Long Range	2x Less Ammo

NOTE: Grenades and Rockets are Blast Weapons; all others are Ballistic Weapons.

VARIANTS: EARLY: A1: As shown, add .50 MG; A2: Remove the Open defect; add turret-mounted .50 MG; A3: Remove the Open defect, add turret-mounted M4B.

WALKER: MI1 EXPORT MODELS



DESCRIPTION

Nationality:	Britain, USSR
Date In Service:	Cavalier Mk. VIIIA and B: Mar. 1940, Mk. VIIIC: May 1941
	L-1: Jun. 1940, L-2: May 1941

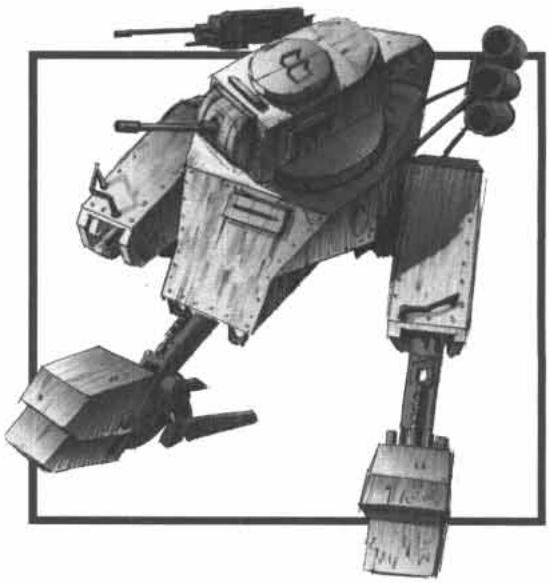
Cavalier: Though the British high command had some passing interest in the walker concept, they did not pursue research into the field until right before the war, when reports of German successes grew too loud to ignore. By then they had accumulated a serious gap in development, and it was simpler to just create a version of the Americans' "General Early" walker (which was already available under Lend-Lease) that could be manufactured in local factories.

The first Cavaliers were very similar to their cross-Atlantic brethrens. The hull was made of riveted panels, and the engine compartment was slightly enlarged to take a variety of water-cooled engines rather than the air-cooled radials preferred by U.S. engineers. The legs used Vickers-type mechanisms, which were slightly different from the original ones (the toes' shock absorbers were bulkier and featured two smaller road wheels), required different armor plating. The vehicle also used a British-made radio and computator.

Most of the Cavaliers in service with the British army were either of the A, B or C models. All three shared the same riveted hull and armor design as their American counterpart (the B and C variants also sported the same turret), and, apart from the British engines and electronics, were exactly the same.

The C variant was a much needed improvement over the previous models. Refinements by Vickers from the Christie Walker Suspension followed a natural progression, as industrial production was smoothed out and technical refinements came to fruition. A rapid-firing light cannon was introduced (based on a necked-down AA shell), as well as the better M40 explosive charges seen on the Roundhead. A better radio set with more extensive range was also added.

L-1 and L-2: The Soviets originally viewed the walker concept with disdain, preferring to build supertanks instead. When the Germans showed them the walker's combat value (the hard way), the Russian government hastily arranged for the purchase of a complete series of General Early walkers from the United States under the Lend-Lease program. The A1 and A3 models were shipped. Ultimately, they were redesignated L-1 and L-2, and re-equipped with Katyusha-like rocket launch rails for extra firepower.



SilCORE Stats

Size:	7 (Vehicle, Height, 5.5 m)
Threat Value (TV):	95
Defense Threat Value (DTV):	56
Movement:	Walker 2/4, Groun 3/5
Maneuver:	-1
Armor:	8/16/24
Miscellaneous Threat Value (MTV):	0
Crew:	2
Deployment Range:	75 km

Perks and Flaws: Arms: Battle Arm x2 (R4); Movement Flaws: Decr. Maneuver (R1, Ground), Poor Towing, Unstable; Neg. Features: Fuel Inefficient (R1), Inefficient Controls, Overheating (Lt/3 r, Hv/5 r); Weaknesses: Exposed Crew, Weak Point (R1, Movement)

Offensive Threat Value (OTV):

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
.30 LMG	F	-1	x2	1	2	1	Anti-Infantry	200
Grenades	F	-2	x8	0	0	3	Anti-Infantry	1
.50 HMG*	FF	-1	x4	1	1	1	Anti-Infantry	150
1.2-pdr Cannon*	F	-1	x7	2	0	1		9
Lt. Artillery Rockets	FF	-2	x9	9	0	1	Min. Range (R2), Area Effect (0), Indirect	32
Hv. Artillery Rockets*	F	-1	x11	10	0	1	Min. Range (R2), Area Effect (0), Indirect	32

*See below for each model's main armament.

Cavalier: Dep. Rng: 70 km; Ver A:, Commo (-2/1 km), Remove Overheating, rest as M11A1 (TV: 95); Ver B: Commo (-2/1 km), Remove Overheating, rest as M11A2 (TV: 106); Ver C: Remove Overheating and Decreased Maneuver, Add Airdroppable, 1.2-pdr, rest as M11A2 (TV: 83)

L-1: Add Lt. Artillery Rockets, rest as M11A1 (TV: 216); L-2: Add Hv. Art. Rockets, .50 HMG (FF arc), rest as M11A3 (TV: 763)

Open Gaming Stats

Type:	Giant Robot/Vehicle
Size:	Large (Tall/Long, 5.5 m)
Hit Points:	35
Occupancy:	2 operators, no cargo
Armor Hardness:	10
Defense:	9
Speed:	Land 36/46 kph
Tactical Speed:	Land 60/75 m/turn
Initiative:	-3/-4
Maneuver:	-3/-4
Special Abilities:	Tactical Radio (2 km)
Exotic Abilities:	Transformation (walker/vehicle)

Mecha Defects: Optimized Armor: Front, Noisy, Open, Reduced Endurance (2 hours at max speed), Start Up Time (1 minute), Weak Point: Legs

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
.30 Machinegun	2d10	A	30m	200	Automatic, 3x Extra Ammo	Arc of Fire (Fr)
Grenade Launchers	7d10	S	14m	3	Semiauto, Blast, Indirect	3x Less Ammo, 3x Short Range
.50 Machinegun*	2d12	A	40m	150	Automatic, 2x Extra Ammo	Arc of Fire (Fr)
M4B Autocannon*	4d10	S	120m	8	Semiauto, Long Range	2x Less Ammo
1.2-pdr Cannon	5d10	S	150m	9	Semiauto, Long Range	2x Less Ammo
Lt. Artillery Rockets*	7d10	S	450m	32	Long Range, Blast, Indirect	Arc of Fire (Fr)
Hv. Artillery Rockets*	7d12	S	500m	32	Long Range, Blast, Indirect	

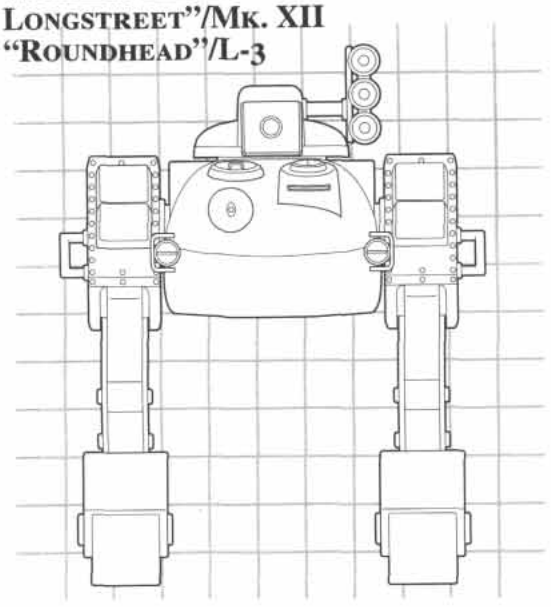
NOTE: Grenades and Rockets are Blast Weapons; all others are Ballistic Weapons.

VARIANTS: EARLY: A1: As shown, add .50 MG; A2: Remove the Open defect; add turret-mounted .50 MG; A3: Remove the Open defect, add turret-mounted M4B.

CAVALIER: VER A: As per Early A1; Ver B: As per Early A2; Ver C: Remove the Open defect, add turret-mounted 1.2-pdr Cannon.

L-1: Add Lt. Artillery Rockets, rest as per Early A1; L-2: Add Hv. Artillery Rockets and .50 MG, rest as per Early A3.

WALKER: M12A1 "GENERAL LONGSTREET"/MK. XII "ROUNDHEAD"/L-3



DESCRIPTION

Nationality:	US, Britain, USSR
Date In Service:	M12A1: Jan. 1941, A2: Aug. 1941
	Mk. XIIA: Jan. 1941, Mk. XIIB: Aug. 1941
	L-1: Jan. 1941

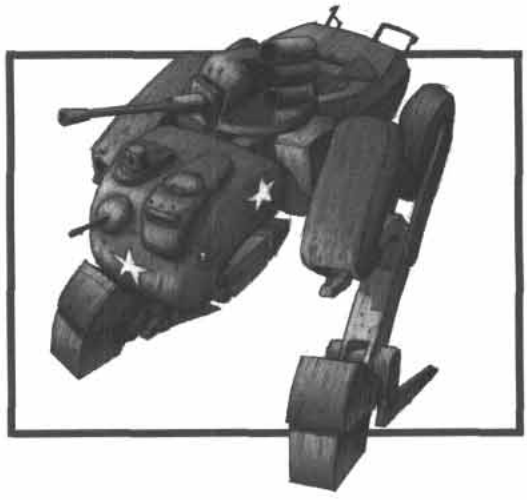
The M12A1 is the first Longstreet production model and is widely considered to be the best. The basic design is highly mobile with minimal reliability issues. Unlike Axis walkers, Longstreets use their tire-equipped suspension to move rapidly along roads and rely on their legs almost exclusively to cross rough terrain. The Christie-derived suspension is a rugged and simple design similar to the M11.

US army tactical planning envisions using the walker primarily as an infantry support weapon. As a result, the A1 armament is light: a 37 mm cannon, a machine gun and some short-range demolition charges. The A2 is outwardly similar to the A1, but replaces the flat-sided turret with a cast-metal hemisphere mounting a flamethrower. This weapon is fed from tanks just inside the hull, with the compressor in the turret itself.

Like the M11, the Lend-Lease agreements have allowed this walker to be deployed to several nations under a wide variety of conditions. The design has now been thoroughly combat tested in several environments, and a large number of variants are currently under development to incorporate the results of performance evaluations.

Mk. XII Roundhead: The Cavalier soon proved inadequate as a front line combat unit, and plans were put into motion to bring a Lend-Lease version of the Longstreet to the British army. Though they fielded unmodified Longstreets at first, it was soon decided to adapt it to local production facility capabilities. The British version, called the "Roundhead" for its cast metal pilot compartment, sports a water-cooled radial engine and locally-produced computator and electrical systems. They use a porthole-like opening rather than a vision slit, and the radiators are quite distinctive from the American air-cooling louvers. The legs use more boxy armor covers to facilitate fabrication and storage.

L-3: The Russians were forced to use American walkers under the Lend-Lease program until they could come up with their own designs. The L-3 uses the basic M12 vehicle, although many have been rearmed with local weapons and engines. Most often, the turreted armament is replaced with Katyusha-like rocket rails for their main firepower. Despite the added firepower, Russian walker losses are high. Most crews do not have enough time to prepare properly before facing combat, and many do not survive their first fight against the better-trained German walker crews.



SilCORE Stats

Size:	7 (Vehicle, Height, 6 m)
Threat Value (TV):	71
Defense Threat Value (DTV):	74
Movement:	Walker 3/5, Ground 3/6
Maneuver:	-1
Armor:	9/18/27
Miscellaneous Threat Value (MTV):	0

Crew:	2
Deployment Range:	85 km
Perks and Flaws: Arms: Manipulator Arm x2 (R4, Punch); Armor Qualities: Reinforced (R1, Front); Communications (-2/3 km); Negative Features: Inefficient Controls, Overheating (Lt/3 r, Hv/5 r); Weaknesses: Weak Point (R1, Movement)	
Offensive Threat Value (OTV):	146

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
.30 LMG	FF	-1	x2	1	2	1	Anti-Infantry	200
Grenades	F	-2	x9	0	0	3	Anti-Infantry	1
.50 HMG*	F	-1	x4	1	1	1	Anti-Infantry	150
M8B Cannon*	F	-1	x7	2	1	1		9
1.2-pdr Cannon*	F	-1	x7	2	0	1		9
Flamethrower*	F	0	x7	0**	1	1	Incendiary, Persistent	20
Hv. Artillery Rockets*	F	-1	x11	10	0	1	Min. Range (R2), Area Effect (0), Indirect	32

*See below for each model's main armament.

**Can fire at an Extreme Range of 1.

VARIANTS: Longstreet: M1A1: As shown, add M8B Cannon. M1A2: Add Flamethrower (TV: 126)

ROUNDHEAD: Dep. Rng: 80 km. Mk. I: Add .50 HMG, Commo (-2/2 km) (TV: 89). Mk. II: Add 1.2-pdr, Man. Arm x2 (R5, Punch) (TV: 69)

L-3: Add Artillery Rockets (TV: 438)

Open Gaming Stats

Type:	Giant Robot/Vehicle
Size:	Large (Tall/Long, 6.0 m)
Hit Points:	40
Occupancy:	2 operators, no cargo
Armor Hardness:	12
Defense:	9
Strength:	18 (+4)

Speed:	Land 45/54 kph
Tactical Speed:	Land 75/90 m/turn
Initiative:	-3/-4
Maneuver:	-3/-4
Special Abilities: Tactical Radio (3 km)	
Exotic Abilities: Transformation (walker/vehicle)	
Mecha Defects: Optim. Armor: Front, Noisy, Red. Endurance (3 hours at max spd.), Start Up Time (1 minute), Weak Point: Legs	

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
.30 LMG	2d10	A	30m	200	Automatic, 3x Extra Ammo	Arc of Fire (Fr)
Grenade Launchers	7d10	S	14m	3	Semiauto, Blast, Indirect	3x Less Ammo, 3x Short Range
.50 HMG*	2d12	A	80m	150	Automatic, 2x Extra Ammo	Arc of Fire (Fr)
M8B Cannon*	5d10	S	150m	9	Semiauto, Long Range	2x Less Ammo
1.2-pdr*	5d10	SS	160m	9	Long Range	2x Less Ammo
Flamethrower*	3d10	A	24m	15	Burning, Stream	Less Ammo, Short Range
Hv. Artillery Rockets*	7d12	S	500m	32	Long Range, Blast, Indirect	Arc of Fire (Fr)

*See below for each model's main armament.

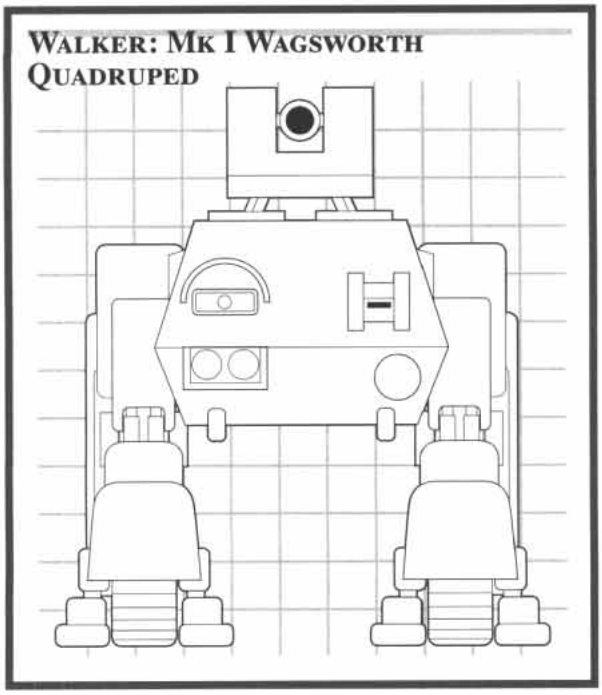
NOTE: Flamethrower is Fire Weapon; Grenades and Rockets are Blast Weapons; all others are Ballistic Weapons.

VARIANTS: *Longstreet: M12A1: As shown, add M8B Cannon. M12A2: Add Flamethrower.

ROUNDHEAD: Ver A: Tactical Radio (2 km), add .50 cal. VER B: Strength 20 (+5), add 1.2-pdr

L-3: As shown, add Artillery Rockets.

WALKER: MK I WAGSWORTH QUADRUPED



DESCRIPTION

Nationality:	Britain
Date In Service:	Mar. 1941

The Wagsworth is the first purely British walker to see service in the war. Designed by Walter Owen Bentley, it takes a unique approach to the problem of mounting heavier weaponry on a walking chassis. The walkers produced up to this point are unsteady on their feet, and cannot fire a heavy weapon without knocking themselves over. Numerous advances in the chassis, suspension and governing computator had yet to produce a machine that could properly brace itself. Bentley came up with a very simple solution: give the walker a second set of legs.

To date, the Wagsworth is the largest, most heavily armored walker operating in any theater. Although it is quite stable as a firing platform, the vehicle lurches considerably when moving — the name "Wagsworth" is actually a moniker from the crews who pilot and maintain these machines. The walker does have an Ancillary Propulsion System, although its large size makes it somewhat slower than its smaller cousins. Remarkably though, the Wagsworth is just as agile as the bipedal walkers, and just as capable of crossing broken terrain. It carries the impressive 6-pounder cannon on its back, the biggest weapon currently mounted on a walker. Secondary armament is limited, comprising only of a forward-mounted light machine gun with a restricted traverse. The Wagsworth lacks the manipulator arms present on most other walkers, and it is unlikely that any future refits will involve the addition of them.

Wagsworth units are rarely deployed without some form of infantry or escort walker group. Its heavy armor can allow it to function as a tank-killer, provided the tank prey in question is slow enough (or the commander is dumb enough) to be kept within the Wagsworth's effective range. Overall deployment of the Wagsworth has been limited. In Africa, it has been used mainly to defend strategic positions as its low top speed makes it unsuitable for the far-ranging desert campaign. During the height of the Blitz, when invasion seemed imminent, Wagsworth units were deployed at numerous potential landing zones along the shore to repulse potential attackers.

There are no variants of the Wagsworth currently in service. There has been some talk about mounting the 6-pounder in a turret, but the walker's swaggering gait will have to be stabilized before such a mounting becomes feasible.

SilCORE Stats

Size:	9 (Vehicle, Height, 7 m)
Threat Value (TV):	123
Defense Threat Value (DTV):	121
Movement:	Walker 2/3, Ground 2/4
Maneuver:	-1
Armor:	13/26/39
Miscellaneous Threat Value (MTV):	0

Crew:	3
Deployment Range:	55 km

Perks and Flaws: Negative Features: Inefficient Controls, Large Sensor Profile (R1), Sensor Dependent; Weaknesses: Weak Point (R1, Movement)

Offensive Threat Value (OTV): 249

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
6 pdr	F	-1	x9	4	0	1		30
7.92 LMG	FF	-1	x2	1	2	1	Anti-Infantry	250

Open Gaming Stats

Type:	Giant Robot/Vehicle
Size:	Large (Tall/Long, 7.0 m)
Hit Points:	60
Occupancy:	3 operators, no cargo
Armor Hardness:	17
Defense:	9
Strength:	18 (+4)
Speed:	Land 27/36 kph

Tactical Speed:	Land 45/60 m/turn
Initiative:	-3/-4
Maneuver:	-3/-4

Special Abilities: Tactical Radio (5 km)

Exotic Abilities: Transformation (walker/vehicle)

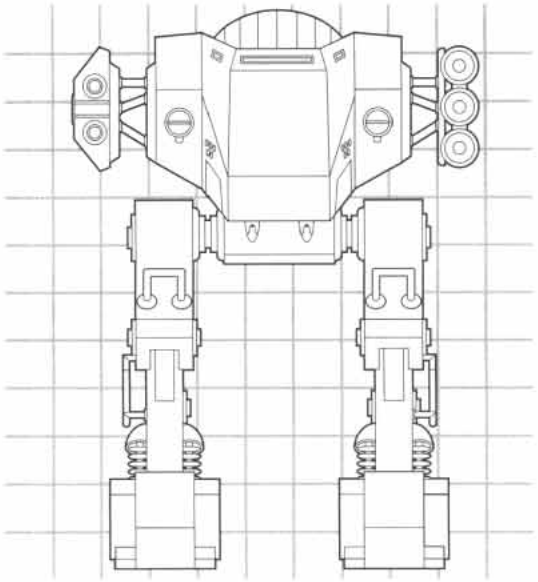
Mecha Defects: Optimized Armor: Front, Noisy, Reduced Endurance (1.5 hours at max speed), Start Up Time (1 minute), Weak Point: Legs

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
7.92 mm MG	3d10	A	45m	250	Automatic, 4x Extra Ammo	Arc of Fire (Fr)
6-pdr Cannon	7d10	SS	300m	30	Long Range	Arc of Fire (Fr)

NOTE: All weapons are Ballistic Weapons.

WALKER: PZKPF IV "LOKI"



DESCRIPTION

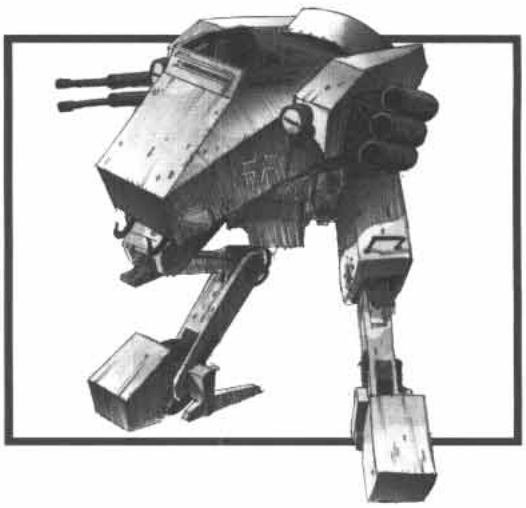
Nationality:	Germany
Date In Service:	Ausf A and Ausf B: Feb. 1938 and C: 1941

In 1936, specifications for a light (5-ton) combat walker were issued to the companies of Daimler-Benz, Henschel, MAN (Maschinenfabrik Augsburg Nuernberg), Krupp and Rheinmetall. The designers' work was based on experience from the Grossarbeibeter project, so named to hide its true purpose from the League of Nations scrutinizers. Daimler-Benz's prototype was eventually selected, though additional manufacturing contracts for both whole chassis and sub-assemblies were handed out to other companies (most notably the complex Zeiss computator).

The Loki's design is partially based on Christy's original 1926 chassis, which was purchased from him that year. Most of the design work, however, was modeled on the GrAb 1 through 3 series (later called PzKpf I through III). After numerous tests in mid-1936, the improved PK1 was redesignated PzKpf IV Ausf A and a small number were quietly manufactured by the end of the year. The vehicle is produced in two very similar variants: the Ausf A, armed with twin machine guns, and Ausf B, armed with a self-loading 1.8 cm cannon. Both are open-topped to save on weight and provide better visibility for the crew. It was supposed that the height of the vehicle would protect its occupants from most ground-based small arms fire.

Its first combat test took place in secret during the second year of the Spanish Civil War. Its thin armor offered only limited protection against small firearms, and the Ausf A's machine guns were not effective on anything other than infantry units. However, the "grenade launchers" — actually, very short ranged mortars — were useful as demolition devices. Despite the limitations, their performance showed the potential of the vehicles, and in 1938 both versions of the Loki went into full production.

The Loki can be found in service on all fronts of the war, particularly in Russia where most of the heavy fighting is now taking place inside city limits. Its small size and high maneuverability makes it an ideal vehicle for urban warfare. Despite its numbers, Germany has not offered the vehicle to any of the other Axis countries, although it has made the plans available. Some Lokis, however, have found their way into the hands of the Red Army. These machines are generally in bad shape — the Soviets lack the technology to repair all but the most elementary systems — but those crews that have survived long enough have become very adept at handling the captured vehicles.





SilCORE Stats

Size:	6 (Vehicle, Height, 5.5 m)
Threat Value (TV):	132
Defense Threat Value (DTV):	46
Movement:	Walker 2/4, Ground 3/5
Maneuver:	-1
Armor:	7/14/21
Miscellaneous Threat Value (MTV):	0

Crew:	2
Deployment Range:	65 km

Perks and Flaws: Communications (-2/2 km); Movement Flaws: Decreased Maneuver (R1, Ground), Poor Towing Capability, Unstable; Negative Features: Fuel Inefficient (R1), Inefficient Controls, Random Shutdown (R1); Weaknesses: Exposed Crew, Weak Point (R1, Movement)

Offensive Threat Value (OTV): 351

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
7.92 mm LMG	F	-1	x2	1	2	2	Anti-Infantry	250
Grenades (Early)	F	-2	x8	0	0	3	Anti-Infantry	1
Grenades (Std)*	F	-2	x9	0	0	3	Anti-Infantry	1
1.8 cm KwK77*	F	-1	x5	2	1	1		20

*Not available to Ausf A. See below.

VARIANTS:

*AUSF B: Remove LMG, Grenades (early), Unstable, Random Shutdown and Exposed Crew Flaws. Add 1.8 cm KwK77, Grenades (Std), Battle Arms x2 (R4, Punch) and Airlift Ready Perks (TV: 86).

*AUSF C: Remove LMG, Grenades (early), Unstable, Fuel Inefficient, Random Shutdown and Exposed Crew Flaws. Add 1.8 cm KwK77, Grenades (Std), Battle Arms x2 (R4, Punch), Airlift Ready and Armor Qualities: Reinforced (R1, Front) Perks (TV: 86).

Open Gaming Stats

Type:	Giant Robot/Vehicle
Size:	Large (Tall/Long, 5.5 m)
Hit Points:	30
Occupancy:	2 operators, no cargo
Armor Hardness:	9
Defense:	9
Strength:	15 (+2)
Speed:	Land: 36/45 kph

Tactical Speed:	Land: 60/75 m/turn
Initiative:	-3/-4
Maneuver:	-3/-4

Special Abilities: Tactical Radio (2 km)

Exotic Abilities: Transformation (walker/vehicle)

Mecha Defects: Optimized Armor: Front, Noisy, No Hand, Open, Reduced Endurance (2 hours at max speed), Start Up Time (1 minute), Weak Point: Legs

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
7.92 mm MGs (2)	3d10	A	45m	200 ea	Automatic, 3x Extra Ammo	Arc of Fire (Fr)
Grenade Launchers	7d10	S	14m	3	Semiauto, Blast, Indirect	Arc of Fire (Fr), 3x Less Ammo, 3x Short Range
1.8 cm Cannon*	4d12	S	160m	20	Semiauto, Long Range	

*Not available to Ausf A. See below.

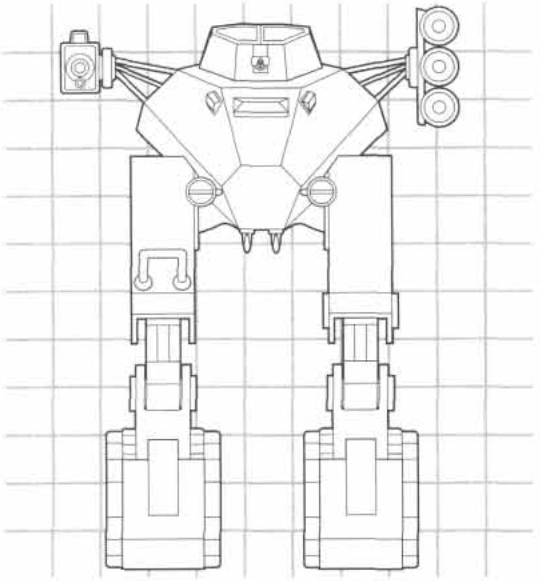
NOTE: Grenades are Blast Weapons; all the rest are Ballistic Weapons.

VARIANTS:

AUSF B: Remove 7.92 mm MGs, add 1.8 cm cannon.

AUSF C: Remove 7.92 mm MGs, add 1.8 cm cannon. Remove the No Hand and Open defects.

WALKER: PZKPF V "VALKURIE"



DESCRIPTION

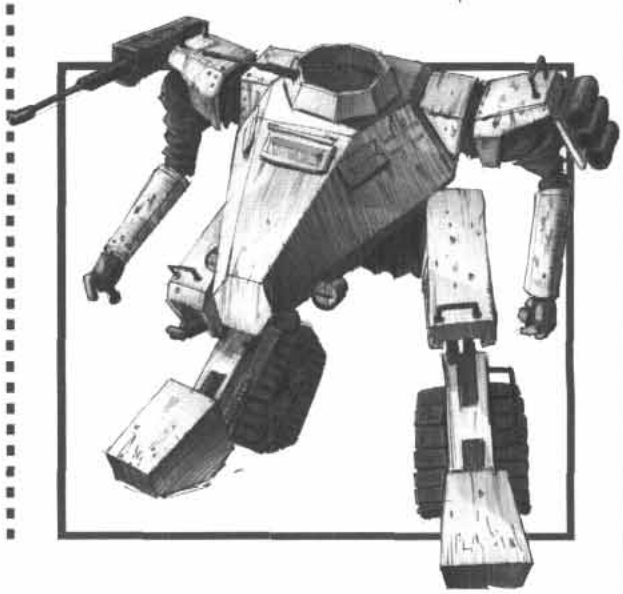
Nationality:	Germany
Date in Service:	Ausf A: Jun. 1940, Ausf B: Jan. 1941, Ausf C: Nov. 1941

At the conclusion of the Loki field tests in Spain, it was realized that the walker would not meet all the planned goals of Germany's walker program. A new vehicle was put into development which would eventually become known as the PzKpf V "Valkurie." Specifications were issued to Daimler-Benz, Rheinmetall-Borsig and Krupp AG. A working prototype was produced by 1939, shortly before the start of the war, but full production did not begin until the following year.

Like the Loki, the Valkurie is crewed by a driver and a commander who doubles as the gunner. Though the new chassis is faster and sturdier than its predecessor, armament remains light, mostly due to recoil considerations. Many of the later versions, in order to upgrade the firepower, come with the addition of more lower-caliber or recoilless weapons. The Valkurie is the first to benefit from the new style Krupp suspension, which features articulated tracks at the rear for better traction and shock absorption. From the Ausf B variant and onward the chassis also has a pair of Krupp H6 grasper arms mounted, which were primarily used for demolition and field engineering work.

The Valkurie Ausf A is poorly armed with a pair of light machine guns and some demolition charges. To speed up initial deployment, the arms were omitted and the weapons attached directly to the hull. The Ausf B variant includes a 1.8 cm cannon, but integration troubles developed between the fire control system and the drive computator. However, it does have fully functional arms. The newest version, the Ausf C, mounts an even larger caliber cannon and incorporates numerous design changes to make the vehicle more stable and reliable.

The PanzerKämpfer V has gained a reputation for being a highly reliable and effective vehicle, and has since shaped new walker development in all factions. It has also been exported in limited numbers to Axis allies or pro-German client states. Hungary, Romania, Bulgaria and Slovakia each received about a half-dozen Ausf A walkers along with the necessary technical support. Small numbers of Ausf A and B vehicles were also exported to Croatia. During operation Barbarossa, the Soviets captured large numbers of PzKpf Vs of all types, some of which were hastily pressed into temporary service or used as bait. As with the captured Lokis, these machines are often in a state of disrepair.



SilCORE Stats

Size:	6 (Vehicle, Height, 5.5 m)
Threat Value (TV):	136
Defense Threat Value (DTV):	56
Movement:	Walker 2/4, Ground 3/5
Maneuver:	-1
Armor:	8/16/24
Miscellaneous Threat Value (MTV):	0

Crew:	2
Deployment Range:	60 km

Perks and Flaws: Armor Qualities: Reinforced (R2, Front); Communications (-2/2 km); Movement Flaws: Poor Towing Capability, Unstable; Negative Features: Inefficient Controls, Random Shutdown (R1); Weaknesses: Weak Point (R1, Movement)

Offensive Threat Value (OTV): 353

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
7.92 mm LMG	F	-1	x2	1	2	2	Anti-Infantry	250 ea
Grenades	F	-2	x9	0	0	3	Anti-Infantry	1
1.8 cm KwK77*	F	-1	x5	2	1	1		20
3.2 cm Cannon*	F	-1	x7	3	0	1		82

*Not available to Ausf A. See below.

VARIANTS:

AUSF B: Remove Unstable Flaw, one LMG. Add Battle Arms x2 (R4, Punch), 1.8 cm KwK77 (TV: 85).

AUSF C: Remove Unstable and Random Shutdown Flaws, one LMG. Add Battle Arms x2 (R4, Punch), 3.2 cm Cannon (TV: 130).

Open Gaming Stats

Type:	Giant Robot/Vehicle
Size:	Large (Tall/Long, 5.5 m)
Hit Points:	40
Occupancy:	2 operators, no cargo
Armor Hardness:	10
Defense:	9
Strength:	15 (+2)
Speed:	Land: 36/45 kph

Tactical Speed:	Land: 60/75 m/turn
Initiative:	-3/-4
Maneuver:	-3/-4

Special Abilities: Tactical Radio (2 km)

Exotic Abilities: Transformation (walker/vehicle)

Mecha Defects: Optimized Armor: Front, Noisy, No Hand, Open, Reduced Endurance (2 hours at max speed), Start Up Time (1 minute), Weak Point: Legs

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
7.92 mm MGs (2)	3d10	A	45m	200 ea	Automatic, 3x Extra Ammo	Arc of Fire (Fr)
Grenade Launchers	7d10	S	14m	3	Semiauto, Blast, Indirect	Arc of Fire (Fr), 3x Less Ammo, 3x Short Range
1.8 cm Cannon*	4d12	S	160m	20	Semiauto, Long Range	
3.2 cm Cannon*	5d12	S	160m	20	Semiauto, Long Range	

*Not available to Ausf A. See below.

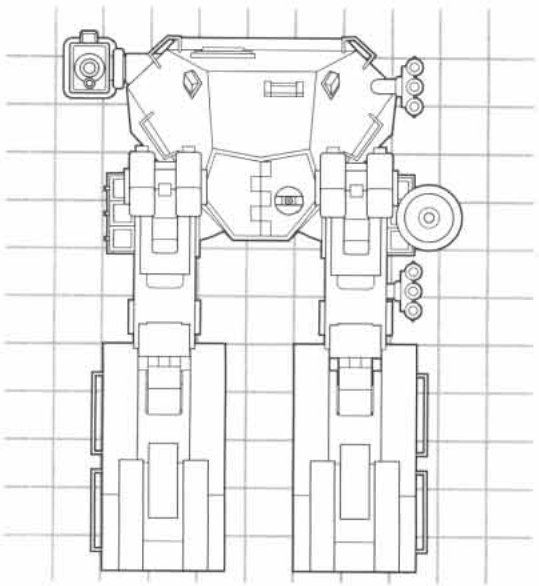
NOTE: Grenades are Blast Weapons; all the rest are Ballistic Weapons.

VARIANTS:

*AUSF B: Remove one 7.92 mm MG, add 1.8 cm cannon. Remove the No Hand defect.

*AUSF C: Remove one 7.92 mm MG, add 3.2 cm cannon. Remove the No Hand and Open defects.

WALKER: PZK VI "DONNER"



DESCRIPTION

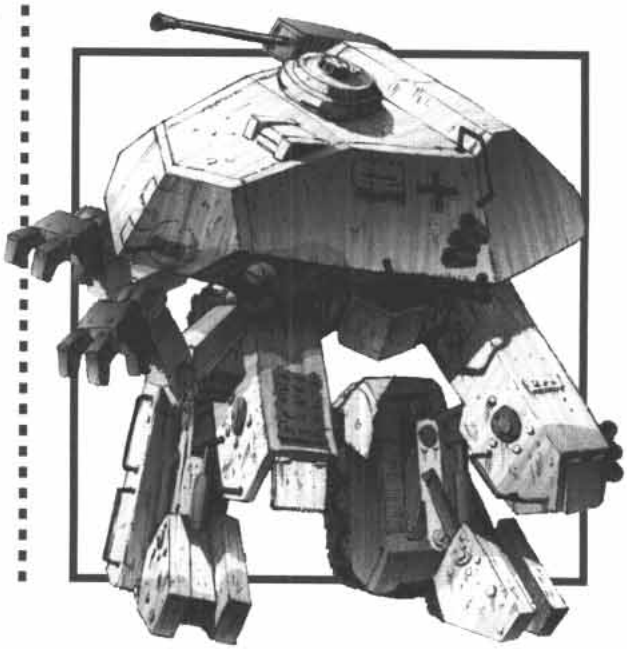
Nationality:	Germany
Date In Service:	N/A (prototypes: Oct. 1941)

The PanzerKämpfer VI, known as the "Donner" or "Thor," incorporates lessons learned from both previous walker design efforts and the parallel tank design world (notably, armor sloping). The Donner was designed after the Russians started fielding their own advanced vehicles, especially the T-34 tank series. Walkers are effective in the urban combat that is characterizing the fighting on the eastern front, and a heavier design was sought.

The initial Donner designs date back to 1938, when Daimler-Benz and MAN were ordered to design a new 20-ton walker. Although similar in many respects to the Valkurie series, the suspension is a new variation of the Christie Walker Suspension. The engine is much more advanced, a necessity since the Donner weighs several more tons than the Valkurie. The suspension allows the Donner to operate at higher speeds, but not all the bugs have been worked out of the system. The power transmission can occasionally jam, causing the engine to shut down. This problem is inherent to the suspension; all the Donners built to date exhibit this flaw. However, the design team is confident the suspension can be fixed before the walker goes into full production in January of 1942.

The sloped main hull is an attempt to increase armor protection for crouching walkers, though crews complain about lack of headroom. The vehicle was designed from the start to be highly modular and it is hoped that vehicles can undergo a constant upgrade program as part of their routine servicing. With the addition of heavier armament, the Donner is closing the gap between walker and tank in terms of performance, but it will most likely not be until the Uller begins production that the lines between these two types of vehicles truly begin to blur.

Nearly two dozen have been built already as part of the design process for both the machine and the production line. It is expected that the existing units will be deployed to the Eastern Front shortly, although some may be headed to Africa. There are currently no variants on the Donner. The Italian company Fiat-Ansaldo holds a license to produce Donner suspensions for Italy's own walkers, but to date no Italian walker has been designed to incorporate the system.



SilCORE Stats

Size:	7 (Vehicle, Height, 6.5 m)
Threat Value (TV):	102
Defense Threat Value (DTV):	74
Movement:	Walker 3/5, Ground 3/6
Maneuver:	-1
Armor:	9/18/27
Miscellaneous Threat Value (MTV):	0

Crew:	2
Deployment Range:	75 km

Perks and Flaws: Arms: Manipulator Arms x2 (R5, Punch); Armor Qualities: Reinforced Armor (R1, Front); Communications (-2/4 km); Negative Features: Inefficient Controls, Random Shutdown (R1), Overheating (Lt/3 r, Hv/5 r), Weak Point (R1, Movement)

Offensive Threat Value (OTV): 244

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
3.2 cm KwK 90C	F	-1	x8	2	0	1		20
7.92 mm LMG	F	-1	x2	1	2	1	Anti-Infantry	250
Grenades	F	-2	x10	0	0	3	Anti-Infantry	1
Smoke	FF	-1	x0	0	0	1	Smoke	3

Open Gaming Stats

Type:	Giant Robot/Vehicle
Size:	Large (Tall/Long, 6.5 m)
Hit Points:	45
Occupancy:	2 operators, no cargo
Armor Hardness:	12
Defense:	9
Strength:	20 (+5)
Speed:	Land: 45/54 kph

Tactical Speed:	Land: 75/90 m/turn
Initiative:	-3/-4
Maneuver:	-3/-4
Special Abilities:	Tactical Radio (2 km)
Exotic Abilities:	Transformation (walker/vehicle)

Mecha Defects: Optimized Armor: Front, Noisy, Reduced Endurance (2 hours at max speed), Start Up Time (1 minute), Weak Point: Legs

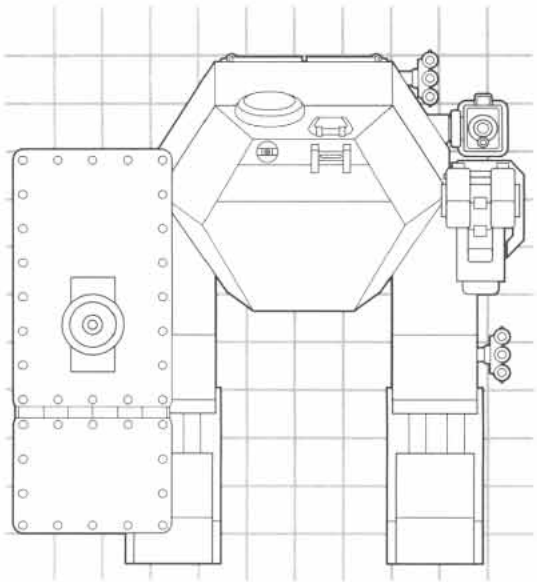
Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
7.92 mm MG	3d10	A	45m	200	Automatic, 3x Extra Ammo	Arc of Fire (Fr)
Grenade Launchers Ammo, 3x Short Range	7d10	S	14m	3	Semiauto, Blast, Indirect	Arc of Fire (Fr), 3x Less
Smoke Launchers Ammo, 3x Short Range	S*	SS	3m	3	Blast, Indirect	Arc of Fire (Fr), 4x Less
3.2 cm Cannon	5d12	S	160m	30	Semiauto, Long Range	Arc of Fire (Fr)
Panzerfausts Ammo, 2x Short Range	3d20	SS	24m	2	Armor Penetrating, Blast	Arc of Fire (FR), 4x Less

*Smoke (2 rounds, 6 ft)

NOTE: Grenades and Panzerfausts are Blast Weapons; all others are Ballistic Weapons.

WALKER: PZK VII "ULLER"



DESCRIPTION

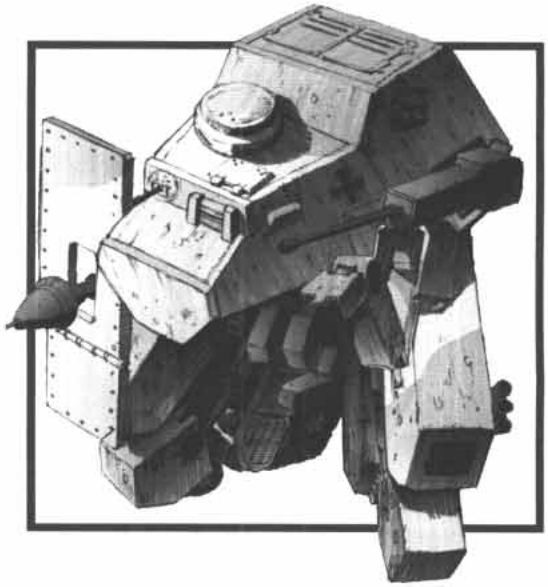
Nationality:	Germany
Date In Service:	N/A (prototypes: Nov. 1941)

The largest German walker to date began development back in 1937. Both Krupp and Daimler-Benz produced prototypes that were never put into production, but provided valuable experience. In the end, Henschel is to produce the majority of the chassis alongside its Tiger assembly lines, but numerous delays from the heavier suspension and larger engine have occured. However, the setbacks have resulted in a very flexible construction process, and it is expected that once the Uller goes into production in early 1942, the factory lines will be able to function even if materials shortages develop. Unfortunately, production costs are high; Henschel's greatest challenge will be to find an affordable means of manufacturing these machines if they are going to be produced in any great number.

The Uller marks the begining of the modern competition between walkers and traditional tanks. Although walkers have been in the field since the start of the war, the Uller is the first to carry armor and armament comparable to a modern battle tank. The Uller weighs even more than the Donner, largely due to the heavier armor and Ancillary Propulsion System. This walker design is easily modified. It sports extra hardpoints and turret rings, and carries hydraulic and electrical lines down either side of the hull. The Uller's only weak spots are its rear armor plate and its engine, the latter of which requires continuous maintenance.

The Uller sports an impressive array of weaponry. In addition to the standard cannon and light machine gun, the walker carries a *Panzershrek* rocket launcher. The range is roughly the same as the cannon, but the rockets can deliver an impressive anti-tank warhead. The hull also mounts "fragmentation dischargers," small explosive weapons designed for use against any enemy infantry that wander too close to the walker. Advanced optics and targeting systems provide the Uller with improved weapon accuracy as well as a better capability of firing while moving.

There are no known variants of the Uller at this point. In fact, as the design has yet to go into full production, it is unlikely that even the basic Uller model will be seen in active combat. To date only a handful of these walkers have been produced, and they are largely in use as test platforms for advanced walker systems. However, it is entirely possible that the German high command could deploy these walkers as an advanced unit in order to better evaluate their performance under actual combat conditions.



SilCORE Stats

Size:	7 (Vehicle, Height, 6.5 m)
Threat Value (TV):	144
Defense Threat Value (DTV):	97
Movement:	Walker 2/4, Ground 3/6
Maneuver:	-1
Armor:	11/22/33
Miscellaneous Threat Value (MTV):	0

Crew:	2
Deployment Range:	110 km

Perks and Flaws: Arms: Manipulator Arms x2 (R6, Punch); Armor Qualities: Reinforced Armor (R1, Front), Communications (-2/4 km); Reinforced Systems: Crew; Sensors (-2/1 km); Movement Flaws: Unstable; Negative Features: Inefficient Controls, Overheating (Lt/3 r, Hv/5 r), Weak Point (R1, Movement)

Offensive Threat Value (OTV): 354

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
GrPzShrek	F	0	x6	2	0	1	HEAT	6
1.8 cm KwK 70	F	0	x5	2	1	1		20
7.92 mm LMG	F	0	x2	1	2	1	Anti-Infantry	250
Grenades	F	-1	x10	0	0	3	Anti-Infantry	1
Smoke	FF	0	x0	0	0	1	Smoke	3
Frag. Dischargers	FF	-1	x3	0	0	4	Anti-Infantry, Area Effect (0)	1

Open Gaming Stats

Type:	Giant Robot/Vehicle
Size:	Large (Tall/Long, 6.5 m)
Hit Points:	50
Occupancy:	2 operators, no cargo
Armor Hardness:	14
Defense:	9
Strength:	20 (+5)
Speed:	Land: 36/54 kph

Tactical Speed:	Land: 60/90 m/turn
Initiative:	-3/-4
Maneuver:	-3/-4
Special Abilities:	Tactical Radio (2 km)
Exotic Abilities:	Transformation (walker/vehicle)

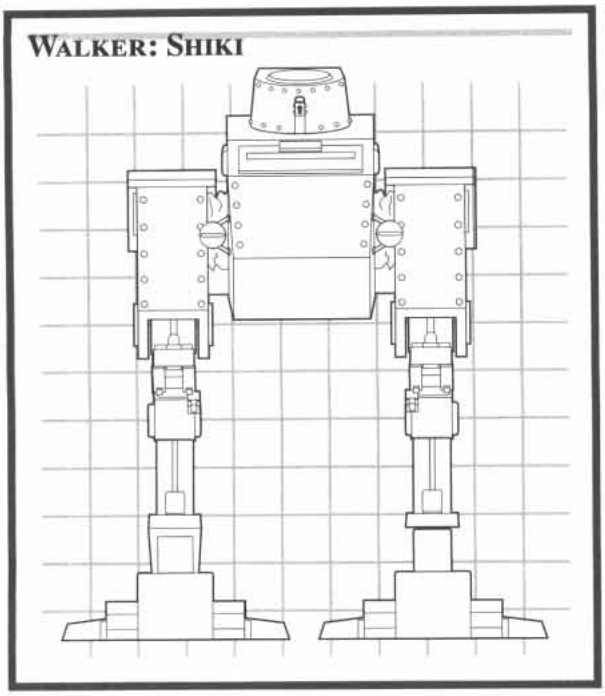
Mecha Defects: Optimized Armor: Front, Noisy, One Hand, Reduced Endurance (2 hours at max speed), Start Up Time (1 minute), Weak Points: Legs

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
7.92 mm MG	3d10	A	45m	200	Automatic, 3x Extra Ammo	Arc of Fire (Fr)
Grenade Launchers	7d10	S	14m	3	Semiauto, Blast, Indirect	Arc of Fire (Fr), 3x Less Ammo, 3x Short Range
Smoke Launchers	S*	SS	3m	3	Blast, Indirect	Arc of Fire (Fr), 4x Less Ammo, 3x Short Range
3.2 cm Cannon	5d12	S	160m	30	Semiauto, Long Range	Arc of Fire (Fr)
Panzershreck	4d20	SS	24m	6	Armor Penetrating, Blast	Arc of Fire (Fr), 2x Less Ammo, 2x Short Range

*Smoke (2 rounds, 6 ft)

NOTE: Grenades and Panzerfausts are Blast Weapons; all others are Ballistic Weapons.



WALKER: SHIKI

DESCRIPTION

Nationality:	Japan
Date In Service:	Model 38: May 1938, Model 41: Feb. 1941

Despite the incredible advances in naval and air technology, Japanese superscience is lagging behind in walker design, as well as ground-based systems in general. Most of the vehicles in the Japanese Army are copies of foreign fighting vehicles, though some designs have been improved. Walkers are no exception — in fact, the original design has been modified so little that the Shiki probably has more in common with the original Christie prototype than Germany's vaunted Loki.

Vehicles in the Japanese Army are extremely low-tech. Although it does mean that maintenance in the field is considerably easier, it also means that the relatively unsophisticated systems have difficulty when coping with a more advanced foe. Imperial Japan has always relied on the strength of the warrior spirit, and soldiers see themselves as not far removed from their Samurai ancestors. The Shiki 38 reflects both of these aspects abundantly. Although walkers by definition are advanced combat vehicles, the Shiki is about as minimal as can be and still function. The internal computator can keep the Shiki balanced only at slow speeds. The pilot controls are awkward and primitive, and no aspect of the machine can be controlled with any great finesse. The Shiki does sport a surprisingly complicated Ancillary Propulsion System for road travel. It requires less maintenance, and has slightly boosted the Shiki's deployment range over its contemporaries, but when damaged it is difficult to repair.

Japan uses its walkers primarily as anti-infantry vehicles. As a result, the Shiki's armaments are designed only for use against lightly armored targets. The forward and rear-mounted light machine guns give it an excellent field of fire, but these weapons lack any sort of significant power against vehicles. Like most walkers, the Shiki carries several short-ranged grenades, but its main close-combat weapon is the Teppoyari, a long spear-type weapon with a large explosive tip. It is deployable in both ground and walker mode, and is used as part of a charge attack against exposed enemies.

The only variant of the Shiki currently in operation is the Shiki 41. This is a fully amphibious walker, and can be deployed a short distance off shore for use in assault landings. The Shiki 41 carries a slightly advanced computator and suspension, as well as reinforced forward armor. Apart from these differences, it is otherwise identical to the Shiki 38.

SilCORE Stats

Size:	6 (Vehicle, Height, 5 m)
Threat Value (TV):	61
Defense Threat Value (DTV):	56
Movement:	Walker 2/4, Ground 3/5
Maneuver:	-1
Armor:	8/16/24
Miscellaneous Threat Value (MTV):	0

Crew:	2
Deployment Range:	95 km
Perks and Flaws:	Arms: Manipulator Arm x2 (R4, Punch); Movement Flaws: Poor Towing, Unstable; Negative Features: Inefficient Controls, Sensor Dependent; Weaknesses: Hazardous Ammo/Fuel, Weak Point (R1, Movement)

Offensive Threat Value (OTV): 128

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
7.7 mm LMG	F	-1	x2	1	2	1	Anti-Infantry	100
7.7 mm LMG	Rr	-1	x2	1	2	1	Anti-Infantry	100
Grenades	F	-2	x9	0	0	3	Anti-Infantry	1
Teppoyari	F	-1	x12	0	0	1		1

VARIANTS:

SHIKI 41 (AMPHIBIOUS): Remove Unstable Flaw, add Reinforced Armor (R1, Front) Perk and Movement: Naval 1/2 (TV: 66).

Open Gaming Stats

Type:	Giant Robot/Vehicle
Size:	Large (Tall/Long, 5.0 m)
Hit Points:	35
Occupancy:	2 operators, no cargo
Armor Hardness:	10
Defense:	9
Speed:	Land 36/45 kph, Naval 18 kph*
Tactical Speed:	Land 60/75 m/turn, Naval 30 m/turn*

Initiative:	-3/-4
Maneuver:	-3/-4
Special Abilities:	None
Exotic Abilities:	Transformation (walker/vehicle)
Mecha Defects:	Reduced Endurance (2 hours at max speed), Noisy, Start Up Time (1 minute), Weak Point: Legs

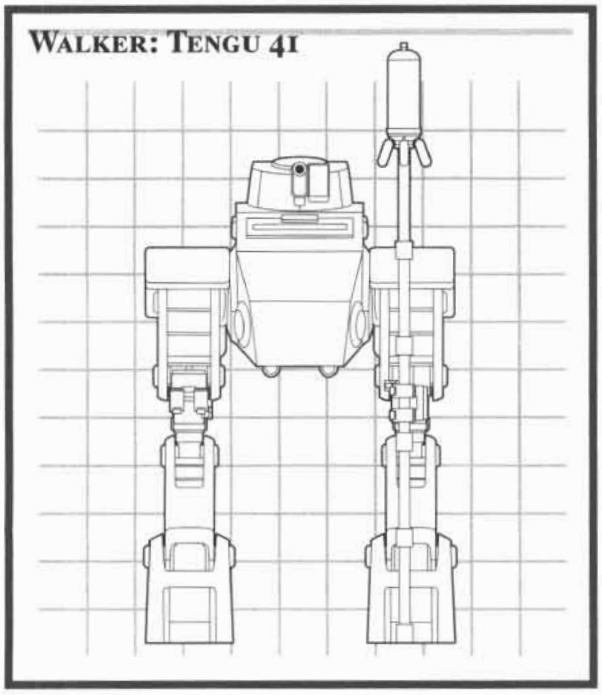
Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
7.7 mm LMG	3d10	A	40 m	100	Automatic, 1x Extra Ammo	Arc of Fire (Fr)
7.7 mm LMG	3d10	A	40 m	100	Automatic, 1x Extra Ammo	Arc of Fire (Re)
Grenade Launchers	7d10	S	14 m	3	Semiauto, Blast, Indirect	3x Less Ammo, 3x Short Range
Teppoyari	10d12	SS	n/a	1	Blast, Handheld	4x Less Ammo, 3x Short Range

NOTE: Teppoyari and Grenades are Blast Weapons; all the rest are Ballistic Weapons.

VARIANTS:

SHIKI 41 (AMPHIBIOUS): Add Naval movement.



DESCRIPTION

Nationality:	Japan
Date In Service:	Nov. 1941

The Tengu 41 came about from a massive re-evaluation of the Shiki design. While Japan has not stopped producing Shiki walkers, it was realized early in 1941 that there was enough performance data from active service in China and from German engineers to begin creating an advanced version. The Tengu was intended to be the best walker that Japan could produce with its current technology. Unfortunately, while the final product is better than the Shiki, it is only of average capability compared to the walkers of other nations.

Externally, the German influence on the design is unmistakable — the Tengu sports more angled armor plating than the Shiki, and the arms are capable of a greater degree of manipulation. The Tengu is fully amphibious and incorporates the improved computator and suspension developed for the Shiki 41. Field performance, in terms of speed and agility, remains about the same. Although this is an "advanced" Japanese design the Tengu lacks a radio and advanced targeting equipment.

The largest change to the Tengu comes in the form of its weaponry. The barbette containing the two light machine guns has been replaced with a full turret housing a 37mm Type 94 cannon. This weapon is more commonly found on Japanese tanks, and is an attempt to improve the walker's effectiveness against armored vehicles. The Tengu still carries a single light machine gun, in a forward-firing mount on the main hull. The Teppoyari has also been improved. A better grade of explosive and a strengthened delivery mechanism have given the weapon a more directional blast, the force of which is capable of toppling a walker. However, the Tengu only carries one, and still must close to point blank range in order to use it.

The Tengu has been in service for roughly a month, and has seen wide deployment against the Russians in the Manchukuo region of occupied China. Like Japan's other walkers, the Tengu is being used primarily as an anti-infantry weapon. The few skirmishes between the Tengu and Russian armor have gone decidedly against the Tengu. While much more maneuverable than the Russian tanks, a single shot is usually more than enough to disable the walker. The Tengu has yet to see combat against other walkers, although with the bombing of Pearl Harbor, American forces will undoubtedly be encountering the Tengu soon.

SilCORE Stats

Size:	7 (Vehicle, Height, 5.5 m)
Threat Value (TV):	66
Defense Threat Value (DTV):	70
Movement:	Walker 2/4, Ground 3/5, Naval 1/2
Maneuver:	-1
Armor:	8/16/24
Miscellaneous Threat Value (MTV):	0

Crew:	2
Deployment Range:	100 km

Perks and Flaws: Arms: Manipulator Arm X 2 (R4, Punch); Movement Flaws: Poor Towing, Armor Quality: Reinforced (R1, Front); Negative Features: Inefficient Controls, Sensor Dependent; Weaknesses: Hazardous Ammo/Fuel, Weak Point (R1, Movement)

Offensive Threat Value (OTV): 137

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
37mm Cannon	T	-1	x6	2	0	1		20
7.7 mm LMG	F	-1	x2	1	2	1	Anti-Infantry	100
Grenades	F	-2	x9	0	0	3	Anti-Infantry	1
Teppoyari-Ni	F	-1	x12	0	0	1	Knockback	1

Open Gaming Stats

Type:	Giant Robot/Vehicle
Size:	Large (Tall/Long, 5.0 m)
Hit Points:	35
Occupancy:	2 operators, no cargo
Armor Hardness:	10
Defense:	9
Speed:	Land 36/45 kph, Naval 18 kph
Tactical Speed:	Land 60/75 m/turn, Naval 30 m/turn

Initiative:	-3/-4
Maneuver:	-3/-4
Special Abilities:	None
Exotic Abilities:	Transformation (walker/vehicle)

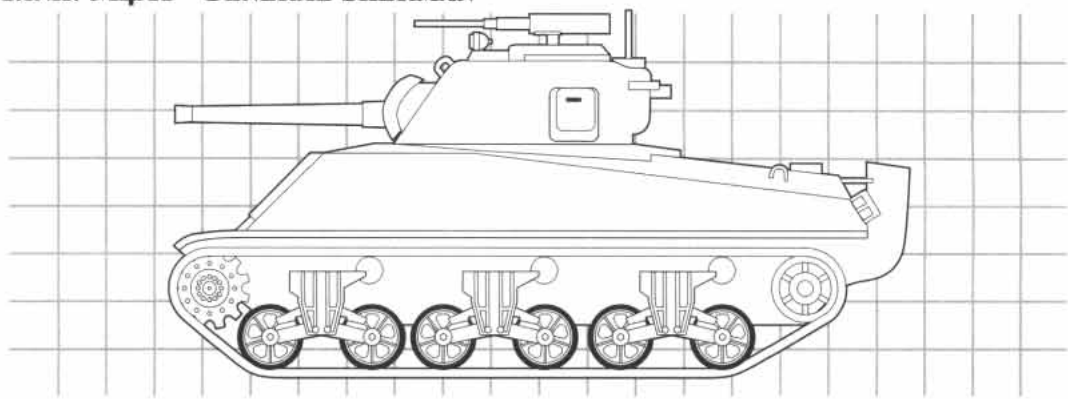
Mecha Defects: Reduced Endurance (2 hours at max speed), Noisy, Start Up Time (1 minute), Weak Point: Legs

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
37 mm Cannon	6d10	A	160 m	25	Automatic	1x Less Ammo
7.7 mm LMG	3d10	A	40 m	100	Automatic, 1x Extra Ammo	Arc of Fire (Fr)
Grenade Launchers	7d10	S	14 m	3	Semiauto, Blast, Indirect	3x Less Ammo, 3x Short Range
Teppoyari-Ni	10d12	SS	n/a	1	Blast, Handheld	4x Less Ammo, 3x Short Range

NOTE: Teppoyari-Ni and Grenades are Blast Weapons; all the rest are Ballistic Weapons.

TANK: M4A1 "GENERAL SHERMAN"



DESCRIPTION

Nationality:	United States
Date In Service:	Jun. 1941

Pure superscience vehicles, such as combat walkers, are far too expensive and time consuming to build to make up the bulk of the world's armies. Most of the nations' fighting strength rests on conventional vehicles and infantry, although they are occasionally upgraded with new technology as it becomes available.

The M4 is designated as a "medium" tank, although as the US Army currently has no heavy tanks, this is one of the largest tanks currently in production. Its simple construction and cast hull allow for quick manufacture and assembly. Many of the internal components are identical to those used on the earlier M3 Grant tank, which allowed the Sherman to go into production without a great deal of field testing. The main weapon is a 75 mm cannon capable of firing both high explosive and armor-piercing rounds. The gun is gyro-stabilized, but lacks a computator to compensate for vehicle motion. Most crews learn quickly that the Sherman is most accurate when it is not moving. Two .30 caliber machine guns provide additional firepower.

The initial designs for the M4A1 Sherman were completed by March of 1941. Full production began a scant three months later, due mainly to the signing of the Lend-Lease act with Britain. As the United States was not technically at war, only a moderate level of production could be justified. By the beginning of December, only 1200 had been manufactured, with roughly half of that number shipped overseas. Now that America has finally joined the war, production will no doubt be increased. The Sherman has been deployed in both Africa and Russia, through the Lend-Lease agreements between the United States, Britain and Russia. No American Shermans have seen action yet, but the US Army's design teams are reviewing the performance of their Lend-Lease vehicles carefully.

Although there are numerous variations of the Sherman on the drawing board, the only one that has gone into production at this time is the M4S2 Sherman Tesla. The 75 mm cannon has been replaced with an EAEC (electrically accelerated energy cannon). Though the range on the device is considerably shorter than the original artillery piece, the capacitors are charged directly from the tank's engine, providing the EAEC with effectively unlimited ammunition. A secondary turret has also been added, with additional defensive armaments.



SilCORE Stats

Size:	11 (Vehicle, Length, 5.8 m)
Threat Value (TV):	487
Defense Threat Value (DTV):	81
Movement:	Ground 3/6
Maneuver:	-2
Armor:	14/28/42
Miscellaneous Threat Value (MTV):	0

Crew:	5
Deployment Range:	160 km

Perks and Flaws: Armor Qualities: Reinforced (R1, Front); Communications (-1/5 km); Negative Features: Inefficient Controls, Large Sensor Profile (R1), Sensor Dependent; Weaknesses: Hazardous Ammo/Fuel

Offensive Threat Value (OTV): 1382

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
M3 75 mm	T	-2	x9	5	0	1	Armor Piercing*	97
.30 MG	T	-2	x2	1	2	1	Anti-Infantry	3600
.30 MG	FF	-2	x2	1	2	1	Anti-Infantry	3600
Tesla EAEC**	T	-2	x14	1	0	1	Haywire, Attenuating Damage (1), Power Hungry (4), HEAT	Unl.
Grenades**	T	-3	x9	0	0	3	Anti-Infantry	1

*The M3 77 mm can be fired without using this Perk to simulate a standard HE round.

VARIANTS:

**M4S2: Remove M3 75 mm cannon. Add Tesla EAEC, Grenades (TV: 724).

Open Gaming Stats

Type:	Vehicle
Size:	Large (Tall/Long, 5.8 m)
Hit Points:	65
Occupancy:	5 operators, no cargo
Armor Hardness:	19
Defense:	9
Speed:	Land 54 kph
Tactical Speed:	Land 90 m/turn

Initiative:	-5
Maneuver:	-5
Special Abilities: Tactical Radio (5 km)	
Exotic Abilities: None	

Mecha Defects: Optimized Armor: Front, Noisy, Poor Visibility, Reduced Endurance (3 hours at max speed), Start Up Time (1 minute)

Weapons

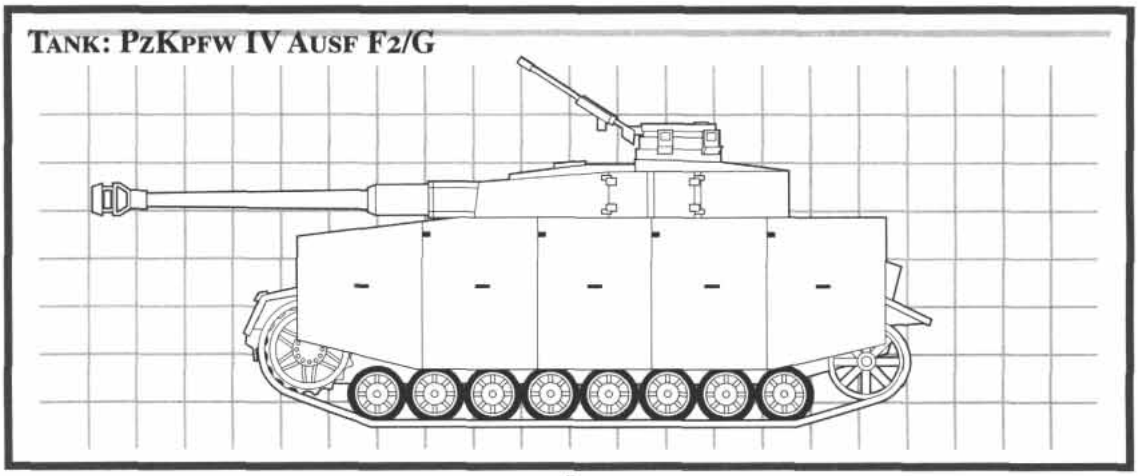
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
M3 75 mm	7d10	SS	350 m	97	Armor Penetrating, Long Range, 1x Extra Ammo	
.30 Machinegun	2d10	A	30 m	3600	Automatic, 70x Extra Ammo	
.30 Machinegun	2d10	A	30 m	3600	Automatic, 70x Extra Ammo	Arc of Fire (Fr)
Tesla EAEC*	4d20	SS	40 m	n/a	Unlim. Shots, EMP, Slow-Firing	
Grenades*	7d10	S	14m	3	Semiauto, Blast, Indirect	

NOTE: Grenades are Blast Weapons. The Tesla EAEC is an Energy Weapon. The rest are Ballistic Weapons.

VARIANT:

*M4S2: Remove M3 75 mm cannon. Add Tesla EAEC, Grenades.

TANK: PZKPFW IV AUSF F2/G



DESCRIPTION

Nationality:	Germany
Date In Service:	Apr. 1941

The PzKpfw IV Ausf F was intended to be artillery support for the PzKpfw III, but instead has become the backbone of the panzer force. Rapidly evolving British and Russian tank designs make the Ausf F a more effective combat vehicle than the tank it was intended to support.

The PzKpfw IV Ausf F medium tank is in many ways similar to the Sherman. The basic design is reliable and simple to maintain. The tank's most prominent feature is improved armor protection, consisting of 50 mm face-hardened frontal armor on the hull, superstructure and turret. The Ausf F is also one of the first vehicles to use Zimmerit, an anti-magnetic coating to prevent magnetic charges from being placed on the vehicle. A 75 mm main cannon sits within the main turret, with two additional machine guns mounted on the turret and the main hull. The turret itself is designed to allow the Ausf F weaponry to be upgraded, though significantly increasing the weight of the main gun could have a negative effect on the tank's maneuverability. The armament has already been upgraded once since the Ausf F was deployed. The original main armament was a short, low-velocity 75 mm KwK 40 L/43 but proved not at all effective at penetrating the armor of newer tanks. The addition of a longer, high velocity cannon has made the Ausf F the most effective medium tank in the field, at least for the moment.

Since the start of the war, the PzKpfw IV has seen action on every front, from Poland through France. In May of 1940 one PzKpfw IV earned the rare distinction of sinking a ship — a British destroyer caught in the harbour of Boulogne, France, went to the bottom after a few well placed shots breeched her hull. The Ausf F is currently deployed along the Eastern Front and in Africa, where the British troops have dubbed it the "Mk. IV Special."

The PzKpfw IV has numerous variants, of which the Ausf F is the most advanced. Inferior versions with less capable weaponry can still be found in the field, but by May of 1941, production of all earlier versions had stopped. A version of the Ausf F2 sporting a heavy laser weapon has seen limited deployment in North Africa and the Eastern Front, but unreliable performance and the need for constant maintenance may keep this weapon from being mass produced.

SilCORE Stats

Size:	10 (Vehicle, Length, 6.6 m)
Threat Value (TV):	388
Defense Threat Value (DTV):	60
Movement:	Ground 3/5
Maneuver:	-2
Armor:	12/24/36
Miscellaneous Threat Value (MTV):	0

Crew:	5
Deployment Range:	250 km

Perks and Flaws: Armor Qualities: Reinforced (R2, Front); Negative Features: Inefficient Controls, Large Sensor Profile (R1), Sensor Dependent

Offensive Threat Value (OTV): 1103

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
7.5 cm KwK 40 L/24	T	-2	x9	5	0	1		80
7.92 mm LMG	T	-2	x2	1	2	1	Anti-Infantry	1500
7.92 mm LMG	FF	-2	x2	1	2	1	Anti-Infantry	1500
Heavy Laser*	T	-1	x9	6	0	1	Attenuating Damage (1), HEAT, Overheating (2),	Unl.

VARIANT:

*Ausf F-L: Remove 7.5 cm KwK 40 L/24. Add Heavy Laser (TV: 1140)

Open Gaming Stats

Type:	Vehicle
Size:	Large (Tall/Long, 5.8 m)
Hit Points:	55
Occupancy:	5 operators, no cargo
Armor Hardness:	16
Defense:	9
Speed:	Land 45 kph
Tactical Speed:	Land 75 m/turn

Initiative:	-5
Maneuver:	-5
Special Abilities:	Tactical Radio (3 km)
Exotic Abilities:	None

Mecha Defects: Optimized Armor: Front, Noisy, Poor Visibility, Reduced Endurance (5 hours at max speed), Start Up Time (1 minute)

Weapons

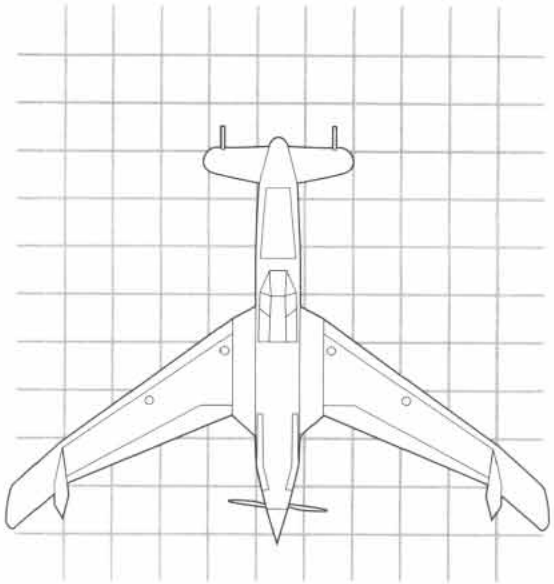
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
M3 75 mm	7d10	SS	350 m	97	Armor Penetrating, Long Range, 1x Extra Ammo	
.30 Machinegun	2d10	A	30 m	3600	Automatic, 70x Extra Ammo	
.30 Machinegun	2d10	A	30 m	3600	Automatic, 70x Extra Ammo	Arc of Fire (Fr)
Heavy Laser*	7d10	SS	400 m	n/a	Unlim. Shots, Long Range, Crew Served	

NOTE: The Heavy Laser is an Energy Weapon. The rest are Ballistic Weapons.

VARIANT:

*AUSF F-L: Remove 7.5 cm KwK 40 L/24. Add Heavy Laser.

AIRCRAFT: CURTISS P-55 ASCENDER



DESCRIPTION

Nationality:	United States
Date In Service:	Sep. 1941

With the attack on Pearl Harbor, the United States finds itself at a disadvantage. Although it has developed superior superscience for ground-based vehicles, its aircraft are not in a similarly advanced state. The fledgling United States Army Air Force lacks the technical and tactical edge of the RAF and the Luftwaffe. The only pilots with any actual combat experience are those in the Eagle Squadrons — American units that have circumvented the official US policy of neutrality by assuming Canadian or South African nationality so they can serve in the Royal Air Force.

Fortunately, the USAAF may not have this problem for long. The Curtiss P-55 Ascender went into production only a few months ago, but its initial performance tests are promising. The Ascender is an agile single-seat interceptor, using a prop-driven pusher engine. It has a radical new aerodynamic design with a greatly strengthened airframe; the Ascender can survive dive speeds that would tear the wings off most other planes. Despite the plane's name, it cannot climb higher than most modern Japanese planes, with a maximum ceiling of roughly 10 kilometers. Nevertheless, the Ascender is one of the most agile planes in the sky. Armament consists of four wing-mounted Browning .50 caliber machine guns. Currently the plane is not configured to carry any sort of underwing payloads. Some pilots have expressed concern about the cockpit design. While it is satisfactory for piloting, it does not allow for easy escape should the need to bail out arise.

Despite heavy testing, the plane is still untried in actual combat. No versions have been shipped out as part of any of the Lend-Lease deals, not even to the Eagle Squadrons. There was a squadron of Ascenders at Pearl Harbor, but they never got off the ground before the first wave of Japanese bombs struck. Ascenders will no doubt be transferred overseas with squadrons of the USAAF in the coming weeks. It will not be long until the plane has all the combat testing it needs.

Since the Ascender has so recently entered service, there are no variants currently in operation. It is unlikely that any variants will be produced in the near future until the design has been more thoroughly evaluated.

SilCORE Stats

Size:	5 (Vehicle, Length, 8.2 m)
Threat Value (TV):	1077
Defense Threat Value (DTV):	122
Movement:	Flight 10/20 (Stall 5), Ground 2/3
Maneuver:	+1
Armor:	6/12/18
Miscellaneous Threat Value (MTV):	2041

Crew:	1
Deployment Range:	600 km

Perks and Flaws: Communications (-2/90 km); Features: Diving Wings; Sensors (-1/75 km); Movement Flaws: Maximum Ceiling (R2), Requires Airstrip

Offensive Threat Value (OTV): 1069

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
.50 MGs	F	0	x4	1	1	4	Linked	200 ea

Open Gaming Stats

Type:	Vehicle
Size:	Large (Long, 8.2 m)
Hit Points:	25
Occupancy:	1 operator, no cargo
Armor Hardness:	7
Defense:	14
Speed:	Air 600 kph, Land 27 kph
Tactical Speed:	Air 1000 m/turn, Land 45 m/turn

Initiative:	+3
Maneuver:	+3

Special Abilities: Long Range Radio (90 km)

Exotic Abilities: None

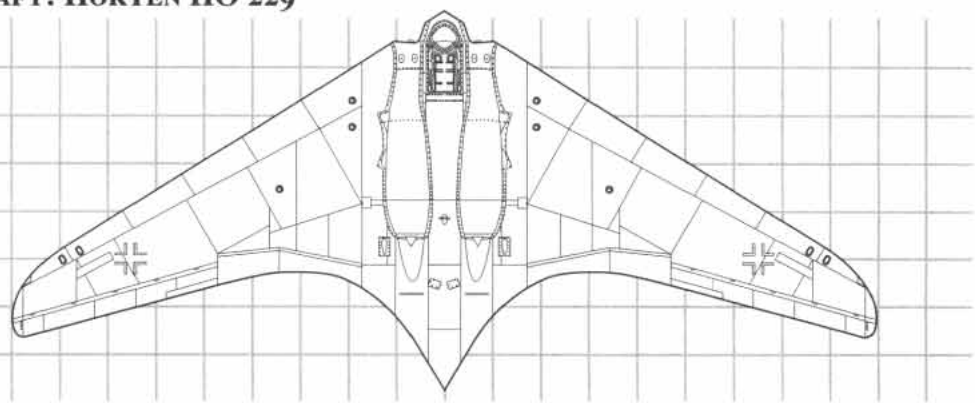
Mecha Defects: Reduced Endurance (1 hour at max speed), Stall Speed (150 kph), Startup Time (1 minute)

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
4x .50 Machine Gun	2d12	A	40m	200 ea	Automatic, 3x Extra Ammo	Arc of Fire (Fr)

NOTE: The .50 cals are Ballistic Weapons.

AIRCRAFT: HORTEN HO 229



DESCRIPTION

Nationality:	Germany
Date In Service:	Nov. 1941

The Luftwaffe is arguably the most technologically advanced air force in the war. Many consider it to have "written the book" on aerial warfare in the modern age, particularly regarding tactical ground support missions. While it has not been as fast as the RAF to deploy jet-propelled aircraft, the designs the Luftwaffe is now fielding are quite advanced compared to their British counterparts.

The Horten HO 229 is a heavy fighter using a flying wing design. It is currently considered to be one of the most advanced jet fighters in the war. It is, at the very least, one of the fastest. The HO 229's powerful engines and sleek aerodynamic design give it an extremely high ceiling — at least four times that of most conventional fighter aircraft. When faced with enemy fighters, it will often simply climb its way above the maximum operating altitude of its attackers. Armament consists of four 30 mm Mk. 108 cannons in the wings. The HO 229 can carry up to 1500 pounds of bombs from under-wing hardpoints. The plane also carries an experimental electronic camouflage device designed to make it more difficult to detect by radar. The device detects radar pulses and generates counter-pulses to ensure there is no return off the plane. This is, however, extremely difficult to do, and requires constant adjustment by a skilled radar operator.

Since entering service, the plane has been used predominantly along the Eastern Front, conducting long-range bombing missions against Russian targets. The deployment range of the plane is so great that it can effectively hit targets on almost any front from within German borders. However, for practical reasons (not the least of which is fuel conservation), planes are often stationed much closer to their targets. As the HO 229 has just entered service, there are currently no variants on the design.

Bombs

Although Bombs have an effective range of 0, their actual range is based on aircraft velocity. A bomb's ground targeting point is directly ahead of the aircraft at a range equal to the aircraft's current altitude or its speed (in hexes or meters per turn) divided by 3, whichever is shorter. The target must be at exactly this range when the bombs are dropped. The rest of the attack is conducted normally.

SilCORE Stats

Size:	7 (Vehicle, Width, 12 m)
Threat Value (TV):	1890 (1896 with bombs)
Defense Threat Value (DTV):	91
Movement:	Flight 16/32 (Stall 8), Ground 2/3
Maneuver:	-1
Armor:	8/16/24
Miscellaneous Threat Value (MTV):	4456

Crew:	2
Deployment Range:	1899 km

Perks and Flaws: Communications (-2/80 km); Features: Stratospheric Flight; Information Warfare Devices: Stealth; Sensors (-1/8 km); Movement Flaws: Requires Airstrip

Offensive Threat Value (OTV): 1122 (1140 with bombs)

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
30 mm Mk 108	F	0	x6	3	1	4	Linked	120 ea
HE Bombs*	FF	-2	x15	0	0	3	Linked, Area Effect (0)	1

*When bombs are carried, Fight Top Speed is 29 and Maneuver is -2.

Open Gaming Stats

Type:	Vehicle
Size:	Large (Wide, 12 m)
Hit Points:	40
Occupancy:	2 operators, no cargo
Armor Hardness:	10
Defense:	12
Speed:	Air 960 kph, Land 27 kph
Tactical Speed:	Air 1600 m/turn, Land 45 m/turn

Initiative:	-1
Maneuver:	-1

Special Abilities: Long Range Radio (80 km), Stealth (Radar)

Exotic Abilities: None

Mecha Defects: Reduced Endurance (2 hours at max speed), Stall Speed (240 kph), Startup Time (2 minutes)

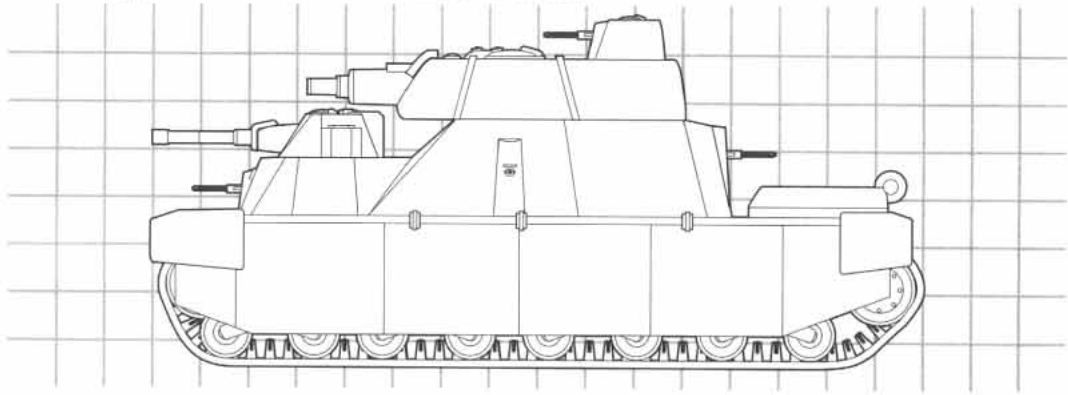
Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
4x 30 mm Mk 108	5d12	A	300m	120ea	Automatic, 2x extra ammo	Arc of Fire (Fr)
HE Bombs*	4d20	S	*	3	Indirect, Blast	3x less ammo

*When Bombs are carried, Air Speed is 870 kph, Initiative and Maneuver are -3. See sidebar for bombing rules.

NOTE: HE Bombs are Blast Weapons. The 30 mm cannons are Ballistic Weapons.

TANK: T-44 "N. LENIN" SUPERHEAVY TANK



DESCRIPTION

Nationality:	USSR
Date In Service:	T-44: Apr. 1940, T-45: Jul. 1940

The Soviets were the largest investors in supertanks. They designed the SMK100 and T-28 to serve as the mainstay of their mechanized forces. However, they lost all 41 units in battle between the opening volleys of Operation Barbarossa and Christmas 1941. In comparison, the later (and even larger) T-44 land battleship is faring well. An unwieldy beast, it incorporates the lessons of its predecessors and is much more survivable.

The T-44's wide treads make it less vulnerable to staying stuck in soft ground. A powerful diesel engine drives each set of tracks through a rugged transmission adapted from industrial machinery. Batteries of machine guns placed all around the hull are more than capable of taking care of marauding infantry. The T-44 lacks the speed and motility to outrun its enemies. The main armament is divided between three independent turrets. The main mounting holds a 47 mm cannon, while two smaller turrets contain 76.2.

The **T-44-10** is an upgraded version designed to address the shortcomings of the 47 mm cannon by replacing it with a massive 122 mm cannon. This weapon is a marvel of engineering, and can even pierce the armor of German heavy tanks. The upgrades have been proceeding far more slowly than expected, and ammunition is constantly in short supply. To date, T-44-10s have been used mainly against the advancing German forces, but it is presumed that some will be sent to raise the Japanese siege of Vladivostock in the spring.

The **T-45 Nikolai Tesla "Troll"** is officially not a variant of the T-44; however, since differences apart from armament are minimal between the two, they are considered brothers. The Soviets showed a great deal of interest in Nikolai Tesla's weapon designs and provided considerable funding to further its development. The research product is the massive *Electricheskiya Uskoracya Energia Artilleria* Tesla Model 39, with nearly twice the range of the EAEC cannons produced for the French. The T-45 has no other main armament than the Model 39 and even has a hard time firing it owing to its power requirements. Nevertheless, the Model 39 puts on a spectacular show when used in combat, zapping enemies with lightning bolts and boosting friendly morale.

SilCORE Stats

Size:	12 (Vehicle, Length, 13 m)
Threat Value (TV):	613
Defense Threat Value (DTV):	133
Movement:	Ground 2/4
Maneuver:	-4
Armor:	20/40/60
Miscellaneous Threat Value (MTV):	0

Crew:	7
Deployment Range:	80 km

Perks and Flaws: Armor Qualities: Reinforced (R2, Front); Features: Off-Road Ability; Hostile Environment Protection: Extreme Cold; Negative Features: Inefficient Controls, Large Sensor Profile (R2), Overheating (Lt/3 r, Hv/5 r), Random Shutdown (R1), Sensor Dependent; Weakness: Weak Facing (Rear)

Offensive Threat Value (OTV): 1705

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
76.2 mm L/40.2	FF	-2	x9	5	0	1		55
76.2 mm L/40.2	FF	-2	x9	5	0	1		55
47 mm Model 40	T	-2	x7	3	0	1		50
7.62 LMG	T	-2	x2	1	2	1	Anti-Infantry	800
7.62 LMG	FF	-2	x2	1	2	1	Anti-Infantry	800
7.62 LMG	Rt	-2	x2	1	2	1	Anti-Infantry	800
7.62 LMG	L	-2	x2	1	2	1	Anti-Infantry	800
7.62 LMG	Rr	-2	x2	1	2	1	Anti-Infantry	800
122 mm Model 40*	T	-2	x18	4	0	1		50
Tesla Model 39*	T	-2	x15	2	0	1	Haywire, Attenuating Damage (R1), Power Hungry (R3)	20

Open Gaming Stats

Type:	Vehicle
Size:	Large (Long, 13.0 m)
Hit Points:	95
Occupancy:	7 operators, no cargo
Armor Hardness:	28
Defense:	9
Speed:	Land 36 kph

Tactical Speed:	Land 60 m/turn
Initiative:	-8
Maneuver:	-8
Special Abilities:	None
Exotic Abilities:	None

Mecha Defects: Optimized Armor, Noisy, Poor Visibility, Reduced Endurance (2 hours at max speed), Start-Up Time (1 minute)

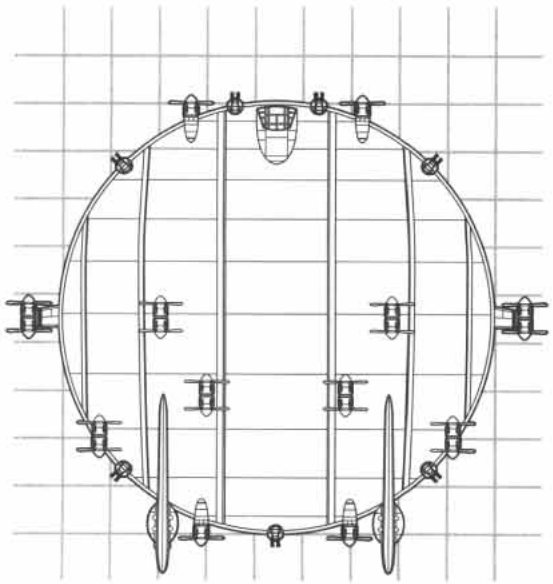
Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
76.2 mm Cannon	7d10	S	350m	55	Long Range	Arc of Fire (Fr)
76.2 mm Cannon	7d10	S	350m	55	Long Range	Arc of Fire (Fr)
47 mm Cannon	3d10	S	200m	50	Long Range	
7.62 LMG	2d10	A	30m	800	Automatic, 15x Extra Ammo	
7.62 LMG	2d10	A	30m	800	Automatic, 15x Extra Ammo	Arc of Fire (Fr)
7.62 LMG	2d10	A	30m	800	Automatic, 15x Extra Ammo	Arc of Fire (R)
7.62 LMG	2d10	A	30m	800	Automatic, 15x Extra Ammo	Arc of Fire (L)
7.62 LMG	2d10	A	30m	800	Automatic, 15x Extra Ammo	Arc of Fire (Re)
122 mm Cannon*	7d20	SS	300m	50	Long Range	Crew-Served
Tesla Model 39*	4d20	1	150m	20	Increased Critical	Slow-Firing, Crew-Served

NOTE: The Tesla Model 39 is an Energy Weapon. The rest are Ballistic Weapons.

*Not available to basic T-44. See below.

LUFTFORTRESS (LF1 *Donnerwolke*)



DESCRIPTION

Nationality:	Germany
Date In Service:	Feb. 1940

Perhaps the greatest surprise of the modern age is Germany's renewed interest in zeppelins as a military platform. Reich Marshal Hermann Goering has authorized the construction of four "Luftfortresses," heavily armed and armored behemoths likened to aerial battleships. Though lacking the speed and agility of aircraft, their self-sealing hydrogen gas cells allow them to glide slowly above the battlefield, delivering volley after volley of fire against enemy positions.

Each LuftFortress is an individual construct. Though the basic structure remains similar, the hull size, its equipment and payload all vary from one to the next. The first Fortress, Lf1 *Donnerwolke*, was built as a proof-of-concept. Initially, it featured many engines, but comparatively little in the way of armament. It has since been refitted with a variety of armaments, but remains the fastest of the Fortresses. The Lf2 *Valhalla* is an aerial aircraft carrier, its underside brimming with hangars and launch ports. It normally carries 30 modified Me209 fighters, although the hangars can be reconfigured to house different aircraft. The Lf3 *Hagelsturm* is a massive battleship, brimming with several large bomb bays and 88mm batteries (larger weapons have too much recoil for use).

Each model has recently been subjected to a thorough evaluation to determine wheter its serial production is feasible. The last craft, the as yet unnamed Lf4, should be operational by early spring of next year. Its configuration is currently unknown, but it is conjectured that it will be equipped to launch a variety of missiles. It may even be large enough to provide a stable platform for the new V-1 Heavy Missile.

Though early combat missions of the Fortresses have been lukewarm successes at best, Goering still tinkers with his giants, hoping they will bring the Reich within striking positions of even their distant enemies. The one mission that has proven the worth of the Fortresses is the July bombing of Moscow, marking the first time all three Fortresses flew a sortie together. Heavy damage was meted on both the city and moscovite morale while only the *Hagelsturm* sustained significant damage, largely on behalf of a suicidal Russian pilot. Bolstered by the success, Goering has suggested that, in sufficient numbers, his flying fortresses could be used in a new Battle of Britain — or even to strike at America.

SilCORE Stats

Size:	140 (Vehicle, Diameter, 100 m)
Threat Value (TV):	22,205
Defense Threat Value (DTV):	228
Movement:	Flight 3/5
Maneuver:	-6
Armor:	30/60/90
Miscellaneous Threat Value (MTV):	22,856

Crew:	400 (50 passengers)
Deployment Range:	2000 km

Perks and Flaws: Armor Qualities: Location (R10, Bridge); Communications (-2/100 km); Features: Accommodations (1600 m^3, military), Cargo Bay (400 m^3), Lighter-Than-Air (Self-Sealing); Sensors (-1/10 km); Movement Flaws: Maximum Ceiling (R2), Inefficient Controls, Large Sensor Profile (R5), Requires Airstrip; Weaknesses: Weak Point (R10, Engines)

Offensive Threat Value (OTV): 43,532

Name	Arc	Acc	DM	BR	ROF	#	Perks & Flaws	Ammo
8.8 cm L/71 Cannon	Rt	-1	x17	6	0	5		150 ea
8.8 cm L/71 Cannon	Lf	-1	x17	6	0	5		150 ea
Light AA Battery	Rt	-1	x8	5	2	5	Area Effect (1)	300 ea
Light AA Battery	Lf	-1	x8	5	2	5	Area Effect (1)	300 ea
Bomb Bay	FF	-2	x15	0	2	4	Area Effect (1)	20 ea

Open Gaming Stats

Type:	Vehicle
Size:	Colossal (Long, 100 m)
Hit Points:	
Occupancy:	400 operators, 50 passengers,
Armor Hardness:	28
Defense:	2
Speed:	Air 150 kph

Tactical Speed:	250 m/turn
Initiative:	-12
Maneuver:	-12
Special Abilities:	Long Range Radio (100 km), Radar (5 km)
Exotic Abilities:	None

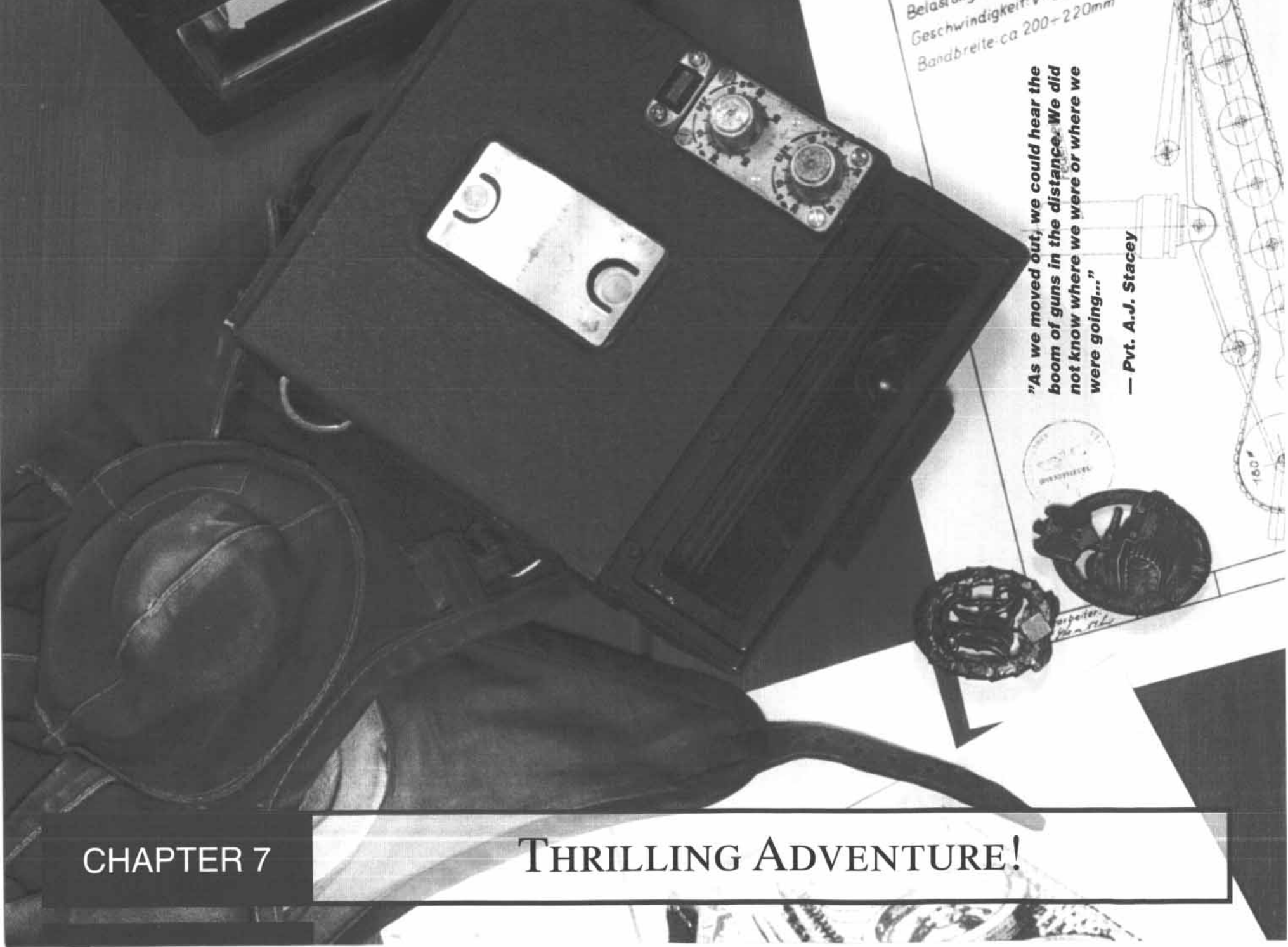
Mecha Defects: Noisy, Reduced Endurance (13 hours at max speed), Service Crew, Start-Up Time (30 minutes), Weak Point (Engines)

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
5x 8.8 cm L/71 Cannon	6d20	S	400m	150 ea	Long Range, 2x Extra Ammo	Arc of Fire (R)
5x 8.8 cm L/71 Cannon	6d20	S	400m	150 ea	Long Range, 2x Extra Ammo	Arc of Fire (L)
5x Light AA Battery	5d12	A	350m	300 ea	Auto, Blast, Long Range, 5x Extra Ammo	Arc of Fire (R)
5x Light AA Battery	5d12	A	350m	300 ea	Auto, Blast, Long Range, 5x Extra Ammo	Arc of Fire (L)
4x Bomb Bay	4d20	S	*	20	Indirect, Blast	

*See page 186 for bombing rules.

NOTE: 8.8 cm cannons are Ballistic Weapons, all others are Blast Weapons.



CHAPTER 7

THRILLING ADVENTURE!

INTRODUCTION

Tales full of over-the-top action are the bread and butter of **Gear Krieg** roleplaying. The World War II era is fertile ground for adventure ideas, many of which will involve superscience elements. This is especially true if the characters are fighting on the front lines of the war. This chapter will provide players and Gamemasters alike with guidelines and ideas for running adventures and campaigns centering on the problems and triumphs of superscience. It should also help refine some ideas of superscience presented in Chapter 3 and help Gamemasters design their own superscience equipment.

FIREARMS (OPTIONAL)

To reflect the technology of the era, the Gamemaster may want to change the way that personal armaments perform within the game with respect to reload times and rates of fire. Despite the proliferation of superscience, many models of handguns and firearms have remained essentially unchanged since the Great War. Although soldiers on all fronts are receiving new equipment when possible, most are still using the weapons they were issued. Civilians especially will have limited access to any kind of modern weapons, and will most likely be carrying older guns.

Manual Action: Some firearms rely on the user to operate a chambering mechanism to load the next round of ammunition. Treat any weapon with a bolt action, pump action or lever action as having the Power Hungry System Flaw, requiring a character to spend one action to chamber the next shell before the weapon can be fired again.

Reloading Revolvers: When reloading a revolver, all the bullets must be reloaded manually. Each action spent allows a character to reload four bullets. Two actions must be spent to reload a typical 6-round or 8-round revolver. Note that if using a speed loader, all bullets can be reloaded in just one action.



Reloading Internal Magazines: Some rifles and shotguns do not use detachable magazines. Rounds must be loaded through a mechanism not known for its speed. Each action spent allows a character to reload two rounds. There is no way to speed up this process.

Paranormality

*Although mentioned in passing at various points in this book, it should perhaps be mentioned explicitly — **Gear Krieg** is not a game about the supernatural. Even though paranormal occurrences were a staple of the old pulps, nothing of the sort happens here. The emphasis of the game is on science, even though it has been taken to a fantastic extreme. There are no such things as ghosts, undeads, telepathy or magic pixies unless justified by some technological means. Any manifestations that appear supernatural are always revealed to be of very earthly origin, usually the product of an experimental superscience device.*

PLAYING THE PULPS, REDUX

Behind the scenes, there are a few conventions that the Gamemaster should adhere to if he wishes to follow pulp convention. The first and most basic is that *heroes rarely die.* They may be beaten down badly, battered and bruised to the point of unconsciousness, but they almost never take the "big sleep." If the Gamemaster wants to emphasize the perilous nature of a situation or show that the villain is serious, he might kill a NPC instead. Like their action hero descendants, pulp protagonists suffer greatly for their victories. Unless the Gamemaster prefers his campaigns a bit grittier than was typical of the pulps, however, they should rarely pay the ultimate price. When they do, it should be meaningful. Killing a character in an offhand manner has no significance and adds nothing to the game. Having him die in the midst of storming the villain's stronghold or saving another's life is more in keeping with the genre.

The pace of a game should be fairly constant. When the action begins to slow down, there is probably something wrong with either the plot or the players' attention level. If things are cooling down, *Chandler's Revenge* will heat them right back up again. For reasons unknown, the characters are attacked by a mysterious group of assailants. The Gamemaster can determine how these attackers tie into the game later. The important thing is that it picks the action up *now*!

This storytelling "gimmick" takes its name from the American novelist Raymond Chandler. When he was at a loss for how to keep the plot of his story moving, he would have a bunch of thugs show up and start shooting at the good guys — there was always a way to tie it to the main action later on. If the Gamemaster is particularly at a loss, he can also write down the players' speculations about the attack and turn that into a new plotline.

EMANCIPATION

Although **Gear Krieg** is a "historical" pulp game, it is very reflective of modern values. This is particularly true of the role of women in the setting. Certain pulp standards, like the Femme Fatale, have been included, and for the most part the role of women has been greatly expanded, particularly in terms of the war effort. In just about every Allied nation, women can be found in active combat positions, particularly as pilots and support staff. Women have generally not been assigned to the infantry, but in some situations (like Stalingrad) the situation is so desperate that everybody fights, regardless of their actual jobs or training.

EXPERIENCE AND CHARACTER REWARDS

Gear Krieg uses standard Experience Point (XP) rewards, meaning that that up to 5 XP can be awarded per session (10 XP for Cinematic games) and divided between the characters as the Gamemaster sees fit. XPs may be spent in accordance with section 2.5 of the **CORE rules**.

Gamemasters may also consider offering characters rewards that are not directly tied to XPs. Some examples are listed below:

Contacts: Characters befriend powerful patrons who can supply equipment, access to certain places, or cut through red tape. This should be treated as the Connections (Contacts) Perk.

Glory: The newshounds sing praise for the characters on the front page of the local newspaper. Maybe ticker-tape parades are held in the characters' honor, with the mayor bestowing upon them the key to the city. For the really popular, children will begin following the characters' adventures and forming fan clubs with secret passwords and decoder rings! If warranted, this should be treated as the Famous Perk.

Toys: The characters get access to new equipment, vehicles and so on. This should be treated as the Property Perk.



GENRE EFFECTS

Genre Points and Effects are fully explained in the **CORE rules**, section 6.4.6. Essentially, Genre Effects allow players to selectively bend the rules of the game in a limited way in order to recreate some of the conventions and dramatic elements found in pulp stories. If they are going to be used in an adventure, the Gamemaster should pick three to five Effects. These Effects should be consistent from session to session, although if an Effect is not working out, it can be dropped or exchanged. The most commonly used pulp-style Effects are listed below, but any of the Effects on the CORE master list can be used.

Creative Stunt: By spending 1 to 3 Genre Points (depending on how unlikely the stunt is) a character gets to use a Skill, Perk, Special Ability or piece of equipment in a new and creative way, but only once. For example, the firing spring in a character's handgun just happens to match the broken part in the damaged aircraft's control panel.

Dramatic Editing: When the game has been completely derailed, or the entire party is about to die, a lucky coincidence can be caused for 1 to 3 Genre Points. The cost is based on how obvious the editing is. For example, the characters find a crucial piece of evidence (1 point), the deathtrap jams just as it is about to crush the characters (2 points) or a previously unknown ally appears to help the characters (3 points). (Be careful about that last one — player characters shouldn't be upstaged!)

Goad Villain: By spending 1 to 3 points, a villain can be goaded into doing something he would never normally do, like revealing his master plan or fighting a character in a one-on-one duel. The cost is based on the importance and intelligence of the villain, as well as how out of character he must act.

Lucky Break: Instead of taking full damage from a wound, something saves the character from the full effect of the injury: a falling character lands on something soft, a bullet is deflected by a belt buckle, and so on. Each 3 points spent reduces a wound by 1 level. Flesh Wounds are completely negated. Multiple reductions can be made at once. Spending 9 points could negate an Instant Death result.

The WOO Factor: This is not a Genre Effect *per se*, and can only be used for Cinematic games (see page 205). When using WOO (Weapons Out of Ordinance), ammo expenditures are ignored. Character and vehicle weapons can continue to fire until an attack roll is Fumbled. At that point, the weapon is considered jammed or out of ammo, but can fire normally again at the cost of one standard action to fix the problem. Weapons using ROF subtract the rating used from the attack roll.



SUPERSCIENCE

Superscience plays a central role in **Gear Krieg**, providing much of the flavor that makes it different from a pure World War II or pulp action game. Nearly all game sessions will have at least some aspect of Superscience in them. Technology is even more prevalent than in the real world, and this will affect many aspects of the characters' lives. It is such an integral part of the Modern Age society that it is almost impossible to run a game in the **Gear Krieg** universe without it.

Although a "standard" list of Superscience gadgets is outlined in Chapter 6, the actual physical performance of each device will vary considerably. With a few mass-produced exceptions, devices are effectively crafted individually, and while the overall performance in game terms is similar, for roleplaying purposes there may be quite a difference. The Gamemaster should decide if there are any problems particular to the devices the characters will be using. These problems could be serious (vulnerable to moisture or heat) or just inconvenient (heavy or to big to fit in a pocket).

As mentioned before, the price of superscience devices tends to be irrelevant for characters. They are handling new inventions and one-of-a-kind prototypes. The price is incalculable, or at least well beyond the means of the average adventurer. Therefore, there is often no need to even determine a price, except for dramatic effect. When a character receives a new gadget, he should be reminded that it is "worth hundreds of pounds, dear boy, so do try and be careful with it this time..."

SUPERSCIENCE VOCABULARY

In this day and age, technology is a basic part of everyday life. Most people are familiar enough with technical terms to know when they are being misused, and thanks to certain movies and television shows, many players are not very tolerant of long technical explanations consisting of largely made-up words (technobabble). When finding words to describe new superscience devices, Gamemasters should be looking at terminology in use in the late nineteenth and early twentieth centuries, especially terms used to describe brand new inventions. For example, the bicycle was once called a "velocipede" and the zipper was originally named a "clasp-locker."

For the most part, new terms and descriptions should be limited to the naming of superscience devices. Even though it might be helpful to the character to know how these devices work, long in-game explanations should be avoided unless it is crucial to the plot or if characters *really* want to know.

OGC Building Superscience

Many of the OGL games currently do not include construction systems. As a quick means to summarize a superscience invention's capabilities, the Gamemaster should consider using fantasy game spell effects. The equivalent caster level of these effects can be no higher than the scientist designing the device, and the limited power available to small devices should usually result in a lower caster level. If an actual construction system is desired, the Gamemaster should look into ***d20 Mecha****. Its construction system was used to create many of the d20 walkers for* ***Gear Krieg****.*



DESIGN EQUIVALENTS

Gamemasters interested in including a wider range of vehicles from the war should look into the **Gear Krieg** miniatures game, particularly the supplement **Fighting Vehicles of the Modern Age** (DP9-515). For those interested in using the CORE Mechanical Design rules to create their own vehicles, here is some extra detail that can be used to refine the process.

Real World Values: Some vehicle statistics can be derived from actual real-world values. Research may be needed to find some of the information.

Expanded Maneuver Ratings: The table in section 4.1.6 of the **CORE rules** provides a general list of Maneuver Ratings, but it does not contain some of the more eccentric vehicles of the war. A slightly expanded list to give designers a better idea of how vehicles perform follows. Some vehicles are listed more than once — these vehicles have a wide performance range.

Weapon Accuracy and Fire Control: Although Fire Control is no longer part of the CORE design process, it is still helpful to have an idea of the factors comprising weapon system accuracy on vehicles. Essentially, Weapon Accuracy (Acc) is a total of two numbers: the base weapon accuracy rating, and the Fire Control Rating, from the table at right.

Real World Values (Vehicle Scale)

Game Value	Derived from...
Armor Rating	Square root of armor plate thickness in millimeters, assuming perfect steel is used.
Damage Multiplier	Square root of armor plate thickness in millimeters, penetrated under optimum conditions (no sloping, etc.)
Short Range (hexes)	(Farthest accurately targetable range in meters)/625
Land Top Spd. (hexes)	(Maximum Speed in kph)/6
Flight Top Spd. (hexes)	(Maximum Speed in kph)/30

Maneuver Ratings

Maneuver	Typical Vehicle
+1	Motorcycle, Advanced Fighter Plane (Any)
0	Sports Car, Advanced Walker, Fighter Plane (Prop), Helical Aerodyne (helicopter)
-1	Walker, Quadruped, Car, Speedboat, Autogiro, Fighter Plane (Prop, Jet)
-2	Large Walker, Armored Car, Fighter Plane (Prop, Jet, Rocket)
-3	Tank, Half-track, Truck, Submarine, Bomber (Prop)
-4	Transport Plane (Any)
-6	Luftfortress

Base Weapon Accuracy

Acc	Typical Weapons
+1	Flamethrower, Heavy Laser
0	Machine Guns, Cannons, Heavy Artillery Rockets, Tesla Tank Guns, Most Other Weapons
-1	Walker grenades, Light Artillery Rockets, PanzerFaust, PanzerShrek

Fire Control Ratings

Fire Control	Typical System
+1	Highly Advanced Walker Computator and Gyrostabilization
0	Advanced Walker Computator and Gyrostabilization
-1	Basic Walker Sights, Advanced Computator and Gyrostabilization
-2	Optical Sights
-3	Basic Iron Sights

ROLEPLAYING RESEARCH AND DESIGN

Typically, characters will simply be handed completed superscience prototypes that they can use immediately or after a little training. There may come a point, however, when the design process itself is important to a story, especially if characters are designing new superscience items themselves. The following system can be used to flesh out the time and effort required to create a new piece of superscience. It focuses exclusively on mechanical designs, however, and does not cover electronics, medicine or developing new theories (which require too much time).

STAGE 0: INITIAL DESIGN

The vehicle or gadget should be created with the CORE system design rules. It should be built exactly as it will be when completed, including Annoyances and Lemon Defects. The Gamemaster may calculate the various Threat Values if he wishes, but for the most part these are not used in the roleplaying version of **Gear Krieg**. Because this step of the process will take some time, Gamemasters may want to either set aside a block of time during a session to do the work or complete it between sessions.

STAGE 1: RESEARCH

Once the design has been completed, the research process begins. This is a largely theoretical process, although small mock-up of the finished device (or portions of it) may be built to test certain aspects. New inventions tend to fall into three categories: vehicles, equipment or weapons. For each statistic that describes the invention there is a **Research Pool (RP)** that must be filled by Skill tests performed by the inventor. The number of pools depends on the category of invention. For vehicles, Fire Control is no longer an Attribute, but it is a factor in calculating overall weapon accuracy. The rating should be chosen from the table on page 201.

Vehicles have one RP for each of: Size, Crew, Maneuver, Fire Control*, Armor, each Movement System, Deployment Range and each individual Perk.

Equipment has an RP for the mass and each distinct effect it has.

Weapons have one RP for each of: Short Range, Accuracy, Damage Multiplier, Rate of Fire and each Perk.

Flaws do not have RPs unless a Flaw is going to be removed from an existing design. Removing a Perk does not require an RPs.

If an invention does not have a particular statistic (for example, a glider has no powered Movement System), there is no associated RP. The RP represents the total Margin of Success (MoS) that must be accumulated over a series of Skill tests. The frequency of the roll is up to the Gamemaster, but it should never by any more frequent than once per day, unless there are extenuating circumstances. The total required MoS is calculated using the table below.

Research Pool (RP) Size

Nature of Work	RP Size
New Statistic	20
Modification of Existing Statistic	20 for each increase of +1 *or* 1 for each increase of +5% (whichever is lower). Minimum RP size is 20.

MoS results in excess of the RP size are lost. Additional people can help speed up the process. If characters are involved, each character gets to make a test. Otherwise, a team gets one extra roll for each action based on its size as if it was a vehicle crew (see **CORE rules**, 5.1.1). When all individual RPs have been completed, one last RP for "Design Integration" must be filled. This RP is equal to the single highest component RP of the invention. When this has been completed, the process moves into the Prototype stage.



STAGE 2: THE PROTOTYPE

Every invention must have that first working model, if only to prove the functionality of the design. Two factors determine the construction time for the prototype: the number of Materials Points and the results of a series of Skill tests made on the Scratchbuilding Table. An invention's **Materials Points** are calculated according to the table below, as the basic time in hours it takes to build the prototype.

Prototype Calculations

Item	Formula
Materials Points	Invention's Size² (x Armor Rating if there is one), minimum of 1
BaseTime to Build	Materials Points x 4 / (Skill Set)* in hours
*Skill Set	Highest Technical Sciences Skill level or Cpx, +1 for each Assistant (Maximum Assistant bonus = Invention's Size)

A series of Technical Sciences Skill tests must also be made for each component group listed on the table below. If a test fails, the Margin of Failure (MoF) x 10 in hours is added to the time to build. The die roll results of all failed tests should be totaled and added to the result of each new roll. Once the Threshold is surpassed, work on that particular component group is finished. All tests should be made at once to calculate the total time required to build the prototype. For items that are being modified, only those component groups where changes have been made need to be tested.

For weapons and equipment, all component groups must be finished before the item will function. For vehicles, once the structure is completed the vehicle can function with any other completed component groups plus any new component groups as they are finished.

STAGE 3: FIELD TESTING

This step of the process is left up to the Gamemaster's discretion regarding the length or involvement. If characters are involved this should be roleplayed. The characters will discover all the strengths and weaknesses of the design first hand, including whether or not the invention is dangerous enough to harm its user.

STAGE 4: PRODUCTION

At this point, all the bugs in the design should be worked out, and the invention should be ready for actual mass manufacture. Of course, in times of war, prototypes are often rushed through field testing, and not every problem is actually caught before the invention begins production on the factory floor. As with Field Testing, it is completely up to the Gamemaster as to whether or not an invention is ready for production.

Scratchbuilding Table

COMPONENT GROUP	TECHNICAL SCIENCES SKILL	ITEM TYPE	THRESHOLD (MINIMUM 1)
Accuracy	Mechanical or Electronic*	Weapon	Acc + 10
Auxiliary Systems	Mechanical or Electronic*	Vehicle	Number of "Accessories" Perks x 5
Auxiliary Systems	Mechanical or Electronic*	Equipment	Number of Effects or System Perks x 5
Auxiliary Systems	Mechanical or Electronic*	Weapon	Number of System Perks x 5
Crew	Mechanical	Vehicle	Number of Actions^2
Damage	Mechanical or Electronic*	Weapon	DM + ROF
Fire Control	Mechanical or Electronic*	Vehicle	FC + Number of Weapons
Movement	Mechanical	Vehicle	Sum of MPs of all systems
Structure	Mechanical	All	Size^2

*Whichever is more appropriate

PLOTTING THE PULPS

Gear Krieg stories are relatively straightforward, like the pulps they were inspired from. In addition to the information provided in the Gamemaster chapter of the CORE rules, there are four basic questions that will help create the plot of a pulp story.

- What does the villain want?
- How will the villain try to achieve that goal?
- Where will the villain operate?
- What is the threat to the hero(es)?

As has already been mentioned, pulp stories follow certain conventions. Gamemasters can use these to ensure there is an appropriate amount of detail in each scene, and to check that the story is staying true to the pulp model. These conventions can also help shorten the time it takes to create adventures by keeping the Gamemaster focused on what is important to the story.

Action: pulp-style adventures are not cerebral or philosophical. Instead, they focus on physical activity, including everything from fistfights to gun battles, thrilling chases to incredible feats of physical prowess. Unlike other pulp conventions, it is almost impossible to go overboard with action. The more physical challenges the Gamemaster can throw at the player characters, the better.

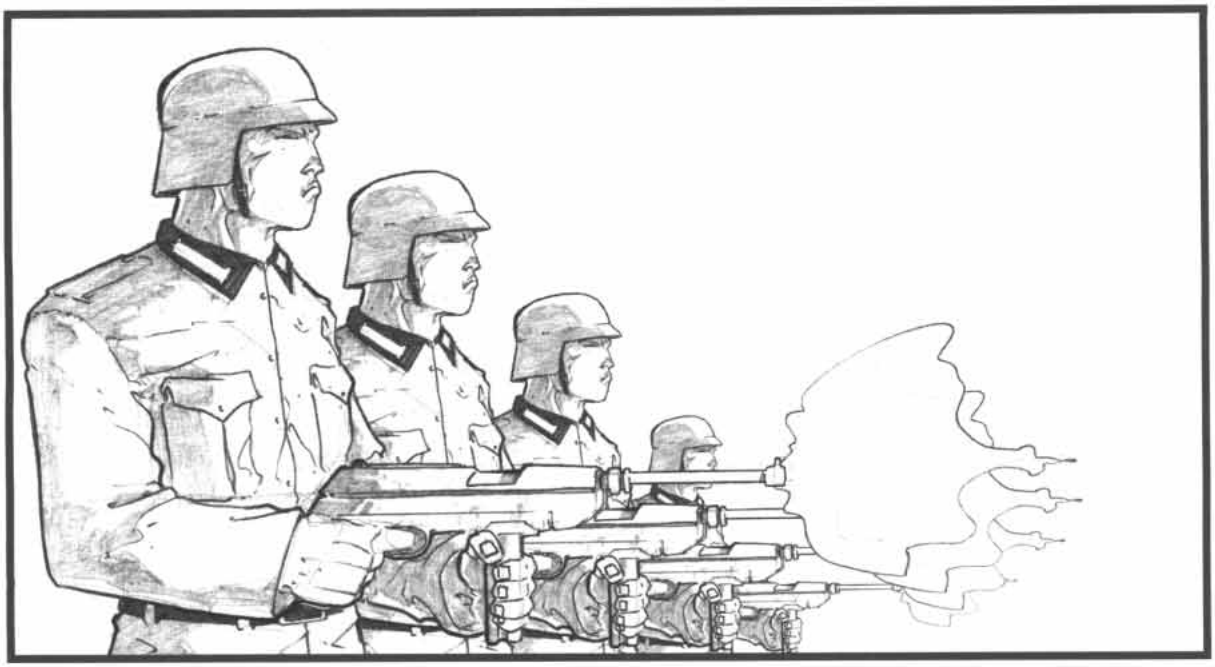
Description: Pulp authors went to great lengths to "set the scene" in their stories. They described in detail anything that served the plot. Pulp stories also frequently used descriptions to make value judgments about people and their actions. This can be used as a shorthand way of characterizing a person, place or object. Gamemasters present only what serves the plot, however, and should avoid getting bogged down in endless detail. Players wanting more detail should wait until after the scene is set.

Atmosphere: Each scene should have distinctive qualities based on both its physical aspects and the mood the Gamemaster needs to set. Atmosphere is usually conveyed through the five senses. Descriptions should engage sight, hearing, smell, touch and even taste (if appropriate). As a small exception to Description, details establishing Atmosphere do not always have to be of direct value to the plot. Still, they should be kept short and to the point, going only for the stronger feature(s) — the rank, smoky air of a seedy dive, the unnatural silence of an ancient tomb, the silkiness of a dame's dress, etc.

Menace: All pulp stories must include a clear threat to heroes or the things they care about the most. In many cases, this threat is personal, serving as an additional motivation for action. The Gamemaster should use character backgrounds to flesh out the details, and should never be afraid to place characters in mortal peril.

Suspense: Although pulp heroes are usually supremely confident in their abilities and the just nature of their cause, they should never be certain they will succeed in their mission. This is the hardest pulp convention to utilize effectively. It requires that the Gamemaster constantly "up the stakes," to remind characters that there will always be a bigger and deadlier encounter just around the corner. The Gamemaster should always try to present encounters in new ways, as there is nothing suspenseful in a boring or predictable event.

Humor: Pulp adventures often exhibit a wry sense of humor. It is not always subtle, but it is also not slapstick or any other sort of low humor. It is more of an ironic detachment, sometimes expressed in the form of one-liners or NPCs with an entertaining quirk. Humor should only be used if it will heighten a situation, and should be avoided if it will affect the Menace and Suspense of a scene.



CAMPAIGN STYLES

Gear Krieg is designed for play at either the *Adventurous* or *Cinematic* Reality Distortion Level (see section 6.4.1, **CORE rules**). If the latter option is used, some of the rules have been slightly modified. Any changes have been included in the respective description below. While it has been included, the Gritty level is not recommended as characters are far less capable than in the traditional pulp stories and tend to die far too easily.

CINEMATIC

At this level of play, player characters of the Modern Age are giants, with impressive physical capabilities and unparalleled skills. Combat is an annoyance and unless fighting their nemeses, characters can shrug off a great deal of damage. Even if injured, any time spent in the local hospital will be minimal. More points are available for character creation, and experience point rewards are also larger. Genre Points and Effects should definitely be used at this level, since the whole idea is to emphasize the heroes' extraordinary capabilities. The use of Signature items is likewise encouraged, as well as any other special effects that would promote the pulp ideal. Healing is at an accelerated rate. Wounds are always considered to be treated as if with constant medical aid (see section 3.5.6, **CORE rules**).

GRITTY

Gritty adventures are closer to the "reality" of war. Characters are little better than average, and rely heavily on technology for both an edge in combat as well as protection. Combat is brutal and characters are unlikely to survive any type of major injury unless they are very close to a field hospital. Fewer points are available for character generation, but XP rewards remain the same. Genre Points and Effects are not used. Superscience vehicles and equipment are still available, but Signature items are not. Players should be tracking everything related to their characters from fuel used by their vehicles (if they have any) down to the bullets in their guns. One of the greatest problems of the war is supply, and if a character runs short, it may be some time before he can replenish his stock.

CAMPAIGN THEMES

Gear Krieg is a diverse setting. While certain types of adventures clearly predominate, they are not the only ones possible. Indeed, one of the great strengths of the setting is that it can support a wide variety of themes. Listed below are some of the most obvious of these themes, along with brief suggestions on how to implement them. Gamemasters are encouraged to consider these themes as they are constructing their own campaigns.

The suggestions included in this section feature abbreviations in parentheses to indicate plot elements the Gamemaster should develop before the campaign begins. The abbreviations are: LEAD for Lead Character; CAST for Supporting Cast; EXTR for Extras, henchmen, and miscellaneous Non-Player Characters; MAP for any location layout; SSCI for Superscience devices; PROP for all personal weapons, equipment, and other props; ORG for any group or organization; and PLOT for the various story threads which are part of a particular campaign style.

Even though these themes are presented as individual categories, there is absolutely no reason why they should always be treated separately. It is entirely possible, and often desirable, to mix and match the categories to create a new and intriguing story. A War story, for instance, can be a lot of fun, but when combined with Exploration (a patrol could find the entrance to a system of caves which have been used for a Nazi secret base, for instance) it takes on a whole new feel.

ESPIONAGE/INTRIGUE

Spies are an important part of the pulp genre. Many pulp heroes (and villains) work as agents behind enemy lines, carrying out missions for their sponsoring governments. This can be straightforward cloak-and-dagger work, or it could be Resistance type action, with the heroes working to rid their own home nation of its ruthless invaders. Characters may not necessarily be going on missions into enemy territory. They could be operating semi-permanently in the Fascists' own backyard using false identities. As World War II heats up, the need for skilled spies will only increase, opening many opportunities for a Gamemaster wishing to use intrigue as a backdrop for his campaign.

Preliminary Work: Espionage/Intrigue campaigns usually begin with a trigger event (PLOT) that sets the campaign's events into motion. Most likely, the characters work for an organization (ORG) that is interested in discovering the truth about an event (PLOT) or individual (LEAD or CAST). This sort of campaign almost always includes layered mysteries (PLOT), multiple sets of opponents (EXTR), and possibly disguises or fake identities (PLOT). If the characters are sponsored by an organization, they may be given specialized equipment (PROP and/or SSCI) and a headquarters from which to operate (MAP). In the end, the mystery is revealed to be the work of a single evil mastermind (LEAD), who uses his agents (CAST) and henchmen (EXTR) to keep the characters at bay while he completes his nefarious plans.

Open Gaming Content: Pulp Action!

Here are some suggestions for giving a game more of a pulp feel. If the game uses Action Points, the Gamemaster can simply increase the number of Action Points a character receives at each level. He can also reward an Action Point or two to a character if a particular act or maneuver was very much in keeping with the genre.

If the game does not use Action Points, the Gamemaster can allow the character's level to be used as a circumstance bonus on all skill checks and to-hit rolls. If the Gamemaster wants an even more extreme adjustment, he can allow a PC to "take half" on a roll (the minimum value of a roll will be half the value of the possible maximum for the number and type of dice being rolled). This can be applied retroactively, but only immediately after the roll is made. A PC can "take half" a number of times in a session equal to his character's level.



CRIMEFIGHTING

The time period of **Gear Krieg** is also that of organized crime: the Mafia, Yakuza, Triads and Tongs are all pushing their own agendas, as well as forwarding their own country's ambitions. Not surprisingly, many pulp heroes tangle with mobsters. Indeed, master criminals and their henchmen are an important part of the genre. Entire campaigns can be weaved around thwarting the schemes of Crime Lords.

Crime fighting campaigns where Crime Lords have set up shop in a single locale tend to be very sedentary, focusing on determinant locations. Conversely, the pulps are filled with all manner of international criminals. Crime fighters can globetrot if the Gamemaster wishes so, foiling one scheme in Europe and another one in Asia. To lead a crime-fighting campaign, the Gamemaster must possess a preliminary understanding of the logistics behind a criminal organization. As a guideline, smaller criminal organizations will have smaller (and more straightforward) ambitions. A local mafia will probably never build a doomsday weapon, although they would definitely use armament superscience to promote crime across their city.

Preliminary Work: The Player Characters may work for a crime fighting organization (ORG) or they may act as vigilantes, in which case they will likely contend with resistance from local authorities (CAST, EXTR). Crime fighters often use a central locale (MAP) from which to launch their missions (PLOT) against the underworld. A sample campaign may begin with small time criminals (EXTR) and slowly escalate until it deals with the master criminal and his henchmen (LEAD, CAST). The master criminal, of course, has a grand plan (PLOT) that the characters must foil. The villain does everything in his power to neutralize them, including threatening the lives of their friends and families (EXTR, CAST).

EXPLORATION

Exploration is often overlooked as a theme in pulp stories. With so much going on in the "civilized" world, it is often easy to forget that much of the globe remains unexplored, even in the 1940's. Delving into the uncharted reaches of Africa, South America, or even Antarctica makes for riveting drama — who knows what secrets remain undiscovered in the hearts of these wildernesses? Exploration adventures can offer a nice break from the usual Nazi-fighting and superscience.

Of course, exploration can be woven into adventures using all sorts of different thematics. Many villains use remote areas for their secret lairs. Likewise, villains, such as Nazis bent on recreating the fabled Aryan race, often seek lost knowledge and ancient artifacts among the ruins of forgotten civilizations. Exotic locales are one of the staples of pulp adventure. By adding an element of exploration, Gamemasters can ensure that the former never become formulaic or used only as part of the background.

Preliminary Work: Whether on their own or as part of a group (ORG), the characters head off into an uncharted region (MAP). They may bring with them one or more assistants, scientific advisors (CAST) and specialized equipment designed for the task (PROP, SSCI). In such campaigns, the characters must cross swords with their rivals (LEAD, CAST, EXTR) in perilous wilderness settings, such as rope bridges spanning deep gorges. They may confront the dark side of human nature in the form of internal strife and sabotage (PLOT, CAST). Every step the characters take into the unknown may reveal unexpected surprises (PLOT, CAST, EXTR). What they find may not be quite what they seek (PLOT).

SUPERSCIENCE

Superscience is a common element of pulp adventures, but using it as the main theme can be difficult. Superscience adventures often involve the advancement of knowledge. If the characters are researching a new device (whether for themselves or their sponsors), they may encounter certain difficulties that need to be resolved through field tests, obscure or eccentric experts, or conducing more of their own research.

As a main theme, superscience can also make up for **Gear Krieg**'s lack of supernatural or occult powers. Events seemingly paranormal in nature could prompt the characters to investigate, eventually discovering that superscience is the real culprit. For example, the characters may learn that the ghosts haunting a particular area deep in the Louisiana swamps are actually caused by an experimental system of holographic communication.

The Gamemaster should not use superscience as an explanation for every instance of supposed occult activity. However, it is a valid use of this theme and a token of the pulp tradition. Many classical pulp heroes were fundamentally rationalistic in their approach, and would readily launch themselves into an occult-related adventure exclusively to prove that there was an underlying scientific explanation for the events.

Preliminary Work: The player characters from a team (ORG) of scientific investigators are seeking to solve mysteries and gain knowledge (PLOT). They may have assistants (CAST) to aid them in this endeavor and will certainly employ sophisticated equipment (PROP, SSCI). As the characters investigate, they may discover they have competitors (LEAD, CAST, EXTR). Alternately, they may discover that a previously unexplained phenomenon (PLOT) has a perfectly rational explanation, being a ploy by the villain (LEAD) to advance his fiendish schemes (PLOT).

WAR

War stories are the primary theme of **Gear Krieg**. The fight against the Nazis and Japanese Fascists makes for a wonderful campaign background. However, its magnitude makes it difficult to script. Unless the Gamemaster is looking to rewrite the course of the war based on character actions, the war should simply be a backdrop for the events of the story. Gamemasters will still have to pay particular attention to timing, any major incidents in the war has the potential to impact on an ongoing adventure. Gamemasters should also be careful not to trade the focus on the characters for larger events and battles where individual actions have little bearing on the overall outcome. Convertly, characters can be made to influence the course of the war, but they should not be left to fight it alone.

A good way to ensure that war stories are enjoyable is to mimic the films, television shows, and novels that have used war (especially World War II) as a background. Goals are limited and manageable. The characters usually operate as small units with very specific objectives, while retaining the capability to make a difference — even if only in small ways. So long as the Gamemaster can show the players the impact of their actions, the most common pitfalls of this type of adventure should be avoided.

Preliminary Work: The characters are part of either a regular unit (ORG) or a special task force (ORG) within the military (ORG). They and their comrades (CAST) are highly skilled individuals, often with specialized equipment (PROP or SSCI). Operating from a central base (MAP), they perform multiple missions (PLOT), fighting against mounting numbers of ennemies (LEAD, CAST, EXTR) during wartime. This campaign may be episodic in nature, focusing on individual missions, or may follow a continuum.

STORY ARCS

Gear Krieg adventures follow what might be called a "four act model." This differs from the more traditional "three act model" explained in the **CORE rules**. Obviously, both models have a beginning and an ending act, but the extra act in **Gear Krieg** helps to emphasize the retarded climax of the story. Traditional pulps were often serialized and took an inordinate amount of time to reach their conclusions. The extra act is meant to emulate this tradition as well as give the Gamemaster additional opportunities to work in pulp gimmicks like cliffhangers and lots of extra action.

ACT I: GETTING THINGS COOKING

The first act introduces the heroes to the setting and the story. It quickly threatens them with trouble. This should affect the characters on a personal level, either emotionally (exploiting some aspect of the characters' backgrounds) or physically (a character is in a dire strait). Either way, they need a reason to become tangled in the plot. Otherwise, the Gamemaster may be hard pressed to justify why the characters should stick around when things *really* turn bad. Although significant, the trouble in Act I is just the tip of the iceberg, an indication of what has yet to manifest. Depending on the nature of the unrest, the characters may be able to settle it now, or their efforts could be inconclusive, providing a possible bridge to Act II.

The Gamemaster should also use Act I to introduce important Non-Player Characters that are going to be present throughout the entire story. The main villain does not necessarily need to appear at this point, but the characters should at the very least have the opportunity to mesh with a few of his thugs. If using a hierarchy of villains (see page 115), the characters should remain at the bottom of the pyramid. They should not be able to skip past low-level evildoers, even if the group is running a sequel adventure where the characters are familiar with the hierarchy's structure.

Some thought should be given as to how Act I will bridge into Act II. Which lead will draw the characters deeper into the plot? Perhaps the characters could not decisively eliminate the trouble they faced, and must endure a rematch? Perhaps the characters *did* overcome their trouble, but in the process uncovered a mystery, or got into a worse predicament. Whatever the line, when Act I is over, the players should be eager to continue.

Questions to Ask: Does Act I have suspense? Does the trouble that first appears personally affect the characters? Does everything scheduled to happen make sense? Is there a bridge to Act II?



ACT II: OUT OF THE FRYING PAN

Act II should begin with a bang. After concluding Act I, characters should realize that matters are going to get worse. Over the course of the act, characters should unveil some important clues related to the overall plot. If they have not yet met the main villain, now is the time to introduce him. As with Act I, there should be a bridge from Act II to Act III, something that will keep the characters moving and the players on their toes.

One important concept to keep in mind during Act II and Act III is pacing. Good planning will help maintain good pacing. Often, if a story has a "weak" midsection, it is because the writer doesn't have a clear idea as to what to do next and muddles his way through. The characters should regularly be presented with novel elements of the main plot. These do not necessarily have to be combat, should be exciting and make the players feel like the plot is moving. Downtime and rest periods are fine, but they should really be used as a contrast to the action — short breathers before the characters plunge back into the thick the action.

Questions to Ask: Does the action follow logically from Act I? Does Act II have suspense? Is Act II well paced? Does the menace grow like a black cloud? Are the heroes knee-deep into trouble?

ACT III: INTO THE FIRE

Act III should seriously aggravate the playerís situation. It should make Act II look like a sunday afternoon sipping tea with grandma. By this point, the characters should have sufficiently disturbed the hierarchy of villains to be receiving some serious attention from the main villain or one of his personal lieutenants. The act should end on a note of hope: the characters discover some critical information, a major villainous spawn is eliminated or an ally is rescued. This is a turning point for the characters. The situation may still be desperate, but the characters now have the means to achieve victory.

During Act III, the Gamemaster should insure each encounter offers something new and is not simply a rehash of tricks and tactics from the first two acts. Remember that, by now, the main villain will be acquainted with the characters, and will act to exploit any known weaknesses.

Questions to Ask: Does the action follow logically from Act II? Does the action escalate? Are the characters facing new challenges? Is Act III well paced? Is there a turning point that gives the characters the means to defeat the villain in Act IV?

ACT IV: IT STILL TASTES GOOD ON THE PLATE

The final act begins where Act III left off. The characters possess the information required to defeat the main villain and the final battle ensues. At this point, the characters should have worked through the entire hierarchy of villains up to the main villain himself. The action in this climactic battle should be the most intense of the entire story. The Gamemaster should play with the level of tension — the characters have the means to defeat the main villain, but victory is still hypothetical. The Gamemaster might also consider including one last surprise. Shock endings and other gimmicks are common in pulp stories.

The Gamemaster should try to find a way for all the characters to be involved in the final battle. After all, they are finally in a position to payback the villain for all the recent misery he caused. The villain should be defeated in a *satisfying* way, preferably with an element of poetic justice.

The actual end of the adventure should wrap up the plot line. Unlike real life, pulp stories come in tidy packages, and rarely leave unanswered questions concerning the events or developments that took place earlier on. On the other hand, if the Gamemaster knows there is going to be a sequel, he might choose to start laying its groundwork right away, for example by having the main villain escapes, or mysteriously vanish, leaving behind an illboding omen.



Questions to Ask: Does the action follow logically from Act III? Is the climactic battle the high point of the adventure? Is there one last trick? Is there a *satisfying* way for the villain to be defeated? Will there be a sequel?

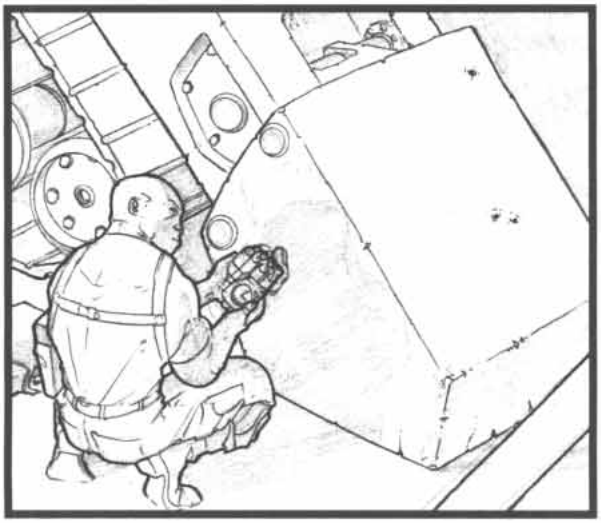
CLIFFHANGERS

Cliffhangers are the nuts and bolts of the pulp tradition. Many pulp stories were serial, with each episode ending in the middle of an action sequence to ensure the audience would return to find out what happens next. A cliffhanger normally comes at the end of a session of play. Just as things are beginning to wind down, the Gamemaster delivers one last exciting event. It does not have to be a combat; it could be a sudden explosion or the unexpected appearance of an important character. The event remains unresolved until the start of the next session (Did the heroes escape the blast? Who is the mysterious masked stranger that just showed up?). Alternately, Gamemasters can allow players to set their own cliffhangers by deliberately placing their characters in danger at the end of the session. This should only be done if it is dramatically appropriate, but good cliffhangers should be rewarded with Genre Points or Emergency Dices.

SEQUELS

Almost as common as cliffhangers are sequels. The authors of pulp stories were loathe to dispose of good villains; no matter the end of the tale, they were bound to reappear in the future. For Gamemasters, sequels offer a mean of reducing the amount of preparation time invested between adventures. The villain, and possibly the setting, already exists, all that is needed is a plot. The players will now be familiar with the threat posed by a particular villain, cutting on the Gamemaster's work needed to convey an ominous sense of danger. Also, the players may enjoy facing an old enemy, especially if the penultimate villainís defeat was not satisfying enough.

On the other hand, Gamemasters should be wary when resurrectimg old villains. Players may get frustrated if there is no finality to a story arc, and will be less enthusiastic in their next fight against a villain when they know he will be coming back yet again.



RANDOM PLOT GENERATOR

The predefined nature of the pulp genre might be seen as a drawback, but it also has many advantages. One advantage is that enjoyable **Gear Krieg** adventures can be constructed in a matter of minutes, simply by using the tables below. These tables are designed to randomly generate key plot elements, taking the "grunt work" of adventure design out of the Gamemaster's hands. This random method not only saves the Gamemaster valuable time in creating the basic outline of an adventure, it is also a great way to create adventures that "break the mold" while still being true to the conventions of the pulps. After all, random generation often produces unique results, and uniqueness is a great way to ensure both freshness and innovation.

The random adventure generator has fifteen steps, each one of which supplies another element to the scenario. Simply follow the steps in order and take note of the results generated by the dice rolls. The combination of the various random elements can then be put together to construct a coherent plot. At the end of this section is a brief example that shows just how the generator can be used.

1. Determine the Adventure's Theme

Pulp adventures usually revolve around a single theme that forms its core. Determining that theme is important because it colors the way many subsequent elements are used in the adventure.

Action/Adventure: This is the default theme for pulp adventures. Such adventures are characterized by lots of physical action, combat, and overcoming obstacles.

Espionage: This theme involves spying against an enemy, whether that enemy is a villain, a group, or a nation.

Horror/Superscience: This theme does not truly involve the supernatural. Rather, it focuses on investigation a frightening phenomenon that turns out to be an example of superscience gone awry.

Mystery: This theme is about the solving of a perplexing situation, typically a murder or other dark crime (such as a daring theft).

Revenge: This theme focuses on the quest of a character (whether Player or non-Player) to right a past wrong (whether real or perceived). Most frequently, it involves a villain's attempt to avenge past deeds by the hero.

Romance: This theme can be lighthearted or gritty, but it always involves the quest for or furtherance of a romantic relationship. This relationship can be a Player character or a non-Player character's.

Adventure's Theme

Roll 1d6 to Determine the Theme, or Pick One:	
1	Action/Adventure
2	Espionage
3	Horror/Superscience
4	Mystery
5	Revenge
6	Romance



2. Determine the Adventure's Goal

Like the theme, the goal is part of an adventure's core. Where the theme pertains to a scenario's ambiance or mood, the goal pertains to its structure. The goal forms the end toward which the adventure is heading. This element is strongly tied to theme. Therefore, how the goal is used depends greatly on the overall theme of the adventure.

Break Out: The heroes are placed in a deadly situation and must work to free themselves from it. This goal can often be introduced as the follow-up to a previous adventure in which the characters' success puts them in danger.

Protect NPC(s): The goal of the scenario is to keep one or more NPCs (usually defenseless) from harm. The characters act as their bodyguards or chaperones, ensuring that nothing ill befalls them before the conclusion of the scenario.

Explore: The heroes must blaze a trail through a previously unknown region, usually physical, although developing new superscience could also be classed as an "exploration" adventure.

Encounter New Villain: The entire purpose of the scenario is to introduce a new, possibly recurring, villain.

Foil Diabolical Plan: The characters must foil the development of a doomsday weapon or other evil plot that threatens humanity. This is probably one of the more common goals in **Gear Krieg**, so it is important that each use of it be more unusual (and outlandish) than the last one.

Win Battle: The heroes must act to turn the tide of a battle at a crucial moment. With the world at war, this is also a common goal. If the Gamemaster doesn't want to rewrite the course of World War II, he should make sure to limit both the importance and the extent of the battle in which the characters take place.

Rescue NPC(s): The heroes must free one or more NPCs from captivity, whether natural (trapped in a cave) or man-made (held by a villain). Other rescue options include saving a scientist (or even an entire city) from an experiment gone awry or even redeeming a fallen hero.

Retrieve Item: The characters seek out some object of value to themselves or their patrons. It can be virtually anything: secret battle plans, blueprints or even an ancient artifact. The exact nature of the item, and its importance to the scenario, is best determined by taking into account the theme of the adventure.

Settle Score: The heroes owe a favor to a NPC and must act at his behest in order to settle their debt to him. This goal is a good way to rope the characters into undertaking a mission they might otherwise choose to avoid.

Money: Even pulp heroes need to make ends meet. This goal need not be venal in nature. It can take the form of winning a prize race or other competition. On the other hand, more mercenary characters can undertake an adventure solely for the purpose of enriching themselves.

Power: Again, this goal need not be as base as it sounds. "Power" describes anything that increases the character's abilities, whether that be new equipment, a headquarters, or a hefty promotion. Of course, the Gamemaster should not rule out self-aggrandizement as a goal for all **Gear Krieg** characters, some of whom may seek power for its own sake.

Adventure's Goal

Roll 2d6 to determine the Goal, or Pick One:	
2	Break Out
3	Protect NPC(s)
4	Explore
5	Encounter New Villain
6	Foil Diabolical Plan
7	Win Battle
8	Rescue NPC(s)
9	Retrieve Item
10	Settle Score
11	Money
12	Power

3. Determine Plot Structure

Another essential element of a pulp adventure is its plot structure. This element sets up how the scenario will proceed. That is, the plot structure shows how the scenes of the adventure relate to one another and how the characters move through them.

Plot Structure

Roll 1d6 to determine Plot Structure, or Pick One:	
1	Single Item Quest
2	Race Against Time
3	Acquire Items
4	Single Event
5	Globetrotting
6	Hierarchy of Evil

Single Item Quest: The plot centers on an attempt to acquire a single item, whether it be a person, object, or information. Unlike "Acquire Items," this plot structure focuses heavily on the item. It is important in itself, not just as a means to the next item.

Race against Time: This plot assumes that there is an event (whether natural or artificial) that must be stopped. The characters must act quickly to do so, before the event takes place with disastrous results.

Acquire Items: The plot centers around the search for multiple "items," each one of which points to the next, leading the characters to the adventure's conclusion. The items in question need not be physical objects: they can be clues or people that add to the sum of the characters' knowledge.

Single Event: The entire plot is structured around a single event, such as an election or key battle, and does not advance.

Globetrotting: The plot advances as the characters journey from one locale to the next. The movement from one locale to the next is the impetus for the characters' increase in knowledge, leading them to the scenario's conclusion.

Hierarchy of Evil: The plot advances as the characters defeat a group of villains, each one more powerful than the last. Naturally, the villains are related to one another in some fashion, usually as part of the same organization or hierarchy.

4. Determine the Climax

Just as important as the plot structure is its climax. Pulp adventures end in a number of common fashions, each of which has its own conventions.

Climax

Roll 1d6 to determine the Climax, or Pick One:	
1	Battle
2	Chase
3	Act of Nature
4	Prevented Deed
5	Nickels and Dimes
6	The Lion's Den

Battle: The characters must fight a massed battle to achieve their goal. The characters and their allies are arrayed against their nemesis and their enemies' troops. Often, these battles are heavily mismatched and involve the characters seeking out aid from unexpected sources (local tribesmen, children, etc.).

Chase: The climax involves a vehicular or other chase, in which the characters must contend with high speeds as well as other hazards. Such a climax usually pits the characters directly against the villains in a test of their relevant Skills.

Act of Nature: A catastrophe, such as a natural disaster or other freak occurrence, brings about the conclusion of the scenario. Alternately, the villain's hubris backfires on him, bringing his diabolical plan to an unfortunate end. Examples include experiments gone amok and henchmen turning on their masters.

Prevented Deed: The characters must stop something from occurring to achieve their goal. This could involve stopping the villain from



activating his doomsday weapon or from sending the order to drop bombs on a defenseless village. The characters must act before the villain is able to initiate his plan.

Nickels and Dimes: The characters must fight several small fights to achieve their goal. This differs from Battle above in that these fights are usually one on one affairs in which the characters face off against the villain's henchmen before reaching the villain himself.

The Lion's Den: The characters must defeat the villain in his inner sanctum. The Lion's Den should culminate in the characters facing off with the villain and his closest and most powerful henchmen.

5. Determine the Story Hook

Even pulp heroes need a reason to become involved in their remarkable exploits. The story hook is the element that initiates the adventure, either directly or indirectly.

Story Hook

Roll 2d6 to determine the Story Hook, or Pick One:	
2	Grim Necessity
3	Honor Impugned
4	Mistaken Identity
5-6	Rumor/Legend
7	Patron
5	Old Enemy
6	Dying Words
10	Mysterious Stranger
11	Old Friend
12	Pressing Buttons

Grim Necessity: The characters must begin the adventure, because they have no choice (an antidote must be found to save a life, they're prisoners, etc.).

Honor Impugned: The honor or good name of one or more of the heroes is besmirched and they must act to defend it. This story hook often involves the formerly beloved heroes being treated as pariahs by those they know until they can clear their names. False accusations of wrongdoing are good examples of the Hero Offended.

Mistaken Identity: A character is mistaken for someone else, leading to his involvement in the adventure. Due to this mistake, the character may come to possess information or property intended for someone else. Naturally, the person for whom it was intended will come looking, with murderous intent.

Rumor/Legend: The characters hear a story of some sort that leads them into the adventure. This story can be an old legend, a newspaper report, or even an intelligence briefing. Whatever it is, it contains information that is so provocative that it spurs them to action.

Patron: The characters are hired by an individual or group to perform a task. This hook is very broad to allow the Gamemaster to use almost anyone as a potential employer for the characters, from an eccentric researcher to a government representative.

Old Enemy: The reappearance of an old villain calls the characters to action. This hook only works if the characters have already tangled with the villain before. The old enemy might have been thought dead, but is now "returned from the grave." Whether he is who he claims could be the basis for the scenario.

Dying Words: The last words of a dying person provide the heroes with the impetus to begin the adventure. The dying person need not be known to the characters, but it often adds emotional impact if the person is friend, colleague or relative.

Mysterious Stranger: An unknown individual employs the characters to undertake a mission. The nature of the mission is often equally mysterious, leading to suspicion and skepticism regarding the employer's true intent.

Old Friend: A friend of the characters calls upon them for assistance. Like the Old Enemy above, this hook works best if the characters have dealt with the friend before. Conversely,

many characters begin the game with contacts and other background connections that could allow this hook to be used.

Pressing Buttons: This is a catchall category for any hook that uses a character's motivations and interests to draw him into the scenario. The Gamemaster should use elements of the characters' backgrounds and interests developed during character generation.

6. Determine the General Setting

All adventures take place somewhere. This step determines the general location in which the scenario is set.

General Setting

Roll 2d6 to determine the General Setting, or Pick One:	
2	Homefront
3	At Sea
4	Cosmopolitan city
5-6	Exotic Land
7	Tortuous Terrain
8	Underground
9	Undersea
10	In the Air
11	Undiscovered Country
12	On the Road

Homefront: All heroes have a base of operations. This locale can be used to lend a sense of urgency to an adventure. After all, there is nothing worse than having the place you call home be menaced by villainy. Alternately, this locale can refer to the place where a hero grew up.

At sea: Water covers seventy percent of the Earth's surface, so it'd be surprising if pulp adventures didn't occasionally happen on the waves. This locale refers primarily to shipboard adventures, although other options, like oilrigs, are possible as well.

Cosmopolitan city: This locale refers to any large city with a diverse population. It is generally one of the better known cities of the world, such as New York, London or Paris.

Exotic Land: This locale covers any foreign country, with an emphasis on evoking a sense of wonder in the characters. For example, most African and Asian nations would qualify. Of course, exoticism is relative. Chinese heroes might find Britain exotic, just as Egyptians might look on Argentina with awe.

Tortuous terrain: The locale is an area of rugged terrain, such as a desert, a canyon, or a mountain range. Whatever the terrain, it is inhospitable and poses many risks to the characters.

Underground: This describes any locale located beneath the surface of the Earth. Cave systems are the most common, but other options, like artificial labyrinths or dungeons, are also possible.

Undersea: This locale refers to any that is beneath the surface of the water. Possibilities include secret underwater stations or submarines.

In the Air: This locale refers to airplanes, balloons, zeppelins and other flying contrivances.

Undiscovered Country: This locale covers any unknown or forgotten place on the surface of the Earth. This can include hidden valleys, jungle interiors, or lost oases. It may also include mysterious kingdoms or mythical locales whose existence is somehow kept from the general populace.

On the Road: This locale covers land transportation of all sorts, whether they be cars, trucks, or trains.



7. Determine the Specific Setting(s)

Most adventures also have several scenes, each of which takes place in its own locale. In general, pulp adventures benefit from changes of pace to highlight different elements of the plot, so several settings could be present.

Specific Setting(s)

Determine up to three Settings (Roll 2d6, or Pick):	
2	Body of Water
3	Famous Locale
4	Lost City
5	Villain's Lair
6	Ruins
7	Military Base
8	Oppressed Land
9	Palace
10	Religious Locale
11	Mansion
12	Bar/Saloon

Body of Water: This locale is an ocean, a lake, or some other body of water. Rivers and waterfalls are also included.

Famous Locale: This refers to any well known or recognizable place, such as the Empire State Building, Eiffel Tower, the Kremlin, or the Taj Mahal.

Lost City: This covers any forgotten locale, whether legendary or otherwise. Thus, Shangri-La or Agartha would qualify, as might some lost colony of Phoenicians in the Caribbean. The important element with this locale is that it be something either dismissed or forgotten by modern science.

Villain's Lair: This locale is the headquarters of an insane individual, whether he be the main villain of the adventure or not. The headquarters is almost always well guarded and protected by hordes of loyal troops.

Ruins: This locale is an uninhabited remnant from the past, like an old Roman villa or abandoned monastery.

Military Base: This covers any locale controlled by a military organization. Thus, it includes places as diverse as forts, camps, rebel strongholds, and air force bases. Most military locations are well guarded and protected, but their strength varies greatly with the forces stationed there.

Oppressed land: This locale refers to any place suffering under the iron boot of tyranny. The tyranny can be a homegrown dictator or a foreign oppressor. Much of the world qualifies as an Oppressed Land in 1941, but places like France and Manchuria (Manchukuo) are among the prime examples of it.

Palace: This locale differs from mansion in that it is usually older and much more ornate. A palace is often the residence of royalty or those who aspire to it. Thus, it is only found in lands with a history that includes noble families and dynastic squabbles.

Religious Locale: This refers to any site that has religious significance. Examples include Stonehenge, Ayers Rock, Jerusalem, and Mt. Fuji. Religious locales add an air of mystery and wonder to a scenario. They can also contrast nicely with the darker motivations of many villains, creating a dichotomy.

Mansion: This locale is the opulent home of wealthy individuals. Unlike "Palace," a Mansion speaks of new wealth (with the last century or so). It is a status symbol for those who can afford them and often the site of extravagant parties and other more dubious activities.

Bar/Saloon: What pulp adventure would be complete without a watering hole of some sort? Whether a sleazy dive or an elegant cafe, the Bar is a staple of pulp stories and is an excellent place to meet contacts and engage the enemy in non-violent threats and repartee.



8. Determine the Main Villain

Pulp adventures have a strong character focus and few other characters are as important as the main villain. This step determines the general nature of the main villain.

Main Villain

Roll 2d6 to determine the Main Villain, or Pick One:	
2	Agent Provocateur
3	Advance Agent
4	Avenger
5	Conqueror
6	Corruptor
7-8	Mastermind
9	Destroyer
10	Lovable Rogue
11	Martyr
12	Zealot

Agent Provocateur: The villain is in the employ of another power and has been sent to stir up trouble in preparation for an invasion or other attack. Alternately, the Agent Provocateur may be sent to bring about an uprising or rebellion.

Advance Agent: This villain is a scout for another power, trying to determine for his superiors whether a particular locale is ripe for invasion.

Avenger: The villain acts to settle an old score or right a perceived wrong. He thus acts out of the belief that a person, group, or nation has somehow slighted him.

Conqueror: The villain seeks to take over a land or territory by force. If he is not a military leader, he must possess some means to achieve his ends, such as superscience or allies within the nation he intends to conquer.

Corruptor: The villain acts to undermine people or institutions for his own ends. Often a corruptor is a hidden enemy in that works from inside the organization he wishes to corrupt. Thus, he may be an advisor or underling. In almost every case, he appears to be trustworthy and respectable.

Mastermind: Like a spider in its web, the villain sits at the center of network of lesser villains. He may be a spymaster or crime boss or some other kind of leader. He rarely acts directly, preferring to use his minions to achieve his goals.

Destroyer: Put simply, the villain wishes to destroy a person, object, or group. He may act subtly or overtly, depending on what it is he wishes to destroy.

Lovable Rogue: The villain is not truly evil. Rather, he is venal and acts in accordance with his central vice. Nevertheless, he possesses several endearing qualities, making the rogue a suitable villain for more lighthearted adventures.

Martyr: The villain is afflicted (either in reality or in his mind) with some malady or condition that compels him to act. This could be anything from a fatal disease to insanity, even the loss of a loved one. He is often a tragic figure, driven to villainy by circumstances beyond his control.

Zealot: The villain is a fanatical believer in a cause and acts accordingly. This cause can be political, religious, or ideological. Whatever it is, he acts because he believes his schemes will further that cause. In many cases, he cares more for his cause than for his own life, making him a dangerous villain indeed.



9. Determine the Minor Villain(s)

Most pulp villains have one or two main henchmen to help commit nefarious acts.

Minor Villain

Determine up to two Minor Villains (Roll 2d6, or Pick):	
2	The Puritan
3	Childhood Friend with a Dark Secret
4	Corrupted Hero/Associate
5	Chief Assassin
6	Right Hand Man
7	Weak-Willed Advisor
8	Dumb Brute
9	Femme Fatale
10	Single-Minded Soldier
11	Inquisitor
12	Coward

The Puritan: The minor villain dislikes the aims and goals of the main villain, but considers the current relationship necessary in order to achieve his own plans.

Childhood Friend with a Dark Secret: The villain is a childhood acquaintance of the heroes, who has turned to evil for some secret reason. Such a villain can be a tragic figure. It may also be possible to return him to his former self if the characters work hard to do so.

Corrupted Hero/Associate: The villain is a former hero gone bad. Like the Childhood Friend above, this villain may be saved from evil with the appropriate action on the part of the characters, but doing so should come only as the result of great effort.

Chief Assassin: The villain is a trained killer. Often he possesses unique and rare skills, possibly as a result of training in a far away land. Examples include ninjas, Thuggees, and Hashisheen.

Right-Hand Man: The minor villain is an advisor to the major villain. Unlike the Weak-willed Advisor below, his advice is pragmatic and considers only the best interests of the major villain. Hardnosed advisor that he is, he is less concerned with self-interest and is often a powerful figure in his own right.

Weak-Willed Advisor: The minor villain is a weak-willed lieutenant with designs on the major villain's position. He can be a comical figure, but this is not a necessity. In fact, as a sniveling vizier he may be a significant villain, but he simply lacks the strength of will exhibited by the main villain.

Dumb Brute: The villain is a big, dumb thug. He is physically very powerful, but lacking when it comes to planning or strategy. His usual method of attack is direct confrontation.

Femme Fatale: This villain is a beautiful and seductive woman who uses her attractiveness to lure the characters to their doom. Often, she is romantically linked to the main villain.

Single-Minded Soldier: The villain is a trained and relentless warrior. Unlike the Dumb Brute, he will use guile and planning to achieve his ends. He also is relentless in his pursuit of the characters and will not stop until he or the heroes have been defeated.

Inquisitor: The villain uses violence and terror to obtain information. His primary interest is in gaining this information so that he may use it to further the main villain's plans.

Coward: The villain is fundamentally cowardly and will never engage the heroes directly. Such a villain may be comical in nature or he may simply be physically weak and fear confrontation.



10. Determine the Allies

Pulp heroes, of course, do not undertake their exploits without help. Often there are allies who aid the characters in their adventures.

Allies

Determine up to two Allies (Roll 3d6, or Pick):	
3	Muttering Madman
4	Fawning Trader
5	Sympathetic Madman
6	Childhood Friend with a Dark Secret
7	Arrogant Snob
8	Hero Worshipper
9	Absent-Minded Expert
10	Government Observer
11	Grizzled Professional
12	Damsel in Distress
13	Love Interest
14	Child Sidekick
15	Nosy Reporter
16	Villainous Ally
17	Talkative Barkeep
18	Tragic Fellow Hero

Muttering Madman: The ally is truly deranged. Unlike the Sympathetic Madman, he is a reluctant ally at best. What knowledge or skills he possesses are difficult to obtain. Thus, the characters must work hard to turn him to their advantage.

Fawning Trader: The ally is an ingratiating person with a desire to make profit. Although his greed is apparent, he is willing to aid the characters by providing them with goods or services they need.

Sympathetic Madman: Like the Absent-Minded Expert, this ally is both brilliant and insane. However, the insanity clearly outweighs his other qualities, making him difficult (but not impossible) to deal with. He may believe in Atlantis, the Abominable Snowman, or that the moon is made of green cheese.

Childhood Friend with a Dark Secret: This ally is much like the villain with the same name described in Step 9, but in this case he has chosen to aid the characters. He is still a tragic figure, whose dark secret may result in his eventual downfall or even demise.

Arrogant Snob: The ally is an aristocratic boor who treats the heroes as people beneath him. Nevertheless, he has resources or skills that make him useful to the characters, despite his insufferable personality.

Hero Worshipper: The ally treats the characters as gods. He is usually a young and impressionable person enamored of the exciting lives the characters lead. Nevertheless, he can be a valuable ally, due to his specialized knowledge or skills. The Hero Worshipper often appears as comic relief.

Absent-Minded Expert: The ally has knowledge without peer on an obscure subject, but lacks a decent memory. Alternately, this ally could be any kind of eccentric expert, often with bizarre personality traits that make him a source of comic relief.

Government Observer: The ally is an agent of the government sent to "keep an eye" on the characters. He often possesses valuable skills and knowledge, but he also tends to get underfoot and complicate the characters' lives. The Government Observer is often boorish and domineering, demanding the heroes act "by the book."

Grizzled Professional: The ally is a seasoned veteran without patience for "youngsters." He is frequently patronizing and overbearing, treating anyone younger than himself as a child. He demands complete respect but rarely gives it in return.



Damsel in Distress: The ally is a beautiful young woman without commonsense. She rarely possesses worthwhile skills or knowledge, but her connections or position of influence may be useful to the characters nonetheless.

Love Interest: The ally falls in love with one of the characters. Whether that love is returned is up to the player of the character. Unlike the Damsel in Distress, this ally is an equal of the characters and thus possesses skills and knowledge that may aid the heroes in their quest.

Child Sidekick: This ally is a young person that attaches himself to the characters by accident or through unforeseen circumstances. He usually possesses useful skills or knowledge. Alternately, this ally could be a group of helpful children, such a street urchins or orphans who come to the characters' aid.

Nosy Reporter: The ally is a nosy journalist or historian interested in every aspect of the characters' adventures. His knowledge is extensive, but he frequently gets in the way as he chronicles the characters' exploits.

Villainous Ally: The ally is completely untrustworthy but nevertheless aids the characters for his own purposes. Usually, he allies with the characters for his own gain and is prepared to betray them at any given moment.

Talkative Barkeep: The ally is the friendly proprietor of a local drinking establishment. He usually knows the latest gossip and tall tales, making him a valuable source of information.

Tragic Fellow Hero: The ally is a fellow hero who has suffered some unfortunate fate as a result of his previous actions (terminal disease, maiming, loss of loved one, etc.). His misfortune has warped his perspective, possibly to the point he courts death. Even so, he is still capable of helping the characters.

11. Determine the Significant NPCs

Adventures are not just populated with villains and allies. Other individuals may play prominent roles.

Significant NPCs

Determine up to three Significant NPCs (Roll 2d6, or Pick):	
2	False Accuser
3	Inquisitive Official
4-5	Bandits/Thugs
6	Belligerent Soldier
7-8	Old Friend at Wrong Time
9	Thief
10	Seducer
11	Drunken Sot
12	Truthful Accuser

False Accuser: The NPC is a person who falsely accuses the characters of a nefarious deed. His motivations vary from simple malice to having been paid off by the characters' enemies.

Inquisitive Official: The NPC is a nosy government officer who takes too keen an interest in the characters' actions. In doing so, he may expose the characters to danger.

Bandits/Thugs: The NPCs are relatively weak goons. Most likely, they are unconnected with the larger plot and provide an opportunity for mindless mayhem.

Belligerent Soldier: The NPC is a surly warrior who develops a distaste for the characters. He may use his position to harass the characters, even to the point of violence.

Old Friend at Wrong Time: The NPC is an old acquaintance of the heroes who has a knack for showing up at the most inopportune of times. He distracts the characters from their mission and may be a source of danger to them.

Thief: The NPC is skilled in theft, whether of the characters' belongings or those of others. He may steal something of value from the characters, precipitating a chase to recover the item.

Seducer: The NPC is a person intent on swaying the heroes to his point of view, either through physical wiles or other methods. In most cases, the Seducer is not in the employ of the villain.

Drunken Sot: The NPC is a mean-spirited alcoholic. He harasses the characters and follows them around, and may even attack them if he is ignored.

Truthful Accuser: The NPC steps forward to reveal something about the characters that is both true and somewhat embarrassing. Like the False Accuser, his motivations may vary.

12. Determine the Dangers and Traps

Most pulp adventures involve a series of traps from which the heroes must escape. Roll 1d6 to determine the general type of trap. Then, roll 1d6 again on the appropriate sub-table to determine the specific danger. Roll or choose up to three Traps.

Dangers and Traps

1	Animal
2	Natural
3-4	Mechanical
5	Primitive
6	Superscience

Animal Danger/Trap

1	Animal Pit
2	Stampede
3	Coliseum
4	Lair
5	Insect Swarm
6	Horde

Natural Danger/Trap

1	Avalanche
2	Storm
3	Earthquake
4	Volcano
5	Noxious Gas
6	Quicksand

Mechanical Danger/Trap

1	Pit
2	Poison
3	Cage
4	Closing Walls
5	Water-Filled Room
6	Collapsing Floor

Primitive Danger/Trap

1	Pit
2	Net
3	Poison
4	Labyrinth
5	Crusher
6	Ram

Superscience Danger/Trap

1	Electricity
2	Atomic Energy
3	Cold
4	Heat
5	Sound
6	Other Superscience



Animal Pit: The characters must fight one or more wild animals in a confined (usually artificial) location.

Atomic Energy: The characters must defeat a superscience device that uses atomic energy as its primary form of attack.

Avalanche: A massive snow or rockslide threatens the characters.

Cage: A mechanical cage captures the characters.

Closing Walls: The walls begin to close in on the characters and will crush them unless they find a means of escape.

Cold: The characters must face a superscience device that uses cold as its primary form of attack.

Coliseum: The characters must fight animals for the amusement of the villain. This trap usually takes place in a large open space with many spectators.

Collapsing Floor: The floor or ground is rigged so as to open up, revealing a chasm or bottomless pit below.

Crusher: A rock or weight of some kind falls on or toward the characters.

Earthquake: An earthquake begins, threatening the characters with collapsing buildings and falling debris.

Electricity: The characters must defeat a superscience device that uses electricity as its primary form of attack.

Heat: The characters must defeat a superscience device that uses heat as its primary form of attack.

Horde: The characters must deal with a large number of small animals, such as rats, wolves or possibly even lemmings, that attempt to overwhelm them with their numbers.

Insect Swarm: The characters are attacked by a swarm of dangerous insects, such as killer bees or locusts.

Labyrinth: The characters are thrown into a maze from which they can only escape by means of guile or an innate sense of direction. For additional fiendishness, the labyrinth may be home to one or more wild animals.

Lair: The characters find themselves in the home of an enraged animal, which fights to protect its territory.

Net: The characters are caught in a giant net that scoops them off the ground and into the air.

Noxious Gas: Some sort of naturally poisonous gas seeps into the characters' location and threatens to overwhelm them.

Other Superscience: This is a catchall category that refers to things like mutant strains of animals or weird diseases, as well as devices using other forms of energy. The GM should feel free to include almost anything that does not fit into one of the listed superscience categories.

Pit: Whether primitive or mechanical in nature, the characters are deposited in a large hole in the ground from which they must escape.

Poison: A poisonous device of some sort, such as blow darts, needles, or contact poison, attacks the characters. Whatever its origin, the poison is deadly and requires immediate attention to a character afflicted.

Quicksand: The ground gives way and engulfs the characters. This could be genuine quicksand or tar or some other form of enveloping substance.

Ram: A giant log or battering ram is directed against the characters.

Sound: The characters must contend with a superscience device that uses sound as its primary form of attack.

Stampede: The characters must contend with a large group of wild animals bearing down on them.

Storm: The characters are caught in some sort of inclement weather that threatens them and impedes their progress. Examples include hurricanes, snowstorms, and tornadoes.

Volcano: A volcano erupts sending magma and lava into the characters' path. Alternately, this trap could be a geyser or other sort of natural eruption.

Water-Filled Room: The room seals itself off and begins to fill with water. Unless the characters can find a means to escape, they will drown in minutes.

13. Determine the Chase(s)

Almost every pulp adventure features a major chase or two.

Chase

Determine up to two Chases (Roll 2d6, or Pick):	
2	Endurance
3	Foot Race
4	Horseback
5	Motorcycle
6-7	Car
8	Truck
9	Gear
10	Boat
11	Aerial Vehicle
12	Special Terrain (snow/ice, mountainside, etc.)

Endurance: This chase involves the characters performing some sort of strenuous physical activity, such as swimming or swinging from vines. The success of the chase depends primarily on the characters' athletic abilities.

Foot Race: This is a simple chase on foot, although it can be complicated by being through crowded streets, an abandoned warehouse, or on catwalks high above a city.

Horseback: This chase involves riding horses, although other animals could be substituted in certain circumstances (such as elephants in India, for example).

Motorcycle: The chase involves the use of two wheeled motorized vehicles. Alternately, it could involve bicycles.

Car: The chase involves automobiles or jeeps, or comparable vehicles.

Truck: The chase involves a large four-wheeled vehicle, possibly carrying important cargo.

Walker: The chase involves walker or quadruped vehicles.

Boat: The chase involves waterborne craft of some sort, usually surface craft. Submarines are possible as well.

Aerial Vehicle: The chase involves flying craft, such as airplanes, helicopters, or rocket packs.

Special Terrain: The chase takes place in an unusual environment, such as a snowfield or a mountain road. Roll again to determine the type of vehicle involved, ignoring any subsequent results of Special Terrain.



14. Determine the Moral Quandary

Many pulp adventures involve a moral quandary at some point, which the heroes must resolve before continuing on their quest.

Moral Quandary

Roll 1d6 to determine the Moral Quandary, or Pick One:	
1.	Ally
2.	Friend
3.	Honor
4.	Lesser of Two Evils
5.	Rescue a Friend/Colleague
6.	Save the Villain

Ally: The characters must decide whether to save an ally at the cost of their mission. This choice is made even more poignant when the ally is someone especially helpless, like an old man or a child.

Friend: Same situation as with the Ally, but with a friend involved instead.

Honor: The characters must decide whether achieving their goal in a dubious way is acceptable. Such a quandary forces the hero to confront whether he is truly any different from the villains he faces. This is a frequent source of melodrama in a pulp milieu.

Lesser of Two Evils: The characters must choose between two difficult options, such as deciding which of two NPCs will die in a deathtrap because both cannot be saved. Of course, this quandary is often not as dire as it first appears. There is usually a secret "escape route" that allows the characters to save both people — if they can recognize it.

Rescue a Friend/Colleague: An innocent bystander is threatened but saving him may jeopardize the characters' mission.

Save the Villain: In this quandary, the characters must decide whether they would rather fail in their mission or save the villain to achieve their goal.

15. Determine the Narrative Twist

Pulp fiction thrives on trick endings and unexpected twists, as should pulp adventures.

Narrative Twist

Roll 1d6 to determine the Narrative Twist, or Pick One:	
1	Cooperate with Villain
2	False Mission
3	Treasonous NPC
4	Villain Accompanies Heroes
5	Villain is a Relative
6	On the Lamb

Cooperate with Villain: The heroes discover that they can only achieve their goal by working with the villain or convincing him to abandon his cause. The characters could discover that the villain is in fact not their true enemy, but must team up with him against an even greater threat.

False Mission: The characters learn that their current mission is in fact a cover for something else. This can be either benevolent (a secret government organization uses the characters to distract the villains from the real plan) or malevolent (a master criminal uses the characters as pawns in his own scheme).

Treasonous NPC: Someone, probably an ally, shows his true colors and betrays the characters in some fashion.

Villain Accompanies Heroes: For some reason, the villain must travel with the characters. This differs from "Cooperate with Villain" in that the villain may not be aiding the characters.

Villain is a Relative: The characters discover the villain is actually a close friend or relative. He may be a hero's father or brother or something of that sort. Often, the villain is someone who was presumed dead.

On the Lamb: The characters find themselves on the wrong side of the law. They are wanted by the authorities, but cannot clear their names until they have completed their mission.

Random Adventure Example

1. Theme.	The GM rolls 4: Mystery. Players will be solving a riddle or crime.
2. Goal.	The GM rolls 8: the scenario's goal is to rescue one or more NPCs.
3. Plot Structure.	The GM rolls 6: Players will face a Hierarchy of Evil.
4. Climax.	A roll of 5 indicates "Nickels and Dimes;" the heroes fight several small battles.
5. Story Hook.	The GM rolls another 5, indicating a Rumor/Legend.
6. General Setting.	The GM rolls 8, indicating an underground locale.
7. Specific Setting(s).	There will be two. He rolls a 3 and a 8: Famous Locale and Oppressed Land.
8. Main Villain.	A result of 3 indicates an Advance Agent.
9. Minor Villain(s).	Two will do nicely. Rolls of 4 and 7 result in Corrupted Hero/Associate and Weak-Willed Advisor.
10. Allies.	There will be only one: result 3, the Muttering Madman.
11. Significant NPCs.	The GM decides to use two and rolls a 6 and a 9, a Belligerent Soldier and a Thief.
12. Dangers/Traps.	One additional threat: a 2 indicates a Primitive danger. A roll of 6 on the Primitive Dangers/ Traps table results in a ram.
13. Chase.	The GM decides on one chase, and a 9 is rolled — walkers will be used.
14. Moral Quandary.	The GM rolls 4 and gets Lesser of Two Evils.
15. Narrative Twist.	The GM rolls a 3. An NPC will turn traitor.

The following example is intended to show how the Random Plot Generator Works in practice. It should be kept in mind that results can (and should) be discarded if they don't fit the developing story arc. Regardless of what gets left out, the Gamemaster now has a good foundation to start building an adventure. This specific example will be a classic **Gear Krieg**: superscience, Nazi agents and two-fisted pulp action adventure.

A cursory glance of the rolled results shows that there are several interesting combinations. The theme of *Mystery* and the goal of *Rescue NPC* together suggest a kidnapping. The short series of small battles associated with *Nickels and Dimes* works well with working through a *Hierarchy of Evil*. The main villain, as an *Advance Agent*, will be a scout or spy of some sort. With a general setting of *Underground*, perhaps there is a secret base, though not a large one. The *Corrupt Hero* minor villain may be helping the Advance Agent operate. Even better, if the Corrupt Hero works closely with the characters, he could be the *Traitorous NPC*.

There are also some arbitrary decisions to be made. The Random Plot Generator does not determine the villains' nationality, so in this case they will be the Germans (a good default choice for most adventures taking place on this side of the world). As this is a kidnapping plot, the agents are obviously operating in unfriendly territory. Tartus is a good choice since it lies in Syria, on the shore of the Mediterranean. It is also in keeping with the pulp tradition of exotic locales.

The basics of the adventure are in place, though a considerable amount of detail work still needs to be done. Rather than explain it all, instead is a more fleshed-out story follows, broken down according to the four-act structure.



Act I: The characters are sent to help guard the defecting German scientist Rudolph Ostrend, who is waiting in Tartus for transport to London. Just as the characters arrive, Ostrend is kidnapped by rocket-pack equipped German commandoes (Rescue NPC). It is essential that the characters get him back because he supposedly has information on a new superweapon (Rumor/Legend). The characters will be receiving help from the eminent Sir Walter Fripp of the Secret Service. Unknown to the characters, Fripp is a Nazi sympathizer and double agent, and personally arranged Ostrend's abduction (Corrupted Hero). Ostrend is now with Julius Staedler (Major Villain), the Nazi agent charged with returning the scientist to Germany.

Act II: Fripp sends the characters on several wild goose chases, but they keep finding clues that lead them to Staedler's team. However, after the first attempted arrest is strangely botched, the characters begin to be attacked themselves. The attacks are small, but they are persistent — almost as if the attackers are following the characters. The act concludes with the realization that Tartus is becoming a very dangerous place for the characters.

Act III: The investigation continues with little success. But a lucky tip (Muttering Madman Ally) helps them locate and follow one of Staedler's agents to a series of warehouses, where he disappears. Unfortunately, they are spotted in the area. Staedler decides it is time to do something drastic, and orders Fripp to lead the characters into an ambush (traitorous NPC). Fripp does, but the attack goes awry. In the aftermath, the characters learn that the Germans have a small hidden base beneath the warehouses (Underground Locale), and that Ostrend is not only being kept there, he is due to be transferred to a U-boat in the very near future!

Act IV: The characters assault the base but the operation degenerates into a series of firefights (Nickel-and-Dime) as the characters work their way in (Hierarchy of Evil). When they finally confront Staedler, though, they are in for a shock. Hidden in the warehouse are a handful of amphibious Loki Ausf A walkers! Staedler has Ostrend in his walker, and orders the rest of the Lokis to finish up the characters. If the characters are clever, they can capture one or two of the walkers and pursue Staedler through the streets of Tartus (walker chase). With a little luck/skill, they should disable his walker before he gets anywhere near the water, let alone the U-boat. Staedler can be captured, Ostrend rescued, and the characters will have one heck of a war story to tell their grandchildren.

There are several results that are missing from the scenario, either because they did not fit or because their inclusion would make the plot too complicated (Thief, Belligerent Soldier and Lesser of Two Evils). While plots could be devised to include all randomly rolled elements, this system is only meant to produce guidelines. The Gamemaster's own ideas should always take precedence over what dice rolls determine.

WOLF/DOG

The wolf is one of the most numerous natural predators in the northern regions of the world. Dogs, cousins to the wolves, are popular work animals and pets. Wild dogs have been toughened by hard living, and they have similar statistics to wild wolves (numbers it parentheses). Dogs can be trained specifically for protection or for attack, and many are kept as guardians and as defensive measures in homes, compounds and bases.

SilCORE Stats

ATTRIBUTES					
AGI	+2	BLD	0 (-3)	FIT	+2
INS	+2	PER	+2	WIL	+1 (0)
STR	+1 (0)	HEA	+2 (+1)	STA	35 (15)
UD	4* (1*)				

SKILLS: Combat Sense 2/1, Defense 2/2, Hand-to-Hand 3/1(2/1), Notice (Tracking) 2/2, Sneak 2/1 (1/2)

SPECIAL ABILITIES: *Bite (x8 damage), *Claws (x7 damage)

Open Gaming Stats

CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 40 ft.; Defense 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

SPECIES TRAITS

SCENT (Ex): This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

SKILL BONUS: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

SKILLS: Jump +4, Listen +5, Spot +5, Survival +1 (+5)*, Swim +5

FEATS: None Advancement: None

CYBERNETIC HOUND

One of the Axis' more twisted experiments, these half dog, half machine creatures are used to protect secret installations and lairs. Their bodies have been encased in a bakelite armored powerframe, and power legs have replaced the hound's limbs.

SilCORE Stats

ATTRIBUTES					
AGI	+2	BLD	-2	FIT	+3
INS	+3	PER	+1	WIL	+1
STR	0	HEA	+2	STA	35
UD	1*				

SKILLS: Combat Sense 2/1, Defense 2/2, Hand-to-Hand 3/1, Notice (Tracking) 2/1

SPECIAL ABILITIES: *Bite (x8 damage), *Metal Claws (x14 damage), Sprint 40 m, Armor 10 (-1 to AGL and FIT Skill tests)

Open Gaming Stats

CR 1; Medium-size animal; HD 2d8+6; hp 15; Mas 17; Init +3; Spd 50 ft.; Defense 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); BAB +1; Grap +3; Atk +4 melee (1d6+4, bite); Full Atk +4 melee (1d6+4, bite) and +4 melee (2d6+4, claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +9, Ref +7, Will +1; AP 0; Rep +0; Str 17, Dex 17, Con 17, Int 2, Wis 12, Cha 6

SPECIES TRAITS

SCENT (EX): This abillity allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

SKILL BONUS: Cybernetic hounds gain a +2 species bonus on Jump checks. Cybernetic hounds also gain a +4 species bonus on Survival checks when tracking by scent.

SKILLS: Jump +4, Listen +5, Spot +5, Survival +1 (+5)*, Swim +5

FEATS: None ADVANCEMENT: None

COBRA/VENOMOUS SNAKE

The Cobra is one of the world's deadliest snakes. Its upright attack posture and flared hood are a universal sign of menace. Of course, other snakes carry poison, and some are far deadlier...

SilCORE Stats

ATTRIBUTES					
AGI	+3	BLD	-7	FIT	+2
INS	+2	PER	+1	WIL	+1
STR	-2	HEA	+2	STA	10
UD	1*				

SKILLS: Combat Sense 3/1, Defense 2/1, Hand-to-Hand 2/1, Notice 2/1, Stealth 2/2

SPECIAL ABILITIES: *Bite (x8 damage), *Metal Claws (x14 damage), Sprint 40 meters, Armor 10 (-1 to AGL and FIT Skill tests)

Open Gaming Stats

CR 1/3; Tiny animal; HD 1/4 d8; hp 1; Mas 11; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d3-2 plus poison, bite); Full Atk +5 melee (1d3-2 plus poison, bite); FS 2 1/2 ft. by 2 1/2 ft. (coiled); Reach 0 ft.; SQ poison, scent, low-light vision; AL none; SV Fort +2, Ref +5, Will +1; AP 0; Rep +0; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

SPECIES TRAITS

VARIABLE SIZE: Creature Sizes for attack and Defense modifiers based on size, as well as for a snake's fighting space (assuming the creature is coiled) and reach.

POISON (Ex): Venom is injected with a successful bite. The victim must succeed on a Fortitude save or take 1d6 points of temporary Constitution damage; a second Fortitude save must be made 1 minute later to negate the venom's secondary damage (same as the initial damage). The save DC is equal to 11 + 1/2 the snake's Hit Dice + the snake's Constitution modifier (DC 11 for a Tiny snake).

SCENT (EX): This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

SKILL BONUSES: Snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks.

SKILLS: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8, Swim +11.

FEAT: Weapon Finesse (bite).

ADVANCEMENT: 1/2-1 HD (Small); 2 HD (Medium-size); 3-4 HD (Large); 5-16 HD (Huge).

ALLIGATOR/CROCODILE

Crocodiles and alligators lurk in shallow rivers and warm marshes, using powerful jaws to seize their prey. They are perennial favorites of mad scientists and arch villains.

SilCORE Stats

ATTRIBUTES					
AGI	+1	BLD	0	FIT	+3
INS	+2	PER	+1	WIL	+1
STR	-2	HEA	+2	STA	35
UD	4*				

SKILLS: Combat Sense 2/1, Defense 2/1, Hand-to-Hand 3/1, Notice 2/1, Stealth 1/2

SPECIAL ABILITIES: *Bite (x8 damage), Scales (Armor 5)

Open Gaming Stats

CR 2; Medium-size animal; HD 3d8+9; hp 22; Mas 17; Init +1; Spd 20 ft. (Swim 30 ft.); Defense 15, touch 14, flat-footed 11 (+1 Dex, +4 natural); BAB +2; Grap +6; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d8+6, bite) and +6 melee (1d12+6, tail slap); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ improved grab; AL none; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2

SPECIES TRAITS

IMPROVED GRAB (EX): To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth. It will then attempt to drag the opponent into deep water and pin it until it drowns.

SKILL BONUS: Crocodiles gain a +12 racial bonus to Hide checks when submerged.

SKILLS: Hide +7 (+19)*, Listen +7, Spot +5, Swim +5

FEATS: None

ADVANCEMENT: 4-5 HD (Medium-size)

EAGLE/RAPTOR

The eagle is a regal bird with a wingspan of over 2 meters. It is a predator, swooping down on its prey unawares. Its great, hooked beak rends and tears flesh from the bones of its meals, and its massive claws can grip with surprising strength.

SilCORE Stats

ATTRIBUTES					
AGI	+1	BLD	-1	FIT	0
INS	0	PER	+3	WIL	0
STR	-1	HEA	0	STA	15
UD	1*				

SKILLS: Combat Sense 2/2, Defense 2/1, Hand-to-Hand 3/1, Notice (Tracking) 2/2

SPECIAL ABILITIES: *Talons (x8 damage), *Bite (x6 damage), Flight

Open Gaming Stats

CR 1; Tiny animal; HD 1d8; hp 4; Mas 10; Init +3; Spd 10 ft., fly 60 ft. (average); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d4-2, claw); Full Atk +5 melee (1d4-2, claw); FS 2 1/4 ft. by 2 1/4 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +5, Will +2; AP 0; Rep +0; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

SPECIES TRAITS

SKILL BONUS: Hawks gain a +8 species bonus on Spot checks in daylight.

SKILLS: Listen +6, Spot +6 (+14)*

FEATS: Weapon Finesse (claw, bite)

ADVANCEMENT: None

HORSE/PACK ANIMAL

Pack animals include horses, mules or oxen. They can be used for hard labor such as plowing, pulling carts or powering mills, or to produce food as well as carrying supplies for adventurers and explorers. Some horses are bred for riding, and ownership of such horses is a sign of wealth and prestige in many western countries.

SilCORE Stats

ATTRIBUTES					
AGI	+1	BLD	+7	FIT	+1
INS	+1	PER	0	WIL	+1
STR	+4	HEA	+1	STA	65
UD	14*				

SKILLS: Athletics 1/1, Combat Sense 1/1, Defense 2/1

SPECIAL ABILITIES: *Kick (x9 damage), Riding Modifier (See CORE rules, section 6.1.3)

Open Gaming Stats

CR 1; Large animal; HD 3d8+6; hp 19; Mas 15; Init +1; Spd 60 ft.; Defense 13, touch 10, flat-footed 12 (-1 size, +1 Dex, +3 natural); BAB +2; Grap +7; Atk +2 melee (1d4+1, hoof); Full Atk +2 melee (1d4+1, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ scent, low-light vision; AL none or owner; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6

SPECIES TRAITS

SCENT (EX): This ability allows a horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

SKILLS: Listen +6, Spot +6

FEATS: None

ADVANCEMENT: None

NOTES: A horse cannot fight while carrying a rider unless specially trained.

GORILLA

One of the closest human relatives to be found in the wild, the mighty gorilla has a dubious place of honor in the annals of mad science. Trained as guardians or used as subjects in experiments, it seems that almost every evil scientist has a few of these massive creatures lurking around the laboratory - in their original state or otherwise.

SilCORE Stats

ATTRIBUTES					
AGI	+2	BLD	+8	FIT	+2
INS	+4	PER	+2	WIL	+1
STR	+5	HEA	+2	STA	75
UD	15*				

SKILLS: Combat Sense 2/2, Defense 2/2, Hand-to-Hand 2/2, Notice (Tracking) 1/2

SPECIAL ABILITIES: *Bite (x6 damage), *Grapple (x15 damage), *Punch (x9 damage)

Open Gaming Stats

CR 2; Large animal; HD 4d8+8; hp 26; Mas 14; Init +2; Spd 30 ft., climb 30 ft.; Defense 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); BAB +3; Grap +12; Atk +7 melee (1d6+5, claw); Full Atk +7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent; AL none; SV Fort +6, Ref +6, Will +2; AP 0; Rep +0; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7

SPECIES TRAITS

SCENT (EX): This ability allows an ape to detect approaching enemies, sniff out hidden foes, and track by sense of smell

SKILLS: Climb +18, Listen +6, Spot +6

FEATS: None

ADVANCEMENT: 5-8 HD (Large)

MÖRDERPRIMAS

Mörderprimas ("killer primates") are the latest development from the Axis' *LebendeDrohne* ("living Drone") research. They are most often found guarding secret installations or in small groups for "field testing" around installations. A typical Mörderprimas is equipped with power arms, power legs, a powerframe and a visor providing infrared vision.

SilCORE Stats

ATTRIBUTES					
AGI	+2	BUI	+9	FIT	+4
INS	0	PER	+2	WIL	+1
STR	+6	HEA	+2	STA	80
UD 20*					

SKILLS: Combat Sense 2/2, Dodge 2/2, Hand-to-Hand 2/2, Notice (Tracking) 1/2

SPECIAL ABILITIES: *Bite (x6 damage), *Grapple (x15), *Punch (x9), Armor (15 on Arms and Back, 20 on Legs), Sprint 45 meters

NOTES: Bloodlust Flaw (Substitute INS for PSY, if botched, turns on master)

Open Gaming Stats

CR 2; Large animal; HD 6d8+18; hp 45; Mas 16; Init +2; Spd 40 ft., climb 30 ft.; Defense 19, touch 11, flat-footed 17 (-1 size, +2 Dex, +8 natural); BAB +3; Grap +12; Atk +7 melee (1d6+7, metallic claw); Full Atk +7 melee (1d6+7, 2 metallic claws) and +2 melee (1d6+2, bite), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ darkvision, scent; AL none; SV Fort +10, Ref +8, Will +0; AP 0; Rep +0; Str 25, Dex 19, Con 16, Int 2, Wis 12, Cha 7

SPECIES TRAITS

DARKVISION (EX): This ability allows a Mörderprimas to see in absolute darkness out to 55 meters/60 ft.

SCENT (EX): This ability allows a Mörderprimas to detect approaching enemies, sniff out hidden foes, and track by sense of smell

SKILLS: Climb +18, Listen +6, Spot +9

FEATS: None

ADVANCEMENT: 5-8 HD (Large)

JACK MEMPHIS (HERO ARCHETYPE)



An all-American hero, Jack has been blessed with good looks, charm and a sharpshooter's eye. Though a Chicago boy by birth, Jack has traveled the world as a test pilot and test driver, even getting an opportunity to try out new Walker designs for the US Army right before the war. He never seems to be at a loss for cash or for allies, and it's rumored that the adventurer with nerves and muscles of steel might be an heir to a large fortune, or owed a favor by a wealthy South American tribe. Whatever the case may be, once you have a friend in Jack Memphis, you have a friend for life. Jack speaks English and some Spanish.

EQUIPMENT: Pilot's flight suit, goggles, Colt M1911A1, pocket knife, compass, lighter, cigarettes, kit bag (contains parachute, flares, crumpled suit, navigation maps of North Africa, binoculars).

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	+2	APP	+2	BUI	+1
CRE	+1	FIT	+1	INF	+2
KNO	0	PER	+2	PSY	+2
WIL	+2	STR	+1	HEA	+2
STA	40	UD	7	AD	7

SKILLS: Athletics 3/2, Combat Sense 2/2, Defense 2/2, Etiquette (Gentlemanly Behavior) 1/1, Gunnery (Air) 2/2, Gunnery (Ground) 2/2, Hand-to-Hand 2/2, Melee 2/1, Navigation (Air) 1/1, Notice 2/1, Performance Art (Dance) 2/1, Personal Flight Device 1/1, Pilot (Air) 2/3, Pilot (Ground) 2/3, Pilot (Walker) 2/3, Seduction 2/1, Small Arms 2/1, Stealth 2/1, Survival 2/1

PERKS/FLAWS: Connections (Allies [5]), Famous (3), Code of Honor (-3), Dedicated (Removal of Nazis [-2]), Nemesis (Doctor Hempell [-5]), Phobia (Snakes, Mild)

Open Gaming Stats

Fast Heroic Adventurer CR 8; Medium-sized human; HD 8d8+24; hp 64; Mas 16; Init +4; Spd 30 ft.; Defense 21, touch 21, flat-footed 21* (+4 Dex, +7 Class); BAB +6/+1; Grap +9/+4; Atk +9/+4 melee (1d3+3, fists/as weapon type); Atk +10/+5 ranged (as weapon type); SQ none; AL Anti-Nazi; SV Fort +5, Ref +8, Will +6; AP 4; Rep +2; Str 16, Dex 18, Con 16, Int 15, Wis 18, Cha 19

SKILLS: Drive +9, Knowledge (tactics) +4, Knowledge (technology) +6, Move Silently +7, Navigate +4, Pilot +9, Pilot (Walker) +11, Profession +4, Search +2, Speak Language (Spanish), Spot +6, Survival +4

FEATS: Aircraft Operation (Fighters), Archaic Weapons Proficiency, Combat Throw, Defensive Martial Arts, Elusive Target, Point Blank Shot, Simple Weapons Proficiency, Quick Reload

TALENTS: Evasion, Opportunist, Uncanny Dodge 1

AMELIA FAIRCHILDE (HERO ARCHETYPE)



The niece of distinguished Professor Henry, Amelia was born in England, though her American upbringing erased a portion of her accent and mannerisms. Her parents were lenient, allowing her to travel with her uncle. She intended to follow in her uncle's footsteps, but once at university she made the switch into medicine, her skills coming to the fore once she discovered her true passion. An accomplished pilot in her own right, she travels with her uncle once more, this time as colleagues and friends. Amelia speaks English, Spanish, Italian, and French.

EQUIPMENT: Fashionable traveling clothes, Browning HP1935 (Med. Pistol, 13 rounds), Walther PPK, wristwatch, compass, backpack (contains first aid kit, lighter, medkit, ammunition, flares, Guidebook to Cairo, Arabic-English dictionary, flashlight, hiking clothes).

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	+1	APP	+2	BUI	0
CRE	+1	FIT	+2	INF	+1
KNO	+2	PER	+2	PSY	+2
WIL	+2	STR	+1	HEA	+2
STA	35	UD	5	AD	6

SKILLS: Athletics 3/2, Combat Sense 2/2, Defense 2/2, Disguise 1/1, Etiquette (Upper Class Gatherings) 2/1, Forgery (Handwriting) 1/1, Gunnery (Air) 1/1, Hand-to-Hand 1/2, Medicine 2/2, Melee 2/1, Natural Sciences (Life) 2/1, Navigation (Air) 2/2, Notice 2/2, Performance Art (Dance) 2/1, Personal Flight Device 1/1, Pilot (Aircraft) 2/1, Pilot (Ground) 2/1, Riding 1/1, Seduction 1/1, Small Arms 2/2, Stealth 2/2, Survival 1/1, Technical Sciences (Electronics) 1/2, Technical Sciences (Communications) 1/1

PERKS/FLAWS: Connections (Allies [3]), Wealthy(2), Code of Honor (-2), Dedicated (Removal of Nazis [-2])

Open Gaming Stats

DEDICATED HEROIC ADVENTURER CR 8; Medium-sized human; HD 8d6+16; hp 43; Mas 15; Init +3; Spd 30 ft.; Defense 17, touch 17, flat-footed 14 (+3 Dex, +4 Class); BAB +6/+1; Grap ++9/+4; Atk +9/+4 melee (1d3+4, fists/as weapon type); Atk +9 ranged (as weapon type); SQ none; AL Anti-Naxi; SV Fort +6, Ref +5, Will +10*; AP 4; Rep +3; Str 16, Dex 17, Con 15, Int 18, Wis 18, Cha 18

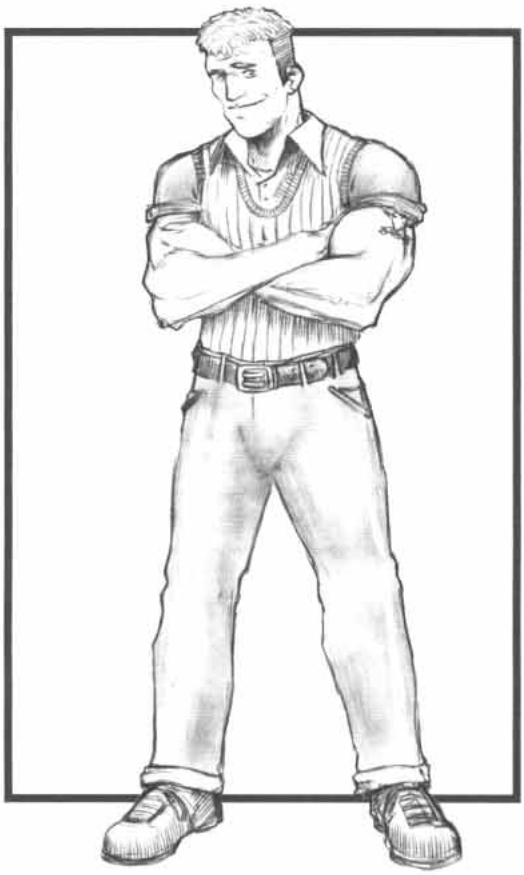
SKILLS: Class: Craft (electronic) +3, Drive +10, Forgery +6, Knowledge (earth and life sciences) +6, Listen*, Move Silently +4, Pilot +10, Navigation +6, Perform (Dance) +3, Sense Motive +6, Speak Language (French), Speak Language (Italian), Speak Language (Spanish), Spot* +6, Survival +6, Treat Injury* +8

FEATS: Alertness, Archaic Weapons Proficiency, Dodge, Far Shot, Iron Will, Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency,

TALENTS: Aware, Empathy, Healing Knack, Skill Emphasis (Treat Injury)

*Includes Feat bonuses.

TOM O'RYAN (SIDEKICK ARCHETYPE)



Born to Irish parents in Chicago, Tom's boyhood was colored by the days he spent tearing around with his closest friend, Jack Memphis. While Tom dished it out as good as he got it, Jack was undeniably the leader, and things haven't changed. They are still tearing around together, but the main streets and ball fields of home have given way to the deserts and jungles of a hundred different exotic countries. A mechanic by trade, Tom's gift with machines has proven as valuable as his gift with his fists, and he's gotten the two of them out of some pretty serious scrapes before. Tom speaks English and Gaelic.

EQUIPMENT: Casual clothes, army knife, Smith and Wesson 1908, dufflebag (contains flashlight, gun cleaning kit, a mechanical toolkit, overalls, dice, pack of cards, hip flask of Irish Whiskey).

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	+1	APP	+1	BUI	+2
CRE	0	FIT	+4	INF	0
KNO	+1	PER	+1	PSY	+2
WIL	+2	STR	+3	HEA	+3
STA	50	UD	10	AD	10

SKILLS: Athletics 3/2, Combat Sense 1/1, Defense 2/2, Demolition 2/2, Gambling 2/2, Gunnery (Air) 2/2, Gunnery (Ground) 2/1, Hand-to-Hand 2/2, Medicine 2/1, Melee 2/2, Notice 2/2, Personal Flight Device 1/1, Pilot (Aircraft) 1/1, Pilot (Ground) 2/3, Pilot (Naval) 1/1, Small Arms 2/3, Stealth 1/1, Survival 2/1, Technical Sciences (Computator) 1/1, Technical Sciences (Electronics) 1/1, Technical Sciences (Mechanics) 2/1, Throwing 1/1

PERKS/FLAWS: Strong Immune System, Code of Honor (-2), Dedicated (Removal of Nazis [-1])

Open Gaming Stats

TOUGH HEROIC MILITARY CR 7; Medium-sized human; HD 7d10+35; hp 78; Mas 21; Init +4; Spd 30 ft.; Defense 18, touch 18, flat-footed 14 (+4 Dex, +4 Class); BAB +5; Grap +11; Atk +12 melee (1d6*+6, fists) or Atk +11 melee (as weapon type); Atk +9 ranged (as weapon type); SQ none; AL Jack Memphis; SV Fort +9, Ref +6, Will +5; AP 3; Rep +2; Str 22, Dex 18, Con 21, Int 15, Wis 16, Cha 15

SKILLS: Class: Demolitions +6, Drive +9, Intimidate, Listen +3, Move Silently+4, Pilot +3, Search+3, Speak Language (Gaelic), Spot +6, Survival +6, Treat Injury +3

FEATS: (1+3) Brawl, Combat Reflexes, Dodge, Endurance, Knockout Punch, Simple Weapons Proficiency, Personal Firearms Proficiency

TALENTS: Damage Reduction 1/-, Electricity Resistance, Remain Conscious, Second Wind

*Includes Feat bonuses.

PROFESSOR JEREMIAH HENRY (SUPPORT ARCHETYPE)



Trained as an engineer, Professor Henry was one of the first in line when computators were developed. Amazed by their potential, Henry quickly became one of the foremost experts in the field. While he is still an American at heart, he now considers London to be his home. He does, however, maintain a house and lab in the United States. Normally gruff and taciturn, he can be charming when he wants to be. Henry speaks English, French, German, Italian and Russian.

EQUIPMENT: Suit, lab coat, spare glasses, pocket watch, compass, hip flask Scotch, notepad, pencils, pocket protector, fountain pen, protractor, suitcase (contains spare clothes, gas mask, goggles, mechanical and electronic tool kits, notebook, binoculars, drawing set, alarm clock, wireless radio, sextant, telescope, compass, star chart, rock pick, flashlight).

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	0	APP	-1	BUI	+1
CRE	+3	FIT	0	INF	0
KNO	+4	PER	+1	PSY	+2
WIL	+2	STR	0	HEA	+1
STA	35	UD	4	AD	5

SKILLS: Combat Sense 1/1, Defense 2/1, Demolition/Traps 1/2, Information Warfare 1/1, Melee 1/1, Natural Sciences (Life) 1/1, Natural Sciences (Physical) 1/1, Notice 1/1, Pilot (Ground) 1/1, Small Arms 1/1, Social Sciences (History) 1/1, Technical Sciences (Communications) 2/2, Technical Sciences (Computator [Design]) 4/4, Technical Sciences (Electronics [Design]) 2/2, Technical Sciences (Mechanics) 3/2, Tinker (Computators) 2/2

PERKS/FLAWS: Machine Touch, Animal Antipathy, Wealthy (5)

Open Gaming Stats

SMART HEROIC ACADEMIC CR 8; Medium-sized human; HD 8d6+16; hp 46; Mas 15; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 Class); BAB +4; Grap +5; Atk +5 melee (1d3+1, fists/as weapon type); Atk +5 ranged (as weapon type); SQ none; AL Anti-Oppression; SV Fort +4, Ref +3, Will +10*; AP 4; Rep +3; Str 12, Dex 12, Con 15, Int 24, Wis 19, Cha 12

SKILLS: Computator Use +13*, Craft (electronics) +13*, Craft (mechanical) +13*, Demolitions +8*, Disable Device +8*, Drive +6, Gather Information +6, Knowledge (earth and life sciences) +7, Knowledge (history) +6, Knowledge (physical sciences) +7, Knowledge (technology) +6, Repair +8*, Research +6, Speak Language (French), Speak Language (German), Speak Language (Italian), Speak Language (Russia), Spot +7

FEATS: Builder, Cautious, Gearhead, Iron Will, Personal Firearm Proficiency, Simple Weapons Proficiency, Windfall

TALENTS: Exploit Weakness, Plan, Savant (Computator Use, Repair)

*Includes Feat bonuses.

NOLAN MALLEY, P.I. (ANTI-HERO ARCHETYPE)



When Nolan was ten, he witnessed his father being gunned down by the mob. That event would shape his life, and he swore he would personally destroy the Mafia. When old enough, he joined the police force, but his forceful methods and unethical tactics resulted in his being discharged several years later. He now works as a private eye out of his apartment. He has yet to find his father's killers, and spends most of his money taking care of his ailing mother. Despite his current situation, he still pursues the mob with grim determination.

EQUIPMENT: Private Detective License, notepad, pen, .32 Special (Heavy Pistol) with 2 speedloaders, Studebaker (contains binoculars, a 12-gauge shotgun with an extra 20 shells in the trunk), Office (contains loads of case files and spare ammunition).

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	+1	APP	0	BUI	0
CRE	+1	FIT	0	INF	+1
KNO	0	PER	+2	PSY	-1
WIL	+1	STR	0	HEA	0
STA	25	UD	5	AD	3

SKILLS: Combat Sense 1/1, Defense 2/1, Forgery (Handwriting) 1/1, Hand-to-Hand 2/2, Interrogation 1/1, Investigation 3/2, Negotiation 1/1, Notice 3/1, Pilot (Ground) 2/2, Sleight of Hand 1/1, Small Arms 2/1, Social Sciences (Law) 2/1, Stealth 1/1, Streetwise 2/2

PERKS/FLAWS: Connections (Contacts [5]), Bad Luck, Dependant (Sick Mother [-2]), Infamous (-2)

Open Gaming Stats

DEDICATED HEROIC INVESTIGATIVE CR 6; Medium-sized human; HD 6d6; hp 21; Mas 10; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 Class); BAB +4; Grap +5; Atk +6 melee (1d6*+1, fists) or Atk +5 melee (as weapon type); Atk +6 ranged (as weapon type); SQ none; AL Gangbusting; SV Fort +3, Ref +4, Will +6; AP 3; Rep +2; Str 12, Dex 15, Con 10, Int 14, Wis 16, Cha 12

SKILLS: Bluff +2, Drive +5, Forgery +3, Gather Information +9, Investigate, Knowledge (behavioral sciences) +5, Knowledge (streetwise) +9, Listen +5, Move Silently +3, Sense Motive +7, Spot +5

FEATS: Alertness, Attentive, Brawl, Dodge, Far Shot, Personal Firearms Proficiency, Simple Weapons Proficiency

TALENTS: Aware, Skill Emphasis (Knowledge [streetwise])

*Includes Feat bonus.

THE GRYPHON (HERO ARCHETYPE)



Joshua Steiner came to America in the mid-1930's to seek his fortune. His parents were German Jews, and his father was a leading scientist. When things began to turn ugly in Germany, Steiner went back to try to get his parents out. He failed, and he narrowly avoided capture himself thanks to several of his father's inventions. Now, he uses that technology to protect the homefront. Combined with his already capable knowledge, he uses his secret crimefighting persona to strike fear into criminals and foreign agents alike. The Gryphon is fluent in English, German and French. He speaks a smattering of Italian, and has recently decided to learn Japanese.

EQUIPMENT: Rocket pack, prototype light bakelite armor, two Colt .45 M1911A1s.

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	+2	APP	+1	BUI	0
CRE	+1	FIT	+1	INF	+1
KNO	+1	PER	+2	PSY	0
WIL	+2	STR	0	HEA	+1
STA	30	UD	5	AD	5

SKILLS: Combat Sense 2/2, Defense 2/1, Disguise 1/1, Hand-to-Hand 2/2, Investigation 2/2, Language (French) 2/1, Language (German) 2/1, Language (Italian) 1/1, Melee 2/1, Navigation (Air) 2/1, Notice 2/1, Personal Flight Device 2/2, Pilot (Ground) 2/1, Small Arms 2/2, Stealth 2/1, Streetwise 1/1, Technical Sciences (Mechanics) 1/1

PERKS/FLAWS: Ambidextrous, Famous (3), Code of Honor (-2), Secret (Alter Ego [-3])

Open Gaming Stats

FAST HEROIC LAW ENFORCEMENT CR 6; Medium-sized human; HD 6d8+6; hp 36; Mas 12; Init +4; Spd 30 ft.; Defense 24, touch 20, flat-footed 20 (+4 Dex, +6 Class, +4 Armor); BAB +4; Grap +6; Atk +6 melee (1d3+2, fists/as weapon type); Atk +8 ranged (as weapon type); SQ none; AL Fight Crime; SV Fort +3, Ref +7, Will +6; AP 3; Rep +2; Str 15, Dex 18, Con 12, Int 16, Wis 18, Cha 14

SKILLS: Balance, Craft (mechanical) +5, Disguise +2, Drive +5, Gather Information +5, Knowledge (streetwise) +9, Listen +7*, Move Silently +5, Navigation +5, Pilot +9, Speak Language (French), Speak Language (German), Speak Language (Italian), Spot +5*, Tumble +11*

FEATS: Acrobatic, Awareness, Defensive Martial Arts, Drive By Attack, Light Armor Proficiency, Personal Firearms Proficiency, Simple Weapons Proficiency

TALENTS: Defensive Roll, Evasion, Uncanny Dodge 1

*Includes Feat bonus.

HERR DOKTOR LUDWIG HEMPELL (MAD SCIENTIST ARCHETYPE)



Trained by the best, it came as no surprise to any of his teachers that Hempell would turn his vast array of knowledge to evil. He astounded as many of his peers with his utter lack of ethics as with his sheer brilliance. He considers himself a Renaissance man, dabbling in hundreds of different fields, and the Nazi party provides him with the funding, equipment, resources and support to craft his dark experiments in peace. Pleased with the arrangement, he has no problems with handing over some of his lesser triumphs to Nazi leaders, as long as they let him work on his own projects. Hempell speaks German, English, French, Arabic, Japanese and Russian.

EQUIPMENT: Suit, lab jacket, notes and papers, polarizing goggles, sonic pistol (setting 10, 7 shots), handcuffs, flash grenade, flashlight, walkie-talkie for Otto, radio controller for lab self-destruct device.

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	+1	APP	-1	BUI	0
CRE	+3	FIT	+1	INF	+1
KNO	+4	PER	+1	PSY	0
WIL	+2	STR	0	HEA	+1
STA	30	UD	3	AD	4

SKILLS: Animal Handling 1/1, Combat Sense 2/1, Defense 2/1, Demolition/Traps 2/2, Gunnery (Ground) 1/1, Heavy Weapons 1/1, Information Warfare 2/1, Interrogation 1/1, Medicine 2/2, Melee 1/1, Natural Sciences (Earth) 1/1, Natural Sciences (Life) 2/2, Natural Sciences (Physical) 2/2, Notice 1/1, Pilot (Ground) 1/1, Pilot (Walker) 1/1, Small Arms 2/1, Social Sciences (Psychology) 2/1, Survival 1/1, Technical Sciences (Communications) 2/2, Technical Sciences (Computator) 2/2, Technical Sciences (Electronics [Design]) 2/2, Technical Sciences (Mechanics [Design]) 2/2, Tinker 2/1

PERKS/FLAWS: Connections (Allies [7]), Machine Touch, Wealthy (5), Criminal Background (-2), Dedicated (Science [-3]), Infamous (Mad Scientist [-3]), Obligation (supply Germany with equipment [-2]), Social Stigma (Mad Scientist, hard to find good help [-3]), Wanted (Allies [-3])

Open Gaming Stats

SMART "HEROIC" ACADEMIC CR 9; Medium-sized human; HD 9d6+9; hp 45; Mas 12; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 Class); BAB +4; Grap +6; Atk +6 melee (1d3+2, fists/as weapon type); Atk +6 ranged (as weapon type); SQ none; AL Science!; SV Fort +4, Ref +5, Will +10*; AP 4; Rep +6; Str 14, Dex 15, Con 12, Int 24, Wis 19, Cha 12

SKILLS: Computator Use +12, Craft (chemical) +5, Craft (electronic) +23*, Craft (mechanical) +23*, Craft (pharmaceutical) +5, Demolitions +5, Disable Device+10, Drive +5, Handle Animal +5, Knowledge (behavioral sciences) +7*, Knowledge (earth and life sciences) +21*, Knowledge (physical sciences) +21*, Knowledge (technology) +15*, Read/Write Language (English), Read/Write Language (Russian), Repair +10, Research +11, Pilot (Walker) +5, Search +5, Speak Languages (Arabic), Speak Languages (English), Speak Languages (French), Speak Languages (Japanese), Speak Languages (Russian), Treat Wound +12

FEATS: (2+4) Builder, Combat Expertise, Educated, Iron Will, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency

TALENTS: Exploit Weakness, Savant (Craft [electronic]), Savant (Craft [mechanical]), Savant (Knowledge [earth and life sciences]), Savant (Knowledge [physical sciences])

OTTO (HENCHMAN ARCHETYPE)



Placed in a state-run home as a small child, Otto's potential as a true idiot savant quickly became apparent. Transferred into the custody of German officials, Otto's brilliant scientific mind was carefully nurtured and trained while the rest of his addled brain was left to founder. He is hopelessly dim and seems unaware of anything going on around him, until placed in front of a lab bench — then his genius takes over. Assigned to Hempell as an assistant, Otto holds a dog-like loyalty for the man who provides him with all the necessities of life: food, clothing, shelter and access to high explosives. Otto speaks very rarely, but he is fluent in German and English.

EQUIPMENT: Artificial eye (infrared), artificial ear (radio reception/transmitter), wrench (AD+5), sonic pistol (setting 10, 7 shots), dog whistle, doggy treats, infrared flashlight, wallet-sized photo of Marlene Dietrich.

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	0	APP	-3	BUI	+3
CRE	+2	FIT	+3	INF	-2
KNO	+2	PER	0	PSY	-2
WIL	-1	STR	+3	HEA	0
STA	45	UD	9	AD	10

SKILLS: Animal Handling 3/1, Combat Sense 1/1, Defense 1/1, Demolition/Traps 3/1, Gunnery (Land) 1/1, Heavy Weapons 2/1, Language (English) 2/1, Medicine 2/1, Melee 1/1, Natural Sciences (Physical) 2/1, Notice 1/1, Pilot (Ground) 1/1, Pilot (Walker) 1/1, Technical Sciences (Communications) 2/2, Technical Sciences (Computator) 2/2, Technical Sciences (Electronics) 2/2, Technical Sciences (Mechanics) 2/2, Tinker 3/1

PERKS/FLAWS] Machine Touch, Thick Skinned, Dedicated (Doktor Hempell [-3]), Lame (-6), Social Stigma (Monster [-3])

Open Gaming Stats

STRONG "HEROIC" BLUE COLLAR CR 8; Medium-sized human; HD 8d8+32; hp 72; Mas 18; Init +2; Spd 30 ft.; Defense 16, touch 16, flat-footed 14 (+2 Dex, +4 Class); BAB +8/+3; Grap +12/+8; Atk +12/+8 melee (1d3+5, fists/as weapon type); Atk +10/+5 ranged (as weapon type); SQ none; AL Doktor Hempell; SV Fort +8, Ref +4, Will +2; AP 4; Rep +1; Str 20, Dex 14, Con 18, Int 16, Wis 11, Cha 2

SKILLS: Class: Craft (electronics) +7, Craft (Mechanical) +9, Demolitions +3, Disable Device +3, Drive, Handle Animal +11*, Knowledge (physical sciences) +4, Pilot (Walker) +5, Read/Write (English), Repair +7, Speak Language (English)

FEATS: (2+4) Advanced Firearms Proficiency, Animal Affinity, Cleave, Combat Reflexes, Personal Firearm Proficiency, Power Attack, Simple Weapons Proficiency,

TALENTS: Extreme Effort, Ignore Hardness, Melee Smash, Advanced Melee Smash

*Includes Feat bonus.

HANS KOPEL (THUG ARCHETYPE)



Kopel was one of the earliest and most enthusiastic recruits of the Nazi. A brownshirt in the party, he was right in the middle of it all, inciting riots and pummeling those he hated into the ground. A lit stick of dynamite wrapped in a Nazi uniform, Kopel revels in violence and terror, living for those moments when he gets to beat somebody's head in with a large stick. Judged too undisciplined for the SS and too randomly violent for the regular army, Kopel was assigned to Hempell as muscle. In reality, they just wanted him as far away from Germany as possible. Hans speaks German, English and smatterings of Arabic (mostly curses).

EQUIPMENT: Desert clothes, wrist watch, Luger with spare clips, large knife, small knives (hidden in boots, socks, belt, wrist sheathes, coat lapel and the brim of his hat), access to any weapons or equipment he needs.

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	+2	APP	0	BUI	+1
CRE	+1	FIT	+3	INF	+2
KNO	0	PER	+2	PSY	0
WIL	+3	STR	+2	HEA	+2
STA	45	UD	8	AD	8

SKILLS: Athletics 1/1, Combat Sense 2/2, Defense 2/2, Demolition/Traps 2/1, Gambling 2/1, Gunnery (Air) 2/1, Gunnery (Ground) 2/1, Hand-to-Hand 2/2, Investigation 1/2, Language (English) 2/1, Language (Arabic) 1/1, Medicine 1/1, Melee 2/1, Navigation (Air) 1/1, Notice 2/1, Personal Flight Device 1/1, Pilot (Aircraft) 2/3, Pilot (Ground) 2/2, Pilot (Walker) 1/1, Small Arms 2/3, Stealth 2/1, Streetwise 2/2, Survival 2/2, Technical Sciences (Communication), 1/1, Throwing 1/2

PERKS/FLAWS: Connections (Allies: German Government [5]), Thick Skinned, Bloodlust, Dedicated (Nazism [-3]), Obligation (Doktor Hempell [-3])

Open Gaming Stats

TOUGH "HEROIC" CRIMINAL; CR 8; Medium-sized human; HD 8d10+24+8*; hp 72*; Mas 16; Init +5; Spd 30 ft.; Defense 19, touch 19, flat-footed 14 (+5 Dex, +4 Class); BAB +6/+1; Grap +11/+6; Atk +13/+8 melee (1d8+5, fists) or +11/+6 melee (as weapon type); Atk +11/+6 ranged (as weapon type); SQ none; AL Nazism; SV Fort +7, Ref +7, Will +7; AP 4; Rep +2; Str 20, Dex 20, Con 16, Int 16, Wis 20, Cha 15

SKILLS: Class: Demolition +3, Disable Device +3, Drive +5+2*, Gambling +3, Intimidate +3, Knowledge (streetwise) +5, Listen +2+2*, Move Silently +3, Navigation +3, Pilot +5+2*, Pilot (Walker) +5+2*, Read/Write Language (English), Speak Language (English), Spot +5+2*, Survival +3

FEATS: Alertness, Brawl, Improved Brawl, Personal Firearms Proficiency, Simple Weapon Proficiency, Vehicle Expert

TALENTS: Remain Conscious, Robust, Second Wind, Stamina

*Includes Feat bonus

ALEXANDRA BLACK (FEMME FATALE ARCHETYPE)



The epitome of "dangerous curves," Alexandra Black is a mystery to everyone. Her dark, exotic beauty and curvaceous figure have been the doom of many heroes. She works with Hempell because the pay is good, but it may not be long before she receives a better offer. Many underestimate her, believing she is nothing but a gun moll with ambition, but she can handle herself in a fistfight or shoot-out as well as any trained soldier, and she is also an excellent pilot. Alexandra speaks Spanish, English and French, as well as a smattering of Arabic and German.

EQUIPMENT: Amazing dress, knee length boots, Walther PPK in garter, small knife in boot, room with Thompson M1, spare Walther PPK, suitcase (contains traveling clothes, little black book, tourist maps of north Africa, cash in multiple denominations [hidden], multiple passports in alter-ego names [hidden]).

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	+2	APP	+3	BUI	0
CRE	+1	FIT	+2	INF	+2
KNO	0	PER	+1	PSY	+1
WIL	+2	STR	+1	HEA	+2
STA	35	UD	6	AD	6

SKILLS: Athletics, 2/2, Combat Sense 2/2, Defense 2/2, Etiquette (Upper Class Gatherings) 2/1, Gunnery (Air) 1/1, Hand-to-Hand 2/2, Language (Arabic) 1/1, Language (French) 2/1, Language (German) 1/1, Language (Spanish) 2/1, Medicine 1/2, Melee 2/2, Navigation (Air) 2/2, Notice 2/2, Performance Art (Dance) 2/1, Personal Flight Device 1/1, Pilot (Aircraft) 2/3, Pilot (Ground) 2/2, Riding 1/1, Seduction 2/1, Small Arms 2/1, Stealth 2/1, Streetwise 2/1, Survival 1/1, Technical Sciences (Communications) 1/1

PERKS/FLAWS: Famous (Entertainer [4]), Influence: (Criminal Underworld [4]), Criminal Background (-1), Secret (-3)

Open Gaming Stats

CHARISMATIC "HEROIC" ADVENTURER CR 7; Medium-sized human; HD 7d6+14; hp 41; Mas 14; Init +8*; Spd 30 ft.; Defense 16, touch 16, flat-footed 12 (+4 Dex, +2 Class); BAB +3; Grap +6; Atk +7 melee (1d6+3, fists0 or Atk +6 melee (as weapon type); Atk +7 ranged (as weapon type); SQ none; AL none; SV Fort +6, Ref +8, Will +7*; AP 3; Rep +4; Str 17, Dex 18, Con 14, Int 15, Wis 17, Cha 20

SKILLS: Bluff +5, Diplomacy +12*, Drive +5, Gather Information +12*, Knowledge (streetwise)+7, Move Silently +3, Navigation +5, Perform (dance), Pilot +10, Read/Write Language (French), Read/Write Language (German), Ride +3, Sense Motive +2, Speak Language (French), Speak Language (German), Spot +8

FEATS: Improved Initiative, Iron Will, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Trustworthy

TALENTS: Brawl, Captivate, Charm (opposite gender), Fast-Talk, Favor

*Including Feat bonus

AUGUSTUS HUGO WILLIAM HAWKRIDGE, LORD OF BLACKSTONE (ARISTOCRAT ARCHETYPE)



Augustus Hugo William Hawkridge, Sixth Earl of Blackstone, is one of the Third Reich's most effective agents. Using the resources of his Commonwealth-wide businesses, he works behind the scenes to weaken the Allies, hoping he can bring about the ultimate victory of Germany in the ongoing conflict. He shares Hitler's insane beliefs in racial superiority and envisions a "better world" where Britain and Germany rule over "lesser peoples." Blackstone speaks the Queen's English and the universal language of money. His servants speak German, Spanish, French, Italian and a smattering of Russian.

EQUIPMENT: Dapper clothes and a sword cane. An accompanying valet carries a two-way radio, two Enfield revolvers and a great deal of ammo for Blackstone. The Earl has access to immense wealth, and through it, access to nearly any equipment.

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	0	APP	+1	BUI	0
CRE	+2	FIT	+1	INF	+2
KNO	+2	PER	+1	PSY	-1
WIL	+2	STR	0	HEA	+1
STA	30	UD	3	AD	5

SKILLS: Business 2/2, Defense 2/2, Etiquette (Nobility) 2/1, Gambling 1/1, Interrogation 1/1, Investigation 1/1, Leadership 2/2, Melee 2/2, Negotiation 2/1, Notice 2/1, Riding 2/2, Small Arms 2/1

PERKS/FLAWS: Connections (Allies [3], Contacts [3]), Influence (British Parliament [2], Nobility [2]), Wealth (5), Code of Honor (-1), Secret (-3)

Open Gaming Stats

DEDICATED "HEROIC" ENTREPRENEUR CR 6; Medium-sized human; HD 6d6; hp 24; Mas 11; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 Class); BAB +4; Grap +5; Atk +5 melee (1d3+1, fists/as weapon type); Atk +5 ranged (as weapon type); SQ none; AL World Domination; SV Fort +3, Ref +3, Will +7; AP 3; Rep +6; Str 13, Dex 13, Con 11, Int 19, Wis 18, Cha 15

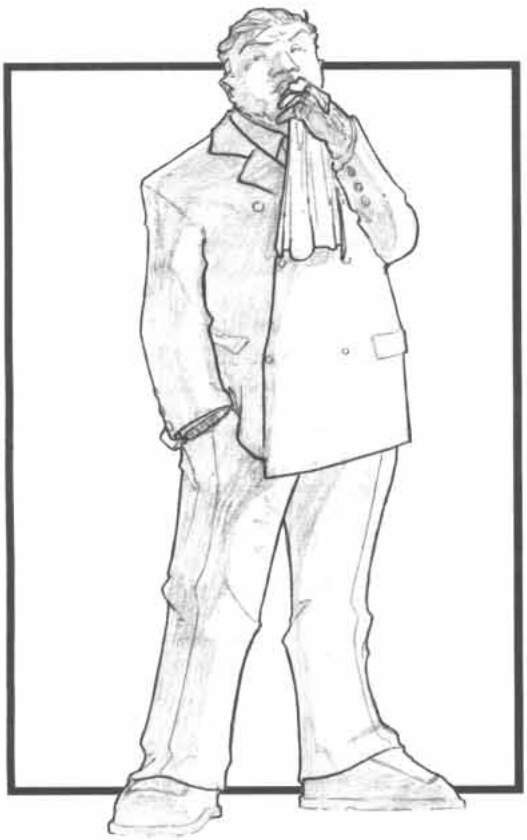
SKILLS: Class: Bluff +7*, Diplomacy +12*, Investigate +7*, Gather Information +3, Intimidate +4, Knowledge (business) +11*, Knowledge (current events) +9*, Listen +6, Profession +2, Riding +3, Sense Motive +5, Spot +9

FEATS: Archaic Weapons Proficiency, Attentive, Educated, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency

TALENTS: Faith, Skill Emphasis (Diplomacy)

*Includes Feat bonus

LUIGI "BELLA" BELLASARIO (CRIME LORD ARCHTYPE)



The kingpin known as "Bella" Bellasario grew up on the streets of New York. He has always had a keen eye and a sharp mind, and by his early teens he was working for the mob. He worked his way up through the ranks, and now operates a "family" of his own. He controls a large portion of the docks, and recently made a deal with the FBI: If they ignored some of his activities, Bella would use his own people to patrol for foreign agents coming ashore. Bella takes the deal seriously, and his people have been very effective. He has also been approached by Massimo Marchand's agents, and is currently pondering an offer to join the World Crime League. Bella speaks English and Italian, plus a smattering Spanish and French.

EQUIPMENT: Very nice suit and fedora, silver plated cigarette case and lighter, jewelry. When traveling armed, he carries two Colt .45 M1911A1s.

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	+1	APP	+1	BUI	+1
CRE	+1	FIT	+1	INF	+2
KNO	0	PER	+2	PSY	0
WIL	+2	STR	+1	HEA	+1
STA	35	UD	7	AD	5

SKILLS: Business 2/1, Combat Sense 2/1, Defense 2/1, Etiquette (Treatin' Folks Right) 1/1, Hand-to-Hand 2/1, Interrogation 1/1, Language (Italian) 2/1, Language (French) 1/1, Language (Spanish) 1/1, Leadership 3/2, Negotiation 2/2, Notice 2/1, Pilot (Ground) 1/1, Small Arms 2/1, Stealth 1/1, Streetwise 2/2

PERKS/FLAWS: Connections (Allies [3], Contacts [5]), Influence (US East Coast Underworld [4]), Wealthy (4), Code of Honor (-1), Criminal Background (-2), Infamous (-3), Wanted (FBI [-1])

Open Gaming Stats

DEDICATED "HEROIC" CRIMINAL CR 7; Medium-sized human; HD 7d6+14; hp 41; Mas 14; Init +3; Spd 30 ft.; Defense 17, touch 17, flat-footed 14 (+3 Dex, +4 Class); BAB +5; Grap +7; Atk +7 melee (1d3+2, fists/as weapon type); Atk +9* ranged (Colt .45) or Atk +8 ranged (as weapon type); SQ none; AL Mafia; SV Fort +6, Ref +5, Will +8; AP 3; Rep +3; Str 15, Dex 16, Con 14, Int 15, Wis 18, Cha 16

SKILLS: Gamble +5, Intimidate +5, Investigate +5, Knowledge (business) +10, Knowledge (current events) +5, Knowledge (streetwise) +14*, Listen +7*, Move Silently +5, Profession +10, Read/Write Language (Italian), Speak Language (Italian), Spot +7*

FEATS: Alertness, Advanced Firearms Proficiency, Brawl, Far Shot, Personal Firearms Proficiency, Simple Weapons Proficiency, Streetfighting, Weapon Focus (Colt .45 Automatic)

TALENTS: Aware, Empathy, Intuition, Skill Emphasis (Knowledge [streetwise])

THE CHANDLER BROTHERS (MERCENARY ARCHETYPES)



Richard and Edwin Chandler are identical twins. They both fought for Britain in the Great War, and afterwards, they knew there was no way that they could return to their normal lives. They decided to sell their services, and have worked for military and paramilitary organizations across Europe and Africa. Since the end of the Spanish Civil War, their largest employers over the past few years have been the Mafia. The brothers are currently based in New York, but they will travel nearly anywhere to accept jobs. Although both brothers are alike in nearly every way possible, Edwin acquired several scars from shrapnel during the Great War. The Chandler Brothers both speak English, Spanish, and a smattering of German.

EQUIPMENT: Both dress smartly in suits, overcoats and fedoras. Both carry Colt .45s constantly, but prefer to use Thompson submachine guns for the heavy work.

SilCORE Stats: Major Cinematic NPC

ATTRIBUTES:					
AGI	+2	APP	0	BUI	0
CRE	0	FIT	+2	INF	0
KNO	+1	PER	+2	PSY	+1
WIL	+2	STR	+1	HEA	+2
STA	35	UD	6	AD	6

SKILLS: Athletics 1/1, Combat Sense 2/2, Defense 2/2, Demolition/Traps 1/1, Hand-to-Hand 2/2, Heavy Weapons 1/1, Medicine 1/1, Melee 2/2, Navigation (Ground) 1/1, Notice 2/2, Pilot (Ground) 1/1, Small Arms 2/2, Stealth 2/2, Streetwise 2/2, Survival 1/1, Throwing 1/1

PERKS/FLAWS: Connections (Contacts [4]), Wealthy (2), Criminal Background (-2), Infamous (-2), Wanted (FBI [-2])

Open Gaming Stats

FAST "HEROIC" CRIMINALS CR 6; Medium-sized human; HD 6d8+12; hp 43; Mas 14; Init +4; Spd 30 ft.; Defense 20, touch 20, flat-footed 16 (+4 Dex, +6 Class); BAB +4; Grap +7; Atk +8 melee (1d6+3, fists) or Atk +7 melee (as weapon type); Atk +8 ranged (as weapon type); SQ none; AL none; SV Fort +3, Ref +7, Will +5; AP 3; Rep +2; Str 17, Dex 19, Con 14, Int 15, Wis 17, Cha 12

SKILLS: Drive +5, Escape Artist +5, Hide +7*, Knowledge (Streetwise) +9, Move Silently +11*, Navigate +3, Read/Write Language (Spanish), Sense Motive +1, Sleight of Hand +2, Speak Language (Spanish), Spot +5, Survival +2, Treat Injury +3

FEATS: (2+3) Advanced Firearms Proficiency, Brawl, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Stealthy

TALENTS: Evasion, Uncanny Dodge 1, Uncanny Dodge 2

*Includes Feat bonus

GENERIC INFANTRY SOLDIER

The backbone of the army even in this age of superscience, the infantry soldier can be found in the thick of combat fighting with not much more than his rifle and his wits. Despite the number of armed forces in the war, all infantry soldiers are essentially the same.

EQUIPMENT: Combat fatigues, helmet, rifle and ammo, bayonet, entrenching tool, canteen, cigarettes and lighter and a satchel (contains food, spare articles of clothes, and personal effects).

SilCORE Stats: Support NPC

ATTRIBUTES:					
AGI	+1	APP	0	BUI	0
CRE	0	FIT	+1	INF	0
KNO	0	PER	+1	PSY	0
WIL	0	STR	0	HEA	0
STA	25	UD	5	AD	5

SKILLS: Athletics 1/1, Combat Sense 2/2, Defense 1/1, Disguise 1/1, Hand-to-Hand 2/1, Heavy Weapons 1/1, Melee 2/1, Navigation (Land) 2/1, Notice 2/1, Small Arms 2/1, Stealth 2/1, Survival 1/1, Throwing 1/1

Open Gaming Stats

TOUGH ORDINARY MILITARY; CR 3; Medium-sized human; HD 4d10+8; hp 30; Mas 15; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 Class); BAB +3; Grap +5; Atk +5 melee (1d3+2, fists/as weapon type); Atk +5 ranged (as weapon type); SQ none; AL any; SV Fort +4, Ref +3, Will +0; AP 0; Rep +1; Str 14, Dex 14, Con 15, Int 12, Wis 8, Cha 10

SKILLS: Climb+2, Hide+6, Knowledge (tactics)+3, Listen+4*, Navigate+2, Spot+8*, Survival+3

FEATS: Alertness, Endurance, Simple Weapons Proficiency, Personal Firearms Proficiency

SPECIAL ATTACKS: None SPECIAL QUALITIES: None

*Feat bonuses included.

GENERIC FIELD OFFICER

Though officers are trained for command in some capacity, they are just as common on the front lines as the regular troops.

EQUIPMENT: Same as infantry soldier, plus pistol and binoculars. Satchel also contains maps.

SilCORE Stats: Support NPC

ATTRIBUTES:					
AGI	+1	APP	0	BUI	0
CRE	0	FIT	0	INF	+1
KNO	0	PER	0	PSY	0
WIL	+1	STR	0	HEA	0
STA	25	UD	4	AD	4

SKILLS: Combat Sense 2/2, Defense 1/1, Etiquette 2/1, Hand-to-Hand 1/1, Leadership 3/2, Melee 1/1, Navigation (Land) 2/1, Notice 2/1, Small Arms 2/1

Open Gaming Stats

SMART ORDINARY MILITARY; CR 6; Medium-sized human; HD 6d6+12; hp 33; Mas 14; Init +5*; Spd 30 ft.; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 Class); BAB +3; Grap +2; Atk +2 melee (1d3-1, fists/as weapon type); Atk +4 ranged (as weapon type); SQ none; AL any; SV Fort +4, Ref +3, Will +3; AP 0; Rep +2; Str 9, Dex 13, Con 14, Int 15, Wis 10, Cha 12

SKILLS: Climb +3, Concentration +5, Hide +6, Knowledge (current events) +6, Knowledge (history) +6, Knowledge (tactics) +9, Listen +3, Navigate +6, Profession +8, Search +9, Sense Motive +5, Speak Language (Choose Foreign), Spot +5, Survival +6

FEATS: Endurance, Improved Initiative, Simple Weapons Proficiency, Personal Firearms Proficiency

SPECIAL ATTACKS: None

SPECIAL QUALITIES: None

*Feat bonuses included.

Note: SilCORE NPCs are considered "veteran" and have been built with 20 CPs and 40 SPs.

GENERIC VEHICLE DRIVER

One of the most common jobs, it existed long before the Modern Age. Gamemasters will have to make the appropriate choices for Skill specifications based on the type of vehicle driven.

EQUIPMENT: Military — combat fatigues, sidearm, helmet, appropriate vehicle. Civilian — uniform (optional), appropriate vehicle.

SilCORE Stats: Support NPC

ATTRIBUTES:					
AGI	+1	APP	0	BUI	0
CRE	+1	FIT	0	INF	0
KNO	0	PER	+1	PSY	0
WIL	+1	STR	0	HEA	0
STA	25	UD	3	AD	3

SKILLS: Combat Sense 2/1, Defense 2/1, Gunnery (Appropriate) 1/1, Navigation (Appropriate) 2/1, Notice 2/1, Pilot (Appropriate) 3/3, Small Arms 2/1, Technical Sciences (Mechanical) 1/1

Open Gaming Stats

FAST ORDINARY MILITARY CR 4; Medium-sized human; HD 4d8+4; hp 22; Mas 13; Init +2; Spd 30 ft.; Defense 17, touch 17, flat-footed 15 (+2 Dex, +5 Class); BAB +3; Grap +4; Atk +4 melee (1d3+1, fists/as weapon type); Atk +5 ranged (as weapon type); SQ none; AL any; SV Fort +2, Ref +4, Will +1; AP 0; Rep +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 9

SKILLS: Class: Knowledge (streetwise) +6, Knowledge (technology) +4, Navigate+7, Operate Vehicle* +10, Profession +5, Repair +4, Spot +4

FEATS: Simple Weapons Proficiency, Personal Firearms Proficiency, Vehicle Expert

SPECIAL ATTACKS: None

SPECIAL QUALITIES: None

*Choose Drive, Pilot or Pilot (Walker). Includes bonus from Feat.

CHEMICAL TROOPER (ZOMBIE)

Though created by different processes, the abilities of the Axis "zombie" soldiers are the same. The only difference is that the German zombies' drugs wear off after several hours, whereas the Japanese version is permanent. The zombie is based on the Generic Infantry Soldier.

EQUIPMENT: Combat fatigues, drug-dispensing backpacks, controller rig.

SilCORE Stats: Support NPC

ATTRIBUTES:					
AGI	+1	APP	-2	BUI	0
CRE	-2	FIT	+5	INF	-2
KNO	0	PER	-1	PSY	-3
WIL	0	STR	+2	HEA	+1
STA	30	UD	7	AD	7

SKILLS: Athletics 1/1, Combat Sense 2/2, Defense 1/1, Disguise 1/1, Hand-to-Hand 2/1, Heavy Weapons 1/1, Melee 2/1, Navigation (Land) 2/1, Notice 2/1, Small Arms 2/1, Stealth 2/1, Survival 1/1, Throwing 1/1

Open Gaming Stats

TOUGH ORDINARY MILITARY CR 4; Medium-sized human; HD 4d10+12; hp 54; Mas 16; Init +3; Spd 30 ft.; Defense 16, touch 16, flat-footed 13 (+3 Dex, +3 Class); BAB +3; Grap +9; Atk +10* melee (1d6*+6, fists) or Atk +9 (as weapon type); Atk +6 ranged (as weapon type); SQ none; AL none or as controller; SV Fort +5, Ref +4, Will -2; AP 0; Rep +1; Str 22, Dex 16, Con 16, Int 9, Wis 4, Cha 1

SKILLS: Climb+2, Hide+6, Knowledge (tactics)+3, Listen+2, Navigate+2, Spot+2, Survival+3

FEATS: Brawl, Endurance, Simple Weapons Proficiency, Personal Firearms Proficiency

SPECIAL ATTACKS: None

SPECIAL QUALITIES: Chemically Enhanced (Ex): Chemical Troopers have modified abilities, extra hit points and gain the Brawl feat.

*Feat bonuses included.

UNIFORMED COP

The forces of law and order are just as active on the homefront as they are overseas. Uniformed police officers walk the beat, always on the lookout for trouble. As a note, police in Britain do not carry sidearms, and police in America do not wear helmets as part of the regular uniform.

EQUIPMENT: Uniform, nightstick, badge, whistle. **Optional:** Revolver, helmet.

SilCORE Stats: Support NPC

ATTRIBUTES:					
AGI	+1	APP	0	BUI	0
CRE	0	FIT	+1	INF	+1
KNO	0	PER	0	PSY	0
WIL	0	STR	0	HEA	0
STA	25	UD	4	AD	4

SKILLS: Combat Sense 2/1, Defense 2/1, Etiquette (Public Service) 1/1, Hand-to-Hand 2/1, Investigation 2/2, Melee 1/1*, Notice 3/2, Small Arms 2/1*, Streetwise 1/1

*British police have Melee 2/1 and Small Arms 1/1

Open Gaming Stats

TOUGH ORDINARY LAW ENFORCEMENT CR 4; Medium-sized human; HD 4d10+8; hp 30; Mas 15; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 Class); BAB +3; Grap +5; Atk +5 melee (1d3+2, fists/as weapon type); Atk +4 ranged (as weapon type); SQ none; AL Law Enforcement; SV Fort +4, Ref +2, Will +1; AP 0; Rep +1; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 9

SKILLS: Class: Diplomacy +2, Intimidate +4, Knowledge (civics) +2, Knowledge (streetwise) +4, Listen +3*, Search +1, Sense Motive +3, Spot +8*

FEATS: Alertness, Heroic Surge, Simple Weapons Proficiency, Personal Firearms Proficiency

SPECIAL ATTACKS: None

SPECIAL QUALITIES: None

*Feat bonuses included.

COMMON STREET MUSCLE

Crime Lords would be nothing without muscle. These small-time hoods are good at only one thing, violence. Whatever skills and training they lack they more than make up for with enthusiasm.

EQUIPMENT: Suit, small knife or club, handgun (usually a revolver). If expecting trouble, may also be carrying a rifle, shotgun or Thompson submachine gun.

SilCORE Stats: Support NPC

ATTRIBUTES:					
AGI	+1	APP	0	BUI	+1
CRE	0	FIT	+1	INF	0
KNO	0	PER	0	PSY	0
WIL	0	STR	+1	HEA	0
STA	30	UD	7	AD	7

SKILLS: Combat Sense 2/1, Defense 2/1, Hand-to-Hand 2/2, Interrogation 1/1, Melee 2/1, Notice 2/1, Small Arms 2/1, Stealth 1/1, Streetwise 2/2, Throwing 1/1

Open Gaming Stats

STRONG ORDINARY CRIMINAL CR 4; Medium-sized human; HD 4d8+8; hp 26; Mas 14; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 Class); BAB +4; Grap +6; Atk +7* melee (1d6*+2, fists) or Atk +6 melee (as weapon type); Atk +5 ranged (as weapon type); SQ none; AL Mafia/Crime Syndicate; SV Fort +4, Ref +2, Will +0; AP 0; Rep +0; Str 15, Dex 13, Con 14, Int 12, Wis 9, Cha 10

SKILLS: Hide +2, Intimidate +4, Knowledge (streetwise) +6, Listen +2, Move Silently +4, Profession, Spot +2

FEATS] Brawl, Dodge, Simple Weapons Proficiency, Personal Firearms Proficiency

SPECIAL ATTACKS: None

SPECIAL QUALITIES: None

*Feat bonuses included.

General Statistics

For those who are not familiar with the OGL vehicle stats used in this book, an explanation of some of the terms follows. A full set of descriptions is available in the **d20 Mecha Compendium** (DP9-910).

Type: General classification, will either be "vehicle" or "walker"

Size: The vehicle's physical size, plus its longest dimension

Hit Points: The amount of damage the vehicle can withstand.

Occupancy: The number of Medium-sized occupants the vehicle can transport, divided into operators (crew) and passengers. May also include cargo space.

Hardness: Acts as damage reduction, subtract from incoming damage before damage is subtracted from hit points.

Defense: Acts as the vehicle's Armor Class, incorporates modifiers for size and agility.

Strength: Equivalent Strength characteristic for walkers with arms.

Speed: The maximum vehicle velocity, measured in kilometers per hour.

Tactical Speed: The vehicle combat velocity, measured in meters per 6-second round.

Initiative: Modifiers to the crew' initiative check.

Maneuver: Modifiers to any control skill (Drive or Pilot) check attempted with the vehicle.

Special Abilities: Any special capabilities built into the vehicle.

Exotic Abilities: Any unusual or non-standard abilities. For **Gear Krieg**, this is limited to Transformation (walker/vehicle).

Defects: Flaws affecting the entire vehicle.

Special Abilities

Headlights: The Vehicle has built-in headlights with visible range of 500 ft/150 m.

Long Range/Tactical Radio: Capable of radio communication out to the listed range.

Radar: The vehicle is equipped with a functioning radar system which can detect objects out to the range listed.

Stealth: Imposes a penalty to any checks to spot the vehicle using non-visual sensors (in this case, radar).

Exotic Abilities

Transformation (walker/vehicle): Walkers require one round to change between modes, during which the operators can do nothing.

Mecha Defects

Noisy: The vehicle is louder than a human.

No/One Hand: The walker lacks manipulators and cannot pick up objects, or has only one manipulator and cannot perform tasks requiring two hands.

Open: The vehicle's Hardness does not protect any occupants, operators are treated as having half-cover.

Optimized Armor: The full Hardness protects against attacks from the listed direction; Hardness is at 2/3 for all other directions.

Poor Visibility: Occupants have a poor outside view from within the vehicle (-2 to front, -4 to sides) unless an operator sticks his head outside.

Reduced Endurance: The vehicle must refuel after functioning for the listed time.

Road Vehicle: The vehicle moves at half-speed when traveling off-road.

Service Crew: For each 25% missing crew, either one system is shut down completely or a -2 penalty is applied to all rolls for the vehicle.



Stall Speed: The minimum flying speed for aircraft to stay in the air.

Start Up Time: The vehicle takes time to start, and cannot be used until ready.

Weak Point: A successful critical hit ignores Hardness, but to hit checks are at -10 to hit it.

Windows: The vehicle has large windows — to hit checks are at -4 when firing at targets through a window.

Weapons

Damage: The type and number of hit dice of damage inflicted with a successful attack.

Smoke rounds do no damage, instead they obscure the target for the duration listed.

Rate of Fire: SS is single shot — the weapon makes one attack per round. S is semi-automatic, while A is fully automatic. If a number, this is the number of rounds that must pass before the weapon can fire again.

Range Increment: The distance in meters that the weapon can strike accurately.

Ammunition: The number of times a weapon can be fired before requiring reloading.

Qualities and Restrictions: Any special advantages or limitations the weapon has.

Type: The type of damage inflicted by the attack: Ballistic, Blast or Energy (electricity, fire or laser). All punches by a walker are considered Bludgeoning damage.

Weapon Qualities

Armor Penetrating: The weapon ignores either half the target's Hardness or the first 10 points, whichever is less.

Automatic: The weapon fires for as long as the trigger is pulled. This quality can be used in conjunction with some Modern Feats.

Blast: The attack affects all objects within 3 meters of the target. Anyone inside a vehicle with the Open or Windows defects are not protected from the explosion.

Burning: If the attack penetrates the target's Hardness, the target takes damages for the following five rounds (or until the fire is put out).

Extra Ammo: The weapon carries a large ammunition reserve (already counted in Ammo).

Handheld: The weapon may be swapped for one of similar size or smaller in one round.

Increased Critical: The damage done by a critical hit is doubled.

Indirect: The weapon can shoot ballistically at targets the crew cannot see (requires spotter). All indirect attacks are at -5 to hit.

Long Range: The weapon range is longer than average (already reflected in Range Increment).

Semiauto: Some Feats allow this weapon to be fired repeatedly during a single attack.

Stream: The weapon fires in a long, narrow cone (5 ft [1.5 m] wide). Treat as a normal cone attack, except a successful save completely negates damage.

Unlimited Shots: The weapon will function as long as the vehicle is intact.

Weapon Restrictions

Arc of Fire: The weapon is limited to a 45-degree arc pointing either to the front (Fr), rear (Re), left (L) or right (R).

Crew Served: The weapon requires at least two people to operate.

Less Ammo: The weapon can be used only a few times before needing to be reloaded.

Short Range: The weapon range is shorter than average (already reflected in Range Increment).

Slow Firing: The number in the ROF column indicates how many rounds must pass before the weapon can be fired again.



GLOSSARY:

Ankle: Woman

Babe: Woman

Baby: A person, whether a man or a woman

Bean-shooter: Gun

Behind the eight ball: In a difficult position

Bent cars: Stolen cars

Berries: Dollars

Big house: Jail

Big one, The: Death

Bim: Woman

Blip off: To kill

Blow: Leave

Blower: Telephone

Boiler: Car

Boob: Dumb guy

Boozehound: Drunkard

Bop: To kill

Bracelets: Handcuffs

Broad: Woman

Bump off: Kill; also, bump-off: a killing

Button man: Professional killer

C note: $100, a pair of Cs = $200

Cabbage: Money

Canary: Woman singer

Cat: Man

Century: $100

Cheaters: Sunglasses

Chicago lightning: Gunfire

Chicago overcoat: Coffin

Chick: Woman

Chin music: Punch on the jaw

Chippy: Woman of easy virtue

Chisel: To swindle or cheat

Clammed: Close-mouthed (clammed up)

Cooler: Jail

Dame: Woman

Dick: Detective (usually qualified with "private" if not a policeman)

Dish: Pretty woman

Dive: A low-down, cheap sort of place

Doll, dolly: Woman

Dough: Money

Fin: $5 bill

Flimflam: Swindle

Flivver: A Ford automobile

Gams: Legs (especially a woman's)

Gasper: Cigarette

Gat: Gun

Gin mill: Bar

Glad rags: Fancy clothes

Goon: Thug

Grifter: Con man

Grilled: Questioned

Heat: A gun, also heater

Hooch: Liquor

Hood: Criminal

Horn: Telephone



Hot: Stolen

Ice: Diamonds

Jack: Money

Java: Coffee

Kisser: Mouth

Knock off: Kill

Large: $1,000; twenty large would be $20,000

Lettuce: Folding money

Lid: Hat

Mazuma: Money

Meat, as in "He's your meat": He is the subject of interest, there is your man

Mouthpiece: Lawyer

Mug: Face

Newshawk: Reporter

Noodle: Head

Palooka: Man, probably a little stupid

Patsy: Person who is set up; fool, chump

Ringers: Fakes

Rod: Gun

Rube: Bumpkin, easy mark

Sawbuck: $10 bill (a double sawbuck is a $20 bill)

Shamus: (Private) detective

Shiv: Knife

Sing: Confess, admit secrets

Soup: Nitroglycerine

Take a powder: Leave

Tighten the screws: Put pressure on somebody

Tin: Badge

Tomato: Pretty woman

Torpedoes: Gunmen

Under glass: In jail

Wear iron: Carry a gun

Wooden kimono: A coffin

Yap: Mouth

Zotzed: Killed



Not quite sure how to defeat those ravaging hoards of Nazis? Let history show the way! Though it's been a long time since the heyday of the pulps, much of it is still around in some for or another. The Internet is an excellent resource for locating material, and some of the most popular stories are being made available online for free. It is pointless to publish the actual URLs here — the net changes faster than a German walker patrol in downtown Stalingrad — but here are some names and titles to start the search for wherever they may be now.

CLASSIC NAMES FROM THE PAST

The Shadow: This cloaked crime fighter was one of the first characters to get his own magazine, and he was eventually featured in 325 novels and several movies, one as recently as 1994. Several of the original radio serials are available on cassette tape and CD, and several Internet archives are beginning to post the collected works.

Doc Savage, Man of Bronze: One of the most popular pulp series featured a metallic-colored goliath of a man who seemed capable of doing almost anything from scientific research to back-alley brawls. Though little is heard about him now, 181 novels were written about his exploits. The last major project was a movie in 1975 that fared rather poorly at the box office.

The Spider - Master of Men: One of the more obscure characters by modern standards, this detective initially started out as just another two-gunned crime fighter, but quickly evolved into a near-supernatural champion of justice. The villains he faced most resemble those characterized by Gear Krieg: egotistical madmen with fiendish devices that threatened entire cities. Like the Shadow and Doc Savage, a large number of books were written, and the Spider even appeared in a few serialized theatrical releases, but there has been no new appearances of the character in several decades.

Other Names, Other Faces

- The Avenger
- Captain Future
- G-8 and his Battle Aces
- Justice, Inc.
- Operator 5: America's Secret Service Ace

MODERN PULP

Although the old characters are making few appearances these days, pulp adventure is by no means dead. Here is a short list of recent pulp or superscience-esque movies to inspire Gamemasters to inflict all sorts of nefarious plots on their players.

Modern Pulp

- Doc Savage, The Man of Bronze (1975)
- Raiders of the Lost Ark (1981)
- Indiana Jones and the Temple of Doom (1984)
- King Solomon's Mines (1985)
- Allan Quatermain and the Lost City of Gold (1987)
- Indiana Jones and the Last Crusade (1989)
- The Rocketeer (1991)
- The Shadow (1994)
- The Phantom (1996)
- The Mummy (1999)
- The Mummy Returns (2001)
- The League of Extraordinary Gentlemen (2003)



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SKILLS:

Name	LVL	Cpx	Name	LVL	Cpx

PERSONAL DATA:

Name:
Profession:
Nationality:
Year of Campaign:

WEAPONS:

Name	ACC	DAM	RANGE	AMMO	ROF

PERKS/FLAWS:

EQUIPMENT:

PHYSICAL STATUS:

INJURY	UD AP	AD AP	SS
Flesh Wnd.		-1	
	-1	-2	
		-3	
	-2	-4	
		-5	
Deep Wnd.	-3	-6	
		-7	
	-4	-8	
		-9	
	-5	-10	
	Instant Death		

ATTRIBUTES:

Agi:	App:
Bld:	Cre:
Fit:	Inf:
Kno:	Per:
Psy:	Wil:

SECONDARY TRAITS:

Str:	Hea:
Sta:	Ud:
Ad:	

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PERSONAL DATA

Name:
Race:
Occupation:
XP:
Vitality:
Wounds:
Defense:
Initiative:
Action Dice:
Base Speed:
Inspiration:
Education:

ABILITY

ABILITY	SCORE	MODIFIER
STR		
DEX		
CON		
INT		
CHA		

ATTACKS

Unarmed:
Melee:
Ranged:

SAVES

Fortune:
Reflex:
Will:

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SKILLS

Name	Bonus	Total	Name	Bonus	Total

WEAPON

Name			Bonus	Dam	Error	Threat
Range	Weight	Type	Size	Special Properties		

WEAPON

Name			Bonus	Dam	Error	Threat
Range	Weight	Type	Size	Special Properties		

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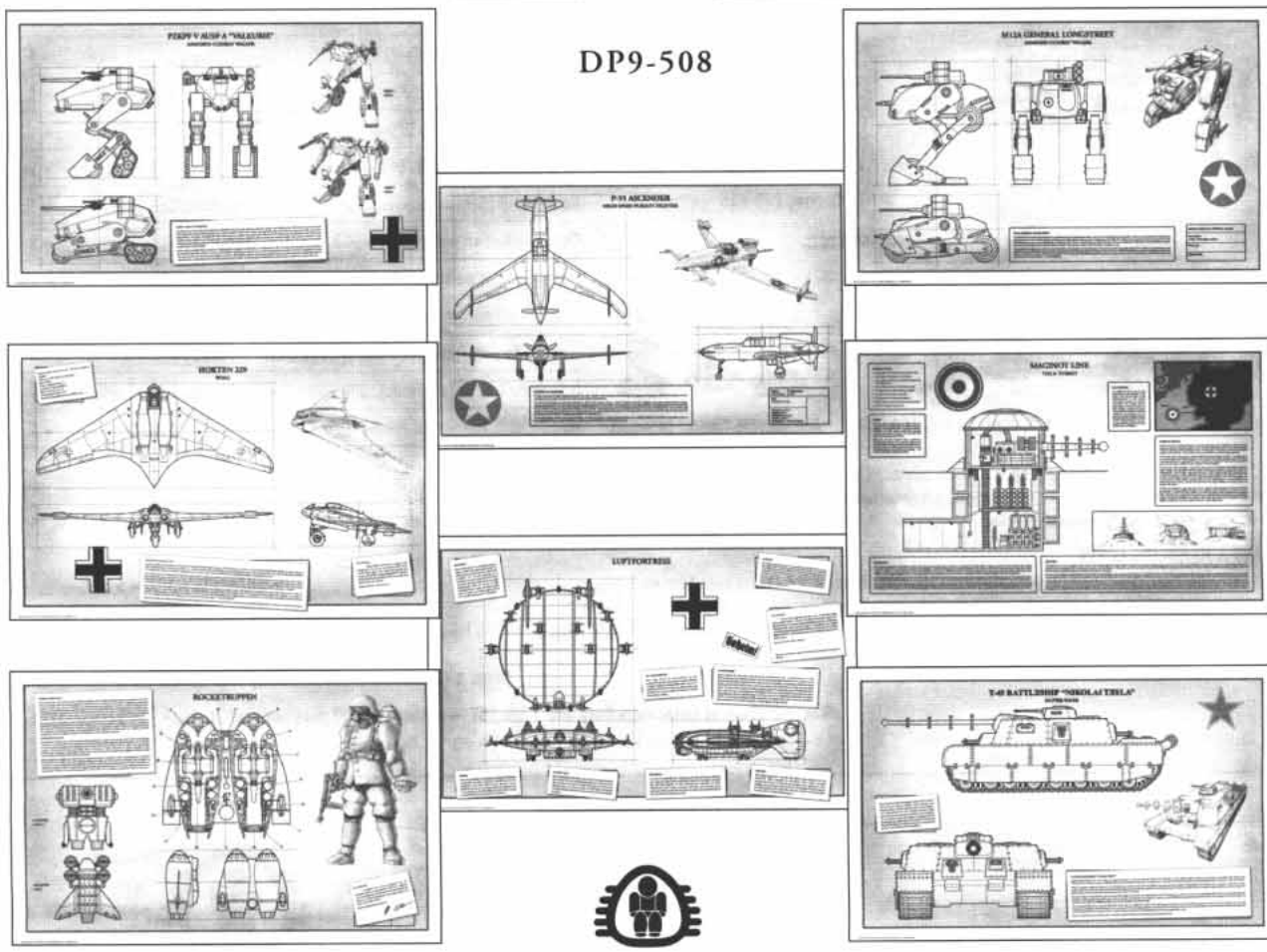
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