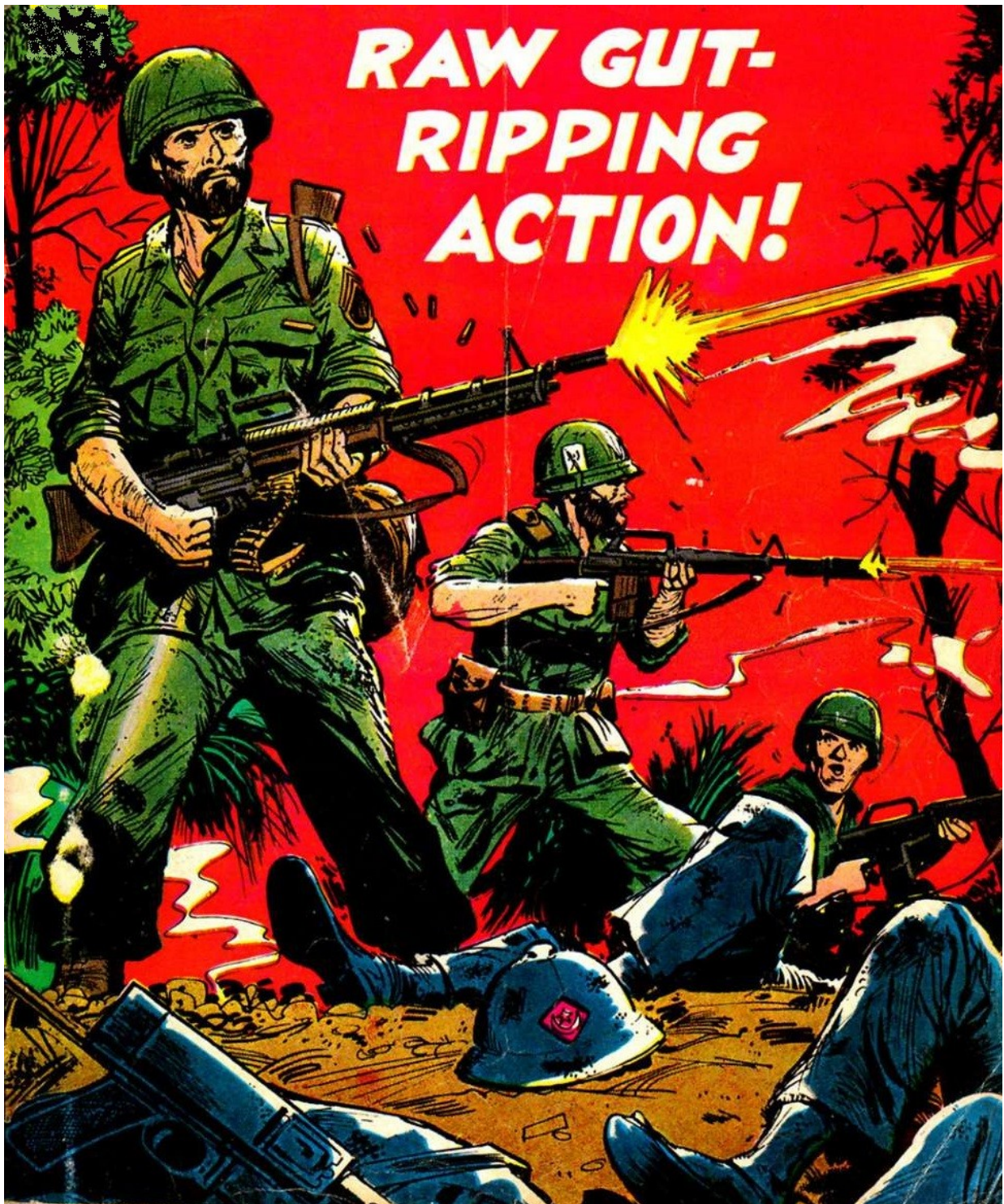


Uncanny War Stories X!



Welcome to Uncanny War Stories - X!

Gut-ripping action! Spine-chilling exploits! Hair-raising thrills! Gruesome tales of combat and adventure using familiar rules! Who wants to read through reams of text just to get to the action? No-one right? These rules assume you know how to role play. They assume you know about "Golden Age" comic book pulp war fiction (heroic deeds through a retro lens). They assume you know how OSR products work. There, it's done. You know how to play already. Just get on with it. Krump! Kaboom! Rat-a-tat-tat!

Ability Scores

The standard way to create ability scores is to roll 3d6 in the order listed below:

Strength: You can use your Str bonus to modify your "to-hit" and damage results in melee.

Intelligence: You can use your Int bonus to give you bonus languages. Talismen receive a bonus level 1 spell with an Int of 15+.

Wisdom: You can use your Wis bonus to protect your *Sanity* against horror saving throws. *Para-Medics* receive a bonus level 1 spell with a Wis of 15+.

Constitution: You can use your Con bonus to gain additional hit points on each HD. Hit Die (HD) are rolled with a d4, d6, d8 or d10.

Dexterity: You can use your Dex bonus to modify your "to-hit" number with ranged (also called "missile") weapons and modify your character's armor class.

Charisma: Characters with a Cha of 15+ start the game with a rank if they are in the military 1-3 Corporal, 4-5 Sergeant, 6 Master Sergeant. If a Leader, then 1-3 Lieutenant, 4-5 Captain, 6 Major.

Attribute Bonus

Attributes scores of 13-15 have a bonus of +1; 16-17 get +2 and 18 gets +3.

Attribute scores of 5-7 have -1 and 3-4 have -2.

Sanity

This statistic represents the PC's descent from a stable and healthy mental state into confusion and mental instability. As characters encounter abnormal creatures, witness horrific events and master forbidden knowledge, their sanity score, and their ability to function as a normal member of the human race, deteriorates.

A character's starting sanity (San) is Cha x 5. This score represents a starting character's current San, as well as the upper limit of San that can be restored by medical treatment. After creation, a character's current San often fluctuates considerably and might never again match starting sanity. A change in a character's Cha score changes his or her starting San in terms of what treatment can restore. Current San, however, does not change if Cha rises or falls.

Each time a character advances in level he or she recovers 1 San and raises starting San by 1 point.

Armor Class

Armor Class (AC) rates how difficult it is to hit and be hit. It is set out as AC XX; the XX represents the armor class and determines how easy/difficult it is to hit that AC. There isn't much in the way of armor in this genre, so some classes get bonuses to their AC.

Example: An unarmored man would be AC10, while one with a Dex of 13 would be AC11.

Levels

Characters gain levels by completing adventures. After completing two adventures, a character progresses to 2nd level in their chosen class. Upon completing three more adventures, a character progresses to 3rd level and so on.

Saving Throw

This number is used to resist the effects of threats and other things that can harm your person, like mental attacks, horror, falls and evasions, toxins, environmental dangers and so on. You also use this number to perform tasks/class abilities (called *Task Checks*). Some tasks can be attempted by anyone at the GMs discretion, using the basic number, and others receive a bonus if it is within their class abilities.

Covert

The Covert is a spy or agent whose job it is to gather information – often well into enemy territory.

Hit Dice: 6 HP at 1st level, then 1d6 at each level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. Coverts also get +1 on *Saving Throws* vs. interrogation and being lied to.

Basic Hit Bonus (BHB): +1 at 3rd level, +2 at 5th level.

AC Bonus: +1 at 1st, +2 at 3rd and +3 at 5th level.

Weapons: Coverts can use any pistol or smg.



Coverts have class abilities as follows:

- **Assess:** Coverts are able to study another individual for a few minutes and work out something about them; such as their class, their level, maybe any hidden agendas and anything else the GM sees fit to divulge. They receive +2 to their task roll for this.
- **Contacts:** You have one contact at 1st level and gain another one at 2nd level and plus one at each level thereafter. The contact can be from a range of backgrounds – usually in the resistance, but other services (Navy, Air Force, Marines etc.) would be appropriate. They could even have contacts in the enemy services. These contacts generally have some useful information or can help out the character in some way (providing a safe house, weapons, information etc.) that they will freely give to the character provided it is within the realms of information they might have access to.
- **Covert skills:** Coverts have +2 to succeed at *Disguise, Opening Locks, Notice, Pick Pockets, Hiding in Shadows* and *Moving Silently*.
- **Forged Papers:** The Covert can obtain easily-forged documents like travel passes, ration coupons, etc. More intricate documents like money are beyond the abilities of most Covert forgers. The exact quality of the forgery is up to the GM.
- **Surprise Attack:** When attacking from behind or by stealth, the Covert gets +4 to hit and x2 damage. This rises to x3 damage at 6th level.

Recon

Recons are sneaky, fast and observant. They often operate in advance of the main group to check the lay of the land and make sure they aren't walking into an ambush.

Hit Dice: 8 HP at 1st level, and 1d8 per level thereafter.

Saving Throw: 14 at 1st level, 13 at 2nd, 12 at 3rd, 11 at 4th, 10 at 5th and 9 at 6th level. Recons get +1 on *Saving Throws* vs. death and evasion.

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 4th level and +3 at 6th level.

AC Bonus: +1 at 1st, +2 at 3rd and +3 at 5th level.

Weapons: The Recon can use any weapon.

Recons have class abilities as follows:

- **Surprise Attack:** When attacking from behind or by surprise (including by sniper fire), the Recon gets +4 to hit and x2 damage. This rises to x3 damage at 6th level.
- **Recon Skills:** The Recon has a +2 to succeed at *Climbing, Finding/Removing Booby Traps, Notice, Hiding in Shadows, Track* and *Moving Silently*.
- **Vehicles:** Recons can drive wheeled and tracked military vehicles at +2 to their Task Check.

Leader

The leader has had officer training and has learned how to get the best out of his troops and exploit enemy weaknesses.

Hit Dice: 8 HP at 1st level, and 1d8 at each level thereafter.

Saving Throw: 15 at 1st, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. The Leader also gets +1 on *Saving Throws* vs. death, horror and evasion.

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 4th and +3 at 6th.

AC Bonus: +2 at 1st, and +1 at 3rd and 5th level

Weapons: The Leader can use any weapons.

The Leader gets the following class abilities:

- **Radio for Support:** Once per 2 levels per adventure, the Leader can call for air or artillery support.
- **Command:** Once per adventure, Leaders can enable their troops to make a second *Saving Throw* vs. Magical or fear-like effects by using their command ability as long as their troops can hear them. They can do this twice at 4th level.
- **Tactician:** Leaders can assess a tactical situation or ambush to provide a number of their troops equal to the Leader's level with a +1 modifier to their attack and damage rolls. They can do this once per two levels per adventure.
- **Weapon Trained:** Leader can choose one weapon type (revolver, heavy revolver, smg, rifle etc.) with which they receive +1 to hit and damage.

Grunt

Grunts are the ultimate soldier – they prefer to meet the enemy head on with the best firepower at their disposal or with their bare hands if necessary

Hit Dice: 10 HP at 1st level, and 1d10 at each level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. Grunts also get +1 on *Saving Throws* vs. death, poisons, disease, horror and interrogation

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 3rd, +3 at 4th, +4 at 5th and +5 at 6th level.

AC Bonus: +1 at 1st, +2 at 3rd and +3 at 5th level.

Armour & Weapons: Grunts can use any weapon.

Grunts get the following class abilities:

- **Combat Machine:** Grunts get one attack per level each round against foes of 1 HD or fewer, using unarmed combat techniques and/or advanced weapon training.
- **Grunt Skills:** Most Grunts have had a physical profession of some sort before the army – they receive one choice of the following at +2 to their roll: *Mechanic, Dock Worker, Miner, Driver, Seaman, Builder, Blacksmith, Lumberjack, Steeplejack* etc.
- **Vehicles:** Grunts can drive wheeled and tracked military vehicles at +2 to their Task Check.
- **Weapon Trained:** Grunts can choose one weapon type (knife, fists, rifle, smg, mg) with which they receive +1 to hit and damage.



Para-Medic

This is the guy that puts injured troops back together again – only the Para-Medic has mystical powers in his protective and curative arsenal.

Hit Dice: 6 HP at 1st level and 1d6 per level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. *Para-Medics* get +1 on *Saving Throws* vs. death, magic and poison.

Basic Hit Bonus (BHB): +1 at 4th level.

AC Bonus: +1 at 2nd, +2 at 4th and +3 at 6th level.

Weapons: *Para-Medics* can use any handgun, rifle or smg.

Para-medics have class abilities as follows:

- **Occult Knowledge:** *Para-Medics* have researched many mysteries and have a profound knowledge of the supernatural. They receive +2 to task rolls involving these mysteries.
- **Spells:** *Para-Medics* have some spells at their disposal – mainly of a protective or healing nature. At 1st level, they can choose a level 1 spell. At 2nd level, they can choose another level 1 spell. At 3rd level they get a level 2 spell. At 4th level, they get another level 1 spell. At 5th level they get another level 2 spell. At 6th level, they get a level 3 spell.

Para-Medic spells – level 1

Cure Wounds

Range: *Touch* **Duration:** *Immediate*
This spell cures 1d6+1 hit points of damage.

Detect Magic

Range: *60 ft* **Duration:** *20 minutes*
The caster can perceive the presence of magic.

Detect Evil

Range: *120 ft* **Duration:** *60 minutes*
This spell enables the caster to detect evil creatures, thoughts, intentions or cursed objects.

Purify Food & Drink

Range: *10 ft* **Duration:** *Immediate*
All food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Sanctuary

Range: *Self* **Duration:** *1 minute per level*
As long as the *Para-Medic* is doing nothing to endanger the enemy, the spell creates an aura that means the enemy will not attack or otherwise engage the caster.

Spiritual Protection

Range: *Caster only* **Duration:** *2 hours*
Creates a magical field of protection around the caster to block out creatures with ill-intent, who suffer -2 penalty to hit. The caster also gains +2 on *Saving Throws* against such attacks.

Undead Turning

Range: *60 ft* **Duration:** *Concentration*
This spell requires the caster to hold forth a cross of iron, bronze, silver or gold. The undead (or demon) will back away from the caster whilst he concentrates and speaks appropriate words. The table below shows the level of the caster and the number of undead that can be affected by the spell.

Type	1	2	3	4	5	6
Skeleton	2d4	2d6	3d6	D	D	D
Zombie	1d6	2d4	2d6	3d6	D	D
Ghoul	1d4	1d6	2d4	2d6	3d6	D
Wight	1d3	1d4	1d6	2d4	2d6	3d6
Wraith	1	1d3	1d4	1d6	2d4	2d6
Fiend	*	1	1d3	1d4	1d6	2d4
Vampire	*	*	1	1d3	1d4	1d6
Demon	*	*	*	1	1d3	1d4

D= automatically destroyed *=Cannot affect

Para-Medic spells – level 2

Find Booby Traps

Range: 120 ft **Duration:** Immediate

You sense the presence of any trap within range that is within line of sight.

Gentle Repose

Range: Touch **Duration:** 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

Protection from Poison

Range: Touch **Duration:** 1 hours

Neutralizes any poison in the person touched and gives +2 to Saving Throws against poison for the duration

Silence

Range: 120 ft **Duration:** Concentration

For the duration, no sound can be created within or pass through a 20-ft-radius sphere centered on a point you choose within range.

Para-Medic spells – level 3

Dispel Magic

Range: 60 ft **Duration:** Immediate

This spell cancels magical spells and effects (even from talismans). It will only negate the spells of a lower level caster.

Witch Sight

Range: 150 ft **Duration:** 1 minute per level

This spell makes your eyes glow blue and allows you to see magical auras, the true form of shape changed beings, invisible objects/creatures and other similar things at the GM's discretion.

Tongues

Range: Self **Duration:** 1 hour per level

You can speak and understand any language spoken during the time the spell lasts

Magic Circle

Range: 10 ft radius **Duration:** 1 hour

You draw a circle on the floor that no demon or undead creature can pass

Talisman

A strong-willed individual with powers of mysticism and knowledge of the occult

Hit Dice: 4 HP at 1st level, and 1d6 at each level thereafter.

Saving Throw: 14 at 1st level, 13 at 2nd, 12 at 3rd, 11 at 4th, 10 at 5th and 9 at 6th level. The Psychic also gets +1 on Saving Throws vs. magic and horror.

Basic Hit Bonus (BHB): +1 at 4th level.

Ac Bonus: +1 at 2nd, +2 at 4th and +3 at 6th level.

Weapons: The Talisman can use any pistol, dagger or cane.

Talisman have additional class abilities as follows:

- **Occult Knowledge:** Talisman have researched many mysteries and have a profound knowledge of the supernatural. They receive +2 to task rolls involving these mysteries.
- **Create Talismans:** Talisman are able to imbue rings, amulets and other objects with magical properties. Between adventures, they can work on one item into which they can place a spell or a power they know, as long as they are doing nothing else in that time.
- **Spells:** Talisman have magic spells that they learn from their mentors and from ancient texts. These spells are powered by mysterious forces that pervade the universe. Talismans have two level 1 spells at 1st level. At 2nd level, you can add another level 1 spell. At 3rd level, you can add a level 2 spell. At 4th level, you can add another level 1 spell. At 5th level you can add another level 2 spell. At 6th level, you can add a level 3 spell.

Talisman spells – Level 1

Detect Magic

Range: 60 ft

Duration: 20 minutes

Caster can perceive the presence of magic.

Charm Person

Range: 30 ft

Duration: 10 minutes per level

This spell puts a person under the direct influence of the Talisman. The target gets a saving throw.

Disguise Self

Range: Self

Duration: 10 minutes per level

You can alter your appearance (and clothing) to look like a specific individual that you know or can see or to that of a “generic” person.

Magic Bolt

Range: 150 ft

Duration: Instantaneous

A magic dart of magic energy flies where the caster directs, hitting the target, automatically causing 1d6 damage. There is no saving throw. At 3rd level, two such darts are produced. At 6th level, 3 darts are produced.

Magic Light

Range: Touch

Duration: 1 hour+10 min/level

The target object produces light about as bright as a lantern, to a radius of 30 ft.

Magic Shield

Range: Self

Duration: 1 minute per level

An invisible magic shield hovers in front of you. It completely negates Magic bolts aimed at you. Otherwise it gives you an armour class of 14, rising to 15 at 2nd level, 16 at 3rd level, 17 at 4th level, 18 at 5th level and 19 at 6th level.

Magic Sleep

Range: 60 ft

Duration: Gm's discretion

This spell puts 1d6+1 normal people of 1HD or less (citizens, thugs, cops etc.) into an enchanted slumber with no saving throw. Alternatively, it can be aimed at a single npc who will get a *saving throw*.

Summon Animal

Range: 30 ft

Duration: 1 minute per level

The spell summons a normal animal that will do as you say whilst it is with you. Whilst it appears within 30 ft of you it will travel as far as it can (if ordered to) until the spell wears off.

Talisman spells – Level 2

Alter Self

Range: Self

Duration: 10 minutes per level

You can make yourself look like an animal (you gain no benefits, you just resemble the critter in question).

Knock – Lock

Range: 20 ft

Duration: Permanent until dispelled

The targeted door, gate, or portal can be opened or locked by this spell. A locked target is unlocked and opened (including those locked by this spell). Targets locked by this spell can be unlocked by this spell or broken by brute force (GM's discretion).

Invisibility

Range: Touch

Duration: Until dispelled or an attack is made

The object of this spell (being or thing) becomes invisible and cannot be seen. Someone who is invisible cannot be attacked unless its approximate location is known, and then all attacks are made at -4 to hit. If the invisible person makes an attack, the invisibility is ended. Otherwise it lasts until removed by the caster.

Levitate

Range: 60 ft

Duration: 1 minute per level

The spell allows you to move yourself, another person (or animal) or object up and down as you wish. A *saving throw* can be made by an unwilling target or if a targeted object is in someone's possession.

Magic Darkness

Range: 60 ft

Duration: 10 minutes per level

The Talisman creates an area of darkness up to 20 ft away, which has a radius of 30 ft +10 ft per level. The caster can see in the darkness but anyone else's vision is completely impaired (most super senses are helpful in the darkness). The spell completely dispels any light spell in the area (unless the light spell was cast by a higher level caster).

Spider Climb

Range: Touch

Duration: 10 minutes per level

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

Talisman spells – Level 3

Animate Dead

Range: Touch

Duration: Immediate

You can raise recently dead folks (zombies) or long-dead corpses (skeletons) and command them at will. You can only maintain as many undead as you have HD.

Dispel Magic

Range: 60 ft

Duration: Immediate

This spell cancels magical spells and effects (even from amulets). It will only negate the spells of a lower level caster.

Magic Flight

Range: Touch

Duration: 1 hour per level

This spell enables the subject to fly at 120 ft per round or 60 mph out of combat.

Summon Supernatural Creature

Range: 30 ft

Duration: 1 minute per level

The spell summons a creature from the "supernatural & weird" list that will do as you say whilst it is with you. Whilst it appears within 30 ft of you it will travel as far as it can (if ordered to) until the spell wears off.

Water Breathing

Range: Touch

Duration: 2 hours per level

The subject can breathe underwater as they can on land. The spell also provides complete protection against the pressures of deep water.

Witch Sight

Range: 150 ft

Duration: 1 minute per level

This spell makes your eyes glow blue and allows you to see magical auras, the true form of shape changed beings, invisible objects/creatures and other similar things at the GM's discretion.

Enemies and NPCs

Civilian

AC: 10 **HD:** 1d6-1 **Attacks:** unarmed 1d3 **Move:** 12

The citizen is a normal person – a shop assistant, nurse, lawyer, gardener, student, taxi driver, and banker and so on.

Soldier

AC: 11 **HD:** 1d6 **Attacks:** Rifle 1d8 (or smg 1d6x3) **Move:** 12

Officer

AC: 11 **HD:** 1d6+1 **Attacks:** pistol 1d6 **Move:** 12

Special: Choice of one Leader class ability



Gestapo Agent

AC: 11 **HD:** 1d6 **Attacks:** light pistol 1d6-1 **Move:** 12

Special: Choice of one Covert class ability

Nazi Necromancer

AC: 11 **HD:** 1d6+2 **Attacks:** Dagger 1d4, pistol 1d6 **Move:** 12

Special: 2 level 1 Talisman spells and a level 2 spell.

Nazi Necromancer Officer

AC: 11 **HD:** 3d6+1 **Attacks:** Staff 1d6 **Move:** 12

Special: 2 level 1 spells, 1 level 2 spell and a level 3 spell.

The Cultist Leader is the top man in the Cult. He is a powerful foe and will give the heroes a whole lot of problems.



Animals

Ape

AC: 13 **HD:** 3d6 **Attacks:** Claws 1d6 (x2) **Move:** 12

Bear, Black

AC: 13 **HD:** 3d6+1 **Attacks:** Claws 1d4+2 (x2) **Move:** 14

Bear, Grizzly

AC: 14 **HD:** 4d6+4 **Attacks:** Claws 1d6+2 (x2) **Move:** 14

Cat, Big

AC: 14 **HD:** 2d6+1 **Attacks:** Claws 1d6 (x2) **Move:** 14

Cat, Small

AC: 13 **HD:** 1d4-1 **Attacks:** Claws 1d4-2 (x2) **Move:** 12

Dog, Guard

AC: 13 **HD:** 1d6+2 **Attacks:** Bite 1d6+1 **Move:** 14

Hawk

AC: 15 **HD:** 1d4 **Attacks:** Claws 1d3 (x2) or peck 1d4 **Move:** 4/20

Horse

AC: 12 **HD:** 2d6+2 **Attacks:** Hooves 1d6 **Move:** 18

Eagle

AC: 14 **HD:** 1d6 **Attacks:** Claws 1d4 (x2) or peck 1d4+1 **Move:** 4/22

Snake, Poisonous

AC: 15 **HD:** 1d4 **Attacks:** Bite 1d3-1 + poison **Move:** 9

Snake, Constricting

AC: 13 **HD:** 2d6+2 **Attacks:** Bite 1d4-1 **Move:** 9
Special: *Constriction* - if hit, the character is grabbed and takes 1d3 damage per round until they escape

Wolf

AC: 11 **HD:** 1d6+1 **Attacks:** Bite 1d6 **Move:** 12

The Supernatural and the Weird

Death Ravens

AC: 12 **HD:** 1d6-1 **Attacks:** Claws 1d3-1 (x2), peck 1d3 **Move:** 6/16 (fly)
San Loss: 0/1

Special: *These appear as a sign of ill omen. If looked at, the character will receive a -1 penalty on all saving throws for the rest of the adventure.*

Demon-Dogs

AC: 13 **HD:** 2d8+2 **Attacks:** Bite 1d6+3 **Move:** 14
San Loss: 1/1d3

Special: *They are unaffected by Magic Sleep and are immune to mundane weapons. Silvered weapons cause half damage.*

These hounds are large and black with red eyes and slavering maws.



Demons

These creatures are from the underworld. They are sometimes summoned, especially by Nazi Necromancers and, occasionally, they are bound to items, like swords, guns or even tanks and aircraft. As such, some of the special powers demons have are effectively transferred to the item or vehicle (as determined by the GM; so a Panther Tank could become immune to mundane weapons, for e.g. Demons come in all shapes and sizes and many different forms. There are several levels of Demon and many more besides these few examples:

Fiends

AC: 14 **HD:** 3d8+3 **Attacks:** Claws 1d4 (x2), bite 1d6 **Move:** 10 **San Loss:** 1d3/1d6

Special: *Immune to mundane weapons. Silvered weapons do half damage. Immune to Magic Sleep and Magic Charm. Alter Form.*

Fiends are the most numerous type of Demon. They are often reddish in colour and take a man-like form. They usually also have horns and cloven hooves.

Lemures

AC: 12 **HD:** 2d8+3 **Attacks:** Claws 1d4 (x2), bite 1d6 **Move:** 10 **San Loss:** 1/1d4

Special: *Regenerate 1HP per round.*

Lemures are also numerous. They are vaguely humanoid and their bodies are disgusting and malleable.

Demon, Rank I

AC: 15 **HD:** 5d8+3 **Attacks:** Claws 1d4 (x2), bite 1d6 **Move:** 10 **San Loss:** 1d4/1d6

Special: *Immune to mundane weapons. Immune to Magic Sleep and Magic Charm. Alter Form.*

Demon Rank II

AC: 16 **HD:** 7d8+3 **Attacks:** Claws 1d4 (x2), bite 1d6 **Move:** 10 **San Loss:** 1d4/1d8

Special: *Immune to mundane weapons. Immune to Magic Sleep and Magic Charm. Alter Form. Regenerate 1HP per round.*

Baalooog

AC: 17 **HD:** 9d8+3 **Attacks:** Sword 2d6+2, whip 2d6 **Move:** 6/15 (fly) **San Loss:** 1d6/2d6

Special: *Immune to spells and mundane weapons. Regenerate 2HP per round.*

Baalooog resembles a vast Minotaur from Greek myth with bat-like wings and a forked tail. Baalooog burns with the fires of hell. Spells of 1st and 2nd level don't affect them at all and level 3 spells work only 4 in 6 times. If the whip hits its target (up to 30 ft away), the victim is entangled and pulled to Baalooog's body, where it takes a further 3d6 fire damage.

Doppelganger

AC: 14 **HD:** 4d6 **Attacks:** Claws 1d6 (x2) **Move:** 9 **San Loss:** 1/1d3

Special: *Saving throw vs. magic at +5. Disguise Self (as Talisman spell). Immune to Sleep and Charm.*

Normal form is a kind of grey, vaguely humanoid being with no facial features.

Ghoul

AC: 13 **HD:** 2d6+1 **Attacks:** Claws 1d3 (x2), bite 1d3 **Move:** 10

San Loss: 1/1d3

Special: *Immune to charm and Magic sleep spells. Paralyzing bite causes victim to become unable to act for 6 rounds. Saving throw allowed for just one round of immobilization.*

Mummy

AC: 16 **HD:** 5d6+1 **Attacks:** Touch **Move:** 9 **San Loss:** 1d3/1d8

Special: *Immune to Charm and Magic Sleep. Their touch inflicts a rotting disease which causes wounds to heal at half their normal rate.*

Skeleton

AC: 12 **HD:** 1d6 **Attacks:** Claws 1d3 (x2) or by weapon

Move: 12 **San Loss:** 1/1d3

Special: *Immune to Charm Person and Magic Sleep spells. Half damage from bullets and edged weapons.*

Werewolf

AC: 14 **HD:** 3d6 – 5d6 **Attacks:** Bite 1d6 or Claws 1d4 (x2) **Move:** 14 **San Loss:** 1/1d3

Special: *Immune to mundane attacks. If bitten by a werewolf you become a werewolf (saving throw allowed). Their powerful sense of smell enables them to track at +4.*

Wight

AC: 14 **HD:** 3d6 **Attacks:** Touch* **Move:** 9 **San Loss:** 1/1d4

Special: *Immune to mundane attacks. Silvered weapons do half damage. Unaffected by Magic Sleep and Magic Charm. Touch causes a level drain (saving throw allowed)*

Wraith

AC: 16 **HD:** 4d6 **Attacks:** Touch* **Move:** 24 **San Loss:** 1/1d6

Special: Immune to mundane attacks. Unaffected by Magic Sleep and Magic Charm Touch causes a level drain (saving throw allowed).

Vampire

AC: 16 **HD:** 4d6 - 8d6 **Attacks:** Strike 1d6, Bite 1d4 +special **Move:** 12 **San Loss:** 1d4/1d10

Special: Immune to Charm Person and Magic Sleep. If they incapacitate their enemy, they will try to feed off them – that is drink their blood (causing a level drain – saving throw allowed). This increases their Str by 1d4, Dex by 1D4 and adds 10 HP for the day. They can choose whether to turn their prey into a vampire, under their control. Regenerate 3HP per round.

- Vampires typically have two or three disadvantages and one advantage (they do not need to be balanced) from Allies, Attractive, Immortality and Hideout (advantages) to Dependence, Egotistical, Vulnerability, Weakness, Animal Aversion and Weird Appearance (Disadvantages). The GM works out what this means in terms of the rules.
- Vampires have a choice of extra abilities depending on their HD (one ability per HD) –summon vampire bats, summon ghouls, gaseous form, Charm Person, Magic Flight, Magic Darkness, Spider Climb and Magic Sight.



Vampire Bat

AC: 16 **HD:** 1d6 **Attacks:** Bite 1d3 +special **Move:** 3/24

San Loss: 0/1

Special: Immune to Charm Person, Magic Sleep. When they attack their prey, they will attempt to latch onto them to feed on their blood; they are hard to detach. This causes an automatic blood drain of 3 points per round, until detached (which requires a Str check).

Zombie

AC: 11 **HD:** 2d6 **Attacks:** Strike 1d6, Bite 1d4 +special **Move:** 6 **San Loss:** 1/1d4

Special: Immune to Charm Person and Magic Sleep spells. If they kill or incapacitate their enemy, they will try to eat them. Anyone bitten by a Zombie will become a Zombie in 1d6 hours. A saving throw is allowed to prevent this.

Vehicles

Armored Car

AC: 14 **HP:** 25 **Crew/Passengers:** 3/0 **Attacks:** Small gun or mg **Move:** 40 mph

Car

AC: 11 **HP:** 10 **Crew/Passengers:** 1/3 **Attacks:** None **Move:** 50 mph

Cart

AC: 10 **HP:** 6 **Crew/Passengers:** 1/3 **Attacks:** None **Move:** 15 mph

A small wooden four-wheeled wagon for transporting small cargoes or passengers.

Jeep/Kubelwagon

AC: 11 **HP:** 12 **Crew/Passengers:** 1/3 **Attacks:** None **Move:** 60 mph

Some mount a machine gun

Motorcycle

AC: 11 **HP:** 4 **Crew/Passengers:** 1/1 **Attacks:** None **Move:** 70 mph
 Some have a sidecar which can mount a machine gun

Truck

AC: 12 **HP:** 16 **Crew/Passengers:** 1/10 **Attacks:** None **Move:** 50 mph

Small Coastal Patrol Boat

AC: 12 **HP:** 15 **Crew/Passengers:** 4/0 **Attacks:** 1 small gun, 2 mgs **Move:** 40 mph

Motor Patrol (Torpedo) Boat

AC: 15 **HP:** 65 **Crew/Passengers:** 12/0 **Attacks:** 1 medium gun, 2-4 mgs and 2 torpedo tubes.
Move: 40 mph

Tank Destroyer

AC: 14 **HP:** 30 **Crew/Passengers:** 3/0 **Attacks:** 1 large or medium gun, 1 mg.
Move: 30 mph

Tank, Light

AC: 14 **HP:** 28 **Crew/Passengers:** 3/0 **Attacks:** 1 medium or small gun, 1 mg.
Move: 30 mph

Tank, Medium

AC: 15 **HP:** 36 **Crew/Passengers:** 4/0 **Attacks:** 1 large
 or medium gun, 2 mgs.
Move: 25 mph

Tank, Heavy

AC: 16 **HP:** 50 **Crew/Passengers:** 4/0 **Attacks:** 1 large gun, 2 mgs.
Move: 20 mph



Fighter Plane

AC: 13 **HP:** 25 **Crew/Passengers:** 1/0 **Attacks:** 4 mgs
Move: 300 mph

Mounted Weapons

Weapon	Damage	Rate of Fire	# of Shots	Range	Cost
Machine gun	1d10	3	1000	close	
Small gun	3d4+1	2	500	close	
Medium gun	3d6+3	2	400	medium	
Large gun	4d8+6	1	300	far	
Torpedoes Tubes	6d6+8	1	4/tube	medium	

Note: PCs can operate these weapons as if they were their personal weapons (see combat charts).

Ranges for vehicle combat are abstracted as it's hard to create without going into a lengthy new system for space combat (which isn't the purpose of this rpg).

Playing the Game

Time

A turn represents ten minutes, and a combat round is about 6 seconds.

Movement Rate

Base movement rate for all races is in terms of feet per combat round.

- Characters move at 12ft.
- Careful movement halves the rate, running doubles it.

Damage and Death

When a target is hit, the amount of damage is deducted from their hit points. When these hit points reach zero, the target dies, if they fail their Death Save. Otherwise they are knocked out.

Note: *If any of the damage is from fists or stunning weapons, the character doesn't die but is knocked out.*

Healing

In addition to medical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest.

Saving Throws

A hazard may require you to make a Saving Throw. A successful Saving Throw means that the individual avoids the threat or lessens its effect. Each character class has a Saving Throw target number based on level. Roll that number or higher to succeed.

Monster Saving Throw: *The target number is calculated by subtracting the monster's HD from 19.*

Horror

Sanity and insanity

Whenever you encounter a gruesome, unnatural or supernatural situation that requires a San roll, you must make a saving throw to resist losing San (usually called a San save). The TN of the situation or horror indicates the San save needed to resist the effects when you are initially exposed to it. Sometimes, even if you make the roll you lose some San, but not as much as you would if you had failed. Potential San loss is shown as two numbers separated by a slash, e.g. 1/1d6. In this case, if you fail the roll you lose 1d6 San and if you succeed you lost just one point. The monster descriptions set out how much San you lose when you encounter them.

Temporary insanity

If a character loses 5 or more San as the consequence of a single San save, he or she has suffered major emotional trauma. The player must then make an Int ability roll; success means the investigator fully understands what has been seen and goes temporarily insane for 1d10 hours.

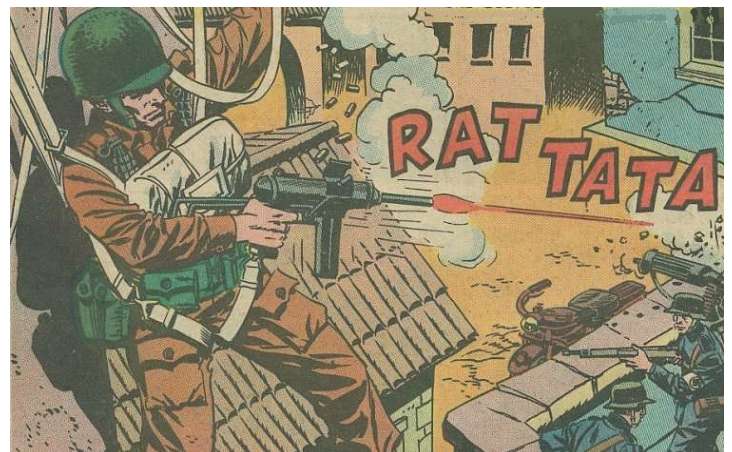
If your investigator is temporarily insane, the GM gets to add a temporary phobia or mania to your sheet, most likely being something related to what drove you mad in the first place (such as "fear of the dark", "fear of confined spaces" or "fear of blood").

Permanent insanity

A character whose San falls below zero has become permanently insane; the character becomes under the control of the GM. Such a character can never become sane again – they will probably be taken away by the authorities to be locked in a padded cell never to see the light of day again.

Recovering sanity

The primary way you can recover sanity is through psychoanalysis and long periods of rest and recuperation in a quiet and safe location. This is assumed to happen between adventures (unless you state your character is doing anything else in that time); your character can recover 1d3 San lost from past experiences. Otherwise, one point of lost SAN is recovered when a character goes up a level.



Combat

When the party of adventurers comes into contact with enemies, the order of events is as follows:

- Determine Initiative.
- Party with Initiative acts first (using abilities, attacking, etc.) and results take effect.
- Party that lost Initiative acts and their results take effect.
- The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

At the beginning of a combat round, each side rolls Initiative on 1d6 - high roll wins. The winning side acts first; moving, attacking and taking other actions. The losing side takes damage and casualties, and then gets its turn. Initiative rolls may result in a tie. When this happens, player characters act first.

Melee Attack

A melee attack is an attack with hand-held weapons such as a dagger, gun, or cane. Two combatants within ten feet of each other are considered to be "in combat."

Missile Attack

Missile attacks are attacks with ranged weapons such as a gun or rifle. When using guns and ranged weapons to fire into a melee, randomly determine friend or foe as your target; except Leaders, who can always avoid shooting their friends.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. The total attack roll hits if equal to or higher than the number shown on the table below.

Creature attack: Attack as a level 1 character, but add their HD to the attack roll. Creatures of less than 1 HD attack as 1st level characters.



Missile Weapon Table

Weapon	Damage	Rate of Fire	# of Shots	Range
Thrown knife**	1d4	1	1	10ft
Homemade pistol**	1d4	1	1	10 ft
Light pistol**	1d6-1	1	5	15ft
Pistol**	1d6	1	6	20ft
Heavy pistol**	1d6+1	1	6	30ft
Smg**	1d6	3	32	50ft
Rifle**	1d8	1	16	30ft
Anti-tank rifle	2d6	1	5	300 ft
Machine gun	1d8	3	50	30ft
Heavy machine gun	1d10	3	100	200ft
Hand grenade*	3d6/2d6/1d6	1	1	20ft

*Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.*Cause an explosion in a 10 ft radius. At a 20ft radius damage is reduced to 2d6 and up to 30 ft radius causes 1d6. Not widely available unless playing a WW2 scenario. ** No use against tanks*

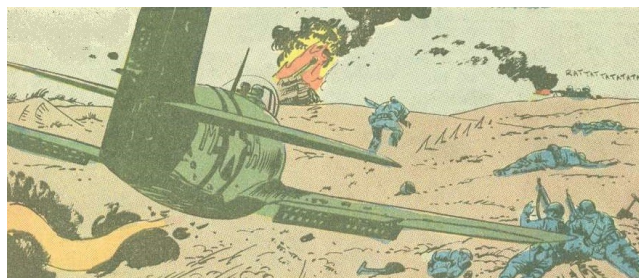
Melee Weapon Table

Melee Weapon	Damage
Axe	1d8
Baseball bat	1d6
Dagger/knife	1d4
Brass knuckles	+1 to fist damage
Clubbed pistol	1d4
Clubbed rifle	1d6
Fencing foil	1d4+1
Fist*	1d3/1d4*
Machete	1d6
Nightstick	1d4
Staff	1d6
Sword	1d8

**Heroes always do at least 1d4 with their fists*

Armor Table

Type	AC	Move	Notes
None	10	12	The character is wearing no protective covering
Trench coat/leather jacket	11	11	A tough-wearing coat that provides some protection
WW2 flak jacket	13	9	An item produced for WW2 airmen and soldiers – little used
Archaic leather	11	11	Included for “lost world” or similar scenarios
Archaic chain	13 (12)	9	Included for “lost world” or similar scenarios
Archaic plate	15 (13)	6	Included for “lost world” or similar scenarios



Class Combat Tables

Class - Level	20	19	18	17	16	15	14	13	12	11	10
Grunt 1/Leader 1 Covert 1-2/Recon 1 Para-Medic 1-3/Talisman 1-3	20	19	18	17	16	15	14	13	12	11	10
Grunt 2/Leader 2-3 Recon 2-3/Covert 3-4 Para-Medic 4-6/Talisman 4-6	19	18	17	16	15	14	13	12	11	10	9
Grunt 3/Leader 4-5 Recon 4-5/Covert 5-6	18	17	16	15	14	13	12	11	10	9	8
Grunt 4/Leader 6/Recon 6	17	16	15	14	13	12	11	10	9	8	7
Grunt 5	16	15	14	13	12	11	10	9	8	7	6
Grunt 6	15	14	13	12	11	10	9	8	7	6	5

Other Equipment & Gear

Item	Use
Backpack	Can put useful items in here
Binoculars	To see far away
Box camera	Good for still shots – on a tripod
Climbing rope	Handy for mountaineering
Compass, pocket	For finding one's direction in the wilderness
Flashlight	Power to illuminate a strong beam of up to 30 ft; up to 60 ft is shadowy/unclear
Lock picks	Enables Coverts to "ply their trade"
Medicine case	Contains bandages, penicillin, tinctures etc.
Mess Kit	Stackable plates, mug and utensils
Paraffin lamp	Lights up a tent or about 20 ft around; up to 40 ft around shadowy and unclear
Pick Axe	For hacking at rock
Portable radio set	A portable set, that can transmit to a receiver within a range of about 50 miles
Scenex camera	Hand-held camera
Shovel/Entrenching Tool	For digging up or burying corpses
Signal Kit	Flare gun, 6 flares
Sleeping Bag	Issued to the military
Tent – large	For up to 8 people
Tent – small	For 2 people
Tool set	Hammers, screwdrivers, nails, wirecutters, etc.
Typewriter, portable	Useful for writing news stories and so on
Walkie-talkies	A pair of hand-held units that has a range of about 10 miles



Adventure Ideas



- The characters are sent to intercept a train carrying stolen art treasures back to the fatherland. Only one of the treasures is a peculiar idol required by the Nazi Necromancer Albrecht Hassel for some ritual he has planned. He is on the train keeping an eye on his precious cargo.
- The characters are to meet a French resistance leader (Maria Babin) in the small village of *Orador de Glana*. When they arrive at the village, it is a scene of massacre and nearly all the villagers have been killed by members of the 2nd SS panzer division. Most of the division has moved on but a small unit under Oberleutnant Sven Schroder remains to look for survivors. Schroder is possessed by a rank 1 Demon (hence the massacre). One of the survivors (now in hiding) is the resistance leader the characters came to meet.
- The characters (in vehicles) have broken down near an empty French farm. A small patrol of Germans has had the idea of stopping at the farm for the night. In dealing with the Germans, the characters find that the officer had a strange book with unreadable text and diagrams with an uncanny design. What is the purpose of the book? What happens when someone tries to contact the patrol on their vehicle radio?
- A German officer contacts the characters (maybe via the group's Covert?). He is unhappy about the Nazi growing obsession with demonology and necromancy and wants the characters to help. He has learned of a plot to summon a demon in a small church on the outskirts of a small French town. He knows the Nazi Necromancer (maybe Albrecht Hassel, if he wasn't killed in the train in the first adventure) is heading up the ritual and there may even be some French cultists joining them.
- The characters are sent to rescue the English Talisman Alfred Bannister from the clutches of the Germans. He is held in a German Schloss, Flavenstein. If they can't rescue him, their orders are to eliminate him as he has too many secrets the Nazis would like to learn.

- The characters learn about (or are told about) a German U-Boat that has returned to its base in Trondheim, Norway, from an expedition it made to the North Pole. Just what has the U-Boat brought back that has got the Germans all excited? The characters have to travel to Norway to find out.
- After a particularly bloody battle (or at the end of a hard adventure) the characters are looking to hold up for the night. They come across a ruined castle on a hillside through the trees, that looks a particularly good lookout point and highly defensible. When they get through the trees (which get thicker and darker as they travel) they see the castle more clearly and it doesn't look as ruined as it did from the road. Getting even closer, it clearly isn't ruined at all. The castle portcullis drops down and the gate opens invitingly. What is this creepy castle? Who owns it? Are their secrets within? What are the weird sounds coming from the dungeons below the castle?
- The characters need to get somewhere fast at night and the train station seems a good option. Entering the station, they see a train pull in to the platform and 20 men get off – they all look like Adolph Hitler. What are all these Hitler's doing? Are they Doppelgangers? Where are they going?
- A factory in Germany is turning out "special" Tiger tanks that seem all but impervious to Allied guns and seem to "heal" even when they are damaged. The characters are sent to the factory to find out how the Germans are doing this.
- The characters are sent on a mission into France, where they are ambushed. It's like the Germans knew they were coming. Is there a traitor in the ranks? Have the Nazi Necromancers found a spell that predicts the future? Has the German High Command somehow intercepted Allied messages?



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