

All players (except for the GM) need a character with which to interact with the world. There are many aspects that make up a character; the first step is to generate the nine attributes that roughly define your characters abilities. The attributes are:

STR: Strength, the raw power of your characters body.

AGL: Agility, how fast you are.

CON: Constitution, how hardy you are.

PRE: Precision, how precise you a combination of dexterity and coordination.

INT: Intelligence, how good you are at solving problems

WIS: Wisdom, how much common sense you have.

DIS: Discipline, how disciplined and courageous you are.

CHR: Charisma, how friendly you can seem.

APP: Appearance, how attractive you look.

Each attribute has a number that shows how good you are in that particular area, each attribute is from 3 (very poor) up to 12 (very good) with 8 being average for a typical person.

These attributes may be modified later and may rise to above 12.

Each attribute is generated separately by rolling the dice and halving the result (rounding up) and adding two. If you have discussed a concept for your character with your GM first you may rearrange a few of your attributes if your GM believes it will better suit your concept (please note that just mentioning a vocation and social background is not enough, you need to have a life history).

You also gain 3 character points. These character points can be added to attributes, each adding 1 to an attribute, or saved for use later on in the character generation system.

All of these attributes can change later so just make a rough note for now. No matter how your attributes change they can never go below 1.

POINTS

As an alternative to rolling for your attributes you may use a points system. Each person has 100 points and you must buy an attribute level from the following table for each of the 9 attributes.

Attribute	Points	Attribute	Points
3	4	8	12
4	5	9	15
5	6	10	18
6	8	11	21
7	10	12	25

Note that you cannot use these points for any other purpose, you receive the 3 character points and other attribute bonuses on top of these values.

Our Darkest hour is set during the dark times of the Second World War. Europe is in turmoil, war rages in Russia and northern Africa; Japan and America are poised for conflict.

To play Our Darkest Hour you will person to be the Games master (GM for short), the other players each need to create a character. You will use your character to interact with the world and the stories that your GM creates.

Our Darkest Hour need not be strictly historical, in fact ignoring the characters actions and running purely with history will only lead to the player's frustration. The best way to run Our Darkest Hour is as an alternate history, allowing events to unfold in their own way rather than forcing the course of the game along historical lines. Also don't feel that you have to be an expert on the Second World War to play, or even run this game. A little research will help immensely, but is not strictly necessary. We have provided little in the way of historical information, this is due to the fact that we could fill 300+ pages and still only scratch the surface. So we offer you a framework rather than a cage; a system with which you can build your stories and adventures to your own liking.

This game is dedicated to my grandfather Martin Malachy Brogan who served, and died aboard the H.M.S. Bramble in 1942.



THE ESSENCE SYSTEM

This system is based on C&S Essence, a cut down version of Chivalry and Sorcery, which is the oldest medieval role-playing game in existence. Originally published in 1974 under the name Chevalier C&S has been proved to be a popular and enduring game. C&S Essence would not have been possible without the hard work and perseverance of Colin Spiers; who I would like to thank for allowing me to use his system for this game.

DICE ROLLING MECHANISM

The Essence system uses just one type of dice, this being a D20. The D20 has twenty sides and is marked from 1-20. D20's are available from many games stores.

Alternatively use playing cards, discard the jacks, queens, kings and jokers; draw one at random and add 10 to the value of the card if it is black (spades and clubs). Ensure you put the card back into the deck and shuffle before the deck is used again.

THE GM'S INTERVENTION

In most cases the GM will seriously limit the nationalities and vocations that the players can choose from. This is necessary for the campaign, only the GM knows what is going to happen, and the game would be seriously hampered if the players choose to be a heroic French freedom fighter, a fanatical Nazi, an American pinup girl and a Chinese communist revolutionary. This type of game more than any other requires a certain amount of cooperation between the players and the GM to really shine.

On the other hand don't feel that you should all be French just because a particular game is set in France. Discuss ideas for your characters with the GM and see what he can incorporate into the story.

FINANCES

Certain social and racial backgrounds may modify your starting cash, by halving, doubling or even quadrupling you starting finances (you generally start with 300 shillings, or the equivalent in your own countries money). These multipliers are cumulative with other modifiers for cash; so for example, an American (who doubles their starting cash) who is the equivalent of middle class (also doubling their starting cash) will have four times their normal starting finances available. A starting character has 15 pounds to buy equipment; any leftover funds are kept as cash. This is in British currency for simplicity; the exchange rate with the American dollar was around \$5 to the pound.

You can spend a Character point to double the amount of cash you have available, this is cumulative so if you also get to double your cash due to race, class or expending more character points you will double your previous amount (so it will go 2X, 4X, 8X, 16X etc).

A QUICK NOTE ON SKILLS

Skills form an important part of the Essence game system and though you will not need to know exactly how they work at this stage you will need to know some basics.

Skills are measured in *skill levels* (SL for short) that are purchased with skill points (SKP), or are given as part of your background.

When using skill points to buy a skill, each skill has a cost in skill points to purchase each level.

NATIONALITY

A character's nationality depends on their parents as well as their upbringing. If both parents are from a certain nationality then use the modifiers given below, rules for half-races are given after this table.

American (Allies)	+1 CHR, Double starting cash
Australian (Allies)	+1 CON, +1 level of skill in survival (desert)
English (Allies)	+1 PRE
Chinese (Allies, though in a civil war)	+1 WIS
French (Allies*)	+1 DIS
Ghurkha (Allies)	+1 AGL, +1 PRE, halve starting cash
German (Axis)	+1 DIS, +1 level of the willpower skill
Italian (Axis, later Allies)	+2 skill points
Japanese (Axis)	+1 DIS, +1 level of the willpower skill
Russian (Allies)	+1 CON, +1 DISC, +1 level of the Endurance skill
Ukrainian (Allies)	+1 CON, +1 DISC, +1 level of the endurance skill and +2 levels of survival (arctic), halve starting cash.
Scottish (Allies)	+1 STR or +1 CON
Swiss (Neutral)	+1 PRE or +1 CON
Polish (Allies*)	+1 DIS, +1 level of the prayer skill
Other Asian	+1 CON and +1 WIS
Any African	+1 STR and +1 CON
Irish	+1 CHR and +1 AGL
All other nationalities	+1 free point or GM's choice.

* These nations were quickly conquered by the Axis though in spirit they remained allies and many of the free people from these nations fought on the side of the allies.

Some races learn some skills easier than other races. For a these modifiers see the skills section on pXX.

HALF BREEDS

If the character has parents of differing nationalities then roll a dice for each benefit and penalty, if the dice rolls from 1-10 then the benefit or penalty is applied, whereas a roll of 11-20 means the benefit or penalty is not applied. The character may be rejected by both cultures depending on the mixture of blood between the parents.

SOCIAL BACKGROUND

Your social background depends upon your upbringing and will have a great influence on your character's life.

Your social background also gives you an amount of skill points that can be spent on skills; you may spend a character point to add 10 extra skill points.

Street orphan	+1 CON, -1 CHR, 2 levels of any rogue skills 2 levels of brawling 1 level of streetwise Quarter starting cash 16 skill points
Working class	+1 STR, -1 WIS, 2 levels of crafts 1 level of brawling 14 skill points
Middle class	+1 WIS, -1 STR, 1 level in any craft skill, 1 level in any business skill Double starting Cash 20 skill points
Ruling or political class	-1 CON, +1 DIS. 1 level in any interaction skill, 1 level in any science or athletic skill Quadruple (4X) starting cash 25 skill points

VOCATIONS

Vocations give each character some basic skills as well as allowing some characters to purchase a unique skill. Normally a character may only have one unique skill, however at the GM's discretion a character may learn a unique skill at some point in the game. The GM should not let characters learn unique skills willy nilly however, they may only be learnt through good fortune and hard work.

Note that there is a difference between vocation and occupation, an occupation being what you do for a job. Some vocations cover several occupations. A merchant could be someone in the merchant navy or a shopkeeper. However that French shopkeeper could be part of the resistance, making his vocation a resistance fighter rather than a merchant.

Skills are given in levels; make a note of how many levels you have in each skill. A vocation gives you a number of skill levels you can spend in a certain group of skills. You may only have up to 3 skill levels in any one skill from your vocation, though you can increase any skills you like with skill points later.

There are a number of unique skills from which you can choose. When you initially buy a unique skill with character points you will start with that skill at level 1. You can increase this skill by using your vocational skills and your skill points.

CIVILIAN VOCATIONS

Craftsman (+1 WIS, +1 PRE)

The craftsman vocation cover a wide area, from photographers to tank designers. Virtually any profession that produces or processes materials can be covered.

The craftsman has 5 levels of practical skills and any 5 skills from other areas.

Entertainer (+1 CHR, +1 APP)

The entertainers are vital to keeping peoples spirits high during these dark times. As well as traditional singers and actors the American style pin up girl is quickly establishing an important role in the war effort.

The entertainer has 2 levels of *knowledge 'show-business'*, either 1 level of *streetwise* or 1 level of *business*, and 6 levels from any of the other following skills: *Seduction, Read body, Music, Art, Endurance, Willpower, Sleight of Hand, fisticuffs* or *Sports*.

Merchant (+1 WIS or CHR)

From the merchant seamen to shopkeepers the merchant is anyone who trades goods on a regular basis.

Life as a merchant seaman was hard, out of all the military groups in England the merchant navy had one of the highest fatality rates from all the services, and was most often ignored by those higher up in command. The English government ordered that survivors from ships that had been torpedoed by u-boats should not be rescued; for fear that the U boat may still be around. For this reason many seamen lost their life having survived a torpedo hit but being stranded by their comrades.

Shopkeepers were not immune from being conscripted and many family businesses were destroyed by the dreaded call up notice.

Merchants who traded coal, iron and other materials essential to the war effort are generally considered 'protected' and cannot be conscripted.

A merchant may choose from 5 levels from any vehicle and practical skills, 1 level of the business skill, and 2 levels from any other skills.

Emergency services (+1 to two different attributes)

This vital vocation covers police, fire fighters and ambulance staff as well as other jobs such as a full time air raid warden.

The emergency services character has 2 levels of *driving*, 1 level of *first aid*, 1 level of *knowledge (law)*, 1 level of *fire fighting* and 1 level of *endurance*. In addition they have 3 levels to increase any of these skills and an additional 3 skill levels to add to either the first aid, knowledge (law) or fire fighting and 1 level to add to any other skill from this vocation.

The emergency services character can have access to the surgery unique skill at the cost of 2 character points, this skill is bought from the 3 points for any areas.

Housewife (+1 WIS)

Housewives are almost always female, however there are a few male househusbands around, typically due to being widowed. A househusband is identical to a housewife.

The war is a turbulent time for women, with husbands commonly being away at war, or working long hours. Pressure on women to do their bit for the war effort sees many women joining areas such as the fire service or being air raid wardens. And then there are the children to look after, not easy with food frequently being scarce in many parts of the world.

All housewives have 1 level of *streetwise*, 1 level of *craft (cooking)*, 2 levels of *knowledge (local area)*, 1 level of *read body* and 4 levels of any other skills, though the only combat skills that can be learnt are *first aid* and *throwing*.

At the cost of 1 character point a housewife can have access to the *Busybody* unique skill, this is bought with your 'other skills'. Also it is common for a housewife to have children, at the cost of 1 character point the housewife can roll a D20 and add her CON and look this value up on the following table:

<5	1 child
6-10	2 children
11-13	3 children
14-16	4 children
17-18	5 children
19+	1 additional child per +2 rolled

To determine the age of any children roll a D20 for each child, disregard any results of over 16 or any results that are inappropriate for the housewives age.

Rogue (+1 CHR and +1 DIS or +1 STR +1 and +1 AGL)

The rogue covers a variety of dubious professions including thieves, footpads, prostitutes and spies.

Rogues can choose up to 8 levels from rogue and interaction skills and 2 levels from other skills.

A rogue may spend 1 character point do have access to the *danger sense*, *busybody* or *surprise attack* unique skills. If the rogue has access to a unique skill it may be bought as a rogue skill.

Specialist (+1 to any 2 different appropriate attributes)

The specialist covers anyone in a vocation where any other vocation listed here would be inappropriate.

The specialist may have up to 9 skill levels in any appropriate skills.

The specialist may have access to the *specialist skill* unique skill at the cost of 2 character points. Specialists with the *specialist* unique skill may increase the level of the skill they are specialised in to level 5 (rather than the normal starting limit of 3).

SCHOLARLY VOCATIONS

Academic (+1 DIS, +1 INT)

Academics are a large group of people who use knowledge in their work; typical examples are university lecturers, scientists, archaeologists etc.

Academics have 8 skill levels from academic skills, any 4 skill levels from any other areas.

An academic may at the cost of 1 character point have access to the *nuclear physics* or the *smart alec* unique skill. Levels in this unique skill may be bought as an academic skill.

Man of the Cloth (+1 DIS, +1 WIS, men only)

During these depressing times many people turn to the church for hope. The Man of the Cloth vocation covers members of the priesthood, from local ministers to higher up members of the church. This vocation can be applied to ministers of all religions and to chaplains.

The Man of the Cloth has 3 levels of the prayer skill, 3 levels of the theology skill and 4 other skill levels.

At the cost of 1 character point a man of the cloth can have access to the piety skill

Politician (+1 CHR, +1 APP for democratic governments or +1 DIS, +1 WIS for non-democratic governments)

Love them or hate them politicians have an immense amount of leverage in the world and make important decisions which could affect the fate of the war.

The politician starts with 3 levels of *knowledge (politics)*, 2 levels of *willpower*, 2 levels of *leadership* and 3 levels in other skills.

A politician can spend one character point to be able to use one unique skill from busybody, commanding presence, danger sense or smart alec.

Professional (+1 INT, +1WIS)

The professional covers a wide variety of occupations that are not covered by the academic or the craftsman vocations, typically these are middle class occupations and the GM needs to agree to any professional who is working class or a street orphan. Professionals often need to spend time at university or some other place of higher learning. The professional covers areas such as solicitors, lawyers and accountants as well as diplomats and advisors.

The professional has access to 8 levels chosen from the *business* skill and all interaction and academic skills and 3 levels of skills from other areas.

Nun (+1 DIS, +1 WIS, women only)

Nuns fulfil a wide variety of roles in the church including teachers, scribes, nurses and carers of orphans.

The Nun has 2 levels of the prayer skill, 2 levels of the theology skill, 1 level of nursing, 1 level of teaching, 2 levels of other skills and 2 levels to improve the prayer, teaching, nursing or theology skills (you can improve 2 separate skills or just add +2 to any one).

At the cost of 1 character point a nun may have access to the piety skill. A nun may also have worked in an orphanage and have close ties to a number of children in the same way as a housewife (though they will be other peoples children), this costs 2 character points.

MILITARY VOCATIONS

Conscript (+1 character point, men only)

You have been called up to serve in the army to perform your duty to your country (whether you want to or not). You have mainly civilian skills that may or may not help in the army.

The conscript has 3 skill levels that can be used for combat skills and 5 skill levels that can be used for skills other than combat.

Combat vehicle specialist (+1 PRE or WIS, men only)

Vehicle ops cover such diverse warriors such as tank crews, aircraft pilots and seamen.

Many of these characters are using new technology and tactics on a regular basis and have an intimate knowledge of their equipment.

The Combat vehicle specialists have a total of 6 levels chosen from vehicle skills and the *heavy weapon* and *artillerist* skills. The combat vehicle specialist also has 2 levels of the *repair* skill and 2 levels of any other skills.

At the cost of 1 character point the Combat vehicle specialist may have access to the *ace* unique skill, which can be bought as a vehicle skill.

Military support (+1 WIS, +1 character point)

You work in the military but have a non-combative job; this is a common occupation for women who often prove themselves more useful than many men think. Common occupations are factory worker, driver, military office staff etc.

The military support vocation gives 10 levels of any appropriate skills, though only 1 skill level may be devoted to a combat skill.

At the cost of 1 character point the Military support worker may have access to the *Surgery* unique skill.

Militia / Resistance fighter (+1 DIS, +1 AGL)

To the civilian armies of Europe war always brings volunteers, whether in the home guard in the UK or the French resistance movement. These men frequently had little in the way of training but have more than enough pluck to make up for it.

The militia / resistance fighter has 2 levels of combat skills, 3 levels of rogue skills, 1 level of the *willpower* skill and 4 levels of any skills from other areas.

At the cost of 1 character point the Militia/Resistance fighter may choose one unique skill from *Danger Sense*, *Sniper* or *Martial Arts Master*, this skill is bought from skills for other areas.

Commissioned Officer (either +1 CHR and +1 INT or +1 DIS and +1 WIS)

Leadership qualities in an army are always important and the commissioned officers of an army form the highest level of leadership. Typically these officers are from privileged backgrounds and may well have a family history of being in the armed forces.

A character who is a commissioned officer will probably be a second lieutenant or lieutenant.

A commissioned officer will have 4 levels of combat skills, 4 levels of interaction skills (especially leadership) and 4 levels of any other appropriate skills.

A commissioned officer with 8+ in CHR and WIS may have to commanding presence unique skill at the cost of 2 character points, this skill can be improved as an interaction skill.

Soldier (+1 CON, +1 DIS)

The soldier is the basic warrior. They consist of trained infantry who have probably had experience of battle. The soldier includes such specialised vocations such as the sniper and sapper.

This vocation is normally only available to men, but occasionally women may be 'self taught' soldiers, but these cases are exceptionally rare.

A soldier has 10 levels of skills that may be spent on combat skills. Alternatively a specialist can have 6 combat skills and 4 skills from other areas. In addition a soldier will get issued a weapon, ammunition, clothing, rations and other supplies (except in times of severe shortages).

For the cost of 1 character point a soldier may have access to one unique skill, choosing from *danger sense*, *sniper*, or *surgery*, which is bought as a combat skill.

If the soldier has a CON of 10 or more and has a street orphan or working class background then at the cost of 1 character point they may have access to the *Tough nut* unique skill, which is bought as a combat skill.

If the soldier has a WIS and CHR of 8+ and has chosen the leadership skill as one of their 'skills from other areas' they will be a non-commissioned officer such as a corporal or sergeant and may have the *commanding presence* unique skill at the cost of 2 character points.

Military Specialist (+1 to any 2 different appropriate attributes, men only)

The military specialist covers a multitude of separate vocations within the forces which do not generally fight on the front line from mechanics to medics.

The specialist may have up to 7 skill levels in any appropriate skills and 2 levels of combat skills.

The specialist may have access to any unique skill at the cost of 3 character points or the *specialist* unique skill at 1 character point.

Special Forces: See special characters

Chaplain: See 'man of the cloth' in the scholastic vocations.

SPECIAL CHARACTERS

Special characters are here for those GM's who want to run special games, normally these vocations are unavailable, but sometimes the GM may wish to include them, or make the compulsory.

Special forces (+1 DISC, +1 AGL, +1 PRE, +1CON, +1 STR)

The nature of the war and the developing tactics, particularly the use of parachutes and submersibles has called for small, powerful units to be formed. Smaller effective weapons such as the sub machine gun were also gaining popularity, adding extra punch to the Special Forces.

Special forces units only accept the very best, so you must meet certain criteria. STR, CON, AGL and PRE must be 10+, DISC must be 11+. INT and WIS must both be 8+. These minimum requirements are then adjusted for the characters race using the standard race modifiers, so Germany will look for characters with a 12+ for DISC (as they have a +1 modifier). This is due to the fact that the Special Forces take the best from what is available.

Having said that the training given to special forces is the best possible and skills gained from special forces training may go up to any level rather than the having the normal +3 limitation for normal starting characters.

Special forces training give 15 levels of combat skills, 10 levels of rogue skills, 10 levels of athletics skills and 5 levels from any other skills. This list of skills is impressive but the Special Forces soldier is likely to have little time to do things other than train, his superiors will give him little freedom and it is nearly impossible to get into.

All Special Forces characters may have any one of the following unique skills at the cost of 1 character point:

Danger sense

Sniper

Martial Arts Master

Surgery

The Special Forces is a powerful vocation, but very potent. It is not recommended that a GM allow a player to have a Special Forces character. However there may be games where the GM would like **all** of the characters to be from the Special Forces. These character generation rules produce a character capable of joining the Special Forces:

STR, CON, AGL and PRE is generated by rolling a d20 for each attribute, a 1-7 gives an attribute of 10, a 8-14 gives an attribute of 11 and a 15+ gives an attribute of 12.

DISC is generated by rolling a d20, a roll of 10 or lower gives a DISC of 11, a roll of 11+ yields a 12.

As normal any modifiers to these attributes are applied after they are generated.

These special character generation rules are only used if all of the characters are to be from the Special Forces.

Children (Attributes Vary)

If the adults are overwhelmed by the war, imagine what it's like for the children. Some children in the latter part of the war cannot even remember peacetime, and it must seem to some that life is about fighting.

The apparent impotent and powerless position of a child serves as a good morale booster when a child achieves something special, something the government, newspapers and radio will take great advantage of. In addition the child has become a popular role in wartime and post wartime fiction.

This 'vocation' assumes that the character is from the age of 10 up to the age of 16, after the age of 16 the character can be assumed to be a normal adult. Below the age of 10 the character would be of little real use in the campaign though the modifiers are included for completeness.

The attribute modifiers for a child is dependent on there age and are shown below:

Age	STR	CON	AGL	PRE	WIS	DIS
0-3	-8	-6	-6	-6	-8	-8
4-5	-6	-5	-4	-4	-6	-4
6-9	-5	-4	-2	-2	-4	-3
10	-4	-3	-1	-1	-3	-1
11	-3	-3	+0	-1	-2	-1
12	-3	-2	+0	-1	-2	-1
13	-2	-2	+1	+0	-2	-2
14	-2	-1	+1	+0	-1	-2
15	-1	-1	+1	+0	-1	-3
16	-1	-1	+0	+0	-1	-1

Note that the AGL and DIS column is correct and represents the ups and downs of a child's temperament and capabilities. No attributes will drop below 1 though these modifiers are applied to the basic attributes (which should be recorded separately).

A child's attributes will change with their age, on their birthday their attributes will change and they will gain or loose the difference between their new age and their previous age. Naturally this change happens on the child's birthday.

The skills of a child can vary depending on there age, for every year that the child is over 10 then they can learn one level of skill. In addition school children will be forced to learn the skills *science*, *prayer* and *theology* in which they will gain at level 1. The GM should be consulted to approve or disallow all of the child's skill choices, as many skills, such as most combat skills, will not be available without a good reason.

Lastly children start off with no money; they may have one or two appropriate trinkets or toys and a penny or two, but nothing significant.

CHILDREN AS HENCHMEN

Housewives and Nuns can have children to help them out on occasions. Children should be run as NPC's (non player characters), and thus are controlled by the GM. They should be helpful most of the time, and trouble some of the time. Children of this type are close to the character and should never be used as cannon fodder or put at unnecessary danger. Also once a child has been lost they are lost for good, though it is possible for a woman to fall pregnant and have more children they will be young an unlikely to grow up sufficiently to be of use in the campaign.

SKILLS

Skills form an important part of the Essence system, many tasks that your characters will perform require skill checks to be made. Each skill has a certain SKP cost (the SKP column); this is the cost in skill points to buy one level of the skill.

The number of levels you have in a skill is known as the skill level (SL for short). For example, the skill survival has a SKP cost of 2; so spending 2 SKP on survival will give 1 level, a further 2 SKP would give level 2 (for a total cost of 4 SKP).

Vocations and some background options give skill levels rather than skill points (generally in a specific skill or group of skills). You don't need to worry about the SKP cost for these skills as they just give skill levels (SL).

Most skills have an associated attribute (shown in the Attrib. column). For example Science is associated with INT. Your skill level is added to this attribute to find your skill chance, abbreviated to SC.

So:

SC = Attribute + SL

Sometimes you will need to use a different attribute with your skill, this works in just the same way and is just an unusual use of the skill. For example, Driving is normally associated with PRE.

In these descriptions you may find references to DF's. These are difficulty factors and are used to make certain tasks harder than others. A DF for an average skill roll is 0. A particularly easy skill roll will have a negative DF, whereas a harder skill check will have a higher DF. For more information see PXX.

Certain nations are known for being particularly good at certain skills, this is given as a modifier to the SKP cost for certain skills.

All nationalities have 2 levels and -1 SKP to their own language and knowledge (their own country). Please note that these bonuses are due to exposure to the countries culture.

Americans have -1 to the SKP for *pistols*, *science* and *nuclear physics*.

Australians have -1 SKP to any survival skills.

English characters have -1 to the SKP for *business*, *seamanship* and *sports*.

Chinese purchase the melee and martial arts skills at -1 SKP.

Ghurkhas have the melee, stealth and hiding skills at -1 SKP.

Germans can learn the *science*, *artillerist* and *rifles* skills at -1 SKP but are at +1 SKP for all *interaction* skills other than leadership.

Japanese have -1 SKP to the *martial arts master* unique skill and -1 SKP to the hiding, *camouflage*, *martial arts* and *melee* skills, but have +2 SKP cost to any *knowledge* skill concerning the world outside of Japan and Japanese culture, unless they happen to be an academic.

Italians have -1 SKP to the prayer and craft skills.

Irish have -1 SKP to combat engineering or -1 SKP to any craft.

Russians have -1 SKP to the endurance skill.

Ukrainians have -1 SKP to the endurance skill and -1 SKP to any survival skills.

The **Scottish** have -1 SKP to melee and to throwing.

The **Swiss** have -1 SKP to the repair and craft skills.

The **Polish** have -1 SKP to the flying skill.

As a general guideline an SL of 5 is a competent professional, a SL of 8 is an experienced professional, and an SL of 10 is a master of that particular skill.

Academic	SKP	Attrib.	Description
Knowledge	2	INT	Covers knowledge in a specific area such as law, ornithology, Paris etc. Knowledge of a whole country is very generalised, giving a DF of 4 for all checks that require local knowledge. Everyone is assumed to have knowledge (home country) at level 1. For every full 10 levels of knowledge skills you have in total you may add +1 to your WIS.
Language	2	INT	Includes reading and writing as well as speaking a foreign language. You are fluent in a language at SC*15, you are always fluent in your own language.
Prayer	3	DISC	Covers prayers, a short (1 minute) prayer will grant a +1 SC bonus to a task made immediately after the prayer. Having 5+ levels of the prayer skill gives a +1 bonus to DIS. This skill covers a wide range of religions from Roman Catholic, protestant Christians, Judaism and Islam. You should state which religion this covers e.g. Prayer (Roman Catholic)
Science	4	INT	Covers a general knowledge of the sciences, as well as knowing about experimental procedures. You can specialize in one particular area of science, for example chemistry, physics or biology or a particular application such as ballistics. Taking this specialization makes the science skill SKP 2 but means that skill checks for other areas of science are made using a SC based on INT + 1 per 3 levels of the specialized science skill.
Theology	2	INT	The study of religion, effectively knowledge. <i>True theology</i> is impartial, and involves many religions as well as the study of angels and daemons. This however is rare and costs 1 extra SKP per level as we assume that the standard theology skill is coloured by the characters religion. This should be stated as Theology (all) or Theology (Roman Catholic) for example.
Teaching	3	WIS	This skill is used to teach other people. To teach someone takes a week and a successful teaching skill roll. If the teaching is successful then anyone taught gains one experience point towards the skill being taught. The number of people who can be taught is equal to the SC of the teaching skill + the number of skill levels the teacher has in the particular skill being taught. You cannot teach someone who has more skill levels than the teacher.

Athletics	SKP	Attrib.	Description
Climbing	1	CON	Climbing vertical surfaces. Typically climbing with little equipment in good conditions drains 1 FAT per 5 minutes of leisurely climbing (at 3 yards per min) or 1 FAT per minute at a fast climb (at 5 yards per minute).
Fencing	1	PRE	The use of light swords for sport, practical combat uses the melee skill. However if you have the fencing skill you may decrease the DF by 1 when using a sword with the melee skill for every 3 full levels you have in the fencing skill.
Martial arts	2	AGL	Covers a variety of martial arts from boxing to jujitsu. Someone using <i>fisticuffs</i> is at half SC to defend against martial arts.
Sports	2	AGL	Covers sports like soccer, rugby, cricket as well as sports that may be more useful to adventurers such as athletics, gymnastics. Each sport is a separate skill. For every 10 full levels you have in sports skills you may add +1 to one attribute from STR, CON, AGL, PRE or APP, you cannot increase an attribute to over 10 in this way.
Swimming	1	CON	Swimming at SC X 10 yards per minute costs 1 FP, the FP cost trebles and the speed halved if you are wearing full clothing. If this speed is halved the cost is only 1 FP per 5 minutes
Combat	SKP	Attrib.	Description
Artillerist	4	PRE	The use of artillery type weapons such as cannons, mortars, and rockets etc. This skill is used to fire the main gun of a tank. Also covers drop-ping bombs.
Camouflage	2	WIS	Used to blend objects into the surroundings, a successful camouflage check can hide a vehicle from observation from over 20 feet away, or add +5 to the camouflaged persons hide SC.
Combat engineering	3	CON	Used to dig trenches and to fortify positions. You can also fill a number of sandbags each hour equal to four times your SC. A typical sand bag is 1½ feet long by 10" wide and 6" high and will provide an armour value of 1 against a bullet for every inch of sand the bullet must pass through, typically a bullet will pass through the width of the bag. Soil provides only half the protection of sand.
Demolitions	3	WIS	The fine art of blowing things up. A successful demolitions skill roll when using explosives multiplies the damage by the amount the skill is passed by, with a minimum of X2 for a success.
Detect	1	WIS	How good your senses are, seeing and hearing things that are not obvious.
Evasion	1	AGL	Dodging attacks and diving for cover.
First Aid	2	WIS	Used to treat wounds, See healing PXX
Fisticuffs	1	STR	The practice of good old-fashioned brawling. This skill also covers using improvised weapons such as broken bottles. If using improvised weapons to parry you are at DF+5, if using fists or other natural weapons then you are at DF+10 to parry.
Heavy weapons	3	PRE	Covers machine guns, anti armour rifles and panzerfaust style weapons as well as some other more exotic weapons such as the flamethrower. Also covers any vehicle weapons that can be physically pointed at the target (such as most machineguns, not weapons with high arcs such as tank guns). You may use half (round up) of your rifles SC instead of heavy weapons.
Melee	2	STR	Melee weapons covers using a variety of close combat weapons such as swords, axes, bayonets etc.
Parachuting	2	AGL	Covers safely and accurately using a parachute. Unless the roll is a critical success you will deviate from your intended landing point by 20 – the amount you passed by feet on a success or a number of yards equal to the amount you failed by on a failure. A failed roll will also inflict an amount of damage equal to the amount the roll was failed by as you stumble ungracefully to the floor. A critical failure means you have taken D20 damage and have landed badly, twisting an ankle or you may be stuck up a tree etc. (G.M.'s discretion).
Pistols	3	PRE	Pistols cover all small handheld weapons that cannot be braced against the shoulder when fired. It is a myth that pistols are fired with one hand, they require both hands to fire effectively, however they can be used with one hand at DF+5. Note that some weapons can be used as a pistol or a rifle, generally those with a collapsible or removable stock (using pistols when not using a stock, or rifles when using a stock, the stock being the part of the rifle that rests on the shoulder). You may use half (round up) of your rifles SC instead of the pistols skill.
Rifles	2	PRE	The rifles skill covers all handheld weapons that are braced against one's shoulder but do not use a bipod or tripod. You may use half (round up) of your heavy weapons or pistols SC instead of the rifles skill.
Throwing	2	PRE	Throwing weapons such as grenades and knives. If you miss the object will land a number of yards away equal to the amount the roll was failed by.
Vehicle	SKP	Attrib.	Description
Driving	1	PRE	Driving a specific type of land vehicle such as a motorcycle, car, truck or tanks.
Flying	2	PRE	Flying a specific type of aircraft such as a fighter, bomber or transport.
Seamanship	1	WIS	Piloting a ship or boat or serving on a ships crew.
Practical	SKP	Attrib.	Description
Business	2	WIS	The skill of conducting day-to-day business, involves accounting and filing, as well as using a typewriter at AGL + PRE + (10 X SC) in words per minute.
Craft	1	PRE	Any type of craft such as cooking, carpentry, gunsmith or metalwork.
Fire Fighting	3	WIS	Fire fighting is used to put out fires. Each fire has an intensity rating; a tenth of this rating is used as the skills DF. In addition a DF can be added for particularly effective or ineffective equipment (buckets of water are assumed as the norm, a DF-2 can be added for a fire truck, or DF+6 for no equipment. If a person is on fire and can make a willpower check at DF+2 for each 10 intensity then they can assist in trying to put out the fire. The fires intensity is reduced by the amount you have passed by.
Photography	1	WIS	Taking photographs, includes estimating distances and lighting levels.
Repair	2	WIS	A general repair skill. This skill may be used instead of an appropriate craft to effect repairs on equipment.
Nursing	2	WIS	This skill is used for long term care of an injured person.
Fortitude	SKP	Attrib.	Description
Endurance	2	CON	Some activities are particularly physically demanding and require an endurance skill roll, a successful roll indicates that the character loses only one fatigue point, whereas a failure indicates the loss of and amount of fatigue equal to the amount the roll was failed by (with a minimum of 2). A critical failure can lead to a particularly nasty injury inflicting damage directly to body; a critical success indicates that there is no fatigue loss. For every full 3 SL a character has in the endurance skill they gain 1 body and 1 fatigue. If the optional shock rules are used then Endurance is used for seeing if you go into shock, though there is no loss of fatigue from making a shock roll. For every 5 SL's you have in endurance you may add 1 body point.
Survival	2	WIS	Surviving in the wild, this skill needs to be learned for a specific environment (such as woodland or desert). Covers making or finding shelter, finding food and water, avoiding hazards etc. Survival allows you to get better on half rations, for every SL you have in survival you have you can last 2 days on half rations with no ill effects.
Willpower	1	DIS	Resisting boredom, keeping your cool and the ability to fight on through serious injuries. For every 5 SL's of willpower you may add 1 to your fatigue points.

Interaction	SKP	Attrib.	Description
Art	1	PRE	A specific type of art such as painting or sculpting. Each art is a separate skill. Having 10+ levels in total for all of your art skills gives a +1 bonus to your PRE.
Bargaining	1	CHR	Haggling prices. If you have a skill in the area pertaining to the item being sold you may add half your SC to your bargaining SC.
Leadership	3	CHR	If the characters DIS skill is higher than their CHR then this skill is based on DIS. Leadership is a vital part of military life and is useful in many other situations. A successful leadership check will give a +1 Bonus to all of those following the leaders orders for a certain tasks. Valid tasks would be firing at a certain target or driving a tank. If the leader lacks the skill that he is trying to give the bonus on then he is at DF+5.
Music	1	PRE	Playing a particular type of musical instrument, or singing. Each instrument is a separate skill.
Read body	3	WIS	A read body roll is resisted by the opponents read body skill if they are actively trying to hide their feelings. A successful check gives insight into the target, whether they are lying or uncomfortable with something they are near. This skill is used unconsciously. People with a CHR of 6 or less cannot make read body checks.
Seduction	1	CHR	Flirting with the opposite sex. If your APP is more than 2 places lower than your CHR then this skill is based on APP. Having 5 or more levels of the seduction skill gives a +1 bonus to CHR due to your experiences with social interaction.
Rogue	SKP	Attrib.	Description
Hiding	2	AGL	Not being seen. This is generally resisted by the detect skill
Illicit Business	3	WIS	Knowing how to go about an illegal profession without causing a fuss. Knowing when and who to bribe at what time, as well as been able to
Sabotage	2	WIS	Damaging or destroying things, typically complex devices such as vehicles or guns are easier to sabotage than simpler devices. The sabotage check should be accompanied by an explanation of what you are doing with the GM giving a DF appropriate to the explanation.
Sleight of Hand	2	PRE	Picking pockets and locks as well as performing simple 'magic' tricks and shop lifting
Stealth	2	PRE	Sneaking around unheard.
Streetwise	1	WIS	Knowing, and keeping up with local events, legal or otherwise. Black marketers and nosy housewives commonly know this skill.
Unique skills	SKP	Attrib.	Description
Ace	6	WIS	The SL of the <i>Ace</i> skill cannot exceed the number of levels in the appropriate skill in <i>driving, flying or seamanship</i> . Characters with the <i>Ace</i> skill are particularly well suited to a certain kind of vehicle (either ground vehicles, aircraft or sea vessels). The SL in <i>ace</i> adds onto any SC that is used with the vehicle type that they are an <i>ace</i> with. Obvious example would be an <i>Ace</i> at ground vehicles would add their <i>Ace</i> SL to the <i>driving</i> skill, or to <i>heavy weapons</i> or <i>artillerist</i> . Less obvious examples would be <i>bargaining, demolitions</i> or <i>sabotage</i> .
Busybody	2	N/A	People with the busybody skill are always poking their noses into other people's business and always seem to know what's going on. The Busybody SL adds to the streetwise SC to find out if you have any hot gossip on a certain person if you have had chance to meddle in their affairs, or have spoken at length with anyone who has the busybody skill who may know what is going on. Your SL in the Busybody skill also gives you a number of friends who also have the busybody skill whom you regularly gossip with (1 friend per level of Busybody).
Commanding presence	?	CHR	This skill improves the bonuses that the leadership skill gives to a certain number of people. The SKP of this skill is based on twice the maximum number of people who will receive the enhanced bonuses from a leadership roll (so if you want to give 4 people the additional bonuses the skill costs 8 SKP per level) When you first learn this skill you must set how many people it will affect. You may not exceed a quarter (round down) the number of levels you have in leadership with this skill. Each level you have in this skill improves the leadership bonus by 1 for a number of people equal to half this skills SKP cost.
Danger sense	3	WIS	You have a knack for sensing danger, the DF of which is based on how dangerous the event will be a completely fatal event is DF 0, a potentially fatal event if DF 3, a non lethal but dangerous event is DF 5. Events happening to friends in the area have +2 added to the DF, and to others in the area add 5 to the DF. It is recommended that the GM make several rolls before the game and keep then written down in secret to avoid giving away surprises should the character fail the check. This skill is not psychic in nature, but rather represents a keen perception and an alert subconscious mind.
Martial Arts Master	5	N/A	The number of levels you have in the martial arts master skill adds its SL to the fisticuffs, martial arts and melee SC, and also to damage for both attack and defence. The martial arts master SL also adds to the dodge skill for melee combat. The number of levels you have in Martial Arts Master also adds to your damage when using these skills.
Nuclear science	4	INT	Levels may not exceed the characters science skill levels. Covers creating crude nuclear power plants and creating nuclear weapons. Building a nuclear weapon from scratch is DF+18 and takes 4 months and the proper materials and equipment (the main problem being to refine the materials to such a degree that they are usable). In a strictly historical sense making nuclear weapons is imposable until very late in the war.
Sniper	5	N/A	The sniper skill may only be used against targets that are unaware that you are firing at them; usually the sniper will be concealed in some way. This skill adds an amount equal to the number of levels you have in sniper to the weapon SC of the weapon you are using. In addition you add the number of levels you have in sniper to the weapons damage.
Surgery	4	WIS	Used for the treating of grievous wounds, see healing on PXX
Surprise attack	1	N/A	<i>Surprise attack</i> allows a character to do additional damage and increase their chances to hit when performing a melee attack that their opponent is unaware of. The important part of this attack is the surprise; an opponent who is weary of you is immune to a surprise attack. You may have sneaked up on your opponent, or you may be talking to him in a friendly manner and suddenly attack him with a knife, or kick. In practice a surprise attack adds the <i>surprise attack</i> SL to the normal attacks damage and SC.
Tough nut	6	N/A	Levels may not exceed half the characters CON (rounded down). Some people are exceptionally good at taking damage, be it a punch or a bullet. These characters have the Tough Nut unique skill. Whenever the character takes damage it is reduced by the number of levels you have in the Tough Nut skill, however this cannot reduce the damage below 1.
Smart Alec	6	N/A	A smart alec has a broad range of general knowledge and seems to know a little about everything. Your SL in smart alec adds to any knowledge skill checks; however this bonus will not take a SL above 15.
Specialist skill	1	DIS	You must pick a certain skill to be your specialist skill. Some characters have a special talent for a certain skill, or persevere in an area to an extreme degree. These people tend to learn faster in their specialist area. The only time you can use this skill is immediately after you have bought a level in your specialist skill. You need to make a specialist skill check with a DF equal to the number of skill levels you have in the skill you are specialized in. On a successful skill check you will receive a bonus level in that skill for free.
Piety	6	N/A	You can only have one skill level in piety for every full three SL's of prayer you have. Piety improves the prayer skill. Each level in piety improves the bonus you gain from a successful prayer skill check by 1. For example, having 3 levels of piety will mean a successful prayer skill check will give you a +4 bonus to a skill roll.

FINISHING TOUCHES

There are various measures that must be worked out from your attributes. These include fatigue points (FP), an abstract measure of a characters energy and stamina. Body points (BP), a measure of how tough a person is. And recovery rate (RR), how fast a character can recover.

A characters fatigue points (FP) are equal to their STR plus CON plus 6.

Their body points (BP) are equal CON plus half your STR plus 16 (rounded up).

Their recovery rate (RR) is equal to a quarter of their Con (rounded up).

Performing physically demanding actions reduces FP. When all FP has been depleted BP's are lost as the exertion takes its toll on a persons body. Damage from wounds is generally taken from FP first, then from BP's when FP's are reduced to zero.

When a characters BP has been reduced to 0 or less the character falls unconscious. If reduced to negative BP's the character must be healed back up to at least 0 BP or they will die in CON minutes.

A person will recover their RR in body points per full day of rest, light activity (such as doing desk work or light labour or walking at half the normal movement rate over good level terrain) reduces the amount of BP's recovered by half. Fatigue is recovered at the rate of 1 per 10 minutes rest, with a bonus fatigue equal to your recovery rate for every full hours rest (so you get 6 plus your RR for a full hours rest).

A character can walk at 2 + a tenth of their AGL in miles per hour, but this requires an endurance roll each hour with a DF of 0. At a forced march a person may add up to a quarter of their CON (round up) to this speed but this makes the DF equal to the extra speed.

SKILL CHANCE

Before skills are used the skill chance (SC) must be calculated. The skill chance is equal to the attribute the skill is based on plus the number of skill levels you have in the skill.

SC = Attribute + SL

MONEY

Currency is measured in English pounds, shillings and pence for simplicity. Pounds are denoted as L. Shillings and pence are separated by a / and use the prefixes ' and d respectively. So 15 pounds eight shillings and 10 pence is denoted 15L 8'/10d. For simplicity the value in pennies is shown in brackets. A starting character has 15L (3600 pennies) plus or minus any modifiers.

1 shilling = 12 pennies
20 shillings = 1 pound
240 pennies = 1 pound
1 guinea = 21 shillings
Guineas are used for more expensive luxury items

FIELD EQUIPMENT

Steel helmet 1'/6d (18d)
Waterproof coat 12'/6d (150d)
Cycle cape (waterproof poncho for cycling) 8'/11d (107d)
Paraffin on spirit stove (1 ring) 1'/- (12d)
Paraffin lamp 5'/-d (60d, lasts a week on 1 gallon of paraffin if kept very low)
Small Paraffin heater 11'/6d (138d, 96 hours on 1 gallon of paraffin,

ideal for a green house, not powerful enough for a house)
Large Paraffin heater 1L -' /-d (240d, 1 gallon of paraffin lasts for 20 hours)
Paraffin, 1 gallon -'/3d (doesn't include a container)
Army type blanket 16'/11d (203d)
Sheets, pair 8'/11d (107d)
Pair of Binoculars 2L 12'/- (700d)
Rope (per 10 feet) 5'/-d (300d)
Camouflage netting 10'/-d (120d, 6 foot X 6 foot section)
Small sack (for making sand bags) 1'/-d (for 10)
Large sack 1'/-d (12d)
Sandbags 1'/-d (12d, ready filled)
Water bottle 1'/-d (12d, 1 pint)
Water or Petrol can (5'/-d, 5 gallon)
Ball of twine -'/6d (20 yards)

CLOTHING (HALVE COST FOR POOR QUALITY, DOUBLE COT FOR TOP QUALITY, YOU ARE ASUMED TO HAVE APROPRIATE CLOTHING AT THE START OF THE GAME FOR FREE)

Leather boots 14'/9d (177d)
Waist coat 11'/9d (141d)
Woollen cardigan 8'/9d (105d)
Trousers 15'/9d (189d)
Set of underwear 3'/-d (36d)
Tam (ladies felt hat) 4'/-d (48d)
Tailored suit 2L 15'/-d (420d)
Trench coat 1L 19'/6d (474d)
Fur coat 30 guineas (7560d)
Spectacles 15'/-d (80d)

LUXURY ITEMS

Cigarettes, pack of 20 1'/4d (16d)
Cigar, each -'/8d
Bar of good soap -'/4d
Newspaper -'/1d
Radio rental 1'/11d (23d, per week)
Electric shaver 3L 3'/-d (756d)
Dartboard and darts 7'/6d (90d)

FOOD

The amount of nutrition food provides is measured in nutritional units, shortened to NU. A normal adult requires at least 10 NU per day, a child character requires 8 NU if they are under 13, or 9 NU if they are 13 or over. In desperate times you may survive on half rations but after a week your maximum body points will be reduced by 1 each day until you reach half body levels. In times of rationing a days food should be treated as one quality level lower than it actually is (so average becomes poor)
Cocoa ¼ lb 0NU -'/5d
Fruit Sweets, packet 2NU -'/6d
Fruit Sweets, tube ½NU -'/2d
1 days food (cheap) 10 NU 1'/-d (12d)
1 days food (average) 12NU 2'/-d (24d)
1 days food (good) 15NU 5'/-d (60d)
Stout, pint 1NU -'/2d
Bitter or larger, pint 0NU -'/1½ d
Mild, pint 0NU -'/1d

TOOLS

Adding machine 5'/6d (66d)
Abacus 2'/-d (24d)
Set of tools & a toolbox 4L -'/-d (960d)
Bottle of ink (¼ pint) 3'/-d (36d)
Fountain pen 1L -'/-d (240d)
Blotting paper (6 sheets) -'/4d
Paper, 1 ream (500 sheets) 2'/-d (24d)

BUYING WEAPONS

Although there is a vast production of weapons the amount of guns actually available for sale is negligible. In many countries civilian weapons are commandeered into military service for reserve troops. Weapons can be available on the black market, or a character can have a personal weapon before the war started. Those weapons marked as civilian in the notes section of the weapons tables can be bought on the open market before the war started, the price is listed with the weapon.

Military weapons are a whole different matter, firstly you must have a reason for having a military weapon. If you are in the military then you will be issued a weapon and ammunition for official use. Being outside the military requires you to have black market contacts, and a lot of cash. You must make an illicit business or streetwise roll at a DF depending on the weapons type to find a source. Once a source has been found you must spend the appropriate amount of money to buy the weapon, this cost is halved on a critical success. The actual weapon you obtain is at the GM's discretion.

Pistol, revolver: DF-2, 10L
Pistol, self loading: DF+0, 12L
Rifle, bolt action: DF+2, 15L
Rifle, Self loading: DF+4, 20L
Sub machine gun: DF+4, 15L
Rifle, automatic: DF+5, 25L
Heavy, Air cooled MG: DF+6, 50L
Heavy, Water cooled MG: DF+6, 35L
Spigot grenade launcher: DF+2, 3L
Muzzle cup grenade launcher: DF+2, 2L
Carcano mortar: DF+10 (DF+6 in Italy), 25L (10L in Italy)
Grenade, any type: DF+2, 2L
Flamethrower: DF+5
Explosives: DF-4, 1L per 1lb of damage 20 explosives.

Ammunition has a DF equal to two less than that to find the weapon, and costs double the amount of shillings as the weapons cost in pounds per 100 rounds (so a revolvers ammunition would cost 20/-d for 100 rounds).

Fuel for a flamethrower is made from commonly available materials and so is DF-6 to find and costs 6/-d per load. A crossbows ammunition is re-usable most of the time (assume ¾ of bolts shot are re-usable if you take the time to recover them).

Note that the DF is for the country where the weapon is used, all DF's are at +2 for weapons from countries foreign to the characters background.

A NOTE ON DESIGNING GUNS

It must be noted that the essence gun creation rules are not yet compatible with Our Darkest Hour

MELEE WEAPONS

Melee weapons can also be bought but they are easier to get hold of and can be bought openly.

Knife 10/-d (120d)
Bayonet 1l -/-d (240d)
Blade 1L -/-d (240d)
Sword 3L -/-d
Katana 10l -/-d (2400d) or 8L (1920d) in Japan.

USING SKILLS

The following abbreviations are used in this chapter:

SL: Skill level, the number of levels you have in a skill, (i.e. before the attribute is added).

SC: The skill chance, the actual figure you use when making a skill check, this is found by adding the SL to the attribute.

SKP: The cost of buying a level of a skill, not to be confused with skill points that are used to buy skills.

DF: Difficulty factor, how hard as skill is to use.

SKILL CHECKS

Skill checks are made by rolling a twenty-sided dice, the DF is added to the number that is rolled. This total is then compared to the skill chance (SC). If the roll exceeds the SC then the check has failed, if the roll is equal to or lower than the SC then the roll is successful.

DF's run from -5 for a very simple task, through 0 for an average task right up to 21 for something that is barely possible

DF	Difficulty
-5	'Nowt in it
-2	Simple
0	Average
+2	Challenging
+4	Demanding
+6	Difficult
+9	Very difficult
+12	Extremely difficult
+15	Nearly impossible
+21	Barely possible

Not all tasks are significant enough to require a skill check. For example, normal everyday driving would not require a roll unless the conditions were particularly bad, or the driver particularly inexperienced. Also DF's are cumulative, if a car is in poor condition and difficult to drive (DF+2) and you are attempting to swerve around a country lane at high speed (DF+4) then the total DF is +6.

At certain times luck has a great influence on whether an action will succeed or not, occasionally a lucky streak will mean you do things you wouldn't normally be capable of, or rotten luck will spoil a sure thing. To represent this rolls of 1 are always success and rolls of 20 are always a failure.

For example, Michele, a French resistance fighter, has been trying to destroy a bridge that the Germans have been using to transport tanks though France to reinforce the coastline against the D-day invasion, the bridge has been well built and she doesn't have quite enough explosives to do the job properly so the GM decides this is a DF+6 (difficult) task. Michele has not had much experience with demolitions, having only one level in the demolitions skill. This is added to her WIS of 8 to give an SC of 9. The dice is rolled yielding a 2, the DF of 6 is added making an 8. As this is not over Michele's SC the check has succeeded. The explosives go off and seriously damage the bridge so much that it cannot be used.

SOME EXAMPLES OF DF'S

These are only rough guides, the GM has overall say in what DF's are set.

Defusing an typical unexploded bomb: DF+2 (challenging)

Striping and cleaning a rifle: DF-2 (simple)

Evade a bullet whilst running evasively: DF+6 (difficult)

Evade a bullet by diving for cover: DF+4 (demanding)

OPPOSED CHECKS

Sometimes someone will be attempting to stop you from performing a certain action, in this case an opposed check is needed. An opposed check is different from a normal skill check as two characters make skill rolls, one to perform the action and the other to attempt to prevent the action. A good example of this is in a boxing contest, the boxer would make a roll to throw a punch (using sports (boxing)), whereas the defender makes a roll to block or dodge the blow (using sports (boxing), martial arts, fisticuffs or evade).

When there is an opposed check both characters make a skill check against their relevant skills. The character that succeeds by the most wins the skill check. If one side fails and the other succeeds the character that succeeds wins the check. In the case of a tie then the character with the highest skill (SC) wins, if both are equal then the check is re-rolled.

If both sides fail the check then what happens depends on what the conditions are. If the task would normally not require a check, such as attempting to push a button to set off a demolitions charge, then the character that fails by least wins the check. However if the check could normally be failed, such as shooting a target, then the check simply fails.

For example, Claude is attempting to knock a gun out of an SS officer's hand using martial arts; the GM determines that this will be at DF+2 due to the size of the weapon. The SS officer will attempt to defend by moving his hand away (evade, DF+0).

The dice are rolled, and Claude, with an SC of 12 rolls a 6, which with +2 for the DF gives an effective roll of 8, which passes by 4. The SS officer has an evade SC of 14 and rolls a 12, passing by only 2. As the SS officer has passed by the least Claude has managed to successfully knock away the weapon. The GM determines that as the difference between the rolls was 2 the weapon has only been knocked 2 feet away.

Had the SS officer rolled a 15 or more then the evade roll would have failed and Claude would have knocked away the weapon provided his martial arts roll had passed.

CRITICAL AND SPECIAL SUCCESSES AND FAILURES

Critical successes are times where you succeed particularly well; you may have produced a particularly fine piece of art or have made a particularly accurate shot. Critical successes occur whenever you roll a 7 and succeed in the skill check.

Critical failures are when things go badly, that shot may have hit a friend or an experiment may set fire to your lab. A critical failure occurs when the roll is a 13 and you fail the skill check.

In both instances of critical success and failure the number rolled refers to the number rolled on the dice, not the number after the DF is applied. At certain skill levels and DF's you will not be good enough to have a critical success, or to good to have a critical failure.

Special successes are only used in opposed rolls, but otherwise are the same as critical successes. A special success is obtained when one character beats the other by 10 or more places. For example, if one person fails by 5 and the other passes by 5 the person who passed would have a special success. A special success typically means getting some advantage over your opponent, the player should be able to choose what they do with reason (making a con check to avoid a knockout blow or an AGL check to avoid being grappled is acceptable, instant death is generally not!)

DEFAULTING SKILLS

With the exception of unique skills you can still attempt a task even if you don't have the skill for it. This is known as defaulting a skill. When defaulting a skill the SC is equal to the attribute – twice the skills cost.

The exception to this is your own language, which defaults to straight INT, though you are always considered fluent, no matter your SC.

ASSISTANCE

Other persons may assist you in certain circumstances, these circumstances and the exact rules are up to the GM but under normal circumstances each person who is assisting adds either a quarter of the SL or attribute to the highest SC.

A person could help to kick in a door (using STR), or even fire an artillery gun. But it is impossible for someone to help fire a rifle

You can also gain a benefit from having associated skills. When a skill could be used to assist you, such as an *illicit business* check using *streetwise* to assist in your local area when attempting to buy illegal food, you can add half your SL from the skill used to assist to the SC of the skill you are using.

In either case the maximum bonus you can gain from assistance is +10 unless the GM applies a different limit.

COMBAT

Over much of the world there is fighting, from the armoured tank battles in Russia and North Africa, air battles above England and Germany and resistance fighters slugging it out in occupied countries.

ROUNDS

Combat is divided up into rounds, each round being 15 seconds. During each round you may make one or more actions.

ACTIONS

An action can be one of many things, it could be moving, shooting, reloading a weapon or one of many other things.

Normally you can take more than one action in a round, the amount of actions you can take depends on how fast you are and the type of actions you are trying to take.

Actions fall into one of three types: fast, medium and slow. Fast actions are things that take a small amount of time to accomplish, firing a light pistol or slashing with a knife. Medium actions are the norm, firing a typical rifle is a medium action. Slow actions are things that take a while to accomplish, firing a burst from a machinegun for example.

The number of actions you will have in a round is dependant on your AGL or your SC (whichever is greater) divided by 3 for fast actions, 4 for medium actions and 5 for slow actions, in all cases rounded down.

Actions	1	2	3	4	5
Fast	<6	6-11	9-11	12-14	15-17
Medium	<8	8-11	12-15	16-19	20-23
Slow	<10	10-14	15-19	20-24	25-29

Table showing the AGIL or SC needed to gain a certain number of actions.

It takes one or more actions to reload a weapon, in 1 action you can:
Change a removable magazine, strip or fabric belt.

Use a stripper clip to load 5 rounds into an integral magazine.

Load a single round into a magazine, pan, drum, weapon or a revolver's chamber.

Drop 5 rounds into a hopper.

It takes two actions to:
Change a pan or drum type magazine.
Refill a strip feed box.

When you first fire a weapon it is important that it is first cocked and that any safety devices are disengaged, this takes an action. Weapons described as double action need not have this done (pulling the trigger will cock them, and safety devices are always easy to remove). Leaving a weapon cocked will eventually damage the springs, and may lead to the weapon becoming unreliable.

GUN COMBAT

Attempting to hit in gun combat is simply a matter of making a skill check. The DF of which is dependent on the range.

Each weapon has a figure for its base range measured in yards.

Short range is below half the base range, firing at someone in short range is at DF*-1

Medium range is anything over short range but below the base range, the DF for firing at medium range is DF*0

Long range is up to 3 times the base range and is DF*2.

Extreme range is up to 5 times the base range; at these ranges damage is reduced by 2 and the DF is 4.

Maximum range for a weapon is up to 10 times the base range, at these ranges the weapons damage is reduced by 5 and the DF is 8, it also takes 2 actions to fire the weapon due to the precise aim that is needed.

EVADING WEAPONS FIRE

If your opponent knows you are attempting to fire at him he may attempt to evade, this involves diving for cover or moving evasively. The roll then becomes opposed by the defending characters evade skill.

Evade a bullet whilst running: DF 6
Evade a bullet by diving for cover: DF 3

Evading takes an action, but you can take the evade action off next rounds actions if you haven't got any actions left.

DAMAGE

Guns inflict grievous wounds, and personal armour is of little value. Many weapons of the era were overpowered, that is they transmitted far more energy than they needed to be effective. A weapon that is too powerful tends to blow its way through its target leaving only a small channel of tissue disruption. This is taken into account in the weapons damage figures, but many weapons would have benefited greatly for having a lighter round.

Each weapon has a base damage, to this is added 1 for every full 2 SL's you have in the weapons skill, plus half the amount you passed the roll by.

Normally damage is subtracted from fatigue first, and then after the targets fatigue is exhausted damage is taken from body.

AFFECTS OF DAMAGE

When you have taken serious damage you are impaired. To represent this when all of your fatigue has been depleted you will use all skills at half SC.

When you have been reduced to 0 BP or lower you will fall unconscious and start bleeding to death. If you are not healed up to a positive BP total within a number of minutes equal to your CON then you will die.

SHOCK (OPTIONAL)

Taking damage can seriously affect your performance. Whenever you take damage that exceeds your characters CON (which will be most of the time) you will need to check for shock.

A shock check is a normal skill check using the endurance skill. The DF for this check is +1 for every full 10 points of damage that has just been inflicted on you (damage from previous wounds doesn't count). There are 4 different outcomes of this check:

Critical success: You are fighting fit and managed to shrug off any debilitating effects. However you still take damage as normal. In many cases you may not even realise that you've been hit due to shock!

Success: You are bleeding and will take a further point of damage at the end of each round until someone makes a successful first aid attempt on you or 5 rounds have passed.

Failure: You are seriously wounded and must make a willpower roll with a DF equal to the amount the shock roll was failed by before you make each action, if you fail the roll the action is wasted. You are also bleeding and will take a further 1 damage at the end of each round for 10 rounds unless someone makes a successful first aid check on you.

Critical failure: You have taken a debilitating wound and suffer the same affects as a failure; with the exception that an artery or vital organ has been hit and the bleeding just carries on and will not stop after 10 rounds, in addition the DF of the first aid roll is +4.

If an effect has no duration listed they wear off after an hour.

If you take more than 1 bleeding effect then the duration is extended rather than taking more damage each turn, a supply of counters can be used to keep track of the amount of turns bleeding that are left.

ARMOUR

Armour is a catch all term for anything that protects a person, object or vehicle from damage.

Each point of armour reduces the amount of damage taken by 1.

Typical armour values:

Steel: 30 per inch

4" brick wall: 25

Sandbag: 10

1" thick plank: 3

COVER

The main way to avoid taking damage is to take cover. Cover increases the DF of anyone trying to shoot at you, and may also provide some protection. The protection is in the form of armour; the exact amount depends on the type of cover you are behind. You only gain the armour protection if the roll is even, that is the roll before the DF is applied.

Some examples of cover:

Sandbags (stacked 2 high): DF+2, armour 10.

Thick undergrowth: DF+4, armour 0.

Large tree (2' diameter) DF+2, armour 35.

Brick wall (looking around): DF+4, armour 40.

Brick wall (through a hole): DF+6, armour 40.

MELEE

Melee combat covers combat using the Fisticuffs and Melee skills. The *Sports (Boxing)*, *Sports (martial arts)* and *fencing* skills may also be used in melee combat, though all serious combat use of these skills is at DF+4.

These skills are always resisted; they can be resisted by the *evasion* skill or another melee skill to deflect the blow. However if you attempt to deflect a weapon with your bare hands you are at DF+4. If your target cannot resist then the DF to hit is -5.

The damage for a melee attack is equal to the weapons base damage plus the attackers STR plus half the amount the roll was passed by.

Melee Combat Weapons

Using a melee combat weapon adds to the damage done with a melee attack. All melee attacks add half (rounded up) the characters STR to the weapons damage. Bayonets can be fitted to most rifles and all Japanese machineguns, when using a bayonet use the best of the melee or half (round up) of the rifles skill.

Weapons with the AP marked next to their damage are armour piercing and all forms of armour are rated at half their normal level.

Weapon	Skill	Speed	Damage
Fist	Fisticuffs	Fast	2
Kick	Fisticuffs	Medium	4
Knife	Melee	Fast	4
Blade	Melee	Fast	6
Spike bayonet	Melee*	Medium	3 AP
Blade Bayonet	Melee*	Medium	5
Sword	Melee	Medium	8
Katana	Melee	Fast	7 AP

FIRE DAMAGE

Fires can cause a lot of damage, with incendiary weapons causing more casualties during the war than any other type of weapon. Fires are rated in two ways, firstly there is the *intensity*, which determines how much damage the fire causes and how hard it is to put out. Secondly the *spread*, which determines how fast the fire is spreading.

Intensity is given a rating between 1 up to 100. A rating of 100 is a massive inferno, a rating of 50 is something akin to a large house fire,

30 being a large bonfire and around 10 being a small campfire.

If you are engulfed in a fire for a full round you take an amount of damage equal to the fires *intensity*, with just a brief brush with fire causing a tenth of this.

Actual incendiary weapons cause a fire with an *intensity* equal to the base damage plus the amount the weapons skill roll was passed by. More can be found on incendiary weapons on pXX.

The *spread* of a fire depends on the amount of fuel and the conditions in the area of the fire. The *Spread* is rated by the amount that the fires intensity increases or decreases each minute. A typical *spread* will be -3 (for a fire that is receding and has little fuel) or +3 for a fire that is spreading out of control.

Each minute (4 rounds) a D20 is the *spread* added to the roll of 5 or less the *spread* is reduced by 1, on the roll of 15 or more the *spread* increases by 1.

Fire also tends to ruin your good looks, reduce your APP by 1 for every 10 points of damage you take from fire, when you have healed this penalty is halved (round down) but still remains.

FIRST AID

Healing is a vital factor in the survival chances of a soldier, or anyone who is likely to take damage. Healing can be used to negate damage you have sustained.

The rate at which a person heals is governed by their recovery rate (RR for short). The RR of a person is equal to a quarter of their CON, rounded up. This is the amount of BP's they will recover per full day of bed rest. Light activity (i.e. that which does not require the expenditure of fatigue) cuts this amount by half. Fatigue is recovered at a much greater rate equal to half the characters RR for a ten-minute rest or an hours light activity, or their full RR for an hours sleep.

Body points can also be recovered by tending person's injuries, by using either the *first aid* or *surgery* skill.

In order to treat a persons wounds the character treating the wounds must make a successful skill check. If successful the character will heal half the amount the roll was succeeded by for first aid, or by the amount the roll was made by for surgery. This skill check should be made within half an hour of the damage been inflicted, and only one roll should be allowed.

The DF of the skill check is normally 0, but a field hospital will make it easier and exceptionally poor conditions (driving rain, in the midst of combat etc) will make it harder.

Fire damage is particularly hard to treat and the skill check is at DF+6. However if copious amounts of clean water are available (over a gallon) then the skill check is at DF+2.

LONG-TERM CARE

Prolonged care is important for a person to fully heal serious injuries. For this a surgery or nursing skill check can be made (a surgeon can have nurses assisting them). A skill check must be made every day; a successful check adds 1 to the amount of body points healed. An additional point is added for every 5 points the roll is made.

AUTOMATIC WEAPONS

Most standard infantry weapons towards the start of the Second World War are bolt-action rifles; these weapons fired a single shot and needed to be manually re-cocked to load another round into the chamber. However these weapons were starting to be replaced by

more modern weapons, for close in fighting the submachine gun was being introduced in most countries, gaining a fearsome reputation from German paratroopers. England was the notable exception and was slow to introduce the SMG due in part to the Thompson submachine guns association with crime. Also the support machinegun was making a big impact on the battlefield and many new tactics were being devised and refined concerning their use.

Automatic weapons fire several rounds in each action, but may only use a maximum number of rounds each round up to their ROF, their is only so fast a weapon will fire, this is a physical limitation of the weapon and all other actions are lost during the round once this limit has been reached.

Suppression fire: Suppression fire involves firing into an area to force the enemy into keeping their head down or risking being hit. When a weapon is being used for suppression fire uses 3 rounds per yard for each action in which you wish to 'suppress' them. So for example if you wished to suppress an opening 5 yards wide you would need 15 pounds per action to effectively suppress the area. Anyone caught in the area must make a willpower check with a DF of 3 or be forced to dive for cover (a dodge check DF*4). If they don't or cannot dive for cover the firer may make a weapons skill check with +5 to their skill in order to hit them. If they have taken cover you may skill make the roll to hit them but your SC will be a quarter of its normal level.

Concentrated fire: Concentrated fire is an effort to hit a single target with multiple rounds. The firer may make a number of skill checks at half their normal SC in order to hit their target depending on the number of rounds fired:

No. of rounds	Hit rolls at ½ SC
3-4	2
5-9	3
10-14	4
15-19	5
20-29	6
30-49	7
50-74	8
75-99	9
100+	10

Walking fire: Walking fire is generally used to hit difficult targets. Walking fire depends on the firer's ability to see where the weapons fire is going, and the target (tracer rounds can be used at night) the firer then 'walks' the shots towards the target. The DF of the shot is reduced by 1 for every 5 shots fired, to a minimum DF of -5. On a critical success with the skill check you may attempt to hit again, if that is a critical success then you may make a third attempt, and so on (naturally you cannot hit with more rounds than you have fired).

Self-loading (semi automatic): A self-loading or automatic weapon can fire single shots rapidly as the weapon cocks itself after every shot. Each action spent firing a self-loading or automatic weapon can be split down into two separate rushed shots. This enables the firer to make two shots in each action, though each shot has 2 added to the DF. A self-loading weapon still needs to be cocked as normal unless in rare cases it is also double action.

SUPPORT MACHINEGUNS

Arguably the king of the battlefield (rivalled by artillery and the tank), during both the first and second world wars, was the support machine gun. The support machine gun was useful as it allowed a single man, or more commonly a two-man team, to lay down a greater weight of fire than an entire squad of bolt-action rifle equipped infantry.

These revolutionary weapons are nothing new, though the way they are being deployed is improving all the time.

Machineguns are also not without their faults, they are a dreadful hog of ammunition, they are heavy and overheat easily.

WATER COOLED VS. AIR COOLED

Water cooled machineguns can sustain their fire for great amounts of time as they tend not to overheat, they can produce copious amounts of steam, and can run out of water, potentially damaging the weapon. They are also heavy, requiring several rounds to disassemble or assemble (assume 4 rounds) and three people to move (one for the weapon, one for the cooling system and tripod and one for the ammunition).

Air cooled machine guns cannot fire for as long as water cooled machineguns but are much more portable, they are commonly used as squad support weapons (or in Germanys case the squad are used to support the machinegun). When an air-cooled machinegun overheats the barrel can start to melt, potentially causing permanent damage, many weapons of this type are built to have the barrel changed and a squad will commonly have a spare barrel at hand.

Each round in which the weapon is fired subtracts one from the cooling factor, whereas each round where the weapon is not fired adds one to the cooling factor (until it reaches its original level). If the cooling factor drops bellow 0 then the cooling factor becomes a penalty to SC. So for example, if a cooling factor 3 weapon is fired for 5 rounds a -2 penalty is applied to the firers SC (3-5=-2), as the cooling factor would be at -2.

Water-cooled weapons need to have their water reservoirs filled regularly (about a quarter of a pint for every minute of firing, with a typical gun holding five pints). Should this water run out then the weapon be treated as an air-cooled weapon and will over heat at twice its normal rate (i.e. the cooling factor is reduced by 2 for each round the weapon is used).

Not all automatic weapons have this problem, sometimes a weapon will cool so fast, and it's magazine capacity is so small that it will cool sufficiently whilst the magazine is being changed, though this extra time requirement has been taken into account with the weapons ROF and the weapon will have no cooling factor listed..

The ambient temperature of the surroundings can affect the cooling factor of a weapon. Exact details are left to the GM's discretion but as a guide:

Hot desert conditions, unprotected from the sun: -2 to the cooling factor.

Hot desert, but shaded from the sun: -1 to the cooling factor.

Cold, snow on ground, water freezes: +1 to the cooling factor. Though in water-cooled guns there is a risk of the water freezing and damaging the cooling system, leading to leaks (on a roll of 15+ on a d20 roll each day). Should there be a leak it requires an hours work and a repair or craft (guns) skill check to fix, with a DF equal to the amount the roll was failed by. If there is a leak the weapon is considered to have run out of water unless it is topped up each round (taking 1 action).

Arctic conditions: +2 to the cooling factor. Though there is an even greater risk from freezing (10+ roll each day).

THE REMARKABLE KRUMMER LAUF

The German MK 43 machine gun could be fitted with the Krummer Lauf, which is a remarkable and unique piece of equipment. The Krummer Lauf is a curved barrel extension with a prismatic sight to compensate for the curve; it literally allows the firer to shoot round corners.

Two kinds of Krummer Lauf are produced, one with a 30 degree curve designed for trench work and one with a 90 degree curve designed for tank crews. Unfortunately these ingenious devices have a limited lifespan, and have the undesirable effects of slowing down the bullet and its spin, reducing the weapons range, damage and accuracy. The Krummer Lauf has a separate cooling factor, penalties from the Krummer Lauf overheating are cumulative with the normal weapon overheating, when the Krummer Lauf's penalty is -4 or greater then the Krummer Lauf is destroyed.

When using a Krummer Lauf with the MK 43 use the following modifiers:

Type	BR	BD	Cooling Factor
30°	20	14	2
90°	10	12	1

EXPERIENCE

In all your exploits you are bound to learn new things, make new discoveries and generally improve one's capabilities. Due to this there is a system that allows you to improve your character.

After you have finished playing an adventure the GM awards each player an amount of *experience points* depending on how much your character has learnt. The awards are not set in stone and the GM is free to award as little or as much experience as he likes but the following gives a rough guideline:

Participating in the adventure: 1 point

If a character took an active part in the adventure and survives they should get this award. This does not just mean helping out in combat. Many characters are not designed to fight and they should not be penalised for this. Role playing means you play a role, if you have the role of a pacifist or conscientious objector then you should play this role.

Playing in character: 1 point

Playing in character means that the player has developed a personality for their character and has abided by this personality. A good way of defining a personality is to choose a few key words that describe the character. For example you may choose vengeful, angry and foolhardy. Some players will want to write up a characters history, including such things as memorable events, what there parents were like; who their friends are etc. Often a characters personality will be quite weak at the start of the campaign, hopefully developing in time. The GM, and even the other players should encourage this kind of development. Also a characters personality may be changed by their experiences, especially whilst being exposed to the horrors of war. Witnessing horrific events is likely to radically alter a characters personality in a short space of time. It may help after every few sessions to discuss how the events are altering your characters perspectives.

Major success or major disaster: 1 point

Sometimes things just go really well; in these cases just the confidence gained makes the character better and more capable of performing difficult tasks. A major success should only be awarded when the odds are against the characters but they come through all the same. On the other hand some adventures end in disastrous failure, even in these circumstances valuable lessons can be gained.

SPENDING EXPERIENCE POINTS

You can expend experience points after a session has finished to improve your character.

You may improve your attributes by spending an amount of experience points equal to double your current attribute; this will add one to the attribute.

You can also convert experience points into skill points, in order to improve your skills, this costs 2 experience points for each skill point.

THE WEAPONS OF THE WORLD

Skill: The skill used to fire the weapon.

BR: The basic range of the weapon in yards. Firing at less than half this range is at DF-2, firing at under this range is DF+0, at 3 times this range is DF+2, at 5 times the base range the DF is +4 and the weapons damage is reduced by 2. A weapons maximum practical range is at 10 times the base range, at this range the skill check is DF+8, damage is reduced by 5 and it takes two actions to fire (due to the extra aiming involved in being able to hit anything at this range).

BD: The weapons base damage is used to calculate the amount of damage the weapon inflicts. To the weapons base damage 1 is added for every 2 SL of the firers skill and half the amount the roll is passed by (rounded down).

Speed: The weapons speed. The amount of times you can act with a weapons of a certain speed is based on the highest of your AGL or SC divided by 3 for fast weapons, 4 in the case of medium weapons or 5 for slow weapons (rounded down).

Feed: The way the weapons ammunition is loaded.

Cylinder: Typically used in revolvers. They are slow to reload but simple and reliable. **Detachable Magazine:** The easiest and most practical way to feed a weapon, a metal box holds the ammunition that can be removed and replaced with another magazine.

Integral Magazine: Common in older bolt action rifles, the ammunition is held in a metal magazine that cannot be removed. Typically ammunition is loaded by the use of a 'stripper clip', allowing several rounds to be loaded at once.

Fabric Belt: The weapon has a belt containing sometimes hundreds of rounds. This type of feed is commonly used on machineguns.

Pan: The rounds are held in a large metal pan that takes a long time to reload. A pan must be held horizontally otherwise the weapon will gain the attribute unreliable: 1, 2, 3, 4, and if turned upside-down the weapon will not be able to receive rounds from the pan (i.e. it will be able to fire once if the weapon has been cocked but after that it will not fire). It takes 2 actions to change a pan.

Drum: A drum is similar to a pan but is held vertically. Drums contain a clockwork mechanism and can work at any angle. A drum is bulky and awkward to change taking two actions to change but taking over a minute to rewind the clockwork mechanism and refill (6 rounds). Many drum fed weapons can also use detachable magazines see the weapons descriptions).

Single Round: The weapon only holds a single round must be reloaded every time it is fired.

Two rounds: Typical of weapons with two barrels. The weapon holds two rounds and each round must be reloaded separately.

Strip: The weapon uses rounds mounted on a strip. Typically weapons that use this system are a variant of the Hotchkiss guns used even before the First World War.

Strip feed box: Used on the Fiat-Revelli Modello 1914, the strip feed box contains several strips of ammunition in a box and takes 2 actions to reload.

Hopper: Practical obsolete by the First World War, the hopper uses loose rounds dropped into a hopper. A hopper fed weapon must not be turned upside-down or the rounds will fall out, if the rounds are in good order and all pointing in the same direction a handful of rounds can be dropped into the hopper, if the rounds are poorly organised (e.g. loose in a bag) then each round must be loaded individually.

Type: The general type of the weapon.

Revolver: Revolvers are a simple and reliable type of pistol, any attempts to repair them are at DF-2, and unless they are seriously mistreated or faulty they will never jam.

Self-loading: The weapon is 'semi-automatic' and loads a fresh round after it has been fired, negating the need for it to be cocked after each shot.

Bolt Action: An old but generally reliable type of weapon. A bolt-action rifle is fairly simple and repairing one is at DF-1.

SMG: Sub machine guns fire bursts of shots and use the automatic weapon rules; they have an ROF that limits the number of shots that can be fired each round. SMG's don't have a cooling factor as their magazine capacity is too low to warrant one.

Automatic: 'Automatic' weapons are typically rifles that can fire on a fully automatic setting (i.e. they continue to fire until the finger is taken off the trigger). Like SMG's automatic weapons in this class have magazine capacities too small to warrant a cooling factor and have a ROF limiting the amount of rounds that can be fired.

Air cooled MG: These weapons are fully blown support machineguns, they have a ROF and a cooling factor.

Water Cooled MG: Similar to an air-cooled machinegun but with a water reservoir for improved cooling.

Break open: This type of weapon is typically a shotgun, the barrel and chamber is hinged and can be lowered to allow spent cartridges to be removed and new rounds to be loaded.

Crossbow: The weapon fires a bolt by the use of a large flat spring. These weapons take 20 actions – the users STR to reload.

Grenade: These come in two types, these being rifle grenades and hand grenades.

Grenade launcher: these can be used to fire grenades.

Ammunition: This lists the type of ammunition used by the weapon. Some weapons can use alternative ammunition designed for other guns, these alternatives are listed in the notes section.

Notes: This section contains unique notes concerning the weapon, these notes include special attributes for the weapon.

Not all weapons are created equal, nor do the basic statistics of the weapons (i.e. BR, BD, speed) really describe the weapon with enough detail to be useful. Many weapons have certain special features and design problems which make them special in some way.

These attributes are found in the 'notes' section of the weapons table:

DOS: Date of service, i.e. the year when the weapon was first introduced. Many new weapons are being designed and rushed into production at this time. DOS is only listed if it is introduced around the era, otherwise the weapon has existed for several years before the war.

High recoil: The weapon has high recoil, a common feature on poorly designed weapons. Some weapons (such as the Enfield Rifle No.5) were cut down versions of powerful guns, made smaller and lighter to aid their portability. Inevitably this leads to higher recoil and a louder bang. High recoil weapons have a STR listed with them. If the firers STR is equal to or higher than the weapons STR requirement then the base range (BR) is halved. If your STR is 2 lower than the minimum STR then your BR will be at a quarter and you will suffer 1 point of damage for each action you spend firing the weapon.

SMG: The weapon is a sub machine gun, a type of weapon that is gaining popularity at this time. Like full-fledged machine guns the SMG can fire on fully automatic, but their magazine size is generally too small to sustain fire for long enough to worry about heat buildup. However an SMG has a ROF figure exactly like a machinegun, however this figure is roughly half of what it should be due to the time spent changing the magazine.

Cooling factor: Used in machineguns, see pXX

ROF: Rate of fire, the maximum number of rounds of ammunition that can be fired in a 15 second round (See pXX).

Unreliable: The weapon is unreliable and jams regularly. A number follows the jam attribute; this is the number(s) that the weapon will jam on. A critical failure will also probably jam the weapon as well.

All weapons gain *unreliable: 1* when in a jungle environment, if the weapon already has the unreliable attribute than it will gain an extra jam number after the highest normal jam number e.g. a weapon with unreliable 1,2 will become jam 1,2,3. A poorly treated or poorly maintained weapon may also gain the *unreliable* attribute, particularly if it is left cocked for long periods of time (more than a few hours) as this weakens the spring.

Clearing a jam takes 1 action and a successful weapon skill check with a DF equal to the highest unreliable number (so a weapon with unreliable 1,2,3 would be at DF+3 to un-jam, or at DF+0 if the weapon has not got the unreliable attribute). This involves cocking the weapon vigorously and shaking the gun to the side to release the stuck round, and probably allot of cursing to boot.

Armour piercing: The weapon is particularly good at penetrating Armour, and halves the value of any armor for that attack. The weapon could possibly fire a bullet having a steel core, or it has a shaped explosive warhead.

Often a range will accompany this attribute, this is the maximum range that the weapon will have the armour-piercing attribute, after this range the armour piercing has no effect and the shot is treated as a normal shot. If the weapon has a tripod or bipod then this must be used otherwise firing the weapon is impossible.

Double action: There is no need to cock the weapon before use, typical on revolvers and some pistols such as the Walther P38, though it is used on some other weapons.

Bipod: The weapon has a folding bipod and should be used from a prone position. If the bipod is not used base range (BR) is halved.

Tripod: The weapon has a tripod and cannot be fired without it been used, typically requiring the fired to be in the prone position.

Heavy: A heavy weapon is not very manoeuvrable, typically requiring two people to move and 2 rounds to set up or dismantle (or 4 rounds for 1 person).

Shotgun: Shotguns are particularly ineffective against armour, and any armour has double its normal rating. However shotgun wounds are difficult to treat adding +4 to the DF to treat any person who has wounds from a shotgun.

Area of effect: The weapon covers an area, -1 to BD for every foot away from the centre of the explosion, the area of effect ends when the BD reaches 0.

EQUIPMENT FOR GUNS

Pistol stock: A pistol stock can be added to a weapon that uses the pistol skill. All skill rolls then effectively use the rifle skill. Skill penalties for using the weapon one handed are doubled.

Muzzle cup: Used for firing grenades.

Spigot: Used for firing grenades.

Carcano Mortar: By 1939 practically every nation had a means of firing grenades from a rifle, generally using a Muzzle cup or a spigot. The notable exception to this is the Italians who decided it would be better to attach a small mortar to the side of their rifles! This proved to be rather awkward due to the extra weight and the fact that the mortar used the same bolt as the gun, requiring ten actions to swap the bolt from the rifle to the mortar and visa versa.

Sokolov carriage: A type of mount used by the soviets, this adds a carriage and a set of wheels (changed to skis in the snow) which can be pulled along at normal speeds like a miniature artillery piece by a single person or a group with a total STR of 10, with a STR or combined STR of 5-9 the mount can be pulled along at half speed. Using a Sokolov carriage negates the tripod, bipod and heavy weapon attributes of a weapon and is predominantly used with the Maxim 1910.

UK Weapons		Skill	BR	BD	Speed	Feed	Type	Ammunition	Notes
Webley and Scott Mk VI	Pistol	10	12	Fast	6 round fixed cylinder	Revolver	Revolver	.455" SAA Ball	High recoil: STR 8+. Double action
Enfield Revolver no. 2	Pistol	15	9	Fast	6 round fixed cylinder	Revolver	Revolver	.380" SAA Ball	Poorly designed holster, takes 2 actions to draw. DOS 1936. Double Action
Enfield Rifle No.1, mark 3	Rifles	35	20	Medium	10 round integral magazine	Bolt action	Bolt action	.303" SAA	
Enfield Rifle No.4	Rifles	33	20	Medium	10 round detachable magazine	Bolt action	Bolt action	.303" SAA	DOS 1938
Enfield Rifle No.5	Rifles	25	19	Medium	10 round detachable magazine	Bolt action	Bolt action	.303" SAA	High recoil: STR 7+. DOS 1945, withdrawn in 1946
9mm Sten Mk.2	Rifles	12	9	Fast	32 round detachable magazine	SMG	SMG	9mm Parabellum	DOS 1941. ROF: 70
Bren Gun	Heavy	45	19	Medium	30 round detachable magazine	Air cooled MG	Air cooled MG	.303" SAA	If there are more than 28 rounds in the magazine before firing then the weapon becomes unreliable 2.
									Cooling factor: 6. ROF: 125. DOS 1935. Bipod. Copy of the Czechoslovakian ZB30 with some minor improvements.
Vickers MMG	Heavy	50	19	Slow	250 round fabric belt	Water cooled MG	Water cooled MG	.303" SAA	Cooling factor: 10. ROF: 112. Variants having 30 round detachable magazine or a 96 round drum. Tripod. Heavy.
Boys MK*1 & 2 (anti tank)	Heavy	65	35	Slow	5 round detachable magazine	Bolt action	Bolt action	.55" Boys	DOS 1937. Armour piercing: 350 yards. Bipod
Lewis	Heavy	40	19	Medium	47 or 97 round pan	Air cooled MG	Air cooled MG	.303" SAA	Cooling factor: 2. ROF: 235. Bipod

Japanese Weapons		Skill	BR	BD	Speed	Feed	Type	Ammunition	Notes
14 Nen Shiku Kenju (Nambu)	Pistols	11	8	Fast		8 round detachable magazine	Self loading	8mm Taisho 14	Looks like a Luger but works like a Glisenti
94 Shiki Kenju (type 94)	Pistols	10	7	Fast		6 round detachable magazine	Self loading	8mm Taisho 14	BD drops by 1 at long range and over
Arisaka Model 1905	Rifles	40	17	Slow		5 round integral magazine	Bolt action	6.5mm Meiji 30	Large bayonet, -1SC to fire when fitted but +2 damage when used
100 Shiki Kikatanju	Rifles	13	7	Fast		30 round detachable magazine	SMG	8mm Taisho 14	ROF: 50. 1944 pattern has ROF: 100
Nen Shiki Kikanju (type 11)	Heavy	30	16	Slow		30 round hopper	Air cooled MG	6.5mm Meij reduced load	ROF: 125. Cooling factor: 3. Variants with 30 round detachable magazines, telescopic sights and bayonets (-2 SC to hit anything with a bayonet due to the weight of the gun).
Shiki Kikanju	Heavy	32	16	Slow		30 round detachable magazine	Air cooled MG	7.7mm Shiki 99	ROF: 125. Cooling factor: 3
(type 99)									
Kyunana Shiki 20mm	Heavy	65	44	Slow		7 round detachable magazine	Automatic	20mm short case AT	ROF:25. Cooling factor:3. Armour piercing: 350 yards

French Weapons		Skill	BR	BD	Speed	Feed	Type	Ammunition	Notes
Modèle d'ordonnance 1892	Pistol	9	9	Fast	6 round cylinder	Revolver		8mm Cartouche Mle 1892	Double action
	MAS 1935A	Pistol	10	10	Fast	8 round detachable magazine	Self loading	7.62mm long	DOS: 1935
Berthier 07/15	Rifle	35	20	Slow	3 round integral magazine	Bolt action		8mm Cartouche Mle 86	Unreliable 1
MAS 36	Rifle	39	19	Slow	5 round integral magazine	Bolt action		7.5mm Cartouche Mle 29	DOS:1932, spike bayonet
Pistolet Mitrailleur Modèle 38 (MAS 38)	Rifle	8	8	Fast	32 round detachable magazine	SMG		7.65 long auto pistol	DOS:1938, though rare until 1940, ROF: 140
Chatelleraut Modèle 24/29	Heavy	42	19	Slow	25 round detachable magazine	Air cooled MG		7.5mm Cartouche MLE 24/29	ROF 125, cooling factor 2. Bipod

German Weapons		Skill	BR	BD	Speed	Feed	Type	Ammunition	Notes
Walther P38		Pistol	15	9	Fast	8 round detachable magazine	Self loading	9mm Pist Patr 08	Double action
Mauser Karabiner Kar 98K		Rifles	40	18	Slow	5 round integral magazine	Bolt action	7.92mm Gewehr Patrone 98	
Mauser C96		Pistol	15	9	Fast	10 round integral magazine	Self loading	7.63mm Mauser Patrone	The automatic variant has 20 round integral magazine but -2 to SC. Comes with a combined wooden pistol stock and holster.
Mauser 98		Rifles	40	18	Slow	5 round integral magazine	Bolt action	7.92mm Gewehr Patrone 98	
Maschinen Pistole 28/II (MP 28)		Rifles	12	9	Fast	20, 32 or 50 round detachable magazine	SMG	9mm Parabellum	ROF: 60
Maschinen Pistole		Rifles	12	9	Fast	32 round detachable magazine	SMG	9mm Parabellum	DOS 1940. ROF: 160
Luger P08		Pistol	15	9	Fast	8 round detachable magazine		9mm Pist Patr 08	
Gewehr 43 (G43)		Rifles	35	17	Medium	10 round detachable magazine	Self loading	7.92mm Gewehr Patrone 98	DOS 1943
Gewehr 41 (G41)		Rifles	35	17	Medium	10 round integral magazine	Self loading	7.92mm Gewehr Patrone 98	DOS 1941
Fallschirmjäger Gewehr 42 (FG 42)		Heavy	35	17	Medium	20 round detachable magazine	Air cooled MG	7.92mm Gewehr Patrone 98	Cooling factor: 5. ROF: 187. DOS 1942. Copied by the US as the M60. Bipod
Maschinen Karabiner 43 (MK 43)		Heavy	40	16	Medium	30 round detachable magazine	Air cooled MG	7.92 mm Pist Patr 43	Cooling factor: 6. ROF: 125 DOS 1943. Can be fitted with the Krummer Lauf (see pXX)
Maxim 08		Heavy	60	17	Slow	250 round fabric belt	Water cooled MG	7.92mm Gewehr 98	Tripod. Heavy. Cooling factor: 60. ROF: 75
Mashinengewehr 34 (MG 34)		Heavy	38	17	Slow	50 round fabric belt or 75 round drum.	Air cooled MG	7.92mm Gewehr 98	Cooling factor: 4. ROF: 225. Bipod. Sensitive to dust. mud and snow, in these conditions add unreliable 1. Pulling the top half of the trigger makes the weapon fire as a self-loading rifle, the bottom half triggers the automatic mode.
Mashinengewehr 42 (MG 42)		Heavy	38	17	Medium	50 round fabric belt	Air cooled MG	7.92mm Gewehr 98	Cooling factor: 4. ROF: 300. Bipod. DOS: 1942.
Lehky Kulomet ZB 30		Heavy	39	17	Medium	20 round detachable magazine	Air cooled MG	7.92mm Gewehr 98	The ROF can be altered (requires the weapon be stripped down and settings altered on the gas system). An ROF of 325 gives -1 to the cooling factor, an ROF of 275 gives +1 to the cooling factor.
Panzerbuchse modell 38 (PzB 38)		Heavy	70	34	Medium	Single Round	Sliding Bolt (treat as bolt action)	7.92mm/13mm Anti-Tank	Cooling factor 3. ROF 125. Bipod. Czechoslovakian gun used by some German reserve units. DOS: 1938. Armour piercing 300 yards. Bipod
Panzerbuchse modell 39 (PzB 39)		Heavy	65	34	Slow	Single Round	Sliding Bolt (treat as bolt action)	7.92mm/13mm Anti-Tank	DOS: 1939. Armour piercing 400 yards. Bipod. Simplified version of the PzB 38
Panzerbuchse MSS 41		Heavy	75	40	Slow	10 round detachable box magazine	Bolt action	20mm high velocity	DOS: 1941. Armour piercing 300 yards. Bipod.

Italian Weapons		Skill	BR	BD	Speed	Feed	Type	Ammunition	Notes
Pistola Automatica Glisenti Modello 1910	Pistols	11	7	Fast	7 round detachable magazine		Self loading	9mm Cartuccia Pallatola	Some production carried out by Metallurgia Bresciana Temprini under the name of Brixia, sometimes known as the Brixia-Glisenti. 9mm parabellum ammunition will fit the Glisenti, but will may (15+ roll on a separate D20) cause it to explode inflicting D20 damage to the user.
Pistola Automatica Beretta Modello 1934	Pistols	12	8	Fast	7 round detachable magazine		Self loading	7.65mm automatic pistol	Can be re-barrelled for 9mm short cartridge (use standard characteristics) or Glisenti 9mm (add high recoil: STR 4+, BR:11, BD: 7). The magazine is difficult to remove when the last round has been fired (2 actions to change the magazine if there are no rounds remaining).
Fucile Modello 1891 (Carcano)	Rifles	30	15	Slow	6 round Mamllicher charger		Bolt action	6.5mm Cartuccia Pallotola Modello 1895	Gains unreliability:1 in muddy and damp conditions. A 7.35mm ammunition can be used after 1937 (but requires factory modifications) giving BR: 37 and BD: 18, however this ammunition is scarce and many rifles were converted back.
Fucile Modello 1891/38 (Carcano TS)	Rifles	25	13	Slow	5 round integral magazine		Bolt action	6.5mm Cartuccia Pallotola Modello 1895	Has a folding bayonet. DOS 1938
Moschetto Automatico Modello 1938A	Rifles	11	8	Fast	10, 20, 30 or 40 round detachable magazine		SMG	9mm Cartuccia Pallotola Modello 38A	DOS 1938. ROF: 75. Has two triggers, the rear trigger fires the weapon as an automatic whereas the forward trigger fires single shots (as a self loading weapon)
Pistola Mitragliatrice Beretta Modello 1938/42	Rifles	12	9	Fast	20 or 40 round detachable magazine		SMG	9mm Parabellum	DOS 1942. ROF: 70. Has two triggers, the rear trigger fires the weapon as an automatic whereas the forward trigger fires single shots (as a self loading weapon).
Breda Modello 1930	Heavy	35	14	Slow	20 round detachable magazine		Air cooled MG	6.5mm Cartuccia Pallotola Modello M95	ROF: 115. Cooling factor: 4. Unreliable: 1 increasing to unreliable 2 if not cleaned everyday. Bipod
Fiat-Revelli Modello 1914	Heavy	38	14	Slow	50 round strip feed box		Water cooled MG	6.5mm Cartuccia Pallotola Modello M95	ROF: 100. Cooling factor: 5. Unreliable: 1 if not cleaned everyday. Tripod.
Breda Modello 1937	Heavy	42	21	Slow	20 round strip		Air cooled MG	8mm Caruccia Pallotola Modello 35	ROF: 112. Cooling factor: 4 Unreliable: 1 increasing to unreliable: 1, 2 if not cleaned everyday. Tripod.
Fucelle Anticarro Solothurn da 20mm (Solothurn S.18/1000)	Heavy	80	45	Slow	10 round detachable magazine		Self loading	20mm special	Tripod. Armour piercing: 500 yards. High recoil: STR 8+. Takes 3 actions to reload. DOS: 1932 but rare before 1941. Purchased from Switzerland.
Carcano mortar	Heavy	12	35	Slow	Single round (grenade)		Grenade launcher	Ballistile catridge & a grenade	Attaches to a Carcano rifle, fires a grenade. 2 actions to reload, 1 to fire. Area of effect. Uses the same bolt as the rifle, 10 actions to swap the bolt between weapons.

American Weapons		Skill	BR	BD	Speed	Feed	Type	Ammunition	Notes
Colt (M1911A1)		Pistol	20	13	Fast	7 round detachable magazine	Self loading	.45 inch M1911	High Recoil: STR: 6+
Smith & Wesson 1917		Pistol	20	13	Fast	6 round fixed cylinder	Revolver	.45 inch M1911	High Recoil: STR 6+. Double Action
Springfield M1903		Rifle	38	18	Medium	5 round integral magazine	Bolt Action	.30 inch M1906	The Model 1903A4 variant has a telescopic sight and a BR of 38
M1 Garand		Rifle	35	18	Fast	8 round integral magazine	Self loading	.30 inch M1906	
Carbine M1		Rifle	28	16	Fast	15 or 30 round detachable magazine	Self Loading	.30 inch M1 Carbine	A later automatic version never saw action
Thompson .45 SMG		Rifle	12	12	Fast	20 or 30 round detachable magazine o3 a 50 or 100 round drum	SMG	.45 inch M1911	ROF: 100
M3A1 'grease gun'		Rifle or Pistol	13	12	Fast	30 round detachable magazine	SMG	.45 inch M1911	ROF: 80
Browning automatic rifle (BAR)		Heavy	38	17	Slow	20 round detachable magazine	Air cooled MG	.30inch M1906	ROF: 125, Cooling factor: 3, bipod
Browning M1919A4		Heavy	38	17	Slow	250 round fabric belt	Air cooled MG	.30inch M1906	ROF: 125, cooling factor: 4, tripod, heavy
Browning .30		Heavy	38	17	Slow	230 round fabric belt	Air cooled MG	.30inch M1906	ROF: 125, cooling factor 3, tripod, heavy
Browning .50		Heavy	45	28	Slow	110 round fabric belt	Air cooled MG	.50inch	ROF: 125, cooling factor: 1, tripod, heavy, armour piercing 100 yards

Soviet Weapons		Skill	BR	BD	Speed	Feed	Type	Ammunition	Notes
Nagant model 1895		Pistols	10	10	Fast	7 round cylinder	Revolver	7.62mm revolverni	Originally made in Belgium with production moved to the Tula arsenal
Pistolet Obr 1933 (T33)		Pistols	15	9	Fast	8 round detachable magazine	Self loading	7.62mm Patron Obr 1930g	Can use German 7.63mm Mauser Patrone ammunition but gains unreliable 1
Mossin Nagant		Rifles	37	20	Slow	5 round integral magazine	Bolt action	7.62mm patron obr 91g	
Negant Carbine		Rifles	37	20	Slow	5 round integral magazine	Bolt action	7.62mm patron obr 91g	
SVT 38 (Tokarev)		Rifles	38	19	Medium	10 round detachable magazine	Self loading	7.62mm patron obr 91g	Gains unreliable: 1 after two years of normal use.
SVT 40 (Tokarev)		Rifles	38	19	Medium	10 round detachable magazine	Self loading	7.62mm patron obr 91g	DOS: 38
AVT (Tokarev)		Rifles	38	19	Medium	10 round detachable magazine	Automatic	7.62mm patron obr 91g	ROF: 50
PPSh-41		Rifles	11	9	Fast	71 round drum, or after 1943 a 35 round detachable magazine	SMG	7.62mm Patron Obr 1930g	ROF: 120. Can use German 7.63mm Mauser Patrone ammunition but gains unreliable 1. DOS: 1941
PPSh-43		Rifles	11	9	Fast	35 round detachable magazine	SMG	7.62mm Patron Obr 1930g	ROF: 100. Can use German 7.63mm Mauser Patrone ammunition but gains unreliable 1. DOS: 1943
DP-28		Heavy	35	18	Slow	47 round pan. Tank and aircraft versions hold 60 rounds.	Air cooled MG	7.62mm patron obr 91g	ROF: 150. Cooling factor: 2. Bipod
SG-43		Heavy	35	18	Slow	50 round belt	Air cooled MG	7.62mm patron obr 91g	DOS: 1943. ROF: 145. Cooling factor: 3. Tripod. Heavy or Sokolov carriage
PTRD		Heavy	70	32	Slow	Single round	Bolt action	14.5mm patron obr 1941g	DOS: 1941. Armour piercing: 500 yards. Bipod
PTRS		Heavy	70	32	Slow	5 round integral magazine	Self loading	14.5mm patron obr 1941g	DOS: 1941. Armour piercing: 500 yards. Bipod

Other Weapons	Skill	Country	BR	BD	Speed	Feed	Type	Ammunition	Notes
Browning Hi-power	Pistol	Belgium	15	10	Fast	13 round detachable magazine	Self loading	9mm Parabellum	UK issue sidearm from 1946
.22 target rifle	Rifles	N/A	25	6	Medium	Single round	Bolt action	.22 rim fire	Civilian (15L)
Shotgun (single barrel)	Rifles	N/A	15	14	Medium	Single round	Break open	12 Gauge	Shotgun. Civilian (12L)
Shotgun (double barrel)	Rifles	N/A	15	14	Medium	Two rounds	Break open	12 Gauge	Shotgun. May fire both barrels simultaneously (+4 damage -5 SC). Civilian weapon (15L)
.22 pistol	Pistol	N/A	10	5	Fast	10 round removable magazine	Break open	.22 rim fire	Civilian (7L)
Hand Grenade	Throwing	N/A	STR/2	30	Slow	N/A	Grenade	N/A	Area of effect. Alternatively smoke grenades can be used to obscure vision. A single smoke grenade produces allot of smoke which can last for a long time in still weather. The exact effects of a smoke grenade are dependent on the weather, allow radius of 25 meters in still weather, subtracting 1 meter upwind and adding 1 meter downwind of the impact point for every 1 mile per hour of the wind (the cloud will dissipate in 10 rounds -1 round for each 5 MPH of wind).
Crossbow	Rifles	N/A	10	8	Medium	Single bolt	Crossbow	Crossbow bolts	Relatively quiet, Detect roll required to hear under most circumstances. May also be drugged. Civilian (4L)
Muzzle cup grenade	Rifles	Various	10	30	Slow	Single round	Grenade launcher	Special round & a special grenade	Attaches to a rifle, fires a grenade. 2 actions to reload, 1 to fire. Area of effect.
Spigot grenade	Rifles	Various	11	25	Slow	Single round	Grenade launcher	Special round & a special grenade	Attaches to a rifle, fires a grenade. 2 actions to reload, 1 to fire. Area of effect.
Maxim 1910	Heavy	Various	50	18	Slow	250 round fabric belt	Water cooled MG	Water cooled MG	ROF: 137. Cooling factor: 5 Tripod and heavy or Soviet Sokolov carriage. In common use by the soviets (the soviet version is listed) though it remains in use through several armies (the UK Vickers is a development of the maxim)
Hotchkiss 1914	Heavy	Various	48	19	Slow	24 or 30 round strip	Air cooled MG	8mm Cartouche Mle 86 (8mm Libel)	A first world war weapon in common use in France and reserve armies (the French version is listed); ROF 125; Cooling Factor 4; unless the metal strips are kept in perfect condition the Hotchkiss gains unreliable 1. A special 'belt' made of 3 strips of ammunition can be used allowing the gun to hold 90 rounds, however this gives the weapon unreliable 1 (or unreliable 1, 2 if the strips are not in perfect condition). Tripod. Heavy
Flamethrower	Heavy	Various	5	5*	Slow	30 fuel points	N/A	Fuel & propellant	Causes a fire with an <i>intensity</i> equal to the damage inflicted multiplied by the number of fuel points expended and a <i>spread</i> equal to the amount of fuel points used. Up to 5 fuel points can be used in each 'shot' in a typical flamethrower though you may spread these fuel points between targets within 10' of each other by loosing 1 fuel point per target (so you could use 2 fuel points against 2 targets at the cost of 5 fuel points.