

PAOLO PARENTE'S

ADVENTURES





Adventure in the world of Paolo Parente's Dust

Another Earth. Another 1947.

The Second World War rages on and has spread across the globe. Weapons have advanced swiftly and strangely through the near limitless power of alien VK technology. Tanks have evolved into powerful combat walkers, rocket troops take to the skies, and the latest laser cannons, phasers, and Tesla weapons rule the battlefield.

Fight deadly spies in Istanbul, escape from secret Axis bunkers, explore ruined temples, find unlikely allies, and discover the secrets of the Vrill!

Welcome to *Dust Adventures*—roleplaying in a history that never was.

This complete roleplaying game includes:

- Full roleplaying rules using the official *Dust* dice (or just normal six-siders), with simple character creation for classic archetypes such as soldiers, adventurers, and scientists.
- Full rules for piloting walkers and using other *Dust* technology.
- Never-before-seen information on the *Dust* universe, as well as untold secrets of the Vrill!
- Details of new and existing organisations, both friend and foe.
- Tons of mission seeds and campaign ideas with tips on how to run exciting roleplaying adventures.
- An introductory mission, Operation: Apocalypse, the prequel to a full-length campaign. The defection of an Axis scientist finds a group of rangers in occupied France where all is not as it seems...
- Character conversion rules for *Dust Tactics* and *Dust Warfare*, as well as a new scenario for both.

MÖDIPHUS
ENTERTAINMENT



A R C T I C

O C E A N

GREENLAND

ALASKA

ICELAND

CANADA

BRITISH ISLES

NORWAY

DENMARK

GERMANY

FRANCE

UNITED STATES OF AMERICA

P A C I F I C

A T L A N T I C

O C E A N

MEXICO

MOROCCO

SPAIN

ALGERIA

FRENCH WEST AFRICA

NIGERIA

VENEZUELA

COLOMBIA

GUAYANA FRANCESA

PERU

BRAZIL

BOLIVIA

PARAGUAY

ARGENTINA

Game Design By

CS Barnhart,
Benn Beaton

Additional Design By

Michal E. Cross

Written By

Chris Lites,
CS Barnhart,
Benn Beaton

Interior Artwork By

Giorgio Baroni,
Dust Studio

Edited By

Scott Woodard

Graphic Design By

Rick Hershey
Michal E. Cross

Cover Artwork By

Pintureiro

Cartography By

Giorgio Baroni

Photography By

Nick Fallon

Miniatures By

Dust Studio

Publisher

Chris Birch

Art Directed By

Giorgio Baroni

Proofreading By

Benn Beaton,
Chris Lites,
Peter Holland,
Steve Hanson,
Morgan Swiers,
Michael Fulks,
Philip Campanaro,
Gilles Tremblay,
Matthew Dixon,
Benjamin Koch

And thanks to the rest of
our fans!

Community Managers

Zarina Kadylbek,
John Dodd,
Steve Hanson

PAOLO PARENTE'S
DUST
ADVENTURES

Dust Created By
Paolo Parente

Published By

Modiphius Entertainment Ltd. 35 Turneville Road, London, W14 9PS.
info@modiphius.com

Modiphius Entertainment Product Number: MUH050044
ISBN: 978-1-910132-22-7

Find out more about *Dust Adventures* at
www.modiphius.com/dust-adventures
www.facebook.com/groups/dustadventures

MODIPHIOUS
ENTERTAINMENT



The *Dust Adventures* system and Modiphius Logos are copyright Modiphius Entertainment Ltd 2015. All system text is copyright Modiphius Entertainment Ltd. Any unauthorised use of copyrighted material is illegal. Any trademarked names are used in a fictional manner; no infringement is intended. This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context.

Dust Adventures and related logos, characters, names, and distinctive likenesses thereof are trademarks or registered trademarks of DUST Studio. All rights reserved. Artwork and graphics © DUST Studio, except the Modiphius Logo which is © Modiphius Entertainment Ltd.

This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context.

TABLE OF CONTENTS

THE RULES

Chapter 1: TIMELINE & INTRODUCTION	4
Chapter 2: CHARACTERS	10
Chapter 3: SKILLS	18
Chapter 4: SPECIAL ABILITIES	24
Chapter 5: ACTION!	30
Chapter 6: GEAR & EQUIPMENT	50
Chapter 7: VEHICLES	74
Chapter 8: CONVERTING DUST ADVENTURES	90

THE WORLD

Chapter 9: NATIONS OF THE WAR	92
Chapter 10: THE THREE BLOCS	112
Chapter 11: RUNNING DUST ADVENTURES	132
Chapter 12: ENCOUNTERS & ADVERSARIES	142
Chapter 13: TRAVEL & ADVENTURE	164
Chapter 14: SUPER-SCIENCE, ARCHAEOLOGY & PARAPSYCHOLOGY	170
Chapter 15: OPERATION: APOCALYPSE	180
Appendix: CHARACTER SHEET	201
Appendix: DUST GLOSSARY	202
INDEX	206



CHAPTER 1: TIMELINE & INTRODUCTION

My ass is stuck in Kansas, little brother. My last op—it wasn't really an op. I got shanghaied into doing it—well that all went south ASOCOM has had me on lockdown after that. Me and Natalya. I don't think I ever told you about her. I can't even mention the name of the mission, let alone provide any details.

Anyway, now I'm just sitting here polishing a chair with my backside.

Earlier, I wandered around the Octagon and made friends with one of the ASOCOM PsyOps guys. He said my last name sounded familiar, and damn if he didn't tell me ASOCOM had recruited you, Edward Donnelly. Jack Donnelly's little brother.

My new friend gave me the ASOCOM primer and I've read it cover to cover. Some of it's pretty solid, some of it's military bullshit. I figured, since we haven't ever been close, the least I could do is type up some notes for you. I've spent the entire war doing one form of dirty business or another for the Allies, or, more recently, for myself again. Yeah, don't get on me about that "soldier of fortune" crap of yours.

WELCOME TO THE WAR, SOLDIER

Welcome to the Second World War, but not as you remember it. The history we all recall began to unravel in 1938 when the Germans recovered an alien spacecraft and its still-living occupant in Antarctica. Everything since that moment altered the course of the war you thought you knew.

It is now 1947, two full years after the end of the war written about in our history books. Three blocs dominate the planet—The Allies, The Axis and the SSU (Sino-Soviet Union). There are almost no neutral nations left. The world has been consumed by the war like a house in a conflagration.

The alien technology recovered back in 1938 led to the development of walking tanks, jet-powered aircraft, mechanized armour, and pinpoint accurate laser weaponry, among but a few new weapons made by eager nations. France, once liberated by the Allies following D-Day, has been re-occupied by the Axis. The Nazis, and their foul ideology, have been overturned and replaced in Germany. In Russia, genetic super-soldiers fight alongside regular troops. Meanwhile, the Germans learned how to resurrect the dead and use them as soldiers.

All of this—every last bit of military technological development—is fuelled by a crystal known as "VK." VK, or *VrillKultur*, has become more important than oil to the war effort. Entire campaigns are fought over the few known deposits on Earth. The war grinds on. England, once the stalwart nation that stood alone against Axis aggression, has been invaded and occupied. The United States, never invaded in the war we recall, finds the SSU attacking its borders on two fronts. Africa, who saw the war end early in our timeline, is a reopened front, as desperate armies search for resources to power their machinery.

The world is weary. Few believe the end of the war will ever come. Peace is something recalled fondly, unlikely

to be seen again. Man has advanced further and quicker than he should have. He has made the greatest weapons of war the world has ever seen, and he has reduced many of the great cities of the world to dust.

This is the story of our struggle, the struggle of *Dust Adventures*.

DUST ADVENTURES: THE WAR YEARS

1939-1941

This war began like the war we remember, with Japan attempting to forge an empire in the Pacific, and Germany wanting to redress the shame visited upon it by the Treaty of Versailles. As in our world, Adolph Hitler rose to power and created the Third Reich. His vision for the Fatherland involved the conquest of Europe and the eradication of those he deemed "unfit."

In 1939, Germany sparked the greatest war that mankind had ever seen by invading Poland. Poland, however, was only the beginning of Hitler's ambitions and, by 1940, he took France in a six-week offensive called the Blitzkrieg or "lightning war." An alliance between France and Britain seemed strong but proved futile. Germany already held a significant portion of Europe including Czechoslovakia, Austria, and some of the Low Countries. The British and French forces were so outmatched at this time, that they barely escaped continental Europe. Known as the Miracle of Dunkirk, some 300,000 troops and equipment were successfully evacuated to Britain—all while under air bombardment. By the end of 1940, most of Europe was under Axis control.

But this is not our war, and it has not unfolded quite as we remember it. Gradually, the two timelines began to diverge. The Nazis quickly began to reverse engineer the alien technology they recovered in Antarctica in 1936, while the war gathered like a dark cloud across the globe. Soon, no one would be left out from under its shadow.

By 1941, the Battle of Britain had frustrated Germany's attempts to invade England. The Tripartite Act was signed, creating the Axis—Germany, Japan and Italy. It was now only Britain that stood against Germany. In the Pacific, much of Asia and Southeast Asia succumbed to the Japanese. Russia stayed out of the war, having signed a nonaggression pact with Germany, but all that changed during this pivotal year. Hitler turned his sights to Russia and, in Operation Barbarossa, invaded the country for her rich oil fields.

At the same time, cut off from their own supply of oil by American sanctions, the Japanese decided to eliminate the American threat in one fell swoop. On December 7, 1941, they launched a surprise attack on Pearl Harbour. This raid was devastating, but it had the opposite effect intended. America was now in the war—and she brought vast resources with her.

In '39, I was in Shanghai. The Japanese had already bombed the city in '37 and had been marching all over the Chinese Nationalists for two years. The war you know, the one that began in Europe, really got started in China, but no one in America much pays attention to that. Like you, the war really hit me on December 7th, 1941. History isn't always about the facts, it's often a matter of perspective.

1942-1943

By 1942, the Japanese had invaded Australia at Darwin, the U.S. Marines were fighting in Guadalcanal, and the VK crystals that powered the Axis walkers were stalled in reaching German refineries.

In 1943, Stalingrad fell to the Germans, but they were besieged on all sides. Those in command realized that Germany could not continue to suffer under Hitler's blatant refusal to follow the advice of his generals. No one is certain what happened, but in April of that year, Hitler was assassinated. Chaos followed, and the German war machine ground to a halt for a number of weeks. This war, the Dust war, began to diverge more and more from our own timeline.

Eventually, Germany regained control of itself and purged the Nazis from its ranks. Many were prosecuted, and some were hanged. Grand Admiral Dönitz became overall leader of Germany, while General Rommel assumed command of all German forces. Now free of Nazi madness, Germany resumed its goal to conquer all of Europe and Russia.

The Allies had not been idle all this time. In Italy, they had pushed the Italian army back while forcing the Axis to abandon North Africa entirely. At the end of 1943, the Allies and the Axis entertained peace talks on the Western Front. When Stalin found out about this, he became enraged and swore revenge. All ties between Russia and the Allies were severed, and the seeds of a new bloc were sown.

Hitler's death changed everything, as you're well aware. What they don't talk about in the news-reels and the papers is Blutkreuz Korps. When the Nazis dug up that flying saucer in Antarctica, that would-be occultist, Baron von Thaler (pops of the infamous Sigrid von Thaler) formed Blutkreuz to study the spaceship and its pilot. That's right, a real, live alien was aboard. I hope I didn't ruin anything for you, but this manual tells you all about what ASOCOM knows about it. You have the clearance if you're reading this book. If not, well, better check your six! The Nazis had themselves an alien and its otherworldly tech. That's where walkers come from. That's why the Axis is so far ahead technologically. I told you history was all a matter of perspective.

1944

It now seemed as though the war would never end. The Axis remained on the defensive, fighting on two fronts. Continuous Allied bombing took its toll on Germany itself, and the terrible Russian winter had stymied all progress on the Eastern Front. If things weren't bad enough, in June of that year, the Allies invaded France during Operation Overlord. Their success came at a high cost but, by August, they had liberated Paris. Unfortunately, the war was shifting away from the Allies' favour. The Soviets mysteriously and quickly invaded Madagascar. It also came to light that they had captured Axis technology and were well on their way to building walkers of their own.

As both sides dug in for winter, the Axis launched a counter offensive at the end of 1944. The Allies discovered how the Axis developed the new walker technology and invaded Antarctica to obtain VK of their own.



1945

In this year, our war would have ended before autumn. In the world of *Dust Adventures*, it did not. In this reality, the Second Battle of France raged through the entire year.

War wears you out. You'll get to the point when the Stars and Stripes alone won't motivate you to charge a Blutkreuz machine gun emplacement. You'll be fighting for the guy next to you and, after he buys the farm, for yourself.

Since I'm a captive audience here at the Octagon, so are you. No talking back, Edward. Shut up and listen. Some of this might be me rambling, but some of it might save your life. I'll give you what insight I can, but I can tell you the one truth I've realized: the entire world is FUBARed. Welcome to another messed-up family, recruit. Welcome to the war.

—Your big brother, Jack

Contributing to the Allied defeat were the ingenious—some say blasphemous—innovations to come out of Axis laboratories. Both the Axis zombies and intelligence-enhanced apes debuted on the battlefield in 1945.

If reaction to the gorillas was one of fear, the reaction to the reanimated dead was nothing short of sheer terror. Entire platoons fled before the ranks of these unnatural soldiers. In the skies above, the new jet-powered airplanes saw their first combat missions.

The success the Axis had with these aircraft virtually guaranteed the Allies could not keep up in the air war over France. It was all they could do to save the RAF from defeat. In time, that too would happen.

In the Indian Ocean, the Japanese invaded the island colony of British Ceylon. This opened India and created a potential new front. The United States, which had been developing a VK-powered atomic weapon, decided to drop one on the occupied island. The results were more than anyone could have feared with almost the entire island vanishing in a flash. The resulting tsunami killed almost 100,000 people. In the aftermath, the Allies agreed to ban further research and use of this terrible weapon. The other nations also agreed to this ban. This was one of the few wise decisions made by anyone regarding the weaponisation of Vrill technology. The development of conventional weapons continued with zeal, however. It is assumed that the great nations continue to exploit the banned technology for deterrent purposes, though this must obviously be done in secret.

Terrified of the devastating weapon unleashed on them, the Japanese formally petitioned to join the Axis under the command of Germany. This was a defeat for the Emperor, who was now reduced to little more than a figurehead, but the Japanese played it down for the people. Bushido still lives. The first bloc had formed. The Axis was now more than mere allies, they had become a distributed super-nation.

By the end of 1945, the Sino-Soviet Union was formed between the Soviets and the Chinese. While they had been allies of necessity for some time, it was only now that they became the second official bloc. The Allies, now with two united enemies to fend off, and a looming defeat coming in continental Europe, prepared themselves for a challenging new year.

1946

Marxist revolutions in South America, organized by the SSU, succeeded throughout the continent. The SSU then followed these political upheavals with fresh troops for those countries in revolution. Almost overnight, most of South America turned Red.

By May of that year, the allies were pushed back to the Normandy Coast and out of continental Europe altogether. It was a demoralizing and strategic defeat. Now, the allies were the ones on the defensive. Reading the writing on the wall, Churchill pushed for the creation of the third, and final bloc—The Allies. Loosely affiliated

for years, the Allies now became totally united under American leadership. This was not questioned, for only America remained free and productive. England's cities were bombed and Europe was lost.

However, the SSU made good on Stalin's promise for revenge against the Allies when he invaded both Alaska and Florida on the same day during Operation Red Sun. While American forces eventually halted them on both fronts, the SSU now had two toeholds on American soil. At last, the battle had been brought to the industrial giant.

The only bright spot for the Allies in 1946 was Operation Highjump, which saw the invasion of Antarctica and the establishment of their first official base on that continent. The VK deposits at the end of the world were now in play. The newly reformed Afrika Korps re-launched in the Middle East and North Africa, once again opening that front. In response to seven long years of war, those few nations still neutral, banded together as the Neutral Nations Organisation headquartered in Bangkok.



We never should have tried to broker a separate peace with the Germans. Pissing off Stalin just made things worse. The damn SSU might not even exist now if we hadn't done that. You'll find that genius moves like that typically come down from the top and affect you in ways you can't imagine. If history is a point of view, so is your work for ASOCOM. You only ever know what they deem you need to know. The big picture is fuzzy from ground level. Hell, they'll probably edit this part out unless they're serious about this new training method of theirs.

1947

In the winter of '47, the Axis surprised everyone with spirit and vigour not seen since the start of the war. Simultaneously, and along all fronts, they launched major offensives. England saw Axis walkers and troops airdropped on Dover. This initial assault would reach London and by April, Hadrian's Wall. Much of England was now enemy territory and an unsuccessful attempt on Churchill's life did not help matters.

At the same time, Operation Babylon brought the Axis streaming back into North Africa and the Middle Eastern front. Using secret technology, they surprised the Allies in the region who were forced to fall back.

The SSU soon arrived to join the fray. It became clear that this region held more than just oil, though it was also something other than VK. Could another alien energy source exist?

It is now April. Technology is the ultimate predictor of victory in this war. Where once the great armies of the world clashed over black gold, they now fight more and more over VK. The Axis remains on the offensive, seemingly desperate to end the war under their unified flag as quickly as possible. The SSU has its sights set on Eastern Europe, while the Allies are focused on retaking England while pushing SSU troops out of America. In the great neutral cities of the world, backdoor deals and brutal murders are committed over any hint of Vrill technology. He who possesses the tech will control the future of planet Earth. Each side hopes to be that victor, and yet surely the Vrill have not abandoned their own ambitions here. This is a planet full of VK. How long could any bloc last against such a powerful, alien threat?

TIMELINE

1937-1941

- 1937, July:** Japanese forces invade mainland China. World War II begins in Asia.
- 1938, March:** German military forces discover a crashed spaceship on the coast of Queen Maud Land. A mysterious sarcophagus is brought back to Germany by submarine.
- 1938, April:** The Blutkreuz Korps is formed in Berlin under Baron Leopold Von Thaler. Its goal is to study and reverse-engineer the recovered alien technology.
- 1939, September:** Germany invades Poland. World War II begins in Europe.
- 1939, September:** Great Britain, France, Australia, and New Zealand declare war on Germany.
- 1940, March:** Blutkreuz Korps scientists manage to free the alien from the sarcophagus and wake him. He assumes the name Kvasir to honour his hosts.
- 1940, June:** Paris falls, and the first Battle for Britain begins the following month. Saigon becomes the new capital of the French Republic.
- 1940, September:** Germany, Italy, and Japan sign the Tripartite Pact. The foundations of the Axis are set.
- 1940, December:** The war starts in North Africa. The following month, British and Australian troops take Tobruk.
- 1941, June:** Operation Barbarossa is launched. Germany invades the USSR.

1941, December: The Japanese navy attacks Pearl Harbour. The United States enters the war.

1941, December: The Battle of Moscow occurs. The first Soviet ski troops push back the German Army.

1942-1943

1942, February: Japanese forces attack Darwin, Australia. A few days later, a Japanese sub fires a few rounds on Santa Barbara, California. Mainland USA is vulnerable to attack.

1942, April: The first American raid on Tokyo is led by Lieutenant Colonel Doolittle.

1942, August: Battle for Guadalcanal. The American offensive in the Pacific begins.

1942, October: First test of a German V2 missile.

1942, October: Second battle of El-Alamein. Allied troops inflict the first defeat on the *Afrika Korps*.

1942, October: First field-test of the new *Panzer-Kampfläufer* takes place in the ruins of Stalingrad. Mass production of these models slows due to the difficulty Germany has in getting the new VK mineral from Antarctica.

1942, November: Operation Torch. Allied forces land in North Africa.

1942, November: Operation Uranus. A massive Russian counterattack around Stalingrad. The German army stands firmly, but casualties are very high. The German-occupied portion of the city holds, thanks to the new walkers.

1943, February: The German army finally takes Stalingrad. It occupies the west bank of the city. The Eastern Front stabilizes. All is not lost for the Soviet army: it captures a brand new Pz. KpfL walker in perfect condition.

1943, February: Battle of the Kasserine Pass. The US army is defeated for the first time by the German army in a pitched ground battle.

1943, February: The Soviet army takes back Kharkov. They lose it again along with 52 divisions destroyed or captured. The new German walkers are deadly, and the Russians still don't have anything to counter them.

1943, March: To make up for the huge number of casualties, the Blutkreuz Korps starts testing the *Wiederbeleben* serum on fallen German soldiers. The results look promising.

1943, April: Adolf Hitler organizes a victory parade in Berlin for his birthday and to celebrate the taking of Stalingrad. During the parade, a sniper kills him. A few well-connected people quickly link the killing to the Blutkreuz Korps but the investigation mysteriously halts.

1943, May: German troops are disorganized on all fronts for a few weeks as no one really knows who controls the country.

Bottom line—1947 is shaping up to be one lousy year for the Allies. We don't know half of what the Axis knows about the Vrill, and their simultaneous offensive on all fronts really caught us with our pants down. We're in serious danger of losing this war. The newsreels say one thing. Intel reports say another. Remember, it's all a matter of perspective, Edward.

1943, May: Remnants of the Afrika Korps and the Italian army surrenders to the Allies in North Africa. The war there is over, for now.

1943, May: After a brief but bloody power struggle in Berlin, Grand Admiral Karl Dönitz is appointed "Protector of the Axis." Field Marshal Erwin Rommel takes control of the entirety of the German army. Nazis are arrested all over the Reich and SS troops are disbanded or integrated into the army. Many are put on trial and hanged for their crimes. In secret, many Nazis survive and escape Europe via the Odessa program.

1943, June: The Axis forms around Germany. The official flag of the new block is the black Ritterkreuz (Knight's Cross) on a red background. Swastikas are forever banned.

1943, July: The battle of Kursk begins.

1943, July: Allied troops land in Sicily.

1943, August: The battle of Kursk ends. It is a strategic defeat for Germany whose walkers are not yet efficient enough on open ground. Still, the front stabilizes.

1943, September: Allied forces land in Italy.

1943, October: First talks between the Axis and the Allies to negotiate a separate peace on the Western Front.

1943, November: German troops are now in defensive positions on the Eastern Front. Soviet attacks are deadly, but the Russians are pushed back.

1943, December: Peace talks for the Western Front cease. When Stalin learns of these secret meetings, he halts all relations with the Allies.

1944-1945

1944, January: The battle for Monte Cassino begins.

1944, January: The Soviet winter offensive begins around Leningrad and Novgorod. After a few initial successes, the offensive breaks on German defence lines. The Soviet army entrenches.

1944, January: In San Juan, Argentina, German scientists build a secret, VK-enhanced bomb. An accident causes the bomb to malfunction. The resulting explosion sparks an earthquake that kills 10,000. This type of research is banned forever by the Axis.

1944, January: Allied forces land in Anzio, Italy. The bridgehead is attacked day and night for four months. Allied soldiers are forced to fight German walkers in close combat.

1944, June: Allied forces enter Rome, the first Axis capital to fall.

1944, June: Operation Overlord (commonly known as D-Day), Allied forces land in Normandy.

1944, June: The first V2 missile is launched at London.

1944, June: To counter American troops in the Pacific, Japan asks Germany for military assistance. Whole regiments of walkers are sent via submarine to the Pacific Theatre along with German pilots.

1944, July: During a bold amphibious operation, Soviet troops overwhelm the French and British garrison on Madagascar. USSR is now at war with the Allies. No one is sure how the Russians got there so fast.

1944, August: Japan starts the "Steel Samurai" program to develop its own war walkers.

1944, August: Turkey severs all economic and diplomatic ties with Germany and declares its neutrality. Istanbul quickly becomes the most dangerous nest of spies in the world.

1944, August: Allied troops liberate Paris.

1944, December: The Germans launch an offensive in the Belgian Ardennes. Allied forces are slowly pushed back.

1945, January: The Second Battle of France. During a covert operation, "Bazooka" Joe Brown captures the VK technology from the Axis army.

1945, January: Japanese troops invade British Ceylon with the assistance of German walkers. The island falls rapidly.

1945, March: The first Allied base is built in Antarctica. American and British scientists quickly find what they were looking for.

1945, July: From Ceylon, Japanese forces threaten the supply lines of all Allied armies in Southeast Asia. The US decides to use a VK-enhanced nuclear bomb on the island prior to a land invasion. The result is beyond imagining: the entire island is wiped out by the blast. The earth cracks and the ocean swallows 90% of the land.

1945, July: The Allies ban any further use of nuclear weapons.

1945, August: The Japanese Empire, terrified by these new weapons, joins the Axis. Emperor Hirohito now has only a symbolic role.

1945, September: Fighting in France is fierce as Allied forces are slowly pushed back toward Normandy.

1945, October: Japanese forces simultaneously land on the west coast of Australia and in New Zealand. Many Commonwealth regiments are pulled back from the war in Europe to defend their homeland.

1945, November: The USSR and Communist China decide to join forces for good forming the Sino-Soviet Union (SSU).

1945, December: Axis forces launch a surprise invasion of Nepal and Tibet. Nobody understands quite how they all got there. The region was poorly defended by the Allies and the SSU, and the Axis quickly crushes them.

1946-1947

1946, March: SSU organizes a series of Marxist revolutions in South America. As soon as the regimes change, Sino-Soviet troops arrive.

1946, May: The Allies are pushed back to the sea along the Normandy Coast. The Allied Army sails back to Great Britain for the second time.

1946, July: Operation Red Sun. On the same night, SSU forces land in both Alaska and Florida. They manage to gain control of a large part of the Alaskan coast before the Allied army joins the fight. In Florida, the Allies react quicker, and the Soviet advance is halted by the Second Marine Division in the Everglades.

1946, August: As their situation deteriorates everywhere, all the western powers join forces to officially form an alliance. The third bloc is born.

1946, August: Operation Highjump. Allied forces launch a massive assault on Antarctica.

1946, September: The revived Afrika Korps lands on the coast of Libya and the Gulf of Guinea. The war in Africa begins again.

1946, December: The Neutral Nations Organisation (NNO) is formed in Bangkok, Thailand.

1947, January: The Axis launches a massive offensive across all fronts on all continents.

1947, January: Operation SeeLöwe. The Axis airdrops walkers on Dover. The invasion of England begins.

1947, January: Operation Blue Thunder begins in Antarctica. As Axis forces attack on all fronts,



something sinister happens inside a secret base at the bottom of the world. Joe Brown and Sigrid Von Thaler meet for the third time.

1947, April: London falls. The Allies worst nightmare is becoming reality—Great Britain may be conquered. By the end of the month, Axis forces have reached Hadrian's Wall.

1947, July: An alien spacecraft crashes at Roswell, New Mexico. Reports indicate it is not of Vrill origin. In that instant, the war becomes exponentially more complex.



CHAPTER 2: CHARACTERS

CHARACTER GENERATION

As a player, your portal into the world of *Dust* is through your character. Your character is your alter ego in the game. Their abilities may be beyond or below yours. This is part of the fun of roleplaying, assuming the role of someone you are not. From hardened battle veterans to clever scientists researching alien technology, these characters experience the world drawn by your Game Master. Characters in *Dust Adventures* are represented by four simple characteristics and a handful of skills. The mix of the two allow for a fast-paced game with a great amount of customization. If you have always wanted to see a single Allied Ranger in action, or look through the scope of a *Jnetzi* sniper's rifle, the following chapter helps you make that character a reality. The rest of course, is roleplaying.

CORE CHARACTERISTICS

Every character is defined by four core characteristics: Mobility, Physique, Mind, and Presence. Each point allotted to a characteristic is known as a Rank. These characteristics range from 1 to 4 Ranks for a normal character, with very few having 0 in any characteristic and even fewer having 5 Ranks or more. A Rank of 1 is the normal rating for an average person. Typically, you are playing heroes trained and gifted with talents far beyond the norm. Below are descriptions of each characteristic:

MOBILITY (MB)

Mobility is a measure of an individual's overall physical agility and reflexes, including speed, dexterity, and flexibility. It determines how fast someone is, his or her coordination, and accuracy with a weapon.

PHYSIQUE (PH)

Physique is a character's physical stature covering everything from size, strength, endurance, and toughness.

MIND (MD)

Mind represents a person's intelligence and mental aptitude. A character with a high Mind is a natural genius or a very perceptive individual aware of their surroundings.

PRESENCE (PR)

Presence is an indication of the combination of one's self-control, courage, personality, charisma, and comeliness. A person with a high presence can be very intimidating, very attractive, or very charismatic.

DERIVED CHARACTERISTICS

In addition to these four primary characteristics, characters have three derived characteristics. Each derived characteristic is the sum of two primary characteristics. With these three derived characteristics, your character becomes more fleshed out.

MOVEMENT (PHYSIQUE + MOBILITY)

Movement is the number of metres a character can move as a single action. *5 metres is the standard range and movement increment in Dust Adventures.*

CAPACITY (PHYSIQUE + PRESENCE)

Capacity represents a person's ability to endure suffering and damage. This is an all-inclusive category used against physical injuries, fear, insanity, or other effects that may force a character out of the action.

INITIATIVE (MOBILITY + MIND)

Initiative is used to determine who goes first in certain situations. It is an important characteristic in combat.

SELECT CHARACTERISTICS

Every character begins with each characteristic at 1. In most campaigns, you usually have 5 points to add to these characteristics: Mobility, Physique, Mind, and Presence.

These characteristics range from 1 (average) to 2 (heroic) to 5 (superhuman). No more than 3 points may be added to any one characteristic. A normal human can never have a characteristic over 4.

The number of additional characteristic points a character receives is based on the game level—Standard, Heroic, Pulp, and Legendary. The default level for *Dust Adventures* is Pulp.

Level	Characteristic Points
Standard	2
Heroic	3
Pulp	5
Legendary	6

Once these points are determined, calculate the derived characteristics: Capacity is Physique + Presence. Initiative is Mobility + Mind. Movement is Physique + Mobility. Skills and advanced skills cap at 5 ranks each.

SELECT BACKGROUND AND TRAINING PACKAGES

Characters don't just appear out of the blue in the middle of the war one day. Before they were soldiers, they grew up

being someone else. Your character has a past prior to the start of the game which not only defines his or her personality, it also gives access to Background Packages granting your character new skills.

Each character selects one Background/Package, one Branch of Service, and one Specialist Package. If the GM wishes to have more experienced characters, they might allow a second Specialist Package.

Some character paths, known as Open Packages, permit a character to select the same package multiple times in different categories (such as picking Scientist as a Branch of Service and Specialist as an Experience Package), while other character paths are only selected once (most Military Packages are limited to being picked once). Packages limited to one selection are referred to as Closed Packages. You can only take a closed package that one time. After that, your character must move on to a new set of skills and experience.

BACKGROUND SKILLS

Depending on the time and place where characters grew up, they were exposed to different skills as part of their daily life. If certain backgrounds depended on a skill for survival, it simply doesn't make sense that a character would have no expertise in that skill. Therefore, characters



After high school, I signed on with a Merchant Marine vessel. Spent a few years doing that before I found myself in Shanghai. The city was a heady mix of forbidden pleasures and crime. I was more drawn to the crime. My high school counsellor once told me that I'd wind up in jail if I didn't straighten up and fly right. I was going nowhere fast, but Shanghai's mysteries called, and yeah, it was fun while it lasted. The Japanese invaded China in '37 and things began to change rapidly. Shanghai became more than the "Whore of the Orient," she became a warzone. You cut your teeth on survival skills pretty quick that way.

begin with a set of standard skills each rated at 1. A character may choose any one Background.

BACKGROUNDS

ACADEMIC

You spent your formative years poring over books, equations, and historical documents. While your friends played stickball, you studied Newton's oeuvre. You gained a lot of knowledge, but you will need practical survival skills if you are to survive the war.

Skills: 3 Knowledge skills at 1, Awareness 1, Interaction 1.

URBAN/RURAL

You grew up in civilization whether it was on a city street or a bucolic farmstead. You are familiar with social mores and have done a fair amount of physical labour. You have also likely been in a scrape or two.

Skills: Athletics 1, Attack: Melee 1, Awareness 1, Interaction 1, Pilot 1 (a player with this background may trade Pilot 1 for the Interaction Advanced Skill Animal Handling 2).

WARZONE

The war found you earlier than most. Your childhood or young adult years were spent under fire. Around the globe, the war reaches its skeletal fingers into quiet towns and cities, leaving them in ruins. You know how to scavenge for food, keep yourself alert, and fight when the need arises.

Skills: Athletics 1, Attack: Melee 1, Survival 1, Awareness 1, Willpower 1 (a player with this background may swap out Willpower for an extra level in Athletics).

BRANCH OF SERVICE

Each character can select a starting Branch of Service. This package gives the character starting skills and gear. Each branch also suggests a quick build for the purposes of fast character generation. These suggested quick builds are entirely optional.

Branch of Service need not mean you are in the military. While most characters in *Dust Adventures* are likely soldiers, there are also adventurers and scientists making their way through a world at war.

The GM should feel free to any open any package to any bloc. For example: Commander, Commando/Partisan, Marksman, Recon, Sergeant, Veteran, Weapon Specialist, Prisoner of War and War Hero are open to Axis soldiers and not just Ranger/Soviet Guard. Certainly, the Axis has War Heroes and Marksman!

ADVENTURER PACKAGE

Quick Build MB: 3 PH: 2 MD: 2 PR: 2

Skills: Athletics 1, Awareness 1, Interaction 1, Survival 1, Medic 1

Equipment: Adventuring clothes, Colt .45 Sidearm, Field kit, Knife, Forged documents.

Normally a character can only pick packages open to their branch of service, however an adventurer is experienced in the world unlike anyone else. During character generation they may select one package from either specialist or experience that is limited to another branch of service (but only one package).

GRENADIER

Quick Build MB: 3 PH: 3 MD: 1 PR: 2

Skills: Attack: Firearm 1, Attack: Melee 1, Attack: Heavy 1, Athletics 1, Repair 1

Equipment: *Sturmgranadiere Ausf.* A Body Armour, StG 47, Knife, Choice of Panzerfaust or 2 grenades.

RANGER PACKAGE

Quick Build MB: 2 PH: 3 MD: 2 PR: 2

Skills: Attack: Firearm 1, Attack: Melee 1, Survival 1 (Navigate 1), Medic 1 (First Aid 1)

Equipment: Ranger Armour, Knife, M1 Assault Rifle, or Shotgun.

SCIENTIST PACKAGE

Quick Build MB: 2 PH: 1 MD: 3 PR: 3

Skills: Awareness 1, Interaction 1, Knowledge: Lore 1 (Advanced Skill 1), Knowledge: Science 1 (Advanced Skill 1)

Equipment: Colt .45 Sidearm, Knife, access to necessary field tools for any one science, Lab coat.

SOVIET GUARD

Quick Build MB: 2 PH: 2 MD: 2 PR: 3

Skills: Attack: Firearms 1, Survival 1 (Urban 1), Attack: Melee 1, Willpower 1, Attack: Thrown 1 (Molotov Cocktail 1)

Disadvantage 1 (Distrust Allies +1 difficulty to all Interaction with Allied PCs and NPCs).

Gear: SN-47 body armour, shotgun or PPSH-48 SMG, knife, 3x grenades, equipment sack, rations.

SPECIALIST PACKAGES

After selecting their Branch of Service, characters select a Specialist Package. Each Branch of Service has several Specialist Packages associated with it. These packages can only be selected if the character has the proper Branch of Service. Specialist Packages are divided into two categories: Closed and Open. Closed Specialist Packages are

only available to characters that have the same Branch of Service as their Primary Branch of Service. Open Specialist Packages are available to characters who had any Branch of Service as their Primary Branch of Service. Alternatively, a character can select a second Branch of Service in the place of a Specialist Package.

In general, a package grants a character 5 Ranks in skills. When characters receive an Advanced Skill from a package, every 2 Ranks are equal to 1 standard skill Rank. When dealing with Special Ability, and Special Power-related Advanced Skills, each Rank is treated as 1 standard Rank for the purposes of character generation, their values change in character advancement.

Game Masters (GMs) are empowered to create packages of their own although, as guidance, no career should have more than 2 Ranks in combat skills such as Attack.

Non-Allied PCs: Not every character or game centres on the Allies. Some GMs may want to play with SSU agents or Axis Troops. The core rules focus on the Allies, but future supplements will address SSU, Axis, and other types of characters. However, many of these packages can just as easily be used for other factions as they can for the Allies with a little tweaking. All the GM really needs to do is exchange weapons and gear that are Allied in nature for their Axis or SSU counterparts.

CELEBRITY (OPEN/ANY)

Skills: Athletics 1 (Stunts 1), Attack: Melee 1, Interaction 1 (Charm 1), Willpower 1

Equipment: Autograph book, little black book, good luck charm, Hollywood agent, fan club (see Expendable Resources, p. 68), drinking flask.

DRAFTED (SSU VOLUNTEERS/ VOLKSSTURM) (OPEN/ANY)

Skills: Athletics 1, Attack: Firearm (M1 AR or M47 BAR) 1, Attack: Melee (Knife) 1, Awareness 1, Survival 1

Equipment: (Ranger) M1 AR or M47 BAR, (Soviet Guard) PPSH-48 SMG.

MECHANIC/INVENTOR (OPEN/ANY)

Skills: Repair 3 (Vehicle 1), Awareness 1.

Equipment: Toolkit.

MEDIC (OPEN/ANY)

Skills: Athletics 1 Awareness 1, Medic 2, Survival 1

Equipment: Medical bag.

PILOT/MECH DRIVER (OPEN/ANY)

Skills: Pilot: Aircraft or Walker 2, Weapon Systems 1, Radio 1, Repair 1

Equipment: Appropriate vehicle.

PROFESSOR (OPEN/ANY)

Skills: Interaction 1, Knowledge: 4 ranks in Knowledge skills of choice.

Equipment: Notebook, textbooks, pencils, pens.

RADIOMAN (OPEN/ANY)

Skills: Radio 2 (Artillery Strike 1, Model 1), Willpower 1, Repair 1

Equipment: Radio (long range), codebook, maps, radio kit.

SPOTTER (OPEN/ANY)

Skills: Awareness 1 (Sight 1), Black Ops 1, Radio 1, Special Ability 1 (Spotter 1)

Equipment: 2x grenades, binoculars, survival kit, woodland suit.

SCOUT (OPEN/ANY)

Skills: Black Ops 1 (Stealth 2), Survival 1 (Track 1)

Equipment: Survival kit, woodland suit.

WAR DEPARTMENT (OPEN/ANY)

Skills: Demolitions 2 (Disposal 1), Survival 1, Black Ops 1

Equipment: Forged documents, small toolkit.

COMMANDER (CLOSED/RANGER AND SOVIET GUARD)

Skills: Interaction 2 (Command 1), Radio 1, Willpower 1

Equipment: Radio (short range), map, survival kit, codebook, radio kit.

COMMANDO/PARTISAN (CLOSED/RANGER AND SOVIET GUARD)

Skills: Black Ops 1 (Stealth 1, Disguise 1), Survival 1, Attack: Melee 1

Equipment: Radio (short range), map, survival kit, codebook, radio kit.

Pearl Harbour, that's where it all started for me. I had been bouncing around Southeast Asia, restless, smuggling cargo, and operating out of Shanghai. You have to remember; this was before the Japanese really cracked down on that city. I saw it coming and I hauled ass out of there. Drifted back to the States. I didn't see Pearl Harbour coming though. No one did.

My meaningless life suddenly had purpose. I signed up. Everyone did. I was already handy with a rifle. A life in the Shanghai underworld will do that for you. I aced basic, went straight for the full on elite—the Rangers. There I was, Jack Donnelly of questionable character, now wearing a Ranger patch and leading the way. Authority still bit me in uncomfortable places. I specialized. Recon, I figured, would at least keep me away from the brass. I was right... Mostly. Six more weeks of specialized training. They taught me skills like black ops and helped improve my marksmanship. I was ready. I'd seen war in Shanghai, hadn't I? Well that was nothing compared to what lay ahead.



DRAKONI (COMMISSAR)
(CLOSED/SOVIET GUARD)

Skills: Interaction 2, Willpower 2, Attack: Heavy 1*

Equipment: Soviet UGL, weapon of choice (DPM MG or PTRS-47)*, quilted winter coat.

*Drakoni Commissars may opt not to take the weapon of choice or the Attack: Heavy 1 skill and instead gain the Advance Skill Badass at 2 or Special Ability 1 (Charge 1).

MARKSMAN
(CLOSED/RANGER AND SOVIET GUARD)

Skills: Attack: Firearms 1, Black Ops 1 (Stealth 1), Special Ability 1 (Sniper 1)

Equipment: (Ranger) Replace M1 AR or shotgun with M2 Sniper Rifle. (Soviet Guard) replace PPSH-48 SMG or shotgun with Widowmaker Sniper Rifle, (Axis) replace StG 47 with Sniper *Gewehr* PSG1, grenades, binoculars, survival kit, woodland suit.

HEAVY GRENAДИER
(CLOSED/GRENAДИER)

Skills: Repair 1 (Armour 1), Special Ability 1 (Gizmoteer 3), Attack: Heavy 1

Equipment: *Sturmgranadiere Ausf. B* Power Armour, combat knife, specialist weapon of choice.

The Heavy Grenadier's Ranks in Gizmoteer grants them a suit of *Sturmgranadiere Ausf. B* Power Armour (see page 59).

HEAVY RANGER
(CLOSED/RANGER)

Skills: : Repair 1, Attack: Special 1, Special Ability 1 (Gizmoteer 2)

Equipment: The Heavy Ranger's Ranks in Gizmoteer grants them a suit of XM-18-22 Assault Armour plus one of the following weapons corresponding with their Attack: Special 1 Advanced Skill:

- Rocket Punch
- 60W Phaser
- M10 Bazooka
- Dual .30 calibre Victory Machine Gun

RECON
(CLOSED/RANGER AND SOVIET GUARD)

Skills: Attack: Firearm 1, Attack: (Heavy or Thrown) 1, Special Ability 1 (Fast 1), Black Ops 1

Equipment: Survival kit, woodland suit, combat knife, binoculars.

RED GUARD (CLOSED/SOVIET GUARD)

Skills: Willpower 1, Awareness 1, Black Ops 1, Interaction 1, Radio 1

Equipment: Soviet UGL.

SERGEANT (CLOSED/RANGER AND SOVIET GUARD)

Skills: Survival 2, Interaction 1 (Intimidate 1), Willpower 1 (Badass 1)

Equipment: Combat knife, orders, medical kit.

USMC (CLOSED/RANGER)

Skills: Attack: Firearms 1, Attack: Melee 1, Survival 1, Willpower 1 (Badass 1)

Equipment*: Grenades, machete, entrenching tool, survival kit, rucksack, combat knife, .45 Auto Colt pistol, smoke grenades, wet weather gear, and choice of M47 BAR, .45 SMG M4, or shotgun.

*USMC do not receive the standard package of equipment for the ASOCOM Ranger background, instead they receive the gear listed above plus any from their other packages as normal.

VETERAN (CLOSED/RANGER AND SOVIET GUARD)

Skills: Attack: (Firearms or Melee) 1, Survival 1, Willpower 2 (Badass 1)

Equipment: Good luck charm, souvenirs, Medal of Valour.

WEAPON-SPECIALIST (CLOSED/RANGER AND SOVIET GUARD)

Skills: Character has rank 2 in one advanced skill selected from the following skills: Attack: Heavy, Attack: Thrown, Attack: Firearms, Any one Advanced Skill for a special weapon 2, Repair 1, Demolitions 1, Awareness 1

Equipment: Combat knife, Specialist Weapon of choice (for Rangers these are usually the .30 Cal Victory MG, Flamethrower, UGL, M9 Bazooka, or Grenades. For the SSU, this includes a Sulphur Thrower, a PTRS-47, or a DPM MG. For Axis Grenadiers, this includes the MG 48 Machine Gun, *Flammenwerfer* 40, the *Panzerschreck*, or even the *Laser-Werfer*).

Weapon Specialist can be taken multiple times, but each time you must select a different weapon.

FAILED EXPERIMENT (CLOSED/SCIENTIST)

Skills: 2 ranks in Knowledge skills of choice, Special Ability 1 (Ability of Choice 2*)

Equipment: Photographs of secret past, medical files on experiment, painkillers.

*Character may turn Ability of Choice into 1 Rank in Special Power and 1 Rank in an actual power. Add (see page 26 Special Powers).

FIELD RESEARCHER (CLOSED/ SCIENTIST)

Skills: Interaction 1, Knowledge: Choice 2 (Advanced Skill Choice 2), Awareness 1

Equipment: Researcher kit, survival kit, notebook, rations.

GENIUS (CLOSED/SCIENTIST)

Skills:Skills: 3 ranks in knowledge skills of choice and 4 ranks in advanced Knowledge skills.

Equipment: Journal and notes, hobby item, tennis racket, crossword puzzles, kite, handgun, favorite reference book, reference book written by the character.

UNIQUE ENCOUNTER (CLOSED/ SCIENTIST)

Skills: Knowledge: Choice 2 (Advanced Skill of choice 1), Survival 1, Willpower 1

Equipment: Supposed "artefact", map, exotic journal.

EXPERIENCE PACKAGES

After selecting their Specialist Package, characters then select one Experience Package. Experience Packages, like Specialist Packages, are divided into two categories: Closed and Open. Closed Experience Packages are only available to characters that are from the same Primary Branch of Service. Open Experience Packages are available to any character of any Branch of Service.

Alternatively, a character can select a second Specialist Package in place of an Experience Package.

DIPLOMAT (OPEN/ANY)

Skills: Awareness 1, Interaction 2, Knowledge 2 (select from Culture, Language, or Politics)

Equipment: Political papers, identification, language and culture guidebook, good luck charm.

GIZMOTEER (CLOSED/SCIENTIST)

Skills: Special Ability 1 (Gizmoteer 3*), Knowledge: Invention 1

Equipment: Scientific and mechanical gadgets and gizmos/tools.

*Gizmoteer may divide this between up to three items.

Being a soldier has been described as long stretches of boredom punctuated by moments of sheer terror. Regarding D-Day, well, I really don't know where to begin. "Rangers lead the way," right? We did. Horvath took one in the head in the landing craft. Out of my unit, six were dead by the end of the day. We did take that beach though. Around D-Day plus six, I got into an argument with a tank commander who wanted our unit to scout ahead for him in those damn hedgerows. It'd be a turkey shoot for Jerry, I told him, but he didn't care. As it often does with me, one thing led to another and my temper got the best of me. I knocked him out with a fist to the jaw. Not my smartest move. He put me up for a court martial. With my record already showing issues with authority figures, I was done for. Or so I thought. Turns out the Silver Star I picked up at Anzio, and my previous work in the Shanghai underworld caught the eye of the OSS. They didn't have ASOCOM yet. OSS would make the court martial go away if I started working for them. I figured it beat Leavenworth. Next thing I know, I'm back in England training with SOE commandos. Radio, cryptography, a whole new set of skills for a completely new experience. I was a spy.

JUMP RANGER (CLOSED/RANGER)

Skills: Pilot 1 (Jetpack 1), Special Ability 1 (Gizmooteer 2)

Equipment: Jetpack. The Jump Ranger's Ranks in Gizmooteer grants them a Jetpack (see page 58 for more information).

Note: Jump Ranger is an Experience Package available only to characters that have the Heavy Rangers Specialist Package.

PRISONER OF WAR (CLOSED/RANGER OR SOVIET GUARD)

Skills: Awareness 1, Survival 3, Willpower 1

Equipment: Bad memories (see Expendable Resources, p. 68), good luck charm, enemy knife or small pistol, Medal of Valour.

SUPER BEING (OPEN/ANY)

Skills: Athletics 1, Special Ability 1 (Special Power 1), Special Power 1, (Power of Choice 1*)

Equipment: Detailed medical records (can be used to gain a +1 to any First Aid checks used on the Super Being at a cost of an extra 30 minutes), uniform, personal camera, military observer and commanding officer always fairly close by.

*Character begins play with 1 Rank in one Special Power.

SPY (OPEN/ANY)

Skills: Awareness 1, Black Ops 1, Interaction 1, Radio 1, Special Ability 1 (Ability of Choice 1)

Disadvantage: Wanted 2

Equipment: Fine clothes, flask of liquor, cigarettes, mini camera, micro radio, knife, small pistol.

STEEL GUARD (CLOSED/SOVIET GUARD)

Skills: Attack: Heavy 1, Willpower 1, Special Ability 1 (Damage Resilience 2)

Equipment: Heavy Assault Weapon, Steel Guard armour (Armour 4).

WAR HERO (CLOSED/RANGER OR SOVIET GUARD)

Skills: Pick any five of the following skills Attack: Melee (Weapon of Choice 1) or Attack: Firearms (Weapon of Choice 1), Survival 1, Willpower 1, Special Ability 1. These skills may be selected more than once but no more than three times."

Equipment: Medal of Courage, souvenir pistol, grenade, combat knife, weapon of choice (Firearm or Melee).



FINAL TOUCHES

ADDING EXTRA SKILLS

Once a character chooses their packages, they gain extra skill Ranks. These extra Ranks may be used to increase any skill or to pick additional new skills. No skill can be improved beyond 3 total Ranks.

The number of extra skill Ranks a character may receive is based on the game level.

Level	Skill Ranks
Standard	2
Heroic	3
Pulp	4
Legendary	6

When adding Ranks to Special Abilities, treat each as a separate skill. In other words, if a character has gained Special Ability 1 (Fast 1) through his or her background packages, it costs 1 skill Rank to increase Fast from 1 to 2. If they want to use these additional skill Ranks to gain additional Special Abilities, they have to spend 1 Rank first to increase their Special Ability and then 1 additional Rank to gain a Special Ability. Thus, if the previous character wants to add Sniper to his or her set of abilities it costs 1 skill Rank to go from Special Ability 1 to Special Ability 2 and a second skill Rank to add Sniper 1.

NAME, RANK, AND SERIAL NUMBER

There is no formal system for determining a character's rank. However, most military teams consist of one officer, one sergeant, and several lower ranking troops. Characters with the packages of Sergeant or Commander will obviously be of higher rank (the Sergeant Package will be a Sergeant rank or higher on the enlisted side, while the Commander is a Lieutenant or higher-ranking officer). Players should have Rank if they want to be important. It is recommended for officers in pulp campaigns.

Alternatively, players may prefer to vote on having one player as an officer or Sergeant or simply play experts of a similar rank. This is deliberately left to the GM to decide in whatever way they see fit. Fair warning though,

permitting high-ranking PCs can cause problems as they may try to use that rank to alter the adventure and scenario conditions by ordering around brigades of soldiers and wings of aircraft.

CHARACTER IMPROVEMENT

Characters earn action points while adventuring. Action points give the player an immediate bonus in that when they are used they give the player a bunch of different abilities (see page 48). But, once the Action points been used, that's not the end of the story. Every used action point becomes an Improvement point. Improvement points are the way characters grow over time. If you want to improve you have to be a part of the action!

By spending points, you gain experience. This mechanic encourages players to use these points to alter elements of the story, thus giving the players greater agency. This mechanic helps bring the players into the game and its plot. If they do not participate in doing epic things with Action Points, they never get better at what they do.

IMPROVING CHARACTERISTICS

Mobility, Physique, Mind, and Presence may be improved by paying 10 times the new Rank of the Characteristic in question. Derived characteristics cannot be improved through Improvement Points (IP), but do increase if another characteristic is improved.

IMPROVING SKILLS

Advanced skills and standard skills improve at a different rate. Advanced Skills cost 3 times the new Rank of the skill to raise 1 Rank. Standard skills cost 5 times the new Rank to raise that skill 1 Rank. Skills may not be improved more than 1 Rank at a time. No skill can exceed five ranks maximum.

IMPROVING SPECIAL ABILITIES

Special Abilities have a base cost of 3 IP times the new Rank of the Special Ability to raise that Special Ability 1 Rank.

By the time the OSS was folded into the newly minted ASOCOM, I'd gained a lot of experience. Experience that saved my hide more than once. I picked up skills they don't teach you in any training manual. ASOCOM liked that a lot. Working as an agent for ASOCOM was a real challenge. I enjoyed it... Right up 'til the day they left me and my boys hanging out to dry behind Axis lines, but I'll get to that later.



CHAPTER 3: SKILLS

I was never very good at America's pastime, but the army, in a rare good decision, designed hand grenades so they're roughly the same size as a standard baseball. Now this was back on D-Day. This kid, Ellis, who was fresh out of training, gave up a baseball scholarship to join up. That kid could really throw. An MG 42 had pinned down a group of Rangers from Fox Company. Bullets were zipping past like angry wasps. Our medic couldn't even get to the wounded. Those damn Krauts in their pillbox swept the beach like a maid with a lethal broom. No way could we get to them. But Ellis, he takes a grenade and I swear, he does a wind-up like he's pitching at the top of the ninth and lands that damn pineapple right through the slit of the Jerries' bunker. Kaboom! There wasn't any more fire from that pillbox. Not after that. No question Ellis will go pro after the war. Too bad the war's still going on, isn't it?

A *Dust Adventures* character begins with inherent abilities covered by the four characteristics, but a person is more than just their raw attributes. Character also derives from that which is learned. Skills represent capabilities that are acquired rather than inherent. You might have great hand-eye coordination, but that does not mean you know how to aim and shoot a rifle.

Even characters with lower stats, AKA "civilians," can become very formidable by learning. Likewise, someone with great inherent talent might never study or practice that with which they have an affinity. People do not always live up to their potential; sometimes, they surpass it.

ATHLETICS

Prime Characteristic: PH/MB

Advanced Skills: Strength, Agility, Speed, Endurance, Air Cavalry, Specific Sport, Stunts, Climb, Jump, Swim, Horse Riding

Use: Athletics covers general physical actions. This represents a character's ability to use his body to its fullest potential. The ability to climb, jump, swim, parachute, and endure physical stress is represented by Athletics. It is also

used for general endurance and resistance when appropriate—such as holding one's breath or attempting to stay awake while extremely tired (though Willpower and Survival may both be used in these cases, as well).

- **Strength** is used when the character must lift extreme amounts of weight or otherwise use their physical power to accomplish a task.
- **Agility** is used for reflexes, movement, and general acrobatic actions.
- **Speed** is used for running, quick movements, and other feats of speed.
- **Endurance** is used with actions requiring checks that involve health, constitution, and durability.

AIR CAVALRY

Air Cavalry is a special skill used by characters performing all airborne or air assault style actions, be it jumping from an aircraft with a parachute or repelling out of a helicopter. Characters with the Air Cavalry Advanced Skill can perform other actions while falling instead of only the Break Fall attempt (see Falling, p. 36).

Catalogue of Skills

Characteristic	Skill	Characteristic	Skill
PH/MB	Athletics	MD	Awareness
PH	Attack (Melee)	MD	Demolitions
MB	Attack (Firearm)	MD	Knowledge
PH/MD	Attack (Gunnery)	MD	Medic
PH	Attack (Heavy)	MD	Repair
MB	Attack (Thrown)	MD	Survival
MB/PR	Black Ops	MB	Pilot
PR	Interaction	None	Special Ability
PR	Radio	None	Special Power
PR	Willpower	None	Superhuman



SPECIFIC SPORT

Specific Sport applies to actions pertaining to a single sport chosen by the character such as Rugby, Tennis, Football, or a similar skill such as Dance.

STUNTS

Stunts is a special Advanced Skill that helps the character resist damage from performance-related physical actions. The skill is essentially that of a stunt man and is used when staging fake “falls” and “fights” such as those seen on the silver screen or on a stage.

ATTACK (MELEE)

Prime Characteristic: PH

Advanced Skills: Unarmed, Knife, Sword, Panzer Glove, Rocket Punch, Improvised, Meat Cleaver, Machete, experimental, etc.

Use: This is the skill used for melee combat. See the **Action!** chapter for more details.

ATTACK (FIREARMS)

Prime Characteristic: MB

Advanced Skills: Pistol, Shotgun, Machine Gun, Submachine Gun, Sniper Rifle, UGL, experimental, etc.

Use: This is the skill used for ranged attacks. See Combat, p. 32 for more details.

ATTACK (GUNNERY)

Prime Characteristic: MD or PH

Advanced Skills: Mortar, Vehicle Main Gun, Vehicle Close Combat, experimental, etc.

Use: This is the skill used for vehicle combat attacks. See the **Action!** chapter for more details. MD is used when the weapon in question is based on radar, sonar, telemetry, and other “science and technology enhanced” weapons (Rockets, Missiles, Torpedoes, Guns with Targeting Computers, etc.), while PH is used for more practical and physically demanding weapons.

I know enough about demolitions to leave it to the experts. We'd linked up with some Desert Rats in North Africa. The mission was to blow a bridge, like that was going to stop Rommel. This Australian, called himself "Monday," wired the bridge to blow after we took out the sentries and the Luther walker on patrol. Monday was a bit crazy. Maybe a lot crazy. When he wired the device, he used *all* of the explosives. The bridge went up like a house of matchsticks. Have to say, there was no longer any bridge there after that. Like I said, I leave that kind of thing to the experts.

ATTACK (HEAVY)

Prime Characteristic: PH

Advanced Skills: Rocket Launcher, Grenade Launcher, Flamethrower, Heavy Machine Gun, experimental, etc.

Use: This skill is used specifically for heavy weapons. See the **Action!** chapter for more details.

ATTACK (THROWN)

Prime Characteristic: MB

Advanced Skills: Grenade, knife, rock, demolition charge, experimental, etc.

Use: This skill is used for throwing weapons in combat. See **Combat**, p. 32 for more details.

AWARENESS

Prime Characteristic: MD

Advanced Skills: Sight, Hearing, Smell, Mental, Sensors

Use: The skill discerns the difference between enemy malfeasance and daily paranoia. Characters without this skill are not less aware of their surroundings but are

much more prone to discovering false positives. Cover and Range penalties affect this skill.

BLACK OPS

Prime Characteristic: PR

Advanced Skills: Camouflage, Stealth, Conceal, Palming, Pick Pockets, Lock Picking

Use: Black Ops is a skill used for clandestine activities usually associated with infiltration, espionage, and assassination.

- **Camouflage** is the ability to hide oneself in their surroundings and remain motionless to go undetected. Each Target Symbol rolled becomes the difficulty penalty for any Awareness (Sight) skill tests used to locate the character.
- **Stealth** is the ability to move silently and invisibly. Each Target symbol rolled becomes the difficulty penalty for any Awareness (Hearing) skill tests used to locate the character.
- **Conceal** is similar to Camouflage but instead of using it to hide oneself in your natural surroundings, it is used to hide an object, be it a small item in a library or a tank



in the woods. The difficulty is set based on available materials, lighting conditions, location of the object, and size of the object. Otherwise, it works like Camouflage.

DEMOLITIONS

Prime Characteristic: MD

Advanced Skills: Disposal, Placing, Homebrew

Use: The gentlemanly art of explosives. The Demolitions skill is used to determine the proper placement and quantity of explosives needed to destroy a stationary target. Attack (Heavy) is used whenever explosives are used against a mobile target, although landmines and other traps are covered by Demolitions. Demolitions also covers defusing explosives. This use is not in conjunction with Attack (Heavy).

The difficulty of Disposal is based on the skill (successes) of the person who placed the bomb in the first place. In general, this is 1 if the bomber is an amateur, 2 if they are skilled, and 3 if they are an expert.

For more information on Placing, see Placed Weapons, p.41.

Homebrew is similar to Invention, but is used only to establish the range and damage potential of the bomb. Availability of materials and time influence this as well as any other factors decided by the GM.

KNOWLEDGE

Prime Characteristic: MD

Advanced Skills: Specific area of focus in the knowledge category (see below)

Use: This is a catchall, general education and informational skill. If you cannot find a specific skill or category you are looking for, you can easily place it here. While these are not necessarily academic pursuits and study, they can be. It may also be a hobby or simply knowledge picked up through life experiences.

Knowledge “Focus” is similar to Advanced Skills, with each Knowledge Focus covering a specialty—for example Science, History, Art, Craft, Language, Lore, or Trivia. These areas of study are broad but not all encompassing. Each knowledge skill must be denoted as such (for example, Knowledge: Science or Knowledge: Craft) when picked.

Each of these broad areas of skill also has their own subset of Advanced Skills. Knowledge: Science may very well have the Advanced Skills of Botany, Biology, Entomology, Astronomy, and so forth.

Knowledge tests are usually simple applications of understanding and memory. They are rolled to recall trivial information or to determine if a character knows a fact or a way of doing something. Difficulty is determined by how obscure a fact is, if the character is in a rush or under pressure, and other outside influences.

A single success means the character knows just enough to recite or perform what is required. Two successes provide extra information as well as giving complete information. Three or more successes mean the character does not have to roll again against that skill until a new scene or setting is encountered.

When it comes to Knowledge: Language, a character must choose a specific language for each Rank in the skill. A language may have more than 1 Rank in it with each additional Rank denoting an exceptional level of fluency. Advanced Skills for a language may include literacy, dialect specialty, ancient variations, or even a focus on language branches (Romance languages, Eastern European, etc.). Rolls are not usually required to speak or read a language unless the text or words are somehow obscured (poor translation, difficult dialect, older text, sloppy handwriting, slurred speech, and so forth).

Knowledge: Invention is a special option allowing the character to use his or her knowledge to create temporary items and solutions to problems. While the general use of Knowledge: Invention is mundane, and only lets a character perform very basic inventing on the fly, when combined with the Gizmoteer Special Ability, the character gains a unique array of abilities letting them invent both permanent and temporary items to help them along.

MEDIC

Prime Characteristic: MD

Advanced Skills: First Aid, Physical, Mental, Experimental, Veterinarian, Treat Poison, Treat Disease

Use: This skill is used for healing wounded characters (PCs and NPCs). See Wounds, Healing, and Recovery on pp. 37 for further details.

- **First Aid** can only be used on characters with 0 or more Capacity.
- **Physical** can only be used to remove Physical (P) damage.
- **Mental** can only be used to recover Mental (M) damage.
- **Experimental** can only be used on special scientific creations (zombies or gorillas).
- **Veterinarian** can only be used on animals.
- **Treat Poison** can only be used to treat poisons.
- **Treat Disease** can only be used to treat diseases.

PILOT

Prime Characteristic: MB

Advanced Skills: Aircraft, Tracked, Walker, Water, Wheeled, Experimental

Use: Piloting a vehicle. This skill stands in for Athletics and other Mobility-based activities when piloting the vehicle.

I was never very good at America's pastime, but the army, in a rare good decision, designed hand grenades so they're roughly the same size as a standard baseball. Now this was back on D-Day. This kid, Ellis, who was fresh out of training, gave up a baseball scholarship to join up. That kid could really throw. An MG 42 had pinned down a group of Rangers from Fox Company. Bullets were zipping past like angry wasps. Our medic couldn't even get to the wounded. Those damn Krauts in their pillbox swept the beach like a maid with a lethal broom. No way could we get to them. But Ellis, he takes a grenade and I swear, he does a wind-up like he's pitching at the top of the ninth and lands that damn pineapple right through the slit of the Jerries' bunker. Kaboom! There wasn't any more fire from that pillbox. Not after that. No question Ellis will go pro after the war. Too bad the war's still going on, isn't it?

Friendly fire is never friendly. This old monastery we were trying to take in Italy wasn't giving. Its medieval defenses were still working just fine here in the twentieth century. Captain Bower ordered our radioman to call in an artillery barrage. He did what he was told, but that radioman was a replacement we scooped up from the regular army. This greenhorn kid called in the wrong coordinates and our own Howitzers tore Company C to shreds. I guess we were lucky he didn't call the strike in on our coordinates.

RADIO

Prime Characteristic: PR

Advanced Skills: Communication, Artillery Strike, Cipher, Model

Use: The radio skill is used to transmit information using electronic communications equipment. It is largely an equipment-dependent skill, and each sub-function of the skill takes approximately one full round to use (both actions). Once transmissions are open, a character can exchange verbal communications with the receiving party at a cost of one action.

COMMUNICATION

Communication is an Advanced Skill. The radio operator must make a skill test against a difficulty of 0 if the target is a known frequency within range of the radio in question. If the frequency is unknown, the difficulty is increased by 1. If the target radio is in an unknown location, or using an unknown language, the difficulty is further increased (by 1 for each circumstance).

If the communication target is outside the range of the radio, then difficulty is further increased by 1. If the range exceeds 1.5 of the normal range of the radio, the difficulty goes up another 1 and 1 more for each .5 range increment after that. Radios can never extend beyond three times their range.

Use the following table for ease of calculating range penalties.

Range	Difficulty
Short	1
Medium	1.5
Long	2
Extreme	2.5
Maximum	3

Using a codebook or cipher key (part of a radio kit) reduces these penalties by 1. For every doubling of the time a character uses to perform the radio communication, reduce the penalty by 1 (2 rounds reduces the penalty by 1, 4 rounds reduces it by 2, 8 rounds reduces it by 4, and so forth).

Extra time never removes more than half the penalties, and the only way the language penalty can be removed is by speaking the language in question. Extra time will not teach you French.

Weather and terrain are also issues and may grant bonuses or penalties from 1 to 3 dice.

ARTILLERY STRIKE

Artillery Strike is an Advanced Skill that allows the radio operator to call in fire support (from aircraft or artillery) when possible. Provided the radio operator has artillery support to call in (even a team mortar would suffice) the radio operator acts as the eyes and ears of the attack.

CIPHER

The Cipher Advanced Skill is used to help break and encode transmissions.

MODEL

The Model Advanced Skill gives the character a bonus when using that model of radio.

REPAIR

Prime Characteristic: MD

Advanced Skills: Vehicle, Aircraft, Walker, Weapon, Experimental, Armor, Electronics

Use: This skill is used for repairing damaged equipment. See the **Action!** section on Repair and Maintenance (pp. 39).

SURVIVAL

Prime Characteristic: MD

Advanced Skills: Desert, Jungle, Urban, Arctic, Navigation, Track, FindFood, Build Shelter, etc.

Use: The skill used to acquire the necessary staples of life such as Food, Shelter, Warmth, Weapons, Tools, Ammunition, and other items one can scavenge or create in the wild. Each success provides enough shelter or food/water for one individual to survive one day. In general, an individual needs both shelter and food/water to survive (meaning two successes), but in most cases food/water is more important.

Advanced Skills only allow the character to perform that single function or all functions in that one environment.

The skill ranks for Advance skills under survival are used only for the environment or situation that the advanced skill covers. If you have Survival 3 (Desert 1) you have Survival 3 everywhere and but Survival 4 in deserts.

Difficulties are set based on time to prepare before the Survival roll is needed as well as other conditions as the GM sees fit. Each Advanced Skill gives the character a bonus in the related environment.

WILLPOWER

Prime Characteristic: PR

Advanced Skills: Badass, Defiant, In Control, Mental Defense, Mind Over Matter

Use: Willpower is used to keep one's wits and self-control in check. It is the ability used to resist fear, mind effects, and influence. Willpower forms a dice pool with PR and is rolled to resist or overcome mental and sanity obstacles.



BADASS

Badass is the Advanced Skill used to resist intimidation, suppression, and to overcome fear and loss of morale. Badass can be used to roll to resist fear or as a reaction to defend against morale attacks.

DEFIANT

Defiant is used to resist unwanted influence, be it by charm or Vrill-related psychic abilities and power.

IN CONTROL

In Control is used to resist insanity.

MENTAL DEFENSE

Mental Defense is used to resist other forms of mental attacks, including psychic attacks that actually harm the character.

MIND OVER MATTER

Using the Mind Over Matter Advanced Skill, the character can make an active skill roll when doing desperation recovery (see Wounds, Healing, and Recovery on pp. 37). When using Mind Over Matter, the character rolls a number of dice equal to his Willpower dice pool (including any dice from the Mind Over Matter Advanced Skill). He then recovers 1 Capacity per Target Symbol rolled on the action test. This is in addition to the standard 1 Capacity recovered for the normal use of desperation recovery. Using Mind Over Matter counts as a sustained action and may not be used unless the character has ranks in the Mind Over Matter Advanced Skill.

I swear to God, I ain't never seen anything like it. We had a platoon of Waffen SS pinned down but good. Two Victory .50 cal's chewing up the ruins of a wall they were using as cover. No one was going to poke their head up to catch a .50 cal. I mean NO ONE. But this badass German stood up like the bullets were only raindrops and went wild with his MG 42. Suddenly, WE were the ones pinned. He took out both our gunners. That Hun was badass! I don't know what else to call it. He should have been killed. Don't ever be that stupid, Edward.



CHAPTER 4: SPECIAL ABILITIES

Special Abilities are those powers and skills that, under ordinary circumstances, a normal soldier or civilian cannot access. A character might possess a rare and powerful artefact or be a trained assassin. Special Abilities further differentiate your character from others and, while having in-game benefits, can also be used as inspiration for roleplaying and additional background for your character. If he or she is a trained assassin, what does that mean for their moral compass? How and where did they learn the art of killing?

SPECIAL ABILITY

Prime Characteristic: None

Advanced Skills: Various

Use: Special Abilities are unique, rare, or exceptional attributes that are not necessarily inherently skills. They may not be supernatural in nature and are often the result of things like advanced training, technology, or experimentation. While they do not have an actual Rank, they are each given a value equal to a Rank that denotes how many Ranks they cost to possess. A character can have one Special Ability per Rank in the Special Ability skill.

When the character purchases a Rank in the Special Ability skill, he gains a Rank in the Special Ability he wishes to possess.

***Example:** A character wants to have 1 Rank in Sniper, so he purchases 1 Rank in Special Ability. Once he has done that, he gains 1 Rank in Sniper and may buy further Ranks in Sniper. If he wishes to add another Special Ability, he must first increase his Special Ability skill to 2, at which point he gains 1 Rank in a second Special Ability. You do not buy the Special Ability separately. Special Ability simply denotes that the sub-ability is special and not another skill that just anyone can gain.*

Special Ability Ranks are treated as basic skills for character advancement costs, while the actual Ranks in the ability purchased are treated as Advanced Skills for their advancement costs. Additionally, some Special Abilities

are noted with one or more + or – after their names. Each + or – sign changes the cost of each Rank by 1 XP (to a minimum of 1 XP). Each plus symbol increases the cost of the special ability or special power by 1 XP when increasing the rank. Each minus symbol reduces the cost of the special ability or special power by 1 XP when increasing the rank (to a minimum of 1 XP).

***Example:** Staff Sergeant Hein wants to add a Rank of First Strike to his abilities. He spends 5 XP to get Special Ability at Rank 1. He then chooses 1 Rank in First Strike. If he wished to increase First Strike to Rank 2, he must spend 10 XP to do so. When he wants to buy a second Special Ability, he must buy another Rank in Special ability (for 10 XP). However, he may freely buy more Ranks in First Strike as long as he has the XP to do so.*

Each ability is unique and they are all addressed individually below.

ADVANCED REACTIVE FIRE

The character may add 1 die to his Mobility test (when using a reaction) for each Rank in this ability.

ARTEFACT

A character with Ranks in Artefact possesses an ancient and seemingly arcane item that they use to assist them on their adventures. At Rank 1, the character has 2 Ranks of Gadgets (see Gadgets & Gizmos, pp. 50-51). With each additional Rank in Artefact, add 1 Rank to the Gadget (unlike the Gizmoteer Special Ability below, the character with the artefact cannot use improvised gear).

ASSASSIN [+]

Provided the character is in melee combat or using “sniper” to attack a specific target, the character may increase his damage by a value equal to his Assassin Rank. In melee, the character using this ability must have initiative. The damage is only increased if the target is actually hurt in the first place. Using Assassin counts as two actions.

BERSERK

Once per adventure, the character automatically treats a number of dice in his combat dice pool as Target results equal to his Rank in this ability. These dice are removed from the dice pool before the roll is made. The rest of the dice pool is rolled as normal. The character suffers 1 point of Non-lethal (N) damage after using Berserk. Armour does not reduce this but Damage Resilience may.

CHARGE

A character with the Charge ability may perform a free attack action using close combat weapons immediately after performing a double move action. When doing so, they move an extra metre per Rank in this ability.

CHARISMATIC MANIPULATOR

When engaged in character interaction, the character with this ability may reduce his target's resistance dice pool by 1 die per Rank in Charismatic Manipulator. (See Character Interaction, pp. 44-45.)

CHEAT DEATH

Once per Adventure, the character may reduce the amount of damage he suffers equal to twice his Ranks in Cheat Death.

FAST [- -]

The character is nimble and quick. He adds 1 to his movement rate for each Rank in this ability.

FIRST STRIKE [-]

The character is an especially perceptive and tactical combatant. He adds his Rank in First Strike to his Initiative rolls.

GIZMOTEER

A character with Ranks in Gizmoteer can create permanent and temporary gadgets, gizmos, and wonky sci-fi devices. Each Rank in Gizmoteer allows a character to spend 5 Gizmo Points designing contraptions. It also allows them to use improvised gear once per adventure. (See Gadgets & Gizmos, pp.50-51.)

LUCKY [- - -]

A character with Lucky can reroll every die that failed to score a success in a dice pool. The character may do this once per adventure per Rank. A character with more than 1 Rank of Lucky can use all of his rerolls at once (i.e. he can reroll further failures from his Lucky reroll by using additional Ranks). Alternatively, the character may spread Lucky Ranks out over the course of the adventure.

PAIRED WEAPONS

The character can attack with two weapons, as if they had the Paired Weapons weapon trait (see p. 41). However, the maximum skill dice that can be assigned to either weapon is equal to the character's Ranks in Paired

Weapons. If the weapon already has this trait, the maximum skill dice rule is ignored.

RANK [- -]

The character may automatically treat a number of dice in his dice pool as Target results equal to his Rank in this ability when using interaction actions against troops in his Branch of Service. To do so, the opponent must have a lower level of Rank. These dice are removed from the dice pool before the roll is made. The rest of the dice pool is rolled as normal. Rank here represents special status above the normal institution of basic ranks. It usually implies the character is at least a Major in his respective field of service if not higher. It may also imply the character has special status granted to him from celebrity status or legendary deeds performed in the field and fed to the public via newsreels. Not every Major, Colonel, or even General must have this ability. Most do not.

SNIPER [+]

Each Rank in Sniper can be used to ignore 1 level of armour while performing a sustained ranged attack. This happens only if the character does not make a multi attack or any other attack that targets more than one enemy.

SPECIAL POWER

The character possesses the Special Power skill (see below).

SPOTTER [-]

Each Rank in Spotter is used to ignore 1 level of difficulty for a sustained ranged attack of any ally within 1.5 metres of the character with this skill. This only happens if the character does not make a multi-attack or any other attack that targets more than one enemy. The "spotter" cannot make an attack or move action himself that round. Using spotter counts as one of his actions.

TANK HEAD

A character with Tank Head treats one Faction result as a Target result per Rank in this ability when repairing vehicles (including tanks and walkers, but not aircraft).

SPECIAL POWER

Prime Characteristic: None

Advanced Skills: Various

Use: Special Powers are unique, rare, or just plain unusual powers that are not inherently skills but are often extensions of skills. They are usually supernatural in nature, but may be the result of advanced training, technology, or experimentation. While they do not necessarily have an actual Rank, they are each given a value equal to a Rank denoting how many Ranks they cost to purchase. However, the character must purchase a Rank in the Special Ability skill, before he can purchase a Rank in the Special Power skill. Once the character has a Rank in the Special Power skill, he can purchase Ranks in one Special Power he wishes to possess.

There was this Italian villa back in '43. Them eyeties held the street ahead, and we needed to break through. Suddenly this German Panzer crept out of the ruins of a post office with a barrel so big you could look down it as if you were staring into the abyss. I froze, but it wasn't me that shell was after. The round detonated right behind Corporal Miller, taking out a bakery. I mean, that shop just wasn't there anymore! Corporal Miller's fatigues were ripped to shreds, but he was just standing there. Not a scratch. Luck. Pure, dumb luck.

Two days later, he took a sniper round to the brain bucket and it pinged right off! Never saw any man as lucky as that.

I was on leave in London trying to get the quartermaster to swap me a bottle of Vat 49 for a Luger I'd scavenged when this general swaggered in, in full dress, spaghetti all over his breast. He was there to pick up his personal jeep. Had the thing shipped back from the front, of all things. The quartermaster told him that he didn't have it, and the general started stamping his feet and yelling at the guy, wondering where it had gone. "Requisitioned by a captain, Sir," the quartermaster told him. The general blew his stack. "How can a captain take a general's jeep?" "Sorry, Sir, it was Bazooka Joe," the quartermaster said. The general wasn't any happier about it, but he shut the hell up and walked away with a pack of smokes. I never did get my Vat 49. Guess I needed to be up on the silver screen like Joe.

Example: A character wants to have 1 Rank in the Damage Resilience Special Power. He must first purchase 1 Rank in Special Ability. Once he has done that, he can choose a Special Ability as 1 Rank in Special Power, then purchase Ranks in Damage Resilience. If he wishes to add another Special Power at Rank 1, he must buy another Rank in Special Ability first and then increase his Special Power to Rank 2 as well. After that, he may buy 1 Rank in the new Special Power. He can, however, increase Damage Resilience without any further new abilities or skills.

Both the Special Power Ranks and the actual Ranks in the powers purchased are treated as Basic Skills for character advancement costs. Additionally, some Special Powers are noted with one or more + or - signs after their name. Each + or - sign changes the cost of each Rank by 1 IP (to a minimum of 1 IP).

Example: Frau Morder studied secret Vrill transcripts in the possession of Blutkreuz. After a long and difficult series of attempts to master the secrets held within, she learned the secret of zombie resurrection. Frau Morder must first purchase a new Rank in Special Ability, which she already has at 2. Going from 2 to 3 costs her 15 IP (Rank 3 x 5 IP). This permits her to choose Special Power at Rank 1. She has spent 15 IP and is now permitted to buy 1 Rank in Resurrection for a further 5 IP. The total cost is 20 IP. Had it been her first Special Ability, it would have only cost her 10 IP.

These powers are supposed to be expensive. The GM has Veto rights on any purchase of Special Power.

While PC heroes can gain special powers, multiple high ranking special powers should be the domain of villains and NPCs.

Each power is unique in its use and is addressed in a separate entry below.

DAMAGE RESILIENCE [+]

The character is extremely hard to kill or even injure. Each Rank gives the character one extra Capacity. In addition, they gain the Damage Resilience ability equal to their Rank in this power.

ELDRITCH ENERGY [+]

The character generates some form of energy and uses it for attacks. The Attack has a damage of 1/1 Physical (P) per Rank of this Special Power. It has an effective range of 4 metres per Rank as well. Very few individuals have this ability. Winter Child can project radiation beams from his hands, and Sergeant Victory has harnessed and focused his telekinetic powers into a devastating short-ranged "punch" attack. The SSU remains convinced that Rasputin learned how to train his mind so that he could render his body immune to physical damage and harness eldritch energy to perform astounding feats.

ENHANCED CHARACTERISTIC

The character gains a bonus of +1 to a characteristic of their choice. This may take the characteristic over the normal limit of 5.

FLYING [-]

The character can fly at a speed equal to their normal movement rate multiplied by their Rank in this power. Sergeant Victory and Winter Child can fly, and rumours suggest the dreaded Totenmeisterin of the Axis Blutkreuz can aviate as well.



GORILLA

The character is one of the *Kampfaffe* experimental war apes used by the Axis. Each Rank gives them +1 Capacity, +1 die to all climbing rolls, Fast 1, and lets them treat one Faction Symbol as a success in close combat. Gorillas are immune to suppression and penalties from physical damage. Characters can only heal gorillas using the Medic: Experimental Advanced Skill. Otherwise, these gorillas must recover normally.

This power is only available at the start of the campaign. Characters cannot buy this ability after character generation (except under the most pulpy of scientific conditions).

RESURRECTION

The character can animate the dead. They do so through either supernatural powers or artefacts (the Blutkreuz), or through some scientific means (the *Wiederbelebungsserum*). This allows the character to create zombies.

TELEKINESIS

Telekinesis is the ability to manipulate and move things with one's mind. The maximum range at which an item can be manipulated or moved is equal to the character's Mind plus their Ranks in Telekinesis. The effective strength (PHYS) and agility (MOBI) of the action are equal to the Ranks in Telekinesis. Telekinesis is rare, and in the world of *Dust*, has only been demonstrated by Sergeant Victory, Winter Child, and Totenmeisterin—and then only in limited ways.

TOTENMEISTERIN

The character is a master of the undead. They may control one zombie resurrected using Vrill technology per Rank in this power (Note: in order to have access to zombies to control, the character must either encounter them, use the Special Ability of Gizmoteer, or have a comrade who has that ability or the Resurrection Special Power above).

VAMPIRIC DRAIN

The character has a dice pool equal to their Rank in the power. When used as a double action, the character drains Capacity from one target to heal their own damage. This ability has a range of C (close combat), but this can be increased by 5 metres (the standard range increment) per each Rank instead of increasing the dice pool.

VRILL "MAGIC" [+ +]

Vrill magic is not real magic; it is not supernatural power or sorcery. Vrill magic is the ability to use Vrill technology or energy in ways others have yet to discover. This usually manifests as a more natural aptitude to channel Vrill communication or energy frequencies. These frequencies are refocused into different results, similar to how a radio transforms sound into invisible radio waves and then back into clear audio. The Buryat channel Vrill communication

frequencies into either an attack or movement ability and, occasionally, even into pseudo-illusions.

Example: *When using her Vrill magic, the Buryat (see p. 27) rolls four dice. Each Faction Symbol scored gives him 1 Rank in the "spell" he is trying to "cast," while each Shield rolled inflicts 1 point of Non-lethal (N) damage upon him. If he ever rolls more Shields than any other result, the damage is lethal.*

Each Rank in his attack power gives her a 1/1/- attack and 1 Attack skill Rank (based off PR). The range increment is 5 plus the number of Ranks.

For his movement "spells," each Rank moves his 1 metre in addition to his normal movement. This movement is immediate and counts as a free action. At times, this appears to be levitation or teleportation.

As an illusion, the Ranks dictate the duration of the "illusion" as well as the difficulty to see through it. The illusion may affect one sense per Rank. The Buryat may reduce Ranks in any one of these three areas (duration, Difficulty, number of senses) to increase another one of the three areas by 1 Rank. No area may have less than 1 Rank.

**Vrill Magic is optional, and a GM may rule against its existence or use.*

UNTERTOTEN (ZOMBIE) [+ +]

The character is a zombie. Their Ranks in *Untertoten* determine their particular abilities as one of the living dead. All *Untertoten* are immune to suppression and penalties from physical damage. Characters can only heal *Untertoten* using the Medic: Experimental Advanced Skill. Otherwise, they must recover normally.

- **Rank 1 / Mindless Zombie:** The character gains Damage Resilience 1 and Fast 1, they can only use close combat weapons, and their Mind is reduced by 1.*
- **Rank 2 / Untertoten:** The character increases Damage Resilience to 2.
- **Rank 3 / Ubertoten:** The character increases Damage Resilience to 3 and can wield any weapon.
- **Rank 4 / Totenmeisterin:** The character increases Damage Resilience to 4 and gains Flight 1.
- **Rank 5 / Obertotenmeisterin:** The character increases Damage Resilience to 5 and Flight to 2.

Under most normal circumstances, PCs cannot have the Zombie power. If they do, they become subject to the Totenmeisterin Special Power allowing control of zombies, as any zombie would while they are at Mindless Zombie or *Untertoten* Ranks. At *Ubertoten* level, they can ignore a Totenmeisterin's control power at the cost of one action per round (leaving them with only one action per round for other actions).

**If Mind is reduced to 0, the character becomes a NPC. If that zombie ever makes it to the status of Ubertoten, it is still subject to the Totenmeisterin Special Power's control over zombies and may never rise past a Rank 3 zombie.*

SUPERHUMAN

Prime Characteristic: None

Advanced Skills: Various

Use: Superhuman is a special category of skills, abilities, and powers. It represents the most amazing and truly spectacular individuals in the world of *Dust*, primarily those legendary figures like Winter Soldier, Sergeant Victory, and the dreaded Totenmeisterin. It is reserved for figures of this calibre.



Superhuman is only available to characters who have maxed their Ranks in the Special Ability skill and have at least 1 Rank in the Special Power skill. Superhuman functions as the Special Ability permitting these characters access to more Special Powers. Each Rank in the Superhuman skill permits the character to buy another Super Power skill Rank. Once a character has 1 Rank in Superhuman, they become immune to suppression, and their bodies have become so alien that they cannot be treated by the Medic skill, unless the character treating them has the Experimental Advanced Skill of Medic.

Example: *Blutkreuz mad scientist Baron TeufelSchopfer has modified himself extensively using advanced surgery, Vrill technology, and a severe addiction to a drug derived from the Wiederbelebungs serum. In his search for immortality and power, he has already reached Special Ability 5 and Special Power 5 with the following powers: Zombie 3, Totenmeister 2. Now, he seeks to hone his perfection to continue his fight against Kelly's Dozen—the Dirty Heroes of Howling Company—led by Captain Kelly Warren. Using his saved experience points, TeufelSchopfer spends 5 IP to get Superhuman at 1 (Basic Skill at Rank 1 x 5 IP) and then another 20 IP to increase his Untertoten to 4 (Powers are always treated as Basic Skills and therefore cost the new Rank multiplied by 5 IP). The total cost is 25 IP.*

DISADVANTAGE

Prime Characteristic: None

Advanced Skills: Various

Use: The Disadvantage skill is taken as the final step in character generation. Disadvantages are unique, rare, or just restrictive abilities that are not inherently skills. They may not be supernatural in nature and are usually the result of advanced training, technology, or experimentation. While they do not necessarily have an actual Rank, they are each given a value equal to a Rank, denoting how many Ranks they cost to buy.

A character gains one bonus skill Rank per Rank in the Disadvantage skill. At character generation, these ranks may not exceed 3 Ranks. A character can never have more than 5 Ranks in the Disadvantage skill, and the GM must agree to any Disadvantage that a starting character takes. In order to buy off Disadvantages, the character must pay IP to reduce the Rank in the Disadvantage skill equal to the amount it would cost to purchase it if it were any other skill.

Additionally, a character may gain the Disadvantage skill during the course of a campaign. When this happens, the character gains a number of IP equal to half of what the Disadvantage would be worth if it were a purchased skill of equal Rank. Gaining a Disadvantage, much like gaining new skills, should be limited to 1 Rank per adventure.

FEAR

The character suffers a 1 die penalty for all rolls involving one common fear or phobia, or a 2 dice penalty for a particularly strange fear. The character must also make a fear test when confronted by his or her fear with a difficulty equal to the Rank of fear. If the fear is of something already established as causing fear (see Fear and Sanity) then the difficulty of the fear test is increased by the number of Ranks of the fear Disadvantage. The GM can adjust the number of penalty dice based on how unusual the fear is. Each Rank in this fear either adds a new fear or adds 1 die to the penalty of a current fear.

MENTAL LIMITATION

The character suffers a 1 die penalty for all rolls involving one common mental action, or a two dice penalty for a rare mental action. The GM can adjust the number of penalty dice based on how rare the mental action is. Each Rank in this limitation either adds a new action or adds 1 die to the penalty of a current limitation.

PHYSICAL LIMITATION

The character suffers a 1 die penalty for all rolls involving one common physical action, or a 2 dice penalty for a rare physical action. The GM can adjust the number of penalty dice based on how unusual the physical action is. Each Rank in this limitation adds a new action, adds 1 die to the penalty of a current limitation, or increases the occurrence of the action.

Example: Physical Limitation (Missing Eye)—The character suffers depth perception issues. Any sight-based Awareness test is penalized by a Difficulty equal to the character's Ranks in this Physical Limitation. In addition, any ranged attack made beyond the base range of the weapon suffers a 1 Difficulty penalty per extra range category until reaching a difficulty equal to the Ranks in this Disadvantage.

Example: Physical Limitation (Leg Injury)—The character suffers a Difficulty modifier equal to his Ranks in this Disadvantage whenever they participate in activities that include jumping or running.

SOCIAL LIMITATION

The character suffers a 1 die penalty for all rolls involving one common social interaction or a 2 dice penalty for an unusual social interaction. The GM can adjust the number of penalty

dice based on how odd or difficult the social interaction is. Each Rank in this limitation either adds a new action or adds 1 die to the penalty of a current limitation.

VULNERABILITY

Individuals targeting the character with a negative action of some sort add 1 die to their dice pool per Rank in the vulnerability for that negative action. For example, a character may have weak lungs and suffer a vulnerability of Rank 2 against gasses. When someone targets the character with a tear gas grenade, they gain a bonus of 2 dice against that character.

WANTED

Either the character is hunted, wanted for a crime, or has an enemy of great power and influence. The starting value of the enemy is 1, indicating their power and the frequency of their appearances during adventures. Each Rank increases either the enemy's personal power or the number of times they plague the character per adventure. The degree of power or frequency of their appearances can be increased by 1 or 2 as long as the other is reduced by the same value. At the start of the adventure, the GM rolls a number of combat dice equal to the frequency value of the enemy. Each Target rolled indicates at least one time the enemy comes into play during the current adventure.

I wound up in Istanbul because I had people looking for me almost everywhere else. While occupying that neutral city isn't any guarantee of protection, at least the three blocs exercise a bit more caution there. For the last year or so, I'd been stealing artifacts for various collectors. Mostly powerful crime lords, many of them out of Vladivostok. I subbed a forgery for one particularly valuable Etruscan treasure. Redblock, the man who hired me, found out. His goons were looking for me everywhere. This doesn't even begin to cover things the SSU, Axis, and even the Allies might have wanted to speak with me about. Be careful when you make enemies, Edward. Powerful men have long memories.





CHAPTER 5: ACTION!

You've made a character, picked their skills, and fleshed out their background. Now, it's time to get them into the fight. The war is on and all able-bodied individuals must do their part. They fight on the frontline of the Battle of England, in the dark alleys of Istanbul, and in forgotten jungle temples rumoured to house Vrill secrets. Grab you M-1, and lock and load. It's time to join the war, soldier!

The core mechanics of *Dust Adventures* are based on the six-sided die. The game revolves around pools of six-sided dice with each die having one of three possible outcomes: a Target symbol (which counts as a success), a Faction symbol (which counts as an effect result), and a Shield (which counts as neither a success nor an effect).

The six-sided die has 2 Target symbol results on it, two Faction symbols, and 2 Shield results. If not using proper specialized *Dust* dice, treat any roll of a 5 or 6 as a Target symbol, 3 or 4 as a Faction symbol, and rolls of 1 or 2 as a Shield.

Specialized dice sets are available directly from www.modiphius.com/dust-adventures or www.dust-models.com. Otherwise, you can just use standard dice as described above.

STANDARD ACTION

Dust Adventures is a roleplaying game of high action, and while you may find your character taking a rest from time to time, the action is generally divided into structured rounds. Each round a player can attempt any two of the following Standard Actions: Move, Attack, Skill Use, and Miscellaneous. Unless a character has a special ability that countermands this general rule, a character can only perform each of these action types once per round. NPCs often only have one action per round, but villains of note may have up to three.

Miscellaneous actions are anything not covered in the rules that a player may want to try. If these are not covered by a skill test, they are likely characteristic-only tests or automatically successful actions like opening a stuck, but unlocked, door.

AUTOMATIC ACTIONS

Automatic Actions are those that a character can perform without sacrificing any of his standard actions. These include using language skills, perception rolls, resistance rolls, opposed rolls, and anything else that is more reaction than action. The GM always has the final say if the use is classified as an automatic or standard action. Taking the Hit the Dirt action is *always* an automatic action.

A character cannot take a sustained action for any roll the GM adjudicates as an automatic action.

REACTIONS

Characters don't sit in isolation waiting to be activated when the GM calls their number. They are active participants in the game world and both act and react to the events around them. If a character has yet to perform an action, they may attempt to react to an opponent's move, attack, or other action.

Reactions are special actions that take place outside normal initiative order, and characters may try to react to any given event as long as they fulfill certain requirements.

It costs a character one action to attempt a reaction, and it is not guaranteed. Before making the roll, the character must declare their other action. They must then make a Difficulty 2 Mobility test in order to react. If they pass this test, then the character may use their other action as normal before the character that spurred the reaction completes their round. If a character only has one action, they can't perform reactions. You must have both actions available to perform a reaction.

If the character trying to react fails, they return to their position in initiative order and, when their action comes around, must attempt the declared action. Failing a reaction consumes both your actions for that round. One for the attempt, one for the declared action which occurs at normal initiative.

Once you have reacted in a given round, your action for the round is complete, and you may only take automatic actions.

You don't hear the bullet until it's too late. Fortunately, this particular bullet didn't have my name on it, and I was able to hit the dirt in time. I'd just peeked around the corner of this little patisserie in this small French town. D-Day plus three, and that bullet was just the first incoming from an MG 42 emplacement in the steeple of the local church. Its mates rattled across the cobblestones in front of me and chewed up the brick of the pastry shop. Part of the wall cut across my face, but I wasn't thinking about that then. The captain called for covering fire, so we could get our sharpshooter into position.

DETERMINING AND ROLLING THE DICE POOL

Dust Adventures uses a simple core mechanic to help decide whether your character is successful in achieving their goals. Once the GM has determined the necessary Characteristic, Skills and Advanced Skills, these are combined to determine the number of Dust dice that are rolled for the test.

This is your dice pool. After rolling, any dice that result in a Target symbol are counted, and the number rolled determines how well you've done in the test. The GM compares the Targets rolled against a Difficulty number determined by factors like armour, environment, and injury. These Targets are often called **successes**. Occasionally, another die symbol might count as a success, but this is always mentioned specifically in the rules.

- **Difficulty 1 is an Easy test** (and only ever rolled at a player's request in order to gain more successes). Players automatically succeed at any Difficulty 1 test in which they have a skill.
- **Difficulty 2 is a Normal test** and used most frequently. When there is no other guidance, use Difficulty 2. Normal is therefore the default test number.
- **Difficulty 3 is a Hard test**. At this point, the prospect of failure becomes more likely. This is a reasonably rare event.
- **Difficulty 4 and above** is reserved for truly heroic feats.

The dice pool is determined by adding together:

- The Characteristic that governs the action.
- The Basic Skill Ranks that govern the action.
- Any Advanced Skill Ranks that govern the action.
- Any Action Points that might be spent by the player. See page 48.

SKILLS

Characters gain skills from their training and backgrounds. Each skill is a subset of the characteristic that governs it and is generally only used in conjunction with that attribute. Attack: Rifle is an example of a Skill as are Academics or Awareness. A full list of skills can be found in the Characters chapter. Skills are measured in Ranks. All skills begin at 0 and may not rise higher than 5.

Example: *Trying to leap over the chasm, SSG Hein of the 55th ASOCOM Signal Command gathers his dice pool. Hein has a Mobility of 2 and a Physique of 3, the GM decides that this leap is more a feat of strength and lets Hein use his Physique 3 as the basis. Hein also has Athletics at 1 for a total of 4 dice.*



ADVANCED SKILLS

If each skill is a subset of a characteristic, Advanced Skills are a subset of skills. Reflecting a desire to specialise or the pursuit of true mastery of your capabilities, Advanced Skills are skills such as Sniper, Science, or Spotter. They may also be specific focus skills that improve the character's use of an existing skill in one specific way.

SUSTAINED ACTION

A Player can choose to forgo taking a second action in favour of focusing all their efforts on achieving success on a Skill Test or Attack Roll. If a player chooses to do this, they may take no other action that turn. They cannot make Perception Tests for any event outside the test they are currently engaged in. The character counts as a stationary target when taking a Sustained Action. If a player opts to engage in a Sustained Action, they may reroll any dice for that test that do not score a Target. This greatly enhances the chance of success but exposes the character to greater danger.

DIFFICULTIES & PENALTIES

While it's easy enough to shoot a target with a gun, it's much harder shooting on a foggy day while mortar rounds explode around you. At any point, the GM may simulate these penalties by increasing the basic Difficulty of the skills test. Guidance is found in the Skills chapter for how to adjudicate difficult actions. A good rule of thumb is that Difficulty 1 events don't require a dice roll, and most actions occurring under enemy threat are Difficulty 2, with Difficulty creeping up to 3 or 4 when the stakes are really high.

Example: *The GM determines that SSG Hein's leap is a Hard task requiring a difficulty of 3. SSG Hein rolls his dice pool of 4 dice. He scores 2 Targets and fails to land safely on the other side, dropping hard with a crunch and suffering 2 points of damage.*

I let loose with my Thompson in the general direction of the tower, while the rest of the squad opened up, as well. Dukowski, our sharpshooter, ran across the street right into the machine gun's kill zone. Either he wasn't quick enough, or our covering fire didn't keep that gunner buttoned up. Dukowski went down, screaming in the middle of the street, his blood running into the sewer grates and, for some reason, I suddenly remembered my high school English lit class and *A Tale of Two Cities*. When your adrenaline is up, pumping through the veins, time can slow down. There I was, under fire, watching my buddy go down, and all I'm thinking about is that scene in the book where the cask of wine breaks and pours all over the street. I remember the teacher explaining the symbolism. I thought, maybe the Revolution had spread to this very town. I thought that. I did, right before I ran out into the street, right into that kill zone, and dragged Dukowski to the other side. I didn't get hit. I don't know how or why. I don't even remember making the decision to grab Dukowski. It was all just knee-jerk reaction.

ACTION POINTS AND IMPROVEMENT POINTS

Action Points allow the character to further alter the result of skill rolls. They represent a character's knowledge, experience and the ability to apply these things to real world events.

When spending Action Points, a player immediately adds 1 die to his dice pool for each Action Point spent. These bonus dice are only good for one Action/roll of the dice. Often they are the difference between success and failure, life and death. A character cannot spend more action points than the normal dice pool for the skill in Action Points.

The character may, however, spend them before or after the roll—even after he is informed of the original roll's success or failure! Action Point bonus dice do not need to be rolled all at one time. You can add 1 die initially, roll your dice pool, be unsatisfied with the result, and then spend two more. You may keep doing this until you reach the normal dice pool limit as described above.

In addition, Action Points can be spent to reduce the amount of damage a character takes. For each Action Point spent, reduce the final damage you suffer by 1.

Example: Not wanting to suffer an injury before seeing combat, SSG Hein opts to spend 2 Action Points to alter his chances of survival. He scores a bonus Target on these 2 dice narrowly avoiding injury.

HOW WELL DID I DO?

Usually, when a character succeeds at a dice pool roll it is because he has scored successes equal to the difficulty of the test. This normally means the task at hand is complete. The character leapt the chasm and avoided falling to his doom. Sometimes, an action or task needs more detailed results or takes longer to achieve. Fixing an engine may take hours, requiring multiple Skill Tests. At other times, the number of successes may determine how far you leapt, how much of the code you cracked, or how well you piloted the plane under the bridge.

In these circumstances, the final result must be tallied and, if necessary, applied against the difficulty number a second time. Or the successes may be added to a bonus to determine how effective the final result was. Success is not simply hit or miss.

DEGREE OF SUCCESS

When a character makes a roll, Target symbols scored in excess of those required by Difficulty are categorized as degrees of success. If your action succeeds with no excess Targets, it is a 0 degree success, if you get one extra Target symbol, it is a 1 degree success. Certain skills and actions may have different results and effects based on how many degrees of failure or success you achieve.

Example: SSG Hein barely succeeded at his action. He grabs hold of the opposing ledge and pulls himself to safety. If he had failed by 1 degree, the GM might have given him some damage. If he had failed by more, he would have likely plummeted to his death. If he gained one or more degrees of success, he would have cleanly landed on the other side.

ROLLING AGAINST OTHERS

At times, player characters will roll off against each other or against NPCs. When this happens, roll as normal, but the side with the highest number of successes wins, with any ties broken in the following order:

- The character who rolled the most Target symbols wins the tie.
- If the characters have the same number of Target symbols, the character who rolled the most Faction symbols wins the tie.
- If they are still tied, the character who rolled the most dice overall wins the tie.

Note: Defence in Close Combat is handled slightly differently (see opposite).

COMBAT

A single combat round is roughly 6 seconds long. This accounts for time to aim and shoot, run and fire, or various other combinations. Typical firefights do not last very long, despite what we see in movies.

INITIATIVE

To determine the order of action, each character must make an Initiative Roll. You roll 5 dice and add the successes to your Initiative score. This is your initiative for the rest of the combat. Using a Miscellaneous Action to attempt a Reaction later that round can modify initiative scores. In the case of a tie, an Arch Villain always goes first, then a Player Character, then everyone else as the GM sees fit. If two player characters tie, the players decide amongst themselves who acts first.

MAKING SKILL TESTS AND ATTACK ROLLS IN COMBAT

Combat is never without risk, and rather than trying to track 101 minor distractions and uncertainties, it's assumed that you always need a minimum of 2 successes to pass a skill test/attack roll during combat. There are many factors that can increase the difficulty: Range, Cover, Visibility, and Movement being the most common.

LINE OF SIGHT

To make a Ranged Attack Roll, the character must have line of sight to the target. Where there is no line of sight, the GM may decline the Player's attempt to attack.

Dukowski's wound wasn't fatal. I was the only one on the other side of the street, and the Captain ordered the rest of the squad to stay the hell out of the kill zone. I'm a good shot, but not as good as Dukowski.

I could see the MG 42 team from my vantage point. I took Dukowski's Springfield, took a deep breath, released half of it, and fired through the scope. A little luck, good agility, and my training with the rifle were enough to clip the machine gunner in the neck. As soon as he stopped shooting, I waved the rest of the squad the all clear and lined up for another shot as the second German moved to man the gun. He never got the chance. Luck was on my side that day.

That's combat, Edward. It's a mix of skill, natural ability, and a whole lot of luck. I could just as easily have missed. The flash from my barrel would have alerted the machine gun team to my position and I probably wouldn't have had the chance to hit the dirt that time. I would have wound up under it.

COVER, MOTION, AND RANGE

Cover is protection sought out by hiding behind rubble, walls, and other fortified structures. It comes in three varieties: Hard Cover, Total Cover, and Hit the Dirt. Soft Cover offers no modifier as it is assumed that competent soldiers take cover as and where they can. *Dust Adventures* also assumes that all characters are dodging as they move.

Cover Modifiers

- **Hard:** Difficulty increases by 1 for ranged combat attacks and Observation Tests.
- **Total:** Difficulty increases by 2. Line of sight is often significantly restricted.
- **Hit The Dirt:** This special automatic action adds 1 to the attack's difficulty. Staying in the Hit the Dirt position each round costs an action. An attacked character can Hit the Dirt at any point, so long as they have not already acted that round. Hit the Dirt can be used as a Reaction without requiring a Mobility Test.
- **Dodging:** In *Dust Adventures*, all characters are considered to be Dodging whenever they're moving. This is reflected in the Difficulty 2 for ranged attacks.

Visibility & Range

- Limited visibility (from darkness to fog or smoke) reduces the chance of scoring a hit.
- A dark night, a thick fog, or firing at a target outside of a weapon's optimum range can all increase Difficulty.

Other ranges include...

- Artillery (A), which cannot fire less than 12metres and has a range increment of 36metres.
- Close combat (C) attacks have an effective range of 1 to 2 metres and are not subject to penalties based on range. Either the opposition is within 2 metres, or you cannot attack them.
- Thrown range (T) increments are equal to 1 plus the character's Physique value.

In addition, there are other basic range categories such as Close and Adjacent. Close range applies to any target within 3 metres. Adjacent applies to targets that are within Close Combat range of each other.

CLOSE COMBAT

Close Combat is gritty, violent, and very dangerous. It follows a slightly different system for Reactions, Attacks, and Damage but overall it's similar to normal combat.

The Difficulty of Close Combat is affected by visibility penalties so long as the penalty restricts visibility within 2 metres. Hard Cover can also be used in the first round of a fight.

Common Difficulty Modifiers

Cover: +1/+2

Dodging: +1

Hit the Dirt: +1

Weapon Range: +1 per increment

Darkness/Fog: +1/+2

Slippery/Wet conditions: +1

Hit the Dirt can only affect Close Combat on its initial use, staying prone afterwards gives the aggressor a bonus die to all attacks.

DEFENCE

The difficulty to hit a target in close combat is normally 2. If a defending character wishes, they may enter into a versus roll, in which case they take a free reaction to roll Mobility (Close Combat). Each Shield rolled reduces the attacker's successes by 1. Should the defender roll more Shields than the attacker rolls Targets, the attacker takes damage as if the defender initiated a combat action.

UNARMED COMBAT

Unless expertly trained, unarmed combat is usually Non-lethal (N) as far as each individual attack is concerned. Continued attacks do eventually brutalize a target enough to kill them. Therefore, individuals injured in unarmed combat recover all their Capacity lost from unarmed combat attacks after an encounter instead of half (Capacity lost in another manner in the same encounter recovers as per the normal rules for recovery).

Advanced Skill Ranks in Martial Arts or similar Athletics or Attack (Unarmed) skills allow the attacker to treat his or her damage as standard damage while also ignoring the recovery rules above.

Grappling

Grappling is a specialized form of unarmed combat. The initial action is conducted like any other unarmed attack with an action test using Mobility and Attack (Unarmed) to grab an opponent. If successful, the characters enter grappling combat.

Grappling combat is managed in the same as any other melee. Both characters roll their relevant skills and Non-lethal (N) damage is dealt as normal. When a character being grappled has taken damage equal to their Physique, they are Pinned. A character can make a Difficulty 3 close combat or athletics test every round to escape the pin. If a character does not escape the pin, they can be attacked with an unopposed Difficulty 1 melee or sidearm attack every round until they escape.

About a year later, I was attached to an ASOCOM unit taking an old castle in Latvia. Much of the castle was ruined, some of it by age, and some of it from bombs. Sergeant Hein was on point when we came to a bridge connecting two towers. Except a huge chunk of the bridge was gone. A yawning chasm lay between us and the other side and Axis Grenadiers were on our tail. No way were we getting across the chasm. This was, literally, a dead end. But Hein, he sets down his gear, and asks for a length of rope and I hand it over. Next thing I know he's doing a running jump. Damn it all, if he didn't make it, if only barely. He told us later he did long jump in track and field. Saved our asses that day.

Remember when dad would take us deer hunting? The way he'd sit so still, become a statue as he took aim. I remember thinking a bird might land on him, and he still wouldn't budge. He'd line up his shot like a sniper, take his time. Then the deer would just drop, like dad had willed it to happen, the rifle an extension of body and mind. I think about him sometimes, and I think about what he'd think of me. I'm glad one of us was there for him in the end. It just couldn't have been me, Edward.



DAMAGE

If you successfully strike your target (roll any Target symbols) you are now entering the damage phase of combat.

To calculate damage, add 1 to the base damage for each Target symbol rolled above the target difficulty and reduce that result by any successes rolled during the Armour Save. Effect results from Faction symbols are not added to the damage at this point, unless the weapon has a special ability dependent on Faction symbols.

This final total is marked off the target's Capacity Damage Tracker.

Example: Captain Doty has 5 dice in .45 SMG M4, which is a 2-damage weapon against Infantry targets. He shoots a Recon Grenadier and succeeds with 1 extra success, as per the rules each success adds 1 to the base damage of the weapon. The base damage of the weapon is 2. The total damage is 3 (2+1). The Grenadier, a basic trooper, has 4 Wounds so is reduced to 1. If Captain Doty had scored 4 or more successes, he would have inflicted another point of damage for a total of 4 wounds, killing the Recon Grenadier.

THE DAMAGE TRACKER

Each character sheet has a series of boxes reserved to track the damage a character suffers. The first thing a player does is count off a number of boxes equal to his Capacity. The player then crosses off the remaining boxes with an X. The boxes with X do not count toward that character's Capacity, and only the remaining boxes represent the character's full Capacity.

Every time the character suffers damage, the player fills in the appropriate number of boxes with the proper letter indicating the type of damage the character has suffered.

There are three types of damage:

Damage Type	Damage Code
Physical	P
Mental	M
Non-lethal	N

TANKS AND ARMoured VEHICLES

Most weapons have three damage values representing how well they are able to damage soldiers, vehicles, and aircraft. Some weapons are designed to take out infantry, others to cripple vehicles. To prevent confusion, only the values needed are listed in a weapon's entry. If there is one

number listed, it is always for human targets. If vehicle damage is needed, it is listed second. If aircraft damage is needed, it is listed third. If the weapon does not have the corresponding value, it cannot harm that kind of target. If the weapon can be used against infantry and aircraft but not vehicles, the second entry (for vehicles) is noted with a—instead of being left blank or given a value. Even 0 damage has chance to hurt a target on a good roll.

ARMOUR SAVE

When attacked, armour helps protect a target by increasing the Difficulty of scoring a successful Attack on that target. The typical armour worn by infantry troops (such as the Axis Sturmgranadiere Ausf. A or Allied Ranger armour) is largely factored into Normal Attack rolls but, even with this consideration, there is a chance that armour may reduce injury.

When an armoured unit is hit, the unit rolls a dice pool equal to their armour grade. Usually, this is 2 dice, but that depends on the armour worn. These dice are rolled every time a unit takes an injury and, when an armoured unit is hit, any Physical damage taken that is equal to or less than the armour grade of the unit is immediately downgraded to Non-lethal (N) damage. In addition to this, the character rolls a dice pool equal to their armour grade. These dice are rolled every time a unit takes an injury and every success can be used to convert 1 Lethal damage to 1 Non-lethal damage, or to ignore 1 Non-lethal damage. Vehicles suffer no effect from Non-lethal damage and reduce such damage to blanks.

Example: Elsa Wolfe rolls 5 Physical damage firing her pistol at Bazooka Joe. Joe's armour automatically reduces this damage to 3 Physical and 2 Non-lethal damage. Joe rolls his 2 armour dice and gets 1 success. Rather than be taken out of the fight, Joe soaks one of the Non-lethal and, although heavily injured, continues the fight.

Armour only protects against physical attacks. It does nothing to help with fear, insanity, or morale.

GM Tip: For faster combat, ignore NPC armour. Unless it's important that an NPC survive the combat, a knockout is as good as a kill.

Example Armours

RANGER ARMOUR:
XM-18-22 Armour grade 3

STURMGRENADIERE ARMOUR:
Axis Sturmgranadiere Ausf. B and C
Armour grade 3

Damage Resilience

Some characters, gear, and creatures have a unique trait called Damage Resilience. These individuals are incredibly difficult to bring down and can take quite a bit of punishment before relenting to attacks and damage. Every time a target with Damage Resilience suffers Physical (P) damage, it rolls 1 die per point of Capacity lost.

On a Target symbol result, it does not lose that Capacity. Damage resilience is considered after armour.

Some characters have extremely effective Damage Resilience levels. When a character's entry of Damage Resilience is followed by a number, such as Damage Resilience 1 or Damage Resilience 2, the number indicates a number of bonus dice rolled when making a Damage Resilience roll.

Example: Untertoten have Damage Resilience 1. CPL Bren attacks two Untertoten. One has suffered 3 damage and the other 2. The first Untertoten would roll 4 dice for Damage Resilience, reducing damage by 1 for each Target symbol rolled. The second Untertoten would roll 3 dice. Later, CPL Bren shoots a Heavy Recon Grenadier that has Damage Resilience (no number) and inflicts 1 point of damage on him. The Heavy Recon Grenadier only rolls 1 die for Damage Resilience. If you have Damage Resilience, you roll 1 die per Physical wound, so if you have Damage Resilience 1 you roll 1 die per Physical wound and 1 additional on top of that. If you had Damage Resilience 4, you would roll 4 dice on top of dice equal to the wounds you had suffered.

ASPHYXIATION, DROWNING, AND SUFFOCATION

Even in the world of *Dust*, people must breathe (unless they possess an ability that obviates the need for oxygen such as zombies). In general, a character can survive one round per Rank in Physique without breathing before needing to worry. If properly prepared, a character may add his Advanced Skill Ranks in Athletics (Stunts) to his Physique in determining how long they can go without air. To do this, the character must spend a Sustained Action the round before he begins to go without air. Each round after this requires the character to make a Physique Test against a Difficulty equal to the number of rounds over their Physique that they have gone without breathing. Failure results in suffering 1 point of Physical (P) damage per point they missed the test by. When actively being choked by an assailant, use the standard grappling rules for damage and escaping, but after a number of rounds of being choked equal to the target's Physique have passed, they must also deal with these rules of suffocation.

FALLING

A character can fall 2 metres and suffer no damage unless he or she is facing extra adversity in that fall (exceptional speed or force of the fall, or falling onto a dangerous surface such as broken glass or jagged stone). Every time that distance doubles, the character faces a damage of 1, and the fall attacks with a dice pool of 1. So, if a character

Doty dropped the last Axis Grenadier. The whole squad of them was dead, wounds steaming in the cold air. We marched on, heading toward our objective, which was a pair of German 88s.

If I'd been paying more attention, I might have noticed that last Grenadier Doty dropped was steaming from his mouth, not from any wound. He was breathing, but I didn't grasp that until too late. He came up in a crouch and sprayed our group with his StG 47. We were single file, so he waited until the middle man had passed. That way, he could get the most hits on our group. Melendez died with the first volley. The Grenadier went full auto, the staccato of the gun breaking that eerie, post-combat silence. Johns took it in the leg and Doty in the arm before I poured half a clip into the Grenadier. The Krauts were using that new VK alloy armor. When Doty fired, it looked like a kill shot, but the armor saved the Grenadier's life. We lost one of ours. I didn't make that mistake again. Doesn't help Melendez though.

Forget about the sheer terror an Axis Untertoten instills when first seen.

The real danger is that they are so damn hard to put down! Corporal Sten was a replacement, but he didn't show any fear when the Axis zombies attacked us in Caen. He did good, keeping fire discipline and shooting in short, controlled bursts. One of the Untertoten took at least two rounds right in the chest, but the damn thing didn't drop. They don't wear armour, but these zombies have a natural resilience against damage. I guess being dead makes you harder to "kill."

falls 16 metres, they face an attack dice pool of 3 and a base damage of 3. The character suffers an additional number of damage equal to the fall's dice pool for the purpose of Suppression.

Example: Staff Sergeant Hein falls 15 metres— normally a fall dice pool of 2 with a base damage of 2. Rolling the dice pool, the GM scores 1 Target and 1 Shield resulting in a total of 3 points of damage. However, since he fell 15 metres, an additional 2 points of damage are added for the purpose of Suppression only.

A character may use the Athletics Skill (particularly the Stunts Advanced Skill or a Mobility characteristic check) to break his or her fall. The difficulty is equal to the fall's base damage with each success reducing the fall's dice pool by 1 (but not affecting the base damage) and the fall's bonus suppression by 1. Unless otherwise permitted, the only action a character can take while falling is this Break Fall attempt.

Landing on a particularly hard surface increases base damage and the fall dice pool by 1. A soft surface reduces it by 1. Water furthermore reduces base damage and the fall dice pool by 1, provided the water is at least as deep as the character is tall.

A controlled jump or fall may be performed to intentionally reduce the damage of a fall. To do this, the character may make an Athletic Skill Test before the jump/fall as explained above for breaking a fall. This skill use also reduces the base damage of the fall. The character can then do the Break Fall a second time during the fall, further reducing the risks of the fall. The second roll does not reduce base damage. For ease of calculation, consult the table below:

Distance	Damage	Falling Dice Pool
2m	0	0
4m	1	1
8m	2	2
16m	3	3
32m	4	4
64m	5	5
128m	6	6

All falling damage is Physical (P).

A falling vehicle may roll a dice pool equal to its armour number to reduce the damage by 1 point per each Target or Shield rolled. Passengers risk damage as well. Unlike a normal fall, passengers can use their Armour to reduce the damage. In this case, they add the Damage Column to the Falling dice pool and suffer no automatic damage (only what is rolled).



Example: Lt. Anderson loses control of his walker and it careens 16m over a cliff. The walker suffers a Damage 3, dice pool 3 attack but may roll its Armour 3 to reduce the damage. The fall scores 1 Target and does 4 points of damage to the walker. Anderson rolls his 3 dice and scores a Target, a Faction, and a Shield, reducing the damage by 2. The walker suffers 2 points of damage. Anderson is not safe from harm simply because he is inside the walker, but, being a passenger, instead of taking an automatic 3 points of damage with a 3 dice pool, he suffers a 6 dice pool attack with 1 base damage.

FEAR AND INSANITY

Another aspect of Capacity is a character's mental fortitude and courage. Encounters that have a psychological impact on a character reduce Capacity in a similar way as a gunshot wound to the body. All these types of attacks, and corresponding damage, affect the overall capability of a character in war. His or her mental health is also taken into account. Many soldiers break from mental attrition rather than a bullet wound. Medic rolls include a measure of counseling and confidence building, and are capable of healing morale as well as physical injury.

These special Morale-based damages come in two forms, Active and Passive. An active Morale Attack is a variable number that determines the number of dice used to attack the character. This blow to morale may come from intimidation, psionic mental attacks, Vrill technology assaults to the mind, or other active attempts to render a character catatonic. The difficulty of these actions is always equal to the target's Presence (and may be modified by Willpower, Badass, or other abilities). Mental Damage (M) usually works like a physical attack, with the base value starting at 1.

The second form of a Morale Attack is Passive. A Passive Morale Attack occurs when a character must make an Action Check to overcome a fear or debilitating mental block or attack. The character rolls his Presence (plus appropriate skills such as Willpower and Badass) and must meet a Difficulty based on the situation. These attacks can come from fear generated by certain creatures or locations, phobias a character possesses, or even general courage tests on the battlefield if the GM deems it necessary.

In a passive Morale Attack, the character suffers 1 point of Mental (M) damage if they fail to generate at least 1 Target symbol. The character then must move away from, hide, or otherwise avoid the situation on his next action (such as using Hit the Dirt in combat). The character must make further Willpower tests to resist the fear until they are either completely safe, or the character finally passes the test. Remember, each failed test results in deducting 1 point of Mental (M) damage from Capacity.

The following table shows some example situations and the difficulty of the roll.

Example Situation	Fear Difficulty
Ordered to rush into full battle unprepared	1
Outnumbered by superior forces	2
Encountering an unknown Vrill monstrosity	3
Seeing best friend step on a landmine and killed	1
Targeted by a Medium or Heavy Walker (or tank or aircraft)	1
Charged by a Medium or Heavy Walker (or tank or aircraft)	2
Facing Axis Zombies or Apes for First Time	2
Facing Axis Zombies or Apes for Second Time	1

WOUNDS, HEALING, AND RECOVERY

War is a devastating human institution. Those who suffer its heavy price often find themselves seriously injured, mentally scarred and, all too often, dead. But those who do survive somehow manage to dust themselves off and get back into the fight. This is especially true of the troops who fight the war on a daily basis.

Injured characters have difficulty acting without having their actions affected by their pain, panic, or debilitation. At 1/2 Capacity a character suffers a Difficulty 1 penalty to all actions. At 1 Capacity, the Difficulty penalty is 2. At 0 Capacity, you suffer a Difficulty penalty of 3 and, at negative Capacity, you are "out" of the scene.

A character who survives an encounter that inflicts damage to them can immediately recover some of the Capacity lost in the previous encounter. This happens a few moments after the encounter ends and it represents simple recovery methods such as catching one's breath, recovering from shock, and treating minor wounds and injuries. First, they recover all Non-lethal (N) damage suffered. After that, Capacity is recovered. The character recovers half of any remaining lost Capacity. Be sure to divide this into half of the Physical (P) damage and half of the Mental (M) damage where possible. The missing Capacity left over after the recovery, represents the real wounds suffered.

In addition, during an encounter, characters can opt to make a Desperation Recovery. A Desperation Recovery is a second boost of energy or determination to finish the fight on your feet. It costs one Action to invoke a Desperation Recovery, and the character immediately regains 1 Capacity if successful. This cannot take a character above his starting Capacity from the beginning of the encounter. A character can only do this once per encounter.

One shock you're liable to see is one of your own KIAs up, moving about, and trying to kill you. The Germans usually select from among their own to fill with that hellish serum of theirs but, when pickings are slim, they'll resurrect a fallen enemy soldier just as readily. Two days after Cpl. Sten hit the Untertoten with a burst; a group of them wearing Allied uniforms attacked us. Sten froze up. Turns out one of the walking dead was a friend from basic. There's no training that prepares a soldier for that. The worst I ever saw was a Sergeant who went catatonic during a firefight. We didn't know why until afterward. One of the Untertoten was his own brother. You ever see me coming at you with a Panzer Glove, you go right ahead and shoot me dead, Edward. Hell, there have probably been times you wanted to do that anyway.



Characters also recover Capacity naturally with rest. A character recovers 1 Capacity per full 24 hours of rest. Rest is defined as non-strenuous activity and may include light activities such as walking and planning a raid. Excluded are long marches with heavy packs or climbing sheer cliff faces. Anything physically strenuous prevents this type of recovery. Additionally, characters recover a bonus 1 Capacity on the first day of rest if they are in a proper field hospital.

Lastly, characters recover Capacity from medical treatment. A successful use of the Medic skill recovers a number of Capacity equal to the number of Target symbols scored on the skill test beyond the first. However, the difficulty of the Medic roll is equal to the number of physical wounds taken. This Medic roll can only be tried once per character per encounter or scene.

Characters can try to use Medic on themselves, but penalties often make this difficult.

DIFFICULTY MODIFIERS (OPTIONAL RULE)

The GM may give characters optional penalties for damage suffered. The penalties are added to the Difficulty numbers of actions.

Current Capacity	Character Penalties	Vehicle Penalties
½	1	1
1	2	2
0	3	3
Negative	Out	4
½ Negative	Out	Out
Negative Starting Capacity	Dead	Out
Over Negative Starting Capacity	Dead	Destroyed

Complex Medic Tests (anything beyond standard first aid) are penalized by a difficulty of 1, 2, or 3 based on

severity. This penalty is immediately offset if the proper medical equipment is available. It isn't hard to splint a broken arm or bandage a light flesh wound, but fixing a perforated lung is difficult with a spoon and bayonet. The GM may increase the difficulty of Medic Tests for dramatic purposes.

Characters at 0 Capacity do not gain a recovery at the end of an encounter and may not use desperation recovery. A character at -1 or lower Capacity is Out of Play. They may be unconscious, too wounded to fight, or out of combat for another reason (missing in the chaos of battle, feared dead in an explosion, fallen out of sight into a ravine, taken prisoner by the enemy, or however the GM sees fit). If a character is ever reduced to a negative Capacity equal to their normal starting Capacity, they are dead.

CHARACTER OUT OF PLAY

What does "character out of play" mean? In short, it means the character cannot partake in the adventure any longer. They may be unconscious, fleeing the scene, or otherwise removed from the game.

A character "out of play" is removed from the scene, cannot suffer any further damage and can return to the game at full capacity (fully recovered) later in the game. A rough rule of thumb is that the character is out for a number of scenes equal to how far negatively their Capacity was reduced. They may return almost immediately—as soon as the current scene is over—with only Non-lethal (N) Capacity recovered. The remaining lost Capacity must be recovered normally. How the character returns, and when, must be approved by the GM. The GM may decide a noticeable scar is left behind once the character heals. Johnny One-Eye got his name for a reason!

A character can come back into play if the GM wishes. This happens all the time in pulp adventures. Unlikely survivals, such as seemingly falling to ones death over a cliff, are a staple of this sort of adventure. Perhaps a potentially fatal wound only missed the heart by an inch. A character hit by a grenade blast might, upon examination by a fellow soldier, prove to have suffered many badly bleeding scratches, but nothing lethal.

RECOVERING FROM FEAR

A character that has lost Capacity from fear, intimidation, or from other Morale-related causes could make a roll to recover their lost Capacity at the end of the encounter. Roll a dice pool equal to that character's Presence. Each success recovers 1 Capacity lost in this manner. You can only recover a number of Capacity equal to the number you lost through that particular attack. It does not affect physical damage.

All other Capacity recovery is performed after this initial roll.

REPAIR AND MAINTENANCE

Repairing damaged equipment works similarly to healing characters. The major difference is gear and equipment do

not recover damage automatically after a fight, and equipment only suffers physical damage.

The difficulty of repairing a piece of equipment is equal to the amount of damage it suffered. Repairing a vehicle recovers 1 Capacity per Target rolled on the repair roll.

For every Capacity fixed, and every two Faction symbols rolled, the character can repair a damaged system to the walker (such as a damaged weapon or sensor). The minimum time to fix an item is one hour per Capacity the vehicle recovered on the roll. The time may be sped up to 30 minutes per Capacity restored. This increases the Difficulty by 1. Increasing the difficulty by 2 reduces the time to 15 minutes. A Difficulty increase of 3 makes the time to repair a mere five minutes.

Failure at a higher rank due to speed may be re-rolled at a lower number. Just because you cannot fix the 75mm gun on your Mickey in five minutes doesn't mean you can't fix it in an hour. Indeed, but perhaps in a shop each set of damage from individual attacks may be treated separately but in the field the Difficulty is equal to total damage. Unless the mechanic is only trying to fix a single part of the vehicle, then you can use adjustments as the GM sees fit.

SPECIAL ATTACKS AND WEAPON ABILITIES

ALL IN ONE

The character has the option to completely unload his weapon at a target. This can only be done with weapons that have an Ammo Rating. All in One counts as a Sustained action, but the character gains 3 dice to his dice pool for the attack in addition to the normal benefits. The weapon is then treated as if it were subject to the Reload Weapon special rules on p. 42.

AMMO RATING

Weapons with an Ammo Rating have a limited number of shots they can fire before they must reload (see Reloading Weapons on p. 42). Ammo Rating does not accurately represent the number of actual bullets a weapon has but is a generalized, abstract figure. Sometimes, you fire only one bullet. Other times you fire three or more. Machine guns may fire 10 to 15 rounds in a single attack. Instead of tracking each bullet fired, the weapon has used one of its Ammo Rating ranks. For example, a .30 calibre Victory Machine Gun and a .45 Automatic Colt Pistol both have an Ammo Rating of 5. In reality, the chain-fed ammo belt of the .30 Calibre Victory Machine Gun has 250 rounds, and the .45 Automatic Colt Pistol's magazine only holds 7 rounds. However, the .30 calibre Victory Machine Gun fires in bursts of 10-20 rounds while the .45 Colt Automatic Pistol may only fire two or three shots in quick succession.

Furthermore, weapons with an Ammo Rating can use the All in One and Burst special attack options.

I took shrapnel during the invasion of Sicily. It was bad, but the medic got to me in time. Turns out the fragment nicked an artery. A tourniquet and a little morphine kept me awake and semi-alert. If it hadn't been for the medic, I would have bled out. He wasn't too happy about me continuing the fight, but we had suffered too many casualties already. I spent a day in a field hospital right after, and recovered quickly. The body is an amazing healing system, but you have to give it time. I was lucky I didn't die on the battlefield, fighting on like a moron with such a bad wound. That was my first Purple Heart. Briefly, I was proud of it, but now I see I could just as well have died. There's duty and then there's stupidity. Another KIA wouldn't have done my platoon any good.

AUTOFIRE

When a weapon has the Autofire quality, it offers the ability to hit multiple targets, or the same target, multiple times. To use Autofire, the character with the automatic weapon determines who they wish to target, and the GM determines the Difficulty of the hardest target (e.g. if one target is in cover and one isn't, then the value of the one in cover is used). If there is any range penalty for a target, it is doubled while using Autofire.

Once the dice pool is determined, the player rolls dice as normal with successes being split evenly amongst the targets starting with the easiest target. So long as the difficulty of the Attack is rolled, each success inflicts damage equal to the base damage of the weapon.

Use of Autofire uses up 1 Ammo.

Example: *Cpl Gray has a .30 calibre Victory Machine Gun. Two zombies crawling out of a ditch attack him. One of these zombies has been cut off at the waist and counts as being in cover. Gray levels his machine gun at both of them and rolls against Difficulty 3. Gray rolls 6 target symbols. 3 are used hitting both targets and the other 3 are split 2 to the walker and 1 to the crawler This would result in 9 damage and 6 damage respectively.*

CUTTING WEAPONS

Cutting Weapons, like power saws, cut deeper the longer they are applied to armour, and can cut through one target to hit another when swung in an arc. Cutting weapons ignore any armour with a grade under the cutting weapon's rating. Cutting weapons do not ignore Damage Resilience.

INCENDIARY WEAPONS

Incendiary Weapons consist of fire, flames, oil, fuel, acids, and other attack types that continue to attack or burn the target after they are hit. A target that is hit must roll a single combat die. On a Target symbol, they are set ablaze and suffer the attack's base damage every round until the fire is extinguished. If the burning target is in armour, the fire still spreads and increases its damage by 1 each round until it has enough damage to overcome the armour. The target may put out the fire by spending an action to make a Mobility test against a Difficulty equal to 1 plus the number of rounds they have been on fire.

INDIRECT FIRE WEAPONS

Indirect Fire Weapons, also known as Artillery Weapons, allow the attack to strike a target that is out of line of sight. This may be done with artillery, or "A" range weapons.

To successfully use an Indirect Fire Weapon, a character must first use both Survival (Navigation) and Radio (Artillery Strike). Survival (Navigation) reflects the

observer's ability to correctly identify the location of the target and decipher and translate that information into map codes and coordinates. This must then be communicated properly to the fire team that's crewing the artillery weapon. These two skill checks may be made in a single combat round.

The Difficulty of both skill tests varies and is directly impacted by how well the observer can spot the target. It is also influenced by how well the communication is transmitted over the radio. Each skill can be performed by a different character, as long as each character has the necessary skill to do so.

Once both skill tests are successful, the indirect fire weapon comes into play. First, roll one combat die. Generally, the fire support is available on a Target symbol, but it may also be available on a Faction symbol based on the adventure specific rules (this is up to the GM). If a result is rolled that indicates the artillery attack is unavailable, nothing happens. Otherwise, an artillery strike occurs. Roll 2 dice and consult the table below. Remember, GM discretion always takes precedence. If your team is humping the boonies in Southeast Asia far away from support, you aren't going to get an air strike of fast movers to pull your butt out of the fire.

Result	Artillery Strike Begins...
2 Targets	1 round later
1 Faction, 1 target	2 rounds later
2 Factions	3 rounds later
1 Shield, 1 target	4 rounds later
1 Faction, 1 shield	5 rounds later
2 Shields	6 rounds later

The attacking dice pool of an artillery strike is 1 die per Target symbol rolled during both the Radio (Artillery Strike) skill test and the Survival (Navigation) skill test. Since an artillery strike is targeting an area, and not specific targets, any target in that area when the strike comes in has a target Difficulty of 0 to hit (meaning they will be hit regardless). This may be modified by fortifications, cover (but not visibility) and defensive actions (such as Hit the Dirt).

Unless a specific weapon is involved, the damage of the Artillery Strike is equal to the starting dice pool for both Infantry and Vehicles.

Example: *Corporal Congrove is calling in an air-strike on 15 Axis troops occupying a trench. He has Radio (Artillery Strike) at 4 and Survival (Navigation) at 3. He scores 2 Targets on his Radio (Air Strike) skill test and 1 Target on his Survival (Navigation) skill test. He succeeds with a total of 3 Targets. He then rolls 2 dice and gets a Shield and a Target. In four rounds, the area he called in for the strike is hit by a dice pool 3 Artillery Strike. In the four rounds, three of the Axis Troops depart the trench to go on patrol. The other 12 troops are hit by a 3 dice pool attack with a difficulty of 3 for the hard cover. If the strike gets three successes then each trooper will take the base of 3.*

Some Indirect Fire Weapons automatically cause Mental Damage with a successful attack, and the weapon damage is noted as, for example, “Mental: 1 Damage.” Being barged has a psychological toll on many a soldier.

LASER WEAPONS

When Axis scientists applied the technology they found in Antarctica to weapons development, they soon discovered the power of intense beams of focused light. Laser technology created some of the most powerful anti-tank weapons in the world—able to cut through any armour in moments. The longer they can hold on a target, the deeper they cut. When a Laser Weapon damages a target (before Damage Resilience), roll another die per point of damage inflicted scoring further damage on each hit rolled. Continue scoring hits and rolling additional dice for each Target symbol until a Shield or Faction symbol is rolled. Some lasers have a High Visibility upgrade. These lasers score an additional point of damage if they roll a Target or Faction symbol on the first set of extra dice rolled. This benefit does not continue after the first set of extra dice.

OVERCHARGE WEAPONS

Some energy weapons (Tesla, Laser, or Phaser) have the ability to heighten their energy output, causing maximum damage when used. This often has the side effect of draining energy cells and causing a weapon to become unserviceable, require repairs, or need reloading. A weapon with the Overcharge Weapon trait may opt to fire with a super-charge in effect. When doing so, the attacker may re-roll any combat dice that result in a failed success, provided the attack has rolled enough hits to actually score a successful attack on the target. If the initial attack fails to hit the target, no dice are rerolled.

PAIRED WEAPONS

The Paired Weapons trait allows a character to use two of the same or similar weapons at the same time. Each weapon must be one-handed and fairly easy to use. When using Paired Weapons, the character can either make one attack with a +1 dice pool bonus, or he may divide his skill dice by 2 and make two attacks. Each of these attacks is treated as a full attack action and count as both actions the character could normally take. When building the dice pool, the character uses full characteristic dice, but the skill dice are divided. Paired Weapons may only be used if the character has the special ability Paired Weapons or the weapon has the Paired Weapons weapon trait.

Melee paired weapons may be used to either add a +1 attack bonus or a +1 to the wielder's defense roll. The person with the Paired trait decides which each round. He does not receive both bonuses in the same round.

Ranged weapons may only be used if the target is within attack range of both weapons.

PENETRATING WEAPONS

Either through the sheer velocity of the weapon's round, its composite alloys, or another trick of physics, a Penetrator weapon is incredibly good at breaking through enemy armour. Subtract the Rank of Penetrating Weapons from any armour the target (infantry, vehicle, aircraft, or structure) has. Penetrator weapons do not ignore Damage Resilience.

PHASER WEAPONS

Experiments with the new VK technology have unlocked incredible new potential, perhaps the most evident being the new destructive energies suitable for use as weapons. Allied scientists developed a device they call a “phaser gun” and have managed to compress the original, house-sized generator down to a size that can be fitted onto a light assault walker. When fired, the phaser gun generates a highly unstable ball of energy that detonates on impact. Testing is still ongoing, but initial reports seem highly favourable, and other prototype phaser weapons are being rushed to operational status. While the Dual Phaser Gun typically operates in the 120W range, man-portable 60W Dual Phaser Guns have recently seen deployment. A highly compact 30W Phaser Pistol recently debuted. Phaser weapons fire erratic payloads of exploding balls of energy, which ignore armour. In addition, a character using a phaser may spend both actions to Overcharge the weapon and discharge its full energy capacity in one volley. When doing so, count Faction symbols as a damage bonus to both the attack's normal damage and for suppression. Once done, the weapon is out of ammunition.

PLACED WEAPONS

Placed Weapons usually refer to demolitions and other explosives or booby traps set up to be triggered at a certain time. The attacking character usually makes a skill test using his or her Demolitions skill but, in some circumstances, a GM may permit the use of Black Ops, Survival, or even Knowledge as the primary skill used. These skills augment the placing of the trap or explosive using the Demolitions skill. When placed, the weapon is activated. The target (or targets) of the weapon must make a Physique or Mobility test to avoid the attack. The Difficulty of this test is equal to the number of Target and Faction symbols the character scored when placing the weapon. For quick reference, the standard Difficulty is equal to 1/3 the dice pool of the placing character's Demolition skill.

As mentioned earlier, Black Ops, Knowledge, or Survival may augment the placing of the device. If the GM permits, each skill used successfully against a Difficulty of 2 adds a bonus die to the dice pool of placing the weapon. GMs should be careful to not to allow any random Knowledge skill be used for this purpose. It is usually permitted when the Knowledge skill has something to do with the explosive/trap being placed, the target of the attack, or the location of the attack. The player can argue for such a bonus and the GM then decides if it's allowable.

Congrove and I were scouting ahead and nearly ran into a trench of Axis Wehrmacht. Fortunately, I spotted them before they spotted us and Congrove and I went prone. We crawled back far enough to get a good look at them. I kept my eye on the trench, while Congrove made calculations for range. As he was doing this, three of the bastards popped out of the trench. I thought they had spotted us, and my finger was on the trigger of my M-1. Right before I fired, I realized they were just going on patrol.

Congrove called in a strike. We were lucky fire support was available. Quickly, we double-timed it back toward our lines. Artillery strikes don't distinguish between friend and foe. The sky screamed with incoming ordnance, and then the trench screamed with the sound of dying Germans. I was never good at math. Turns out Congrove majored in it just before he signed up. Had I opened up on the Germans, they could have thrown enough lead our way to put us both six feet under.

The Battle of London. Me and this English ASOCOM operative were trying to capture a new German walker. Unfortunately, our plans didn't survive contact with the enemy, and we were on the run from two squads of Axis Grenadiers. Oyster, the name of the cute operative, was carrying this experimental phaser gun. Up to that point, I hadn't been much impressed by this gizmo as we fell back street to street alternating covering fire. She shouted for me to get my ass in the Tube, pointing at an entrance called King's Cross. We hightailed it down the stairs, which I thought was a bad idea. Confined quarters in there. We were walking straight into a kill box.

The Axis tossed a flash-bang after us, then followed us down. Had to be a dozen of them at least. And at this point, I notice Oyster's been fiddling with the phaser pistol. The thing started whining like a child and giving off this green glow like it was irradiated.

I grabbed her arm and told her to haul ass, but she shook her head. We were maybe fifty metres from the enemy at this point. I was about to throw her over my shoulder and carry her down the damn tunnel when she pointed that shaking, squealing weapon at the roof right above the Krauts. The thing went off like hellfire, collapsing that ceiling on top of the Axis. She'd overcharged it, she told me later. Wound up with burn scars all over her hands from the heat. At least second degree and she never even said "ouch."

Tough agents they have over in England.

POISON AND DISEASE

In general, Poison is an outside attack that goes against a character's Physique, but it is possible for some poisons or diseases to attack other characteristics. In those cases, replace all references to Physique with the appropriate characteristic.

When a character encounters a substance that is potentially poisonous to them, there is always a chance that their body can naturally resist the effects. When a character is subjected to a poison, they make a Physique test against that poison, requiring a single success to ignore any additional or lingering effects of the poison. However, each poison is different. Some take effect immediately, some may be delayed a period of time, while others may require multiple resistance tests at different times. In addition, their effects are all different; some may inflict Capacity damage, while others may reduce a character's characteristics or cause hallucinations, unconsciousness or even immediate death.

Lastly, each poison is different in its level of toxicity. The toxicity of a poison is the Difficulty penalty of the Resistance test.

Most poisons a character encounters are damage-based and have an immediate effect. Even though the character must make a Resistance Test against the poison, it does not count as one of the character's two actions.

Below is an example poison, Wiederbebungsserum.

Poison	Onset	Method	Toxicity
Wiederbebungsserum	Immediate	Inhalation	2
Effect: MIND attack, death from poisoning creates zombie.			

RAPID FIRE

Before resolving a Sustained Attack action with a Rapid Fire weapon, the controlling player may choose to target a second, single target within 6 metres of the first (even if this second unit is outside the weapon's maximum range) instead of doubling their base dice pool.

The attack on both targets is resolved simultaneously. Any Reactions made in response to the targeting of either unit must be declared before any combat dice are rolled. Each attack is rolled separately at its normal dice value. If the weapon has an Ammo Rating, Rapid Fire takes up 2 points.

RELOAD WEAPONS

While most weapons store their rounds in magazines, some types of ammunition (such as artillery shells) are too bulky for that. These weapons must be reloaded after each shot. The user of such a weapon may not fire the weapon again until they have spent a number of actions reloading the weapon equal to the number after

the Reload Weapon trait (for example, a weapon with Reload 3 takes 3 actions to reload). Yes, that would be a reload action with a special requirement. If 1 attack recharges it, the weapon gains Reload 1.

SALVO WEAPONS

Salvo weapons can fire at a controlled rate, or they can fire everything at once, emptying their magazines. When doing so, the weapon is emptied and must be reloaded before it can be used again. Each Salvo Weapon has a Rank associated with its Salvo ability. This is the maximum number of "rounds" it may fire. Simply put, when the weapon is emptied, the modifier to the attack is based on the Rank of the Salvo Weapons trait. Add 1 die to the attack roll for each Rank of Salvo Weapons the weapon has. For example, a weapon with Salvo 3 can fire all 3 Salvos and gain a +3 to the combat dice pool. Or, it could fire three attacks (at different times) each at +1 to the dice pool, or once at +2 dice and once at +1 die. It may also fire any other combination up to the value of the Salvo's Rank. Once it's finished, it must be reloaded as per the Reload Weapons trait. If it does not have a separate entry for Reload, treat it as Reload 1.

SPRAY WEAPONS

Weapons like flamethrowers, napalm throwers, sulphur jets, and even explosives (such as grenades) fire a spray of burning fuel, igniting targets and any units in the way.

Spray is similar to Autofire except each target has the attack applied against them individually. Unlike Autofire, Spray Weapons do not use the hardest difficulty of the targets as the base difficulty. Resolve your attack as normal then compare this result against each target in the area of effect. The attack is made at full value with no penalties (other than the range of the target area) applied to it until you compare it against one of the attack's potential victims. At this time, treat each point of difficulty as if it were armour, removing dice that scored hits from the attack roll.

Example: *Overwhelmed by zombies, CPL Bren chucks a grenade. The grenade has an area of effect of 3 metres. In that area, there are four zombies. CPL Bren scores 2 Target symbols doing 2 damage to each zombie within the blast radius.*

TESLA WEAPONS

Soviet scientists have experimented with electrical weapons for decades, but they have always encountered problems with creating an effective power source. With the recent discovery of VK, the dreams of these scientists are finally coming true. Based on the research of famed engineer Nikola Tesla, these weapons project a focused beam of energy capable of destroying anything it hits.

When a Tesla weapon successfully hits a target, the target suffers Nonlethal (N) damage equal to any Faction symbols rolled.



Tesla Weapons often have the Spray Weapons trait and/or the Autofire trait.

THROWN WEAPONS

Thrown weapons are lobbed through the air at a target. These may be anything from spears to hand grenades. In general, a thrown weapon can be thrown a number of range increments equal to the thrower's Physique in metres (the base increment may be increased by 1 metre for each Rank the character has in Athletics (Thrown) as an Advanced Skill). Each increment after the first causes the throwing character to suffer a penalty of 1 to his Difficulty for the throw. If the thrown weapon is followed by a # symbol, the base range increment is modified by this number.

VEHICLES

It is only a matter of time until characters in *Dust Adventures* either use their own vehicles or encounter vehicles used by the enemy. Vehicles play a pivotal and influential role in the world of *Dust*, with walkers being an iconic image of the setting. No *Dust Adventures* campaign would be complete without them. For more complete coverage on vehicles, see the Vehicles chapter.

VEHICLE USE

Vehicles function as an extension of a character. They rely on a character's base characteristics and skills in order to function properly, whether that function is for movement, attack, or repair. However, vehicles do not always work the same as a character.

Vehicles do not have a Mobility characteristic and instead rely on a combination of the vehicle's Handling trait and the character's Pilot or Drive skill to make Mobility tests. Vehicles do have a Speed characteristic that directly translates into the vehicle's movement rating. This value is the vehicle's top speed, though in the world of *Dust*, even this can be pushed.

Currently, vehicles do not have brains of their own and rely upon their crew to see and hear for them. A vehicle uses its crew's Awareness (Sensors) skill and Mind characteristic when such rolls are required.

Vehicles do not have the Physique characteristic either, however they are immune to exhaustion, fear, mental attacks, pain, gasses, and other physical strains under most normal circumstances. They are dependent on fuel, however, and damaged walkers can suffer effects very similar to the pain penalties characters suffer for losing Capacity. With no Physique or Mobility characteristics, a vehicle is completely dependent on the crew piloting or driving it to control any weapons.

I'd never had formal training on a Pounder, but the gunner was out of action. I took his spot as Lieutenant Anderson redlined the machine, trying to outrun the two Axis walkers behind us. The beast lurched ahead, throwing me against the interior of the craft. I took a hit to the head but remained conscious. Moving as fast as the beast would carry us, I tried to line up a shot, but there was no chance. I yelled that the Axis was gaining on us, and the LT pushed the walker harder. All was going well until the machine careened. The Pounder just wasn't made for this speed or maneuvering.

We crashed into the remains of Harrods near Piccadilly Circus. I'd gotten myself belted in my seat at this point, but my brain rang against the inside of my skull like the clapper in a church bell. There were starbursts in my vision as the walker ground to a halt. The LT tried to back her up, but she was stuck good. Meanwhile, the two Axis walkers were approaching fast. I turned my gun as much as possible and prayed I could take one of them out before they closed range and lit us up like a drunk on New Year's Eve.

Using a vehicle's main weapon is a Mind (Attack: Gunnery) skill test. While manned weapons (such as turret mounted machine guns) use a Mobility (Attack: Heavy /Attack: Firearms) test in most circumstances. In all circumstances, Initiative is based on the crew's Pilot skill.

Vehicles may also engage infantry in "Close Combat" attacks. Usually, this is by ramming or running things over rather than actual hand-to-hand combat. Some vehicles have a brutal kick or mounted chainsaw. Vehicle close combat is handled identically to regular close combat, although the dice pool for a vehicle is based on Mind: Pilot. A person attacked by a vehicle may avoid the attack with Mobility: Athletics.

When a vehicle is attacked, it can be an ordeal for the crew. Every time the vehicle takes damage, all crewmembers must make a Difficulty 2 Mind: Willpower test or take 1 point of Mental (M) Damage from fear.

Normally, a vehicle can travel its speed without requiring any skill roll for piloting/driving. However, if traveling on difficult terrain or at half Capacity, a roll is required. The vehicle may move at a faster rate (up to 100% faster) but, for each 10% increase in speed, the pilot faces a difficulty increase of 1. The vehicle moves at this faster speed for one round per Target symbol rolled on the Pilot test. Failure results in the vehicle moving half its desired speed in distance for one round before crashing. For the crash, roll one combat die per Difficulty of the movement faced with the vehicle suffering a point of damage for each Faction and Target symbol rolled. The vehicle is also stuck and cannot move for one round per Faction symbol rolled, as the crew decides to evacuate or try to restart the stuck vehicle (Difficulty 2 Mind: Mechanics).

Example: *LT Darian Anderson, US Armor Tank Corps, is piloting a Pounder being pursued by several Axis Tiger tanks. Outnumbered and low on ammo, he gives his crew the order to break contact and head for the safety of the forest 15 clicks east. He decides to up the speed of the walker from Speed 12 (roughly 21mph/33.75km/h)—the Pounder's normal max—to about Speed 14 (roughly 25mph/40km/h), which the GM determines is an increase in speed of about 20% or a difficulty penalty of 2. Anderson has a total Pilot dice pool of 6 dice, with the penalty of 2. He rolls 4 dice and scores 2 Target symbols, resulting in the Pounder moving at speed 14 for 2 rounds. After two rounds, he decides to attempt to keep at his accelerated pace and makes another Pilot test. This time he scores no Target symbols. The GM declares that he has lost control of the walker. The walker careens directly ahead for one round, moving half the distance its Speed of 14 would normally take it. Checking the movement chart, the Pounder moves 7 metres straight ahead and then crashes. Since the difficulty penalty was 2, the GM rolls 2 combat dice and scores 1 Target symbol and one Faction symbol. The walker takes 2 points of damage. The vehicle has enough armour to survive the crash with no*

damage, but the crew cannot act for one round, and the vehicle cannot move for two rounds as it is stuck. This gives the Axis three rounds to catch up.

While vehicles are faster than characters, they are also larger. These two traits offset one another, and penalties for hitting a moving vehicle are the same as for moving characters. Aircraft, however, are extremely fast and all penalties for hitting moving aircraft are doubled, unless the character has the Advanced Reactive Fire ability or the weapon used has the Anti-Aircraft trait.

When a vehicle suffers enough damage such that it is reduced to half Capacity, it is possible for it to lose a weapon or other feature. Roll a single die. On a Target result, it suffers a lost feature. Roll a second die. On a Target symbol it loses a weapon, on a Faction symbol it loses a sensor. On a Shield, it loses one of its other features. If there is no weapon, sensor, or other feature to lose, reduce the vehicle's Armour Class by 1.

Required Action	Use
Initiative	Crew's Pilot skill
Sensors	Crew's Awareness (Sensors) skill
Crew served Weapons	Crew's Attack: Heavy or Attack: Firearms skill
Main Weapons	Pilot's Attack: Gunnery skill
Close Combat Stomp	Pilot's Pilot skill
Close Combat Weapons	Pilot's Attack: Gunnery skill
Movement	Vehicle's Speed
Hit the Dirt	Not Available
Defence Action	As a Reaction
Reaction	Pilot's Pilot skill
Desperation Recover	Not Available

CHARACTER INTERACTION

Character interaction is an important aspect of any game. The following rules enhance the interaction options and abilities of both players and their characters. These rules are not meant to, nor should they ever, be used in the place of roleplaying one's character. However, not all players are as dashing and charming as the characters they are playing. Part of the fun of roleplaying is playing someone adept at things the player is not. Just as the GM does not expect a science-skewing character to be a theoretical physicist in real life, he or she should not expect every charming character to be played by Clark Gable.

Interaction, like knowledge and even attack, is a skill a character possesses that lets him or her "interact" with the gaming environment. However, it is far from a pass/fail or go/no-go skill. The goal of most character interaction is to convince your opponent to do as you wish, be it surrender, give up valuable information, or refrain from calling

the cops after crashing through their skylight having just leapt from a burning plane without a parachute. (It is pulp adventure after all!)

This does not mean that you get everything you are after, and you may discover your character must make some concessions to achieve his goal.

Interaction begins and ends with the Presence characteristic. Presence acts as the characteristic bonus for Interaction Tests and is usually the characteristic the character is trying to defeat.

When attempting to use Interaction to get your way, use the Interaction skill. The Difficulty is the target's characteristic bonus from Presence or Mind (whichever is higher) with any additional levels of Difficulty the GM sees fit to add. Where the request is strange, illegal, expensive, or dangerous, an additional level of Difficulty for each quality is not uncommon.

The trick to Interaction is that the Player Character always has the edge. A PC is never forced to comply with the result if the player desires not to have his or her hero seduced, intimidated, or otherwise "controlled" by a NPC. However, a player who opts to let this happen may receive extra experience points at the end of the game for good roleplaying. This is one time when player agency is flexible. It can be fun to roleplay a reaction you do not want to have.

Example: *Jack Donnelly needs to sell a Picasso he stole from a collector in Istanbul. He tries to get a Turkish collector to buy it for the same price he was going to sell it for to someone else. Sitting at a table in a café, Donnelly uses Interaction and scores 3 successes. The Turk is of average intelligence (stats of 1) but knows that stolen art needs to be moved fast (1) and Jack Donnelly has had run-ins with Istanbul constables before (1). While the Turk was initially unwilling to pay Jack's price, the mention of the Turk's rival manages to persuade him to agree to the offer. Jack scored three successes against two penalties. He won the Interaction by one success.*

THE JOYS OF NEAR MISSES

When a player tries to use Interaction and fails by a threshold of 1 or 2 the GM may decide to allow the interaction to succeed only to throw an additional challenge the player's way.

Had it gone against Jack, the GM might have determined that the Turk pays less than Jack wanted and, because Jack lost the Interaction, the Turk rats him to the police in the city.

Note: *Major NPCs are immune to forced results and, much like PCs, may opt to ignore any result that is inconvenient to the plot. However, thugs, minor NPCs, and so forth are not. Jack Donnelly might be a charming fellow, but he cannot force someone like*

Sigrid von Thaler to see things his way no matter how many successes he rolls.

Characters with the Interaction skill can counter the "attack" by using the skill themselves. In this situation, they are trying to convince each other (and themselves) to do something or not do something. When this occurs, each participant gets a chance to influence the other. Skills are rolled and thresholds compared. The winner manages to convince the loser. The higher the threshold of the winner the longer the loser is convinced.

INTERACTION AND COMBAT

The only interaction option that can be used in actual combat is Intimidation. Using Intimidation in combat can be effective but also risky. It takes up your combat action and does not count as movement. However, sometimes it is useful to take a target out of combat without killing him, and when you have no other weapon at your disposal, you must rely on coercion or fear.

Using Intimidation in combat works the same as normal Interaction tests. Determine the dice pool you have available and the Difficulty as you would for any interaction use. Depending on the situation, your target Difficulty may be trickier than normal (sometimes it's just tough scaring a man holding a StG 47 when you are unarmed).

Conduct the Intimidation test as normal in standard Initiative order. As a single action, the only effect Intimidation can have is to stymie your opponent. For each success, you reduce your target's initiative by 1 for one round, if this is enough to reduce his initiative to 0 or lower, the target also loses 1 action on the first round, similar to being stunned.

As a sustained action (meaning you spend both your actions on the Intimidation test) your target may also suffer a maximum of 1 Capacity of damage from fear (Mental damage (M)). This damage is only suffered if you gain at least one success on your test. (See healing for information on Mental (M) damage).

As normal, heroes and named characters (PCs included) may ignore any penalty suffered from Intimidation if they so wish. However, voluntarily taking damage or penalties from any character interaction (including Intimidation) may gain the PC extra IP at the end of the adventure.

Difficult terrain reduces movement by half. What constitutes as difficult terrain depends on the type of character or vehicle moving over that terrain.

MOVEMENT

- The average character with a movement of 4 can run 1.5 kilometres in about 8.5 minutes without pushing himself, which is roughly 11 km/h.
- Characters swim at half their normal movement provided they have at least 1 rank in Athletics. Each

Jarvis Hancock set up a meeting with an art dealer in Istanbul. I'd "acquired" a Picasso smuggled out of the Louvre during the first Battle of France. The art collector that hired me found himself entangled with some Axis authorities in Vienna over an Egyptian bust similarly "acquired" by a rival of mine. This new prospect could smell trouble and only took the meeting because of the quality of the piece. People with money, I've found, like to find interesting and illegal ways to spend it.

So, this fat fellow came into the coffee shop we agreed to meet at. Jarvis did his introduction and didn't fail to mention his fee at least twice. The Turk sat down, his belly pushing him back from the table. The guy wore a monocle. He was one of those types. The Turk didn't trust me because he was smart, so he played the whole thing off like he was doing me a favor taking the hot Picasso off my hands. The lowball figure he offered was insulting. I pushed the charm, but that was getting me nowhere. Instead, I remembered the Turk had an English rival of sorts. Another man with too much money grabbing up the culture of humanity while the world burned. Now, I happened to know this rival was arrested by Scotland Yard prior to the Fall of London. I was willing to bet the Turk didn't know that. We played a back and forth tennis game with figures, both of us feigned nonchalance about the piece.

extra rank in Athletics (or the Advanced Skill Swim) increases this move by 1 up to a maximum equal to the character's normal movement.

- Characters climb at a quarter their normal movement provided they have at least 1 rank in Athletics. Each extra rank in Athletics (or the Advanced Skill, Climb) increases this move by 1 up to a maximum equal to the character's normal movement.
- Swimming and Climbing are affected by difficult terrain as normal.

EXAMPLE TERRAIN

The following table is intended as a guide. GMs should feel free to adapt it as appropriate for their available tabletop terrain or scenario.

Terrain Type	Character	Vehicle
Craters	No Penalty	Difficult
Fences	Difficult	No Penalty
Forest/Jungle	No Penalty	Difficult
Hedges	No Penalty	No Penalty
Hills	No Penalty	Difficult
Barbed Wire	Difficult	Difficult
Rubble	No Penalty	Difficult
Stone/Brick Walls	Difficult	Difficult
Swamp	No Penalty	Difficult
Tank Obstacles	No Penalty	Impassable
Trenches	No Penalty	Difficult
Vehicle Wreckage	No Penalty	Difficult
Water (Deep)	Difficult	Impassable
Water (Shallow)	No Penalty	Difficult

JUMPING

A character can perform a standing long jump up to a distance equal to his height (in metres) and a running long jump up to a distance of his height (in metres) plus his Physique. To make that distance, the character only needs to score 1 Target symbol on his action. Each additional Target symbol rolled adds 1 metre to this distance.

In order to do a running long jump, the character must perform a move action immediately before his jump action. If he spends two actions back-to-back moving (i.e. running), he may add 1 die to his jump action dice pool. However, this would mean moving the round prior to the jump and would therefore cost three actions in all (two running the round before, and one action during the round of the jump). If the movement is done in the round prior, then the jump may be a sustained action.

Performing any other action in the same round as a jump (not including the move before the jump) inflicts a penalty of 1 to the jump's Difficulty.

ENCUMBRANCE

A life in war and adventure means lifting and carrying a lot. Soldiers and Marines are often required to carry heavy loads of personal and survival gear in addition to mission-specific gear, body armour, and weapons.

Dust Adventures uses a generalized weight system. It doesn't track every pound of gear or round of ammunition. As a pulp action adventure game, it's more important to have a generalized sense of weight and strength than a 100% accurate figure down to the ounce.

In general, a character can lift a certain amount of weight with no roll and may lift more with a Physique (Athletics) roll. In addition, a character can carry a certain amount of weight with no penalty.

Physique	Lift*	Carry*
1	Up to 50	Up to 25
2	Up to 100	Up to 50
3	Up to 200	Up to 100
4	Up to 400	Up to 200
5	Up to 800	Up to 400
6	Up to 1600	Up to 800
7	Up to 3200	Up to 1600
8	Up to 6400	Up to 3200
9	Up to 12800	Up to 6400
10	Up to 25600	Up to 12800

*All units are in kilograms.

A character may attempt to lift more than their normal allowed weight by making a Physique test. The dice pool suffers a Difficulty penalty equal to the difference between the character's Physique and the Physique required to normally lift that weight amount. It takes one action to lift, and the character can hold the weight for one action per Target shown on the Physique roll. At the end of this time, the character must roll again to continue to lift the weight. A failed attempt inflicts 1 point of Physical (P) damage to the character (ignoring any damage reduction other than Action Points).

A character can carry weight up to his Carry value with no penalty. If shouldering more weight than the allotment, but less than their lift value, the character suffers a 1 Difficulty penalty to all actions. If they carry their max lift, the Difficulty penalty is 2. The same penalty is applied to the character's move.

A character may carry his max carry for one hour per point of Physique. If they do not rest after that period of time has elapsed, they suffer 1 point of Physical (P) damage at the beginning of each hour. If carrying more than their max carry (up to their max lift), the time increment is 15 minutes rather than an hour.

What a Character's Movement Value Represents

Movement	Metres	Feet	MPH	KM/H	Example
1	1	3	1.75	2.75	
2	2	6	3.5	5.75	Out of Shape Human
3	3	9	5.25	8.5	Average Human
4	4	12	7	11.25	Average Soldier
5	5	15	8.75	14	Special Forces
6	6	18	10.5	17	Professional Athlete
7	7	21	12.25	19.75	Olympic Athlete
8	8	24	14	22.5	Peak Human
9	9	27	15.75	25.25	Axis Medium Walkers
10	10	30	17.5	28.25	KV-47
11	11	33	19.25	31	
12	12	36	21	33.75	Allied Medium Walkers
13	13	39	22.75	36.75	
14	14	42	24.5	39.5	Axis Armoured Walker VI D
15	15	45	26.25	42.25	
16	16	48	27	43.5	
17	17	51	28.75	46.25	
18	18	54	30.5	49	Allied M5 Walkers
19	19	57	33.25	53.5	Schützenpanzerwagen
20	20	60	35	56.5	
Each +1	1	3	1.75	2.75	
Each +5	5	15	8.75	14	
Each +10	10	30	17.5	28.25	
Each +100	100	300	175	281.5	

CHASES

Chases are opposed action events that pit a character's movement score against another participant, either someone they are chasing or someone chasing them. The goal is to either put more distance between the participants or to close the gap and catch the others, depending on whether you are the predator or the prey.

In general, a character can move their movement (in metres) in one action and twice that distance as a full action (Sustained). During a chase action, a character rolls a Difficulty 1 Athletics test. Each Target rolled increases the distance moved by 1 metre. Each Shield symbol reduces the character's move by 1. Faction symbols have no effect on Movement.

Each turn of the chase, the GM and player keep score of their total distance moved. If the distance moved by the character being chased is ever more than double the chasing character's movement, then the chaser suffers a Difficulty 1 penalty to any further chase attempts. This penalty is increased by 1 every time the chasing character falls behind by a distance equal to his Movement.

When the chase occurs through a forest or crowded city streets, the pursuer may have the Difficulty further increased. When the total Difficulty is equal to or greater

than the pursuing character's movement, the chase is officially over.

If the distance is ever reduced to 2 or less, the pursuer may initiate a close combat attack using the normal rules for Close Combat and movement (Dodge/Movement or Parry/Dodge options). At any time in the chase, the character that is being pursued may turn and move back toward the other character. That character may also perform a ranged attack.

Use of a close combat attack or ranged attack (or any other skill or ability other than a chase action) replaces one chase action that round, usually resulting in much less distance moved. If you turn around to shoot at your pursuer, the pursuer is going to get closer.

If a character rolls more Shields than Targets on any Chase Action, he becomes winded and suffers a loss of 1 Capacity.

Vehicles use similar rules but do not roll Chase Actions based on Athletics. Instead, they use their driver's Pilot skill plus the vehicle's Handling score against a Difficulty equal to how much the pilot wishes to increase the vehicle's speed. They then improve their move distance by their declared Speed increase for a number of rounds per

The truth was, I needed the money bad. Istanbul was getting too hot for me just then, and I needed cash to get the hell out.

I told Jarvis the meeting was bullshit, that the Turk wasn't a serious buyer. I started to stand up from the table when I casually told Jarvis I'd rather just sell the damn thing to the Englishman. The Turk turned red with anger at that, so I knew I had him on the line. He offered a higher number, and I told him I could get twice that from the Englishman. I probably could have, too, if he hadn't been in jail when the Axis took the city. The Turk huffed and puffed. He told me such a figure was ridiculous. I told him fine, I had all the time in the world to hold out for that ridiculous figure. I said goodbye and turned to leave. I had my hand on the doorknob when the Turk coughed and waved me back over. I got the number I wanted. Unfortunately, I didn't get out of Istanbul in time, but that's another story.

Target symbol instead of just by 1 metre (see Vehicles for full rules). Vehicles do not become winded but may suffer straining, stalls, and mechanical failure instead of winded results. In game terms, this has the same effect. Lastly, vehicles can perform three actions in a chase, two moves (chase actions), and a standard action for the driver or pilot (attack, some other skill, or a third chase action).

GMs should keep in mind that chase actions, chase distances, and the movement of vehicles are abstract and not measured for realism but for cinematic action.

ACTION POINTS

Action Points (AP) are a special game mechanic allowing the player to directly influence an adventure and the performance of their character beyond the normal mechanics. Action Points can be used to alter results from dice pools, increase difficulties for opponents, reduce damage suffered, and allow a few other modifications, as well. The GM may allow players to use them to affect the plot too, thus giving the players more of a participatory role in the adventure's dramatic unfolding.

GAINING ACTION POINTS

The GM awards Action Points whenever a player performs an in-game action worthy of recognition. A player should earn between 3 and 5 Action Points per session. When a character spends an Action Point, they record an Improvement Point on their character sheet.

USING ACTION POINTS

All of the following uses for Action Points are available to all named characters, be they PC or NPC:

IMPROVING DICE POOL

Action Points allow the character to further alter the results of skill rolls. They represent a character's knowledge and experience, and their ability to apply them to real world events and circumstances.

When spending Action Points, a player immediately adds 1 die to his dice pool for each Action Point spent. These bonus dice are only good for one action/roll of the dice, but often they are the difference between success and failure, life and death. A character can spend no more than a value equal to **the regular dice pool** for the skill in Action Points on any one action. The character may, however, spend them before or after the roll, even after the player sees the original roll's success or failure! Action Point bonus dice do not need to be rolled at one time. You can add 1 die initially, roll your dice pool, be unsatisfied with the result, spend two more (find out you still failed), and then spend 2 more!

REDUCING DAMAGE

Action Points maybe spent to reduce the amount of damage a character takes. For each Action Point spent, reduce the final damage suffered by 1. Damage cannot be reduced by a value greater than that of the Characteristic associated with the damage type. For example, a character with a Physique of 3 cannot reduce Physical (P) damage by more than 3 points. Non-lethal (N) damage has no cap on how much may be blocked. If you have the Action Points available, you can block as much Non-lethal (N) damage as you wish. Characters may also spend as many Action Points as they wish to reduce the impact of character Interaction against them. Of course, the player can simply choose not to role-play the effects of any Interaction that goes against them.

RAISING OPPONENT DIFFICULTY

Characters may increase the Difficulty of an opponent's actions against them by 1 for each point spent. Characters can only ever double the Difficulty of any action this way.

TEMPORARY SKILL

A character may spend an Action Point to temporarily gain a skill he or she does not currently possess. The use of the skill is still at the character's base characteristic (though it may be increased by spending more Action



Points (see Improving Dice Pool above)). This allows a character to use Advanced Skills and other abilities they would normally be unable to attempt without a skill (such as operate certain vehicles or use an unfamiliar weapon). A classic example is spending 2 Action Points to gain Survival and Radio for the purposes of calling in an air strike. A very handy use of Action Points indeed.

ALTERING THE ENVIRONMENT

Characters are permitted to spend Action Points to alter the environment around them. This does not allow them to change the location from London to New York, but it may allow slight alterations for their benefit, such as standing near power generators in a mad scientist's lab so they can cut the power to the deadly experiment, or finding a vial of acid in a workshop, allowing the characters to melt a lock and escape a death trap. The exact cost of this action, and the degree it affects the game, is left to the consensus of the GM and players.

GADGETS

Characters with the proper Special Abilities and skills can create short-term gadgets and gizmos. Such a character may augment those abilities and skills with Action Points. A character may trade in 1 Action Point for 2 Gizmo Points, providing the initial use of the Gizmoteer ability was successful in the first place.

ALTERING THE PLOT

This is the most nebulous use of Action Points and requires a great degree of GM interpretation. The central idea is that, by using Action Points, players can change the course of the mission. There is no one-for-one trade, as this use of Action Points is taken on a case-by-case basis. One point might get you a clue in your team's search for a lost Vrill artefact. Two might allow the introduction of a

love interest or a femme fatale. Three could turn a traitor into an ally, or reverse the classic second act "turnaround." The idea is to get players involved in restructuring the plot in ways that 1) are interesting and 2) do not completely derail what the GM has planned. This use of Action Points is optional, and must be done carefully. The goal is not to necessarily make things easier for the PCs, but to make the adventure more interesting. It isn't about power gaming, but collaborative story telling. Trying to use them to power game a mission won't be fun for anyone in the end. A short list of examples follows below:

- **1 point:** Gain a valuable clue, find a useful object, or coincidentally bump into an old ally at a fortuitous time.
- **2 points:** Attract the affections of a semi-powerful NPC such as a noble, acquire a piece of information usable for leverage against an NPC or group, gain the opportunity to free a slave from their harsh master.
- **3 points:** Be mistaken for a famous (or infamous) person, turn a traitor into an ally, gain a major romantic interest, buy a lucky "life saving" event for later.
- **4 points:** Have the opportunity to overthrow a local warlord or ruler, have a cult put a death mark on you or another PCs head, find a fragment of a map to a hidden treasure of immense value, accidentally awaken a slumbering demon out of space and time, dream or hallucinate the back story of a mysterious locale or event.

These are just a few examples. The GM and the players should decide if they want to use Action Points in this way and what spending those points may get them. The GM must work anything that alters the plot into the mission. He or she is under no obligation to fulfill the player's wishes to the letter. Like a genie, you are granted a wish, but the forces of the cosmos decide how that wish manifests itself.



CHAPTER 6: GEAR & EQUIPMENT

A SOLDIER AND HIS PACK

A trained, unarmed soldier is a formidable weapon, but a trained soldier with the right gear is a lethal weapon. This section details some of the weapons and equipment a character will need while exploring the war-torn world of *Dust Adventures*.

In the Character Path system, characters begin with gear based on the packages they have selected. While walkers and major weapons of war are a key feature to the *Dust* universe, not every character is going to be issued a walker right out of the gate.

In addition to this, all characters start with Basic Armour, Any 1 weapon they have an Advanced Skill in, a sidearm, and one grenade for every Rank in the Attack (thrown) basic skill. If a character has no advanced combat skills, they are issued a rifle. These weapons are in addition to your standard kit. Through game play, characters may gain access to additional equipment, but the quartermaster can also requisition these at any time.

ACCESSORIES

When gear is duplicated from different packages, the character has the option to have multiples of the same items or to have additional Accessories for that item. As an example, a character with two M1 AR rifles may opt to have a M1 AR Rifle with a Night Scope. Additionally, the character may trade in the extra item for a superior quality version of that item. Superior quality items permit a character to reroll a single die once per adventure with an action that involves that item. An Accessory allows the character to avoid 1 grade of Difficulty caused by 1 specific event. The Accessory can be named in any manner the player sees fit so long as the penalty it avoids is noted.

Example: a night scope would avoid 1 Difficulty caused by darkness. A telescopic scope would avoid 1 Difficulty for range.

Accessories may be used together with the GM's permission, but Accessories can only ever reduce a Difficulty to 2. A character with Gizmoteer may choose to purchase an Accessory for any piece of equipment NOT built with the Gizmoteer rules at a cost of 2 Gizmo Points per Accessory (See designing an item).

GIZMOS AND GADGETS

Technology surrounds the world of *Dust* like smog over an industrialized city. It is not unusual for characters and NPCs to have access to high tech and bizarre weaponry and equipment. From jump packs, to power armour, from walking tanks, to laser guns, the world of *Dust* is suffused with the alien and the advanced. An exception to one of these more usual "unusual" items is the "gizmo." Gizmos are unique or near unique pieces of equipment that are either pure mad-science inventions or modified pre-existing technology that perform to a new standard.

Because the world of *Dust* contains so much super technology that is relatively mundane, the gizmo rules are very unpecific. This allows players and GMs to flex their inner pulp muscles and imaginations while not overcomplicating the action style upon which the game is built.

In game terms, the words "gizmos" and "gadgets" actually mean two different things. Gizmos are items characters possess for the long haul. These are iconic pieces of equipment that the character is known for. A gizmo is generally a constant companion of the adventurer. Gadgets are temporary items that are made on the spot or are only used by the character for a short duration—be it a single scene in an adventure or several scenes over the course of a campaign. Accessories are minimal pieces of equipment that allow a character to overcome one Difficulty increasing circumstance that might otherwise interfere with the use of the equipment.

A character with Ranks in Gizmoteer is the only character that can have certain equipment listed as Restricted. When a character receives a piece of equipment that is normally restricted from the Gizmoteer special ability, the first Rank

allows them to have access to that item. For example, a character wanting to have a suit of XM-18-22 Aerial Assault Armour must have one Rank in Gizmoteer. Each additional Rank allows the character to have either another restricted gizmo (for example, a Grim Reaper would also have a second Rank in Special Ability: Gizmoteer in order to have the Jump Pack that goes along with the XM-18-22 Aerial Assault Armour). A character may also use Ranks to add a single enhancement to the existing gizmo (the character can opt to have his XM-18-22 Aerial Assault Armour made from a special damage resistant alloy that gives the suit an extra point of Armour).

Note: *Some restricted gear has a second classification to it. If it is Restricted Military, it is only available to Ranger characters with the Gizmoteer ability. If it is Restricted Science, only scientists with Gizmoteer can have it, and if it is listed as Restricted Artefact, only Explorers with Gizmoteer* may have it.*

Alternatively, characters with Gizmoteer may design their own unique items and gear. Generally speaking, these gizmos have one enhancement or ability per Rank the character has in Gizmoteer. The Gizmoteer may divide his Ranks between multiple items if he wishes.

Vehicles (such as walkers, tanks, and aircraft) are treated as gizmos and are more expensive to own. A light vehicle (such as a Honey or Wildfire) takes 2 Ranks to possess, while a medium vehicle (such as a Mickey or Hot Dog) is a 3 Rank vehicle. Heavy vehicles take 4 Ranks. Possessing a vehicle from another faction increases the cost by 1 Rank. Aircraft are treated as Rank 3. These vehicles can be further modified with enhancements if the character has extra Ranks in Gizmoteer.

Characters with certain knowledge skills and Gizmoteer Ranks can use them together to create gadgets on the spot that last for the duration of the scene. These gadgets have a number of enhancements equal to the total number of successes scored on a dice pool roll based on Mind plus Knowledge: Invention (or as appropriate by the GM's decision). Faction symbols count as successes when calculating enhancements available for the temporary gadget, but not for the base success of the action. The Difficulty is set by the GM as normal. A character cannot create a gadget with more enhancements than their dice pool in this action. The time required for this action can be seconds to days depending on the situation.

FLAWS

As a final note, any gizmo (or gadget) can be given Flaws that permit it to have more enhancements. Each Flaw increases the number of enhancements by 1. Most characters (PCs or NPCs) that have special gear (such as XM-18-22 Aerial Assault Armour or a 60W Phaser Gun) have it issued to them with the stock Flaw of standard-issue. This Flaw indicates that the item actually belongs to the user's parent organisation and they can only access it for official reasons, and any specialized supplies, training, or repair for that item must come from the parent organisation in all but the most unusual situations.

Multiple characters can join their Ranks in Gizmoteer together and gain better gear. The PCs, for example, might crew the same tank with three or four of them each having Rank 1 in Gizmoteer to possess a Rank 3 or 4 gizmo. The GM may of course provide specific MacGuffin gizmos whenever their plot requires. This system exists to provide a framework for regularly recurring technology that characters have consistent access to.

ARTEFACTS

Artefacts are a specialized form of gizmos and gadgets that often have seemingly supernatural powers and abilities but are actually based on advanced scientific theories that mankind does not yet understand. These items always have at least 1 Rank of Flaws that do not give the item any extra Ranks to build the artefact or reduce its cost.

DESIGNING AN ITEM

When designing an item, the player must follow several steps to calculate the number of Ranks they need in the Gizmoteer (or Artefact) special ability.



STEP ONE: PURCHASE GIZMOTEER

The character must gain Ranks in the Gizmoteer Special Ability in order to gain an item in the first place. A Rank in Special Ability will permit the character to take Gizmoteer. Once this Rank is purchased, the character may raise Gizmoteer up to 5 Ranks. Each Rank in Gizmoteer can be spent on a different item or consolidated into one larger device. Each Rank gives the character 5 Gizmo Points to build his gizmo.

Example: Robert is playing Dr. Stenberg, an Allied adventurer scientist with the Gizmoteer experienced package. This gives him Special Ability 1 (Gizmoteer 3).

STEP TWO: DETERMINE SCALE

The player decides what scale the gizmo will be: Vehicle, Character, or Weapon.

Gizmos come in a variety of shapes and sizes. In *Dust Adventures*, we address these with scales. The GM has final say on what scale a gizmo fits into.

Example: Robert is designing the Hell Glove. Therefore he picks the scale of Weapon.

STEP THREE: DURABILITY

The player must choose the basic durability of the item. Generally, all items have a Capacity and an Armour Class. Armour Class can be 0, but Capacity cannot be less than 1. Each point of Armour Class costs 1 Gizmo Point for up to 3 points of armour. Each point of armour after 3, costs 2 Gizmo Points. Each point of Capacity costs .5 Gizmo Points up until 10 Capacity. Each Capacity, past 10, costs 1 Gizmo Point.

Example: Robert opts to make the Hell Glove Capacity 3, Armour Class 2. This costs him a total of 3.5 Gizmo Points.

STEP FOUR: DESIGN THE ITEM

The character must determine the abilities they wish the item to have. This includes all Flaws and enhancements.

Example: Robert determines that the Hell Glove is a C range weapon with a flame attack. He determines its damage at 2/1. Checking his design, Robert sees that he has spent 2.5 points on the Hell Glove's damage and -1 for the range of C. So far, the Hell Glove costs (3.5 + 2.5 -1) 5 Gizmo Points. Robert decides that this is perfect and can move on to build his next gizmo with his remaining two Ranks in Gizmoteer.

STEP FIVE: GM'S APPROVAL

The GM must sign off on and agree to any items built using this system.

STEP SIX: RECORD THE ITEM

Lastly, the player writes the approved item down on his character sheet.

WEAPON GIZMOS

Weapon-scale gizmos are personal-sized items wielded by hand to inflict damage on opponents in combat. Alternatively, they may be mounted on vehicles (in which case you just calculate their cost as part of the vehicle and do not worry about Capacity and Armour Class). Weapons begin with a free rating in Armour Class and Capacity equal to the Gizmoteer Ranks placed in them at construction. In general, weapons are treated as Armour Class 1 and Capacity 1 for small weapons and Armour Class 3 and Capacity 3 for large weapons. Medium weapons fall anywhere in between. Unless specifically spelled out, the GM has free control over a weapon's durability.

CHARACTER GIZMOS

Character-scale gizmos are items that alter or affect the character using them. In *Dust Adventures*, these are usually things like armour, jump packs, or other items that are used on a personal level. They require an Armour Class and Capacity as normal gizmos do, but their users may exploit their special abilities. When dealing with protective armour, the character does benefit from any armour class from the durability of the gizmo, but does not gain extra Capacity from the gizmo's Capacity. However, when giving the gizmo enhancements, they may be assigned either to the character or the gizmo itself, but not both. Regardless of the final Armour Class of the gizmo, the character cannot benefit from higher than Armour Class 3.

A player designing a gizmo can choose which scale it is when building it. At that point, it gains all the characteristics of the above entries and may not be changed later.

VEHICLE GIZMOS

Vehicle-scaled gizmos are exactly that—vehicles. It is assumed that one or more people can ride or fit into or onto the vehicle and that those inside the vehicle are safe from attacks from outside (unless the vehicle is severely damaged). All vehicle-scaled gizmos are considered to begin with the Strength enhancement at 2 for free. Furthermore, vehicles can then be bought at Light (1 Gizmo Point, +2 Strength enhancement), medium (2 Gizmo Points, +4 Strength enhancement), or heavy (3 Gizmo Points, +6 Strength enhancement) classifications. The free enhancement is cumulative with the enhancement purchased. Vehicles are furthermore divided by the following categories: Wheeled (-2 Gizmo Points), Tracked (-1 Gizmo Points), Walker (No Modifier), Aircraft (No

Modifier), and Naval (No Modifier). The designing player decides the class of his vehicle when he builds it.

A **Walker** follows all the vehicle rules as normal with no special modifications.

Wheeled vehicles risk the chance of having damage to their wheels when they are hit. Each time they suffer damage roll 1 die. On a Target or Faction symbol, they suffer damage to an axle or wheel and reduce their Move and Handling by 1.

Tracked vehicles risk the chance of having damage to their tracks when they are hit. Each time they suffer damage roll 1 die. On a Target symbol, they suffer damage to their tracks and reduce their Move and Handling by 1.

CREW

A vehicle must always have a crew to operate it. How many must be in the crew, and what all can be conducted inside, varies from vehicle to vehicle. A vehicle with a Crew Rank of 1 is the standard when calculating the Gizmo Point cost of a vehicle. Each extra crew member required reduces the Gizmo Point cost by 1.

With a crew of 1, the pilot can operate all of the vehicle's systems and fire all of the vehicle's weapons on his own. If the crew rating is higher than 1, then the pilot can only drive the vehicle, run the sensors (if any), and fire the main weapon. Each additional weapon is fired by additional crew members.

With crews larger than 1, the actions required of a vehicle may be divided as seen fit by the operators, crew members, and passengers. One character may act as pilot, while another character acts as the main gunner, another as support gunner, while a fourth operates the vehicle's radio, sensors and navigation duties.

When there are less crew members than the Crew Rating, the characters must determine what weapons or features are not being used.

Regardless of the number of crew members, no single function of a vehicle can be used more than twice in a single round (for example, one character could not use two actions to pilot the vehicle it's full move distance and then have a second character take over to spend a third action moving). Any crew inside a walker may take their actions to move, fire, repair or use the walker's sensors. However, they cannot cause the walker to take more than one of those actions each per turn.

In addition, when purchasing a vehicle, the Ranks in Gizmoteer required may be split between a maximum number of characters equal to the vehicle's Crew plus Carry Capacity Ranks (but not Tank Riders).

Every vehicle and many support weapons require a crew.

The table below shows the different Crew Ratings and their dice pool size.

Rating	Dice Pool
Green	3
Trained	4
Veteran	5
Heroic	6

WHAT CAN THE CREW DO?

If a vehicle has less crew than its normally required complement, then it cannot use all of its abilities and weapons. The first member of the crew (or only if the crew rating is 1) can pilot the vehicle (move actions), use the sensors, or fire a single weapon (main or secondary) as a single action. While they may perform up to two of these actions, they cannot fire more than one weapon (main or secondary) in a single round.

A second crew member can operate one additional sensor or fire one additional weapon.

Each additional crew member after the second can fire one additional weapon.

In addition, any crew member can sacrifice their vehicle-specific action to take other game related actions, such as repair, medic, or navigation. If a crew member is firing a weapon with reload, *only* that crew member has to sacrifice his actions to perform the reload action unless otherwise stated.

If the vehicle is operating with fewer crew members than its normal required allotment, it will take fewer actions in the round. Each missing crew member equals one less weapon (or sensor) that can be fired (or used) during that round.





Generic crews are rated on a scale that determines their overall effectiveness. This rating determines the base dice pool the vehicle uses for all of its actions. Certain walkers may have specialized crews that have more detailed dice pools based on the characters in the crew and what role they are performing.

SUPPORT WEAPONS

Support weapons act in a similar fashion to vehicles, having a set number of crew members to properly operate the weapon. As long as the support weapon has a full complement, it operates as normal. Once the crew has been reduced to half or less, the support weapon loses its ability to perform sustained actions, any reload requirements are increased by 1, and any ability to move (if the support weapon can be moved) is reduced by 1. Each additional crew member missing below half the required number increases reload times by 1 and reduces any move associated with the support weapon by 1.

A crew member who dedicates no actions to the support weapon during any particular round is treated as missing. Therefore, if one crew member is seriously injured, and a second decides to use his actions to perform medic on his wounded battle buddy, the support weapon would be treated as if it were missing two crew members until they return their focus on the weapon. This includes crew

members who are too far away (generally 2 to 3 meters or more) from the weapon, or who are engaged in close combat or actively engaging in long-ranged combat with more than one action. Essentially, serving as an active member of the crew requires at least one action be spent on crewing the weapon even if no specific action is declared.

If the support weapon has reload, at least one crew member must perform this action. Additional crew members may assist in the reload at the cost of other actions to reduce the reload cost by a maximum of 1. If the weapon has recharge, no additional help will reduce the time required. If the support weapon crew is reduced to a point where the weapon is suffering reload penalties, the extra crew cannot be used to reduce reload times.

ENHANCEMENTS

ADDITIONAL USES

Type: Gadget (this can only be used on Gadgets created by characters using the Gizmoteer Special Ability).

Rank Cost: 1

Each Rank permits the Gadget to be used in one additional scene after it is created.

AUTOMATED USE**Type:** All**Rank Cost:** 5

The gizmo can be used without a character controlling it. When this happens, the dice pool used for all actions concerning the gizmo is equal to twice the Rank of this enhancement (the enhancement Rank serves as both the Characteristic Rank and the Skill Rank).

CHARACTERISTIC BONUS**Type:** Character**Rank Cost:** 5

The gizmo increases a character's characteristic by 1.

DAMAGE**Type:** All**Rank Cost:** 1

Each Rank in Damage gives the item 1 point to put into damage against one type of target (Infantry, Vehicle, or Aircraft). The attack already starts with Damage 0. If the item has more than one type of target it can hurt, the highest value costs 1 per Rank while the other values cost .5 points each.

DAMAGE BONUS**Type:** Weapon**Rank Cost:** 1

The weapon has one damage category increased by 1. Damage is used for building new weapons. Damage bonus is used to alter existing weapons or to later upgrade a gizmo to have a higher damage.

DAMAGE SPECIAL**Type:** Weapon**Rank Cost:** 1

The weapon's Damage Special abilities are improved. Each Rank permits the damage to be treated as one of the following: Spray, Laser, Phaser, Mental, Spiritual, Fear, or Autofire. If you select Mental, then the initial Rank only changes the damage type. If you take a second Rank and select them a second time, then it adds the second category of damage (so it can cause Mental and Physical damage for example; see multiple damage attacks).

DURABLE**Type:** Character or Vehicle**Rank Cost:** 1

Each Rank increases the item's Armour Grade by 1 or Capacity by 2. If applied to a character scale gizmo, the gizmo is limited to 3 Ranks in this enhancement. All items begin as Armour Grade 1.

FAST**Type:** Vehicle**Rank Cost:** 1

Fast lets a vehicle double its speed for one round. Additional Ranks only prolong the duration of the double movement and do not increase the actual speed any further. While using Fast, the vehicle may perform no other actions (just a double move action). This includes passengers or crew trying to use weapons.

INCREASED CARRY CAPACITY**Type:** Vehicle**Rank Cost:** .5

Each Rank permits the vehicle to carry 1 passenger. Double this number if they are considered Tank Riders instead of passengers (see Vehicle Combat).

IMPROVED HANDLING**Type:** Vehicle**Rank Cost:** 1

Each Rank provides an equipment bonus of 1 combat die to all piloting/driving rolls involving the vehicle. These bonuses cannot exceed the pilot's skill Rank.

MOVEMENT**Type:** Character or Vehicle**Rank Cost:** .5

Each Rank provides the gizmo with 2 in Movement (Character) or 1 in Movement (Vehicle). Once a vehicle reaches Movement 12, each Rank provides +2 movement instead of +1.

RANGE BONUS**Type:** Weapon**Rank Cost:** 1

Each Rank improves the weapon's base range by 2 meters or 10% (whichever is greater).

SENSORS (GOOD)**Type:** Character or Vehicle**Rank Cost:** 1

Each Rank provides a +1 to the character's dice pool for the use of Awareness (Sensors).

SKILL BONUS**Type:** Character**Rank Cost:** 1

Each Rank provides a +1 to the character's dice pool for the use of one skill.

SPECIAL DEFENCES

Type: Character or Vehicle

Rank Cost: 1

Each Rank applies a -1 Difficulty for either one type (type refers to attack types, such as fire, laser, tesla, etc.) against the item or -1 against all attacks for one round.. Each additional Rank increases the penalty and the number of rounds the protection is good for. Additional Ranks also allow for protection against extra attack types. In this way, you can build resistance to various attack types over a longer duration of rounds.

SPECIAL POWER

Type: Character or Vehicle

Rank Cost: 3

Each Rank provides 1 Rank in a Special Power (see Special Powers).

SPECIAL SENSORS

Type: Character or Vehicle

Rank Cost: 1

Each Rank provides a +2 to the character's dice pool for the use of one Awareness Advanced Skill (may include such things as radar, sonar, infrared, or night vision such as that provided by the Axis Vampyre Scope).

STREAMLINED CREW

Type: Vehicle

Rank Cost: 1

Each Rank reduces the vehicle's base crew requirement by 1. It cannot be reduced below 1.

STRENGTH

Type: Vehicle or Character

Rank Cost: .5

Each Rank gives the gizmo the equivalent Physique for a single purpose (such as lifting or carrying).

VEHICLE SIZE

Type: Vehicle

Rank Cost: 1

Each Rank for a walker increases its size by 1 category and, in turn, doubles any Strength Ranks the vehicle may have for the purposes of carrying cargo and crew. 1 Rank is light, 2 is medium, 3 is heavy, and 4 is super heavy.

FLAWS

ACTIVATION

Type: All

Rank Cost: 1

The item is extremely complicated to use and requires a single action to activate it. Once activated, it may be used for the entire encounter. The Difficulty of the Activation is equal to the Rank of the Flaw. The appropriate skill used is Knowledge (Item) with the item being specified as the Advanced Skill. The Flaw may be increased by 1 Rank if an action is required to activate it each round.

BULKY

Type: All

Rank Cost: 1

The item is extremely large and clumsy. It suffers a penalty of 1 per Rank for purposes of concealment, camouflage, stealth, piloting rolls, and other actions based on the GM's final decision. Bulky weapons suffer the penalty to initiative as well. Bulky items cannot be used in reactions other than Hit the Dirt. Gizmos with 3 or more Ranks in Bulky cannot Hit the Dirt. As a side effect, every 2 Ranks improve the item's Capacity by 1.

CREW

Type: Vehicle

Rank Cost: 1

Each Rank requires 1 additional crew member to operate the gizmo without penalty.

FATIGUING

Type: All

Rank Cost: 1

Use of this item is exhausts the wielder/pilot. For each use, the operator suffers 1 Capacity of damage per Rank. Armour or Damage Resilience does not reduce this damage. Normally, this damage is Non-lethal (N) but may be changed to Physical (P) or Mental (M) by increasing the Rank by 1.

FRAGILE

Type: All

Rank Cost: 1

The item reduces its total Capacity + Armour Class by 1 per Rank in this Flaw.

HAUNTED

Type: All

Rank Cost: 1

Be it gremlins, supernatural spirits, or just poor construction, the item tends to malfunction and act on its own

when the character needs it the most. In every encounter the item is used, roll 1 combat die per Rank of this Flaw. Each Target Symbol rolled indicates one action where the item just doesn't work. The GM can pick any actions they like, as long as it involves the item that is Haunted. The GM makes this roll in secret.

HIGH MAINTENANCE

Type: All

Rank Cost: 1

The machine requires near constant repairs and maintenance. Every time the machine is used, roll the Rank in dice. Every Target rolled indicates an increase in Difficulty that must be endured every time the action is repeated until a repair is made. Repairs are a Mind/Mechanic test, taking 1 action per Rank of High Maintenance for a Difficulty equal to the number of Targets rolled. For example, a vehicle with High Maintenance 3 opens fire with its main gun. 3 dice are rolled and 2 Targets scored. All attacks with the main gun suffer a Difficulty increase of 2, until the engineer makes a Difficulty 2 repair test and spends 2 actions (1 round) making the repair.

LINKED

Type: Any

Rank Cost: 1

Each Rank in Linked fuses one special ability to another, requiring that both be used at the same time. For example, the Allied Medium Walker Steel Rain fires 4.2 Rockets. The 4.2 Rocket has Salvo and Volley abilities Linked together. Whenever the character using a Steel Rain fires the 4.2 Rockets, they must use Salvo *and* Volley at the same time or use neither ability. Each additional Rank in Linked adds another ability to the Linked pool of abilities. Linked abilities are marked with an asterisk after their name and value (if any).

MATERIAL DEVELOPMENT

Type: All

Rank Cost: 1

The gizmo operates from a rare form of special material (such as VK) that the character does not always have access to. When out of ammo, fuel, or other power source, roll 1 die per Rank. If any Targets are rolled, the material is unavailable, and the item cannot be recharged, refuelled, or reloaded at that time.

OPEN-TOPPED

Type: Vehicle

Rank Cost: 1

A vehicle with Open-Topped does not protect the pilot and crew as well as a closed-topped vehicle would. The pilot or crew can be targeted by ranged attacks with a Difficulty



Dr. Stenberg was an ASOCOM egghead on loan from Clio. I swear she could build something useful out of a rubber band and a paperclip. This gizmo of hers was what she called a "rocket belt," right out of Buck Rogers. Simple controls allowed for a powered jump, but not actual flight. We were in Foy, during the Second Battle of France, when she strapped it on a USMC sniper named Davis. We needed him up in a tower but quick so he could draw a bead on the commander of a walker unit headed our way. The German commander was overconfident, surveying the town of Foy from the top hatch of the walker he was in. Davis did a Superman leap with the rocket belt, got right inside the window of the tower, and set up a sniper's nest. The German commander never got a chance to regret exposing himself. Of course, the rocket belt glitched on the way back down, and Davis twisted his ankle bad. Gizmos are great, but they aren't always reliable. Keep that in mind, Edward. I'd take a reliable .45 over most gizmos any day. Of course, Dr. Stenberg's "Hell Glove" came in much handier than a .45 later that day.

penalty equal to the vehicle's standard armour grade. This penalty is reduced by 1 for each Rank of Open-Topped taken after the first (example, a vehicle that is Armour Class 3 with Open-Topped 1 provides a Difficulty penalty of 2 to any attack targeting the crew, passengers, or pilot of the vehicle. If the Open-Topped Flaw was Rank 2 the Difficulty penalty would only be 1. If Open-Topped was Rank 4, there would be no penalty to target the crew).

PENALTY

Type: All

Rank Cost: 1

The gizmo causes a 1 die Penalty to all actions that involve its use per Rank in Penalty.

REDUCED EFFECTS

Type: Weapon

Rank Cost: 1

Each Rank reduces either the weapon's damage by 1, range by 25% or ammo rating by 50%. This cannot be used on a weapon without range or ammo rating.

SENSORS (BAD)

Type: Character or Vehicle

Rank Cost: 1

Each Rank provides a -1 to the character's dice pool for the use of Awareness (Sensors).

SKILL-BASED

Type: Any

Rank Cost: 1

Each Rank in Skill-Based must be assigned to a particular skill required to properly operate the gizmo. A character trying to use this gizmo without said skill at Rank 1 cannot use the gizmo at all. Each additional Rank in Skill-Based can either be a new skill required or increase the Rank needed to operate the gizmo, but if the requirement is higher than Rank 1, and the character trying to use the gizmo has the skill but lower than the Skill-Based Rank requirement, then they can still try to use the gizmo but at a Difficulty penalty equal to the difference in the Rank possessed and the Rank required.

STANDARD ISSUE

Type: All

Rank Cost: 1

The item actually belongs to the character's organisation and to enact any kind of repair, replacement, recharge, or resupply requires reporting to base. The item can be taken away from the character based on performance, attitude, or other situations. They can only use the item on official missions. If this Flaw is taken more than once, the gizmo in question can only be used in one adventure out of a total equal to the Rank of this Flaw. For example, if taken

3 times, it can only be used in one out of three adventures. It is up to the GM to make sure this Flaw is actually a Flaw, requiring characters to go through inspections, maintenance, training events, and periodic certification and qualification checks. This may not be taken for Artefacts.

TRACKS AND WHEELS

Type: Vehicle (Tracked)

Rank Cost: 1

Each Rank requires the vehicle to roll an extra die when suffering damage to determine if the vehicle suffers damage to its Tracks and Wheels. For each Target symbol rolled, the vehicle reduces their move and handling by 1 in addition to any damage the vehicle may have taken.

GIZMO CONSTRUCTION EXAMPLE

Robert still has 2 Ranks in Gizmoteer to spend. He wants Dr. Stenberg to have a jet pack and decides to put both remaining Ranks toward this one gizmo.

First, he decides he wants to have the jet pack be fairly durable, as he doesn't want it to explode the first time it is hit or if/when he crashes. He decides to give it Armour Class 1 (1 Gizmo Point) and 4 Capacity (2 Gizmo Points).

The jet pack must be able to carry him and his gear, so he decides it needs the Strength Enhancement at 2 Ranks (2 Gizmo Points). So far, he has spent 5 Gizmo Points of the 10 he has available (5 per Rank in Gizmoteer).

Robert decides he wants the jet pack to fly at a speed of 32 (56mph/90km/h). This will cost him 8 Gizmo Points. He has now spent 13 Gizmo Points, 3.5 more than he has, so he will need to put introduced some Flaws into his gizmo.

Looking at the list, he decides to give the jet pack the following Flaws: Activation 1, Bulky 1, and High Maintenance 2. This brings the cost down to 9.5 so Robert decides to spend the last .5 to increase the movement speed to 34 (59.5mph/95 km/h).

EXAMPLE WALKERS CONSTRUCTED AS GIZMOS

M1 SERIES LIGHT ASSAULT WALKER

Type: Light Vehicle-Walker (Light) [Cost: 1]

Handling: 1 [Cost: 1]

Speed: 12 [Cost: 6]

Capacity: 4 [Cost: 2]

Armour Grade: 2 (Blackhawk 3) [Cost: 1, 2]

Crew: 1 (Pilot) [Cost: 0]

Weapons

(LAW M1-A “Wildfire”) Quad .50 Cal Victory MG
[Cost: 4.5]

(LAW M1-B “Blackhawk”) Dual Heavy PIAT
[Cost: 6.5]

(LAW M1-C “Honey”) 120W Dual Phaser Gun
[Cost: 7]

Weapon	Rng	Dam	Sup	Rank	Special
Quad .50 Cal Victory MG	25	3/3/3	Y	1	Autofire
Dual Heavy PIAT	15	2/2	A	1	Rapid Fire
Dual 120W Phaser Gun	25	3/2	Y	1	Phaser

Sensors: Standard [Cost: 0]

Other: Fast 3 [Cost: 3]

Base Cost

Wildfire: 21 / Blackhawk: 19.5 / Honey: 20.5

Flaws

Bulky 2, High Maintenance 1, Open Topped (not for Blackhawk) 2, Skill Based 2 (Pilot, Attack)
[Flaws: 7 (-5 Black Hawk)]

Total Cost

Wildfire: 14 / Blackhawk: 14.5 / Honey: 13.5

Gizmoteer Rank: 3+

LUDWIG

Type: Vehicle-Walker (Medium) [Cost: 2]

Handling: 0 [Cost: 0]

Speed: 9 (15Mph/25Km/H) [Cost: 4.5]

Capacity: 10 [Cost: 5]

Armour Grade: 4 [Cost: 3]

Crew: 1 (Pilot) [Cost: 0]

Weapons

8.8cm FpK Zwilling, Turreted MG 44 AA MG
[Cost: 11.5, 5.5]

Sensors: Standard [Cost: 0]

Other: Smoke Launchers [Cost: 1]

Base Cost

32.5 Gizmo Points

Flaws

Bulky 4, High Maintenance 1, Skill Based 2 (Pilot, Attack)
[Total Flaws: 7]

Total Cost

25.5 Gizmo Points

Gizmoteer Rank: 5

ARMOUR

Most armour in use is one of three general models; Basic Flak, Ranger Armour, and Sturmgenadiere Ausf. A. In addition to this, gizmos can be worn as armour. Several example gizmos are mentioned below. The rules for armour can be found on p. 35.

Basic Flak: This is generic armour not created from any special process and is in general use by the masses. It is heavy, hot in summer, cold in winter, and bulky. It tends to keep the rain off but, where possible, people prefer not to wear it. Basic Flak is Armour grade 2.

Ranger Armour: ASOCOM Rangers wear a lightweight composite body armour and helmet that have become an iconic symbol of the Rangers. Built around the experiences of soldiers wearing “Basic Flak,” it’s light enough to wear with additional winter clothing and comfortable enough to wear for an hour in the Pacific Theatre. Wearing it for too long may cause chafing but, compared to the alternatives, it’s miles ahead. Ranger Armour is Armour grade 2.

Sturmgenadiere Ausf. A: The Axis basic body armour is a rigid set of armour made up of plates covering the chest, back, and shoulders, in addition to the ubiquitous steel helmet. Theatre specific design means that it’s more comfortable than “Basic Flak.” Sturmgenadiere Ausf. A is Armour grade 2.

SCHWER-STURMGRENADIERE (GIZMO)

The *Schwer-Sturmgenadiere* armour is far more resistant to battlefield conditions than the Allies’ heavy armour. However, due to the denser materials used in its construction, the *Schwer* armour must remain earthbound, despite the Axis’ superior rocket advances. Many Storm Grenadiers have accepted this restriction in stride, preferring to survive the battle and learn from their mistakes where the reckless Allies’ assault-focused heavy infantry would simply die.

SCHWER-STURMGRENADIERE

Capacity: 4 (2) [Cost: 2]

Base: Armour Enhancements: Armour Class 3 (2)
Special Power (Damage Resilience 2) (6) [Cost: 8]

Flaws

Bulky 1, Government Issue 1 [Total Flaws: 2]

Base Cost

8 Gizmo Points

Weapons

Several other systems are routinely mounted on the *Schwer-Sturmgenadiere* Armour.

MG 44 *Zwei*, a twin-barrelled machine gun mounted on the right arm. [Cost: 7.5]

Total Cost

15.5 Gizmo Points

THE COST OF WEAPONS

During the war with rationing in full effect and many nations suffering extreme economic duress, weapons of war are not readily available on the open market. Weapons of a unique nature require the Gizmoteer special ability, and many weapons have their Gizmoteer points listed. Other weapons and items are not available unless issued to the characters or gained through adventuring—and even then may be confiscated by the authorities upon return to base.

If players want to deal with black market dealers or directly with weapon manufacturers, the prices of weapons will vary widely. On average a pistol would be \$20.

Rifles would be upwards to \$35 for standard models. The price increases by another \$15 or \$20 for automatic varieties, while machineguns would range from \$150 for man portable to \$400 for emplaced weaponry. Specialized weaponry, like anti tank guns, range upwards of \$5,000. AA Guns range from \$5,000 to \$15,000. Light artillery, such as most mortars cost upwards of \$1500. Heavy artillery would be much more expensive (\$20,000).

Vehicles range from \$15,000 to \$150,000 plus weapons.

Aircraft would range from \$30,000 to \$75,000.

XM-18 AERIAL ASSAULT POWER ARMOUR (GIZMO)

The Heavy Rangers' XM-18 AAPA (Aerial Assault Power Armour) comes in several variants. All have a number of features in common:

- All models are fitted with a short-range radio for communication within the unit.
- Most models are fitted with a VK-powered rocket pack that can be used to fly continuously for up to eight hours.
- Most models include a Rocket Punch, a powerful close-combat weapon that enhances the already amazing strength provided by the XM-18 AAPA, allowing a Heavy Ranger to punch through armour like a wrecking ball through a glass house.

XM-18 AERIAL ASSAULT POWER ARMOUR

Capacity: 4 (2) [Cost: 2]

Base: Armour Enhancements: Armour Class 3 (2), Skill Bonus (Athletics [Strength] 2) (1), Sensors (Radio) (1). [Cost: 4]

Weapon

Rocket Punch (Rocket Punch, C, 3/1, Skill: 1) [Cost: 1.5]

Flaws

Bulky 1, Government Issue 1. [Total Flaws: -2]

Base Cost

5.5 Gizmoteer Points

Weapons & Other Equipment

Several other systems are routinely mounted on the Heavy Rangers' XM-18 AAPA.

XM-18-20, a twin-barrelled .30 calibre Victory machine gun mounted on the right arm. [Cost: +7.5] [13 total Gizmo Points]

XM-18-21, a magazine-fed, rapid-firing M10 Bazooka using a 3.5in diameter armour-piercing warhead. [Cost: 6.5] [12 total Gizmo Points]

XM-18-22, paired rocket punches. [Cost: 2.5] [8 total Gizmo Points]

XM-18-23, a heavy flame-thrower. [Cost: 5.5] [11 total Gizmo Points]

VK-Powered Rocket Pack (Speed 32 (56mph/90km/h)) [Cost: 8]

WEAPONS AND EQUIPMENT

ALLIED WEAPONS

.30 & .50 CALIBRE VICTORY MGS

A squad support weapon aimed at closing the gap in machine gun dominance by the Axis, the Victory MG fires .30 calibre rounds from either a 100 round box or may be belt-fed. It is a gas-operated weapon made of pressed steel components. It also comes in .50 calibre. See separate stats below.

.45 AUTO COLT PISTOL

Dating back prior to the First World War, the Colt .45 has become the "old reliable" sidearm of choice for nearly all Allied officers and troops. The "man-stopper" rounds function literally. When there's a German Sturmgenadiere bearing down on you and your M1 is dry, the old .45 will likely take him down. While antiquated by new advances in small arms, the .45 remains a sentimental favourite that rarely lets a G.I. down.

.45 SMG M4

World War II has become a conflict of both traditional and urban warfare. In response to the tight quarters found in many besieged cities, the Allies were forced to find an alternative to the comparatively cumbersome M1 Assault Rifle.

The answer is the .45 SMG M4. A compromise between accuracy and rate of fire, this new SMG has found favour in street fighting among experienced vets. Lightweight and accurate at close quarters, the M4 packs a lot of punch in a small package.

DEMOLITION CHARGE

"Demo charges" are canvas bags packed with high explosives, fuses, and detonators. Popular for taking out pillboxes during Operation Overlord, vets have come to rely on them as the "universal solution" to many a G.I.'s problems. If you can't find a way around it, blow it to kingdom come!

FLAMETHROWER AND HAND FLAMETHROWER

Flamethrowers have seen an upgrade in the world of *Dust*. The M1-9man-portable flamethrower helped clear Axis bunkers from Normandy to the Nile. These weapons are not only effective but also notably terrifying to troops on the wrong end of their fury.

GRENADE LAUNCHER AND UGL

Light mortars have largely been replaced by new grenade launcher technology. Designed around a 40mm grenade, these launchers deliver a multitude of payloads. High explosive and fragmentation are the most typical. The

UGL is short for “under the barrel” grenade launcher and is typically attached to the M1 Assault Rifle. This gives a single Ranger unit a tremendous amount of available firepower.

M1 ASSAULT RIFLE

An evolution of the venerable M1 and M1A1 carbine, the M1 AR is the weapon of choice for most Allied infantry. Combining a high rate of fire with reliability, the weapon is favoured by troops all over the globe. The M1 is loaded with a 30 round box magazine.

M47 BAR

The Browning automatic rifle, or BAR, came to fame during the depression when used by noted gangsters Bonnie and Clyde. The 1947 version carries on as a weapon of note. A favourite for its gas operated, open bolt reliability, the BAR can lay down a field of “walking fire.” Jerries and Russkies have come to fear the weapon as much as the FBI once did.

M9, M9-D, AND M10 BAZOOKA

This is the real firepower a single Ranger can bring to bear. The M9 Bazooka is the Allied answer to the evolution of the Panzerschreck. This anti-tank weapon delivers a punch that penetrates some of the toughest Axis armour. The M9 has been nicknamed the “Luther Killer” in honour of its effectiveness against those Axis walkers.

PHASER GUN

Phaser weapons were unlocked by the Allies when first reverse engineering VK technology. In the intervening years, the weapon has become small enough to be carried by a soldier. The large power pack is worn on the back and, while cumbersome, is more than made up for by the unstable, crackling ball of energy it hurls at the enemy.

ROCKET PUNCH AND HEAVY ROCKET PUNCH

The experimental XM-18-22 aerial assault power armour needed a complimentary weapon that could take out both infantry and armour alike. The solution was the rocket-assisted assault weapon or “rocket punch.” Originally designed to fire wrist rockets, battlefield failures detached the armoured fist from the user’s arm. This proved so effective against Axis armour and gorillas, that the program was repurposed. Today, these flying fists, once seen as failures, are feared by the Axis and SSU alike.

SHOTGUN

For up close and personal encounters, there is nothing as effective as the age-old shotgun. Simple technology is often the best and combat model shotguns, while now magazine fed, fall back on century-old firearms development. If the enemy is in your face, a load of 12-gauge buckshot tends to make him go away with prejudice.

Command Armour

The XM-18 AAPA has been modified to provide the Heavy Rangers with a command capability. The initial models lack the rocket punch, freeing the operator’s hands for their main role, and replace the rocket pack with specialist equipment (although rocket pack versions are expected soon).

Officer armour has an additional long-range radio (Skill Bonus (Radio) 1).
[+1 Gizmo Point]

Medic armour is equipped to care for serious injuries (Skill Bonus (Medic) 1).
[+1 Gizmo Points]

Mechanic armour is equipped to repair XM-18 AAPA and supporting combat walkers (Skill Bonus (Repair) 1).
[+1 Gizmo Point]

All purchases suffer a 30% surcharge if outside of that bloc’s core area (Europe or Japan for Axis, USA or UK for Allies, Western Soviet Union for SSU) and an extra 10% if the requestor is from a opposite faction as the weapon.

Any special ability of the weapon (Phaser, Laser, Tesla) immediately doubles the price.

CURRENCY CONVERSION RATES

1 USD = .21 British pound.
1 USD = 37.7 French frank.
1 USD = 2.5 AXIS mark.
1 USD = 5.3 SSU rubles.
1 USD = 4 Swedish krona.

SNIPER RIFLE

The Elite Sniper Corps favours the Springfield. Named after the ageing WWI rifle the U.S. Army began the war with, the Springfield is fitted with a flash suppressor and telescopic sight for accuracy and concealment.

WEBLEY REVOLVER

The Brit’s equivalent of the American .45, the Webley Revolver has served proudly and reliably since the days of Queen Victoria.

AXIS WEAPONS

20MM SOLOTHURN

This is a tank-hunting rifle. The report sounds more like that of a bazooka than a rifle, but the effects are undeniable. Skilled operators are trained to hit the pilot of a tank or walker, taking out the vehicle. It is equally useful for sniping infantry targets at extreme range.

CIRCULAR SAW

Most soldiers see this as a tool rather than a weapon. Those who do not, wield the circular saw with malevolent glee. What was once designed to cut through bulkheads and save lives is now employed to rend flesh and take them.

FLAMMENWERFER 40

A man-portable flamethrower, the *Flammenwerfer* 40 has remained largely unchanged for the last decade. It features an armour-plated tank, a protective pipe, and a nozzle. The flammable mixture used burns whiter than the Allies’ flames, but the Allies have yet to uncover the formula.



FLIEGERFAUST

Nine 20mm barrels bound in a steel frame with a pistol trigger are not, perhaps, the way one might think of anti-aircraft weapons, but they would be wrong. The Fliegerfaust is the first man-portable AA gun. Inspired by what anti-tank weapons do to armour, German engineers decided to attempt the same against planes. The war got much more complicated when the first lone grunt took down a P-51 Mustang at Bastogne.

LASER-PISTOLE B

Following the lightweight *Laser-Pistole A*, this model is currently only issued to pioneer units as it is still experimental technology. This is the smallest laser weapon yet seen and was created following the success of the larger, bulkier rifles. The formerly cumbersome belt pack needed to power the A model has been replaced with more compact cadmium cells.

LASER-GEWEHR

One need only look at the Laser-Gewehr to see how far ahead Axis scientists really are. Like something out of

the science fiction pulp magazines back home, American soldiers first laughed, but now fear, this man-portable laser weapon.

LASER-WERFER AND SCHWER LASER-WERFER

Bulkier than the Panzerfaust and its like, the “laser bazooka” punches through armour like a hot knife through butter. The range and stopping power all but put traditional anti-tank weapons on notice. The future of the war lies not in explosive rockets but in lasers.

LASER-KANONE

It was only a matter of time before Axis scientists decided to supersize laser weapons and mount them on walkers. The Laser-Kanone is the much-feared result. A walker can carry around more energy than a man, and it can also field bigger weapons. While even larger versions are mounted on battleships and towers, for mobile infantry support and tank-busting power, the “laser cannon” is hard to beat.

LUGER

The long service life of this weapon is attributable to its popularity with officers in the field. A mark not only of rank, but often personalised, the Luger is perhaps the most desired item on Allied trophy hunters' want lists.

MAGNETIC MINE

How do you use thick, metal armour as an advantage to penetration? Simple, magnetize your explosive devices. Featuring shaped charges that literally cling to the metal skin of a vehicle; the magnetic mine is simple, devious, and deadly.

MAUSER

The venerable German pistol fires a 9mm round, The C96 can be fitted with a stock for more accurate firing. Nicknamed the "Broomhandle" by troops because of its grip.

MG 44 & 48 MASCHINENGEWEHR

The MG 44&48 are arguably the best light machine guns on the field of battle today. Temperature resistant alloys allow a higher rate of fire without the need to switch barrels. The design is simple, elegant, and easy to maintain. Sturmgenadiere love this weapon and the Allies, predictably, have learned to respect its power.

MP 46

An improvement over the MP 40, a selector toggles between single and burst fire, allowing for greater accuracy when needed. The weapon still fires the German 9mm round. It is light, portable, and a favourite of assault squads both living and undead. Many a G.I. has run in fear of zombies not only loping across the battlefield but also packing automatic weapons.

PANZERSCHRECK RPZB 44-48

The *Raketenpanzerbüchse* 44-88 features a double barrel over-under design capable of firing two 8.8cm rockets. It is easy to train troops in its use, and also easy to maintain. The Axis produces this tank-killer in bulk. Axis tank-hunting teams armed with two of these Panzerschrecks are quite capable against Allied armour.

PANZERFAUST

If laser weapons are the future of anti-armour, the Panzerfaust is the grandfather you keep around for his sheer utility. Easy to make and disposable, the Panzerfaust is a simple tool for a kill. Every soldier becomes a potential tank buster with one of these on his back and every walker becomes a target.

PANZERFAUST 100

An improved version of the original Panzerfaust, the "100" can penetrate up to 220mm of armour and is quickly reloadable. Sigrid von Thaler herself is known to carry one of these, and several rocket reloads, into battle. It is a deadly but simple weapon.

PANZER GLOVE AND SCHWERER PANZER GLOVE

Created for the unspeakable horrors of the Blutkreuz Korps, these steel and VK gloves are articulated and energized, delivering an electrical shock when they strike. They can devastate armour to say nothing of mere flesh. The *Schwerer* glove requires its own backpack power unit.

SNIPER GEWEHR PSG1

Perhaps the most sophisticated sniper rifle on the field of battle today, the PSG1 is also one of the most temperamental. While the semi-automatic bolt is reliable, problems crop up with the complex Vampyre night vision scopes. Many Axis snipers favour a more traditional scope thus making a more reliable weapon.

STG 47 (STURMGEWehr MP47)

This standard-issue assault rifle developed from the machine pistols and StG44 that preceded it. A 30 round "banana clip" magazine is standard. There is little machining needed on the weapon, as it is made almost entirely of pressed steel. This makes it much quicker to manufacture. The StG has a three round burst selection mode but, on full auto, can fire up to 600 rounds per minute. Retractable metal stocks have recently been added. They are popular with the troops as they are easier to carry in the field.

SSU WEAPONS

ACID THROWER

Soviet engineers at various plants around Russia noticed the alarming effects of acid runoff from these facilities. If this acid could burn through steel at these factories, why not try it against enemy armour? Thus was the acid thrower born. Mounted to walkers and tanks, the acid thrower spits a stream of corrosive liquid at armour and men alike. No soldier who's seen a fellow brother-in-arms melted in such a way ever forgets the horror.

AUTO GRENADE LAUNCHER

A prototype field-tested by some of the SSU's most notable heroes, this weapon has a rate of fire that outperforms any rifle-mounted grenade launcher. A fusillade of shrapnel raining down on the enemy is an assault most cannot defend against. If the shelling at Bastogne by German 88s was bad, imagine each German soldier carrying comparable firepower.

DPM MG

No veteran of battle against the SSU can mistake the loud report of the DPM MG. Like the best SSU weapons, it's cheap to make, cheap to reload, and remains inherently durable. The sheer mass of DPMs on the field often sways a battle in the SSU's favour.

Supposedly, Nikola Tesla died back in '43, but the presence of Tesla weapons in the SSU arsenal has called that into question.

While I was with the OSS, before ASOCOM gobbled it up, I ran an op in Vladivostok. While there, I ran into a former asset who swore Tesla defected to the Soviets, who then faked his death. If true, this could be a major blow for us. Many of Tesla's papers disappeared after his death. Presumably, if he is alive, he took them with him. The other rumour is that the Soviets kidnapped him. I don't necessarily buy either story, but ASOCOM does adhere rather tightly to the death scenario.

GRENADE PISTOL

Perhaps only Soviet engineers would have looked at the Allied under-barrel grenade launcher (UGL) and decided to turn it into a pistol. The result is the grenade pistol. Smaller than most grenade launchers, it makes up for this with sheer mobility. Favoured by higher-ranking SSU officers, grunts nevertheless try to get their hands on this new status symbol. As a weapon, its effectiveness still remains in question, but few soldiers want to run into a man who can shoot grenades from a sidearm.

POWER TOOL

Take an arc welder, a hydraulic press, and steel shears, then mash them together, and you have the SSU's power tool. Meant to repair armour under battlefield conditions. The tool is designed to cut through said armour to get at damaged systems. It didn't take long for SSU troops to repurpose the weapon against enemy metal. Still, one needs to be a little crazy to get close enough to a walker in order to use it. When mounted on an SSU walker, the power tool becomes a far more potent threat.

PPSH-48

Like the Allied M1 Assault Rifle, the PPSH-48 is the standard weapon of the Soviet Guard. A submachine gun that is simple, elegant, and reliable, the PPSH-48 evolved from the earlier PPSH-41. A true example of necessity being the mother of invention, the PPSH-48 is the result of lack of supplies and factories that produced its predecessor. The newer weapon is easier to make, relies on more common parts, and is, for all that, more robust and durable. In the Florida Everglades, Marines have dug PPSH-48's out of the stinking swamp and found them operable with minimal cleaning. No other bloc has a weapon that can say the same.

Its high rate of fire accompanies a shorter design than previous iterations, but the kick from the gun requires two hands to control. Because its rate of fire was so fast, SMERSH introduced a modification preventing ammo from being expended too quickly. They did this to save money. Needless to say, many soldiers make expedient modifications to their design. Bean counters have little place in the field.

PTRS-47

The "Pretty Terrible Rocket System" is what the Allies mockingly call this weapon. Design flaws are aplenty in this weapon, requiring multiple steps to reload and with a smaller payload. Highly trained Commissars seem to be the only troops able to get this rocket system to perform with anything close to reliability.

SHOTGUN

The SSU shotgun is quick to construct and even quicker to field. While lighter than Allied shotguns, the heat-conductive alloy unique to the weapon's ammunition offsets this difference. The SSU shotgun packs an equal punch to that of the Allies' gun. The ammo is mixed with

sulphur dust used in vehicle mounted sulphur throwers. The result is a heated slug followed by a burst of flame. The intimidation factor alone makes this a formidable weapon. On the downside, the heated slugs wear out barrels more quickly and Fakyeli troops carry replacement barrels by the half dozen.

SULPHUR THROWER / SULPHUR JET

The war is powered by fuel and using some of that precious fuel in weapons became impractical. It was more important to get men to the battle than equip them with flamethrowers—especially when the Axis had control of some of Russia's great oil fields.

SSU scientists were ordered to look for an alternative source of energy to power such fearsome weapons. They settled on sulphur. At the same time, new oil refinement techniques left a caustic substance behind. Sulphur suspended in this liquid proved effective and deadly.

The bright yellow flame produced by the weapon is unmistakable. An enduring scent—wholly unpleasant—is left behind for days and weeks afterward. In fact, Allies morbidly joke that one can track the Russians by the rotten stench these horrific weapons leave behind. That is to say nothing of the bodies it likewise leaves in its terrible wake.

TESLA GUN

Rumours surrounded inventor Nikola Tesla. Secret weapons he purportedly dreamed of making never saw the light of day—until now. Crew-portable, the Tesla Gun is a smaller version of the Heavy Tesla Gun found on walkers and other vehicles. Deadly and demoralizing, the weapon shoots ionized waves of rippling energy that tear through man and armour alike. Allies sometimes refer to the weapon as the lightning gun or "Thor's Hammer." Even the atheist SSU troops have commented that they "feel like gods" when using the weapon. If so, they are terrible, vengeful gods indeed.

TT-46

A large clip and high accuracy make this the perfect sidearm for high-ranking officers in the SSU. Reliable as most SSU weapons, more than one Commissar has used this weapon on the enemy as well as his own cowardly charges.

WIDOWMAKER RIFLE

Depleted VK-916 bullets make this sniper rifle effective against infantry as well as armour. Shooters are trained to target vital systems on enemy walkers. The result is impressive. Some SSU snipers are accurate enough to fire through viewports on enemy vehicles thus negating armour altogether. Part of the SSU's advantage against recent Axis incursions comes down to the skill of trained snipers using the Widowmaker. What a round from this weapon does to a man is beyond devastating.

COMMON MILITARY EQUIPMENT

While small arms, grenades, flamethrowers, and bazookas get most of the attention; a soldier cannot go into combat with those alone. Every trooper carries on them a host of more common items. While not as flashy as a grenade launcher, this equipment often means the difference between life and death. Soldiers do not only fight each other but also the elements, disease, and fatigue. If being a soldier means long stretches of boredom punctuated by moments of hellish terror, these items bridge the difference between the two. Bad boots that cause trench foot side-line a soldier just like a bullet might. It isn't glorious, but it's a fact of war.

BAYONET

Despite all the advanced technology fielded in 1947, sometimes fighting comes down to the oldest of weapons. The bayonet turns a soldier's rifle into a deadly spear with considerable reach. While bayonet charges are rare (apart from the Japanese Imperial Army), there are times when close combat is unavoidable. A fixed bayonet goes a long way in these life or death encounters. Most soldiers only attach the bayonet when necessary as it throws off the aiming of the rifle.

BOOTS

Boots are an essential item in any soldier's kit. A good pair of boots keeps you dry in the trenches (or at least that's what they should do) and keep your feet as comfortable as possible on a long march. Hob-nailed boots are the most common. They are rugged and durable. Even so, most experienced soldiers carry several dry pairs of socks. Trench foot sidelines almost as many troops as bullets do. Boots are typically ankle high, with paratrooper boots being reinforced for hard landings.

ENTRENCHING TOOL

While heavy and cumbersome, the entrenching tool is a literal lifesaver when enemy artillery rains down upon a platoon. The men dig foxholes and cover them with whatever is handy to prepare for barrages. In some cases, the entrenching tool makes an excellent melee weapon. An experienced soldier will tell you, though, that you don't want the enemy to get that close to begin with.

FIRST AID KITS

All soldiers are issued a first aid kit containing things like antiseptic, bandages, tourniquets, and morphine syrettes. Whether the medic uses it on the soldier carrying it, or the soldier uses it on a comrade, proper use of the first aid kit saves lives. When supplies are low, medics usually ask soldiers for their first aid kits to supplement the medic's dwindling supply.

A character attempting first aid without using a military first aid kit finds the Difficulty of the test increased by 1.

HEADGEAR

The steel helmet has seen some advancement since the First World War. While chin-straps often accompany a helmet, they aren't always utilized as the force from a blast can actually catch the helmet and pull a man's head off. Civilians think a helmet is designed to protect a soldier from bullets. This is not the case. Any reasonably powerful round cuts right through a steel helmet. Advances in VK alloys mitigate this to some degree, but the average soldier is not carrying these.

Dress uniforms typically have some sort of cap or "cover" to complete the uniform. Some daring units, most notably the Red devils, forgo helmets in the field and instead wear berets.

IDENTIFICATION TAGS

Also known as "dog tags" or "identity discs," identification is a grim, but important aspect of war. The tags give the soldiers name, blood type, and religion in case of death. Tags come in pairs. One stays with the body while another goes to the unit commander to tally KIAs. Some soldiers keep one tag in their boot for identification purposes in case their upper body is blown to pieces. Grim, but efficient.

RADIOS

SCR-536

SCR or "Signal Corp Radio," is a standard-issue radio for relaying commands to the frontline. They are heavy but tough. A well-placed bullet through a unit's radio can do more damage to the unit than a KIA. These radios are not portable. They usually serve well behind the front line.

Weight (complete): 2.5kg

Power supply: 2 batteries(1 BA-37 & 1 BA-38)

Frequency: AM 3,500 to 6,000 kilocycles

Range: 90m to 1.5km

Battery life: 15 hours

SCR-300

The SCR-300 is the mobile version of the SCR-536. Backpack mounted, it allows command to relay orders to troops on the move. It is also much loved for its utility in calling in fire support or air strikes. The radioman is an essential part of any unit. Other members of the unit are usually cross-trained in its use should the primary radioman die.

Weight (complete): 17.5kg

Power supply: BA-70 dry cell battery

Frequency: FM 40,000-48,000 kilocycles

Channels: 40 available

Range: 5km (long antenna)

Battery life: 8-12 hours

I've seen new recruits leave their entrenching tool behind on missions where they didn't think they'd be needed. You never know how a mission is going to turn out. We had some regular army units attached to us in Italy. Some of those boys didn't bring their entrenching tools along with them. The mission was FUBARed, and we all got caught between our lines and the Italians. We had to wait for our line to move forward and catch up to us. That was a day and a night. We dug in, because the Italian artillery was getting close. As it turned out, they shelled the whole area thinking our lines were already there. The boys who didn't have their tools caught hell for it, because the rest of us had to help dig their damn foxholes. The tool is a pain in the ass to carry, but it beats shrapnel in the throat.

ASOCOM is currently working on sub-sonic ammunition. The objective is to eliminate the sonic boom caused by the bullet breaking the speed of sound. If they perfect these, the report from firearms will decrease considerably. Maybe by the time you're done with your training, Edward, this ammunition will be standard-issue.

In addition to linking a unit with command, infantry can communicate with tankers on the same frequency, allowing for much needed armour support in dire times.

RATIONS & COOKING

Nothing gourmet here, but not entirely inedible (mostly), C rations are the standard-issue in the field. They come in different flavours of six round cans. The ubiquitous P38 can-opener is a must in any G.I.'s kit. The popularity of these flavoured meals is evidenced by what soldiers call them when spread on toast— SOS, or “shit on a shingle.”

UNIFORM

Uniforms have gone from bright and elaborate to drab and functional over the last fifty years of warfare. Allies usually don't wear camouflage but Axis soldiers do. The “pea dot” camouflage once worn by the *Waffen SS* has evolved under the new regime. United States Marines have begun employing limited camouflage in the Pacific Theatre. The SSU *Jnetzi* has also begun experiments with camouflaged ponchos.

The most important part of the uniform is rank insignia. That tells a grunt who he has to listen to and how sharply he has to salute.

COVERT EQUIPMENT

CALTROP

ASOCOM finds these simple spikes invaluable. Looking a bit like a jack with sharp, pointed spines, a caltrop always lands with a spike pointing up. They can pierce boots, puncture tires, and injure horses. A quick escape is often aided by the use of caltrops.

The driver of any animal or vehicle running over caltrops must make a Pilot/Interaction 2 check to maintain control. A difficult Ride check is also required for those on horseback. Any animal or human treading on caltrops suffers 1 point of Non-lethal (N) damage.

Driving over caltrops forces a Pilot test; failure could lead to an unfortunate accident.

EASTMAN M.B. SUB-MINIATURE CAMERA

Eastman Kodak designs these M.B. “matchbox” cameras under contract from ASOCOM. Thirty-four frames of 16mm film fit inside the camera that, as the name suggests, is roughly the size of a matchbox. Almost

exclusively used by spies, these cameras are considered cutting edge technology.

GILHOOEY

Supplied by ASOCOM, the Gilhooley is a contact paper printer that can fit inside a briefcase. This allows agents to replicate all manner of documents from news clippings to official papers. Being caught with one is guaranteed to land the unfortunate agent in deep trouble. No one who isn't a spy would have one of these in his or her baggage.

KEY COPYING KIT

Key copying kits date back to the Victorian underworld and even earlier. The primary element is a small clamshell case containing wax which can be used to take an impression of any key sandwiched between the two halves. Low temperature melting metal is then poured into the kit. When the metal hardens, the agent has an exact replica of the original key.

LOCK PICK KNIFE

Both a blade and a tool, the lock pick knife has a set of five different picks for use on various locks. The blade makes a handy weapon if an agent is interrupted while trying to break in somewhere they shouldn't be. Legend has it the knife was added after an agent was attacked in the field and had to fumble for his sidearm.

MI9 ESCAPE KNIFE

Often smuggled to POWs behind enemy lines, the escape knife contains wire cutters, a lock-breaking blade, a traditional blade, hacksaw blades, and a screwdriver. None of these are as useful as their full size counterparts, but one cannot expect to carry such items around as easily or secretly as this handy tool.

MINOX RIGA SUB-MINIATURE CAMERA

Manufactured in Latvia starting in 1938, this is what people think of when they hear the word “spy camera.” The factory making them has become fought-over territory by the Axis and SSU in 1947. The Riga features a durable stainless steel casing, a 15mm f/3.5 lens, and fifty exposures of 8x11mm film are included.

EXPLOSIVE & INCENDIARY DEVICES

GP GRENADE

Eight ounces of plastic explosives packed into a metal can, this grenade is used against personnel and unarmoured

Ration Types

Type	American	British	Axis
24-48 hours	5-in-1/10-in-1 Rations	Field Ration, Type C Compo Rations/ 14-man Rations	<i>Eiserne Portionen</i>
Short Duration	Field Ration, Type K	24-hour Rations	<i>Halbeiserne Portionen</i>
Emergency	Field Ration, Type D	Emergency Ration Mk. I	<i>Nahkampf-päcken</i>



vehicles. Innovative agents are known to cut the plastic explosive into pieces so as to destroy rail lines.

INCENDIARY CASES

Attaché cases lined with lead to prevent X-Ray scanning, the incendiary case has a fuse linked to thermite charges contained within. The device detonates upon opening unless a safety button is first depressed. This makes for an unwelcome surprise for guards who think they've just found secret documents.

NO.82 MK.I GAMMON BOMB

Enough plastic explosive inside the No. 82 makes it effective against armoured targets. Coupled with shrapnel, it makes for an effective anti-personnel grenade. The versatility is intended to replace the unreliable "sticky bomb" previously used. Special operations forces, secret agents, and members of guerrilla resistance groups often use these grenades.

POCKET INCENDIARY M1

If you need to start a fire quickly, the M1 Pocket Incendiary is your best friend. A black celluloid case filled with jellied petroleum creates a blaze that sticks to whatever it hits. Delayed-action fuses are set to give an approximate detonation time. While the jellied petroleum burns, it is best utilised near something readily flammable.

STANDARD CHARGES, 1½LBS & 3LBS

Standard-issue ASOCOM charges, these tubes of rubberized fabric can be cut in half to make two smaller charges. The simplicity of the device is one of its key features. Training a local resistance member in its use takes no time at all.

TYREBUSTER

Designed to immobilise enemy vehicles, these high explosive charges are usually disguised as something one might normally see upon the road—rocks, cow pies, and even bits of rubble.

COVERT FIREARMS

DE LISLE COMMANDO CARBINE MK.I

A .45 ACP suppressed carbine, the De Lisle has virtually no report. The only detectable sounds are the action of the bolt and the sonic boom of the bullet. For clandestine missions where stealth is key, the De Lisle is a welcome weapon with a decent rate of fire. Based on the Lee Enfield, the barrel has been swapped out with that of a Thompson SMG.

ENPEN MK.I

You only get one chance with this weapon, so make it count. Effective only at close range, this .22 calibre "gun" is disguised as a ballpoint pen. Its intent is to aid in escape. At anything other than point blank range, the weapon is essentially useless.

HIGH STANDARD HDM PISTOL

The report of this weapon cannot be heard above light traffic. The integral suppressor is part of the semi-automatic pistol. Dispatching sentries with this weapon is unlikely to raise an alarm unless the environment is unusually quiet.

SLEEVE GUN MK.I& II

Another "silent murder weapon" issued by ASOCOM, the Sleeve Gun hangs on a lanyard under one's coat. When needed, it slips down the user's sleeve and into

I haven't found this gun to be as useable as they claim it to be. I'll take me a Thompson any day. Truth is, ASOCOM contracted a ton of these and got stuck with them. They work great if you're in the Resistance, but any ASOCOM operative worth his salt prefers the reliable Thompson. Don't ever forget the military industrial relationship influences what you're issued almost as much as its effectiveness.

Take Advanced Unarmed Combat Training if you get the chance. These melee weapons are great, but you might not always have them on you. The Axis has caught on to a few of these tricks. If Blutkreuz interrogates you, be sure they'll find anything on you that wasn't swallowed. The guy teaching the program is a Red Devil. Listen to him. His advice could save your life in the field.

their hand. Firing action occurs by pressing the weapon against the intended target. This has the beneficial side effect of quieting the weapon's report, as well.

UNITED DEFENCE M42 SUBMACHINE GUN

Intended as a replacement for the Thompson SMG, the M42 came up short in that regard. However, Resistance forces in France and members of ASOCOM have found the weapon less bulky than the Thompson and quite useable in the field.

WELROD MK.IIA PISTOL

An advanced night sight mounted onto a compact tube, the Welrod doesn't immediately look like a gun. It requires two hands for use and comes with an integral suppressor. The suppressed pistol's quiet report cannot be heard more than 45 metres away.

COVERT MELEE WEAPONS

BCRA KNIFE & GARROTE

Le Bureau Central de Renseignements et d'Action (BCRA) issues this bodkin style knife/garrote hybrid. The blade has a small hollow portion designed for use with poison. One must snap the synthetic tip of the blade off before use for the poison to enter the victim's bloodstream.

MAPPIN & WEBB NAIL KNIFE

A stabbing thrust slips this triangular blade into vital areas. A leather loop on the hilt allows for easy retrieval.

The triangular shape of the blade makes the resulting wound harder to close.

MCLAGEN-PESKETT MK.I CLOSE COMBAT WEAPON

Sold by Cogswell & Harrison of London, this nasty piece of work features a retractable blade, a garrote, and a ball end on its steel handle that can be used as a bludgeoning weapon. It can literally be used to crack skulls.

SMATCHET FIGHTING KNIFE

Special training designed by ASOCOM for this machete-sized fighting knife focuses on slashing motions that sever arteries and tendons.

SPRING COSH

The Spring Cosh is intended to deliver a lethal blow to the opponent's temple. Hidden up the user's sleeve, the spring action only executes when the arm is swung. This is a deadly and well-concealed weapon.

THUMB & LAPEL KNIVES

These tiny ASOCOM knives come in various forms. The central common feature is that they are often overlooked in body searches. The blades are necessarily short, and the wielder needs to strike at the head. This attack is rarely deadly; the aim is to create a bleeding wound that distracts the victim while the wielder escapes.



EXPENDABLE RESOURCES

Some pieces of equipment may seem rather mundane at times, but there are moments when they can be extremely useful. Items such as research books, a Medal of Valour, or even your little black book (with the picture and phone number of little Miss what's-her-name?). Some of these items have very specific uses; a research book titled *Ancient Castles of France* may be extremely helpful while exploring Anger Castle in the Loire valley, while others, such as a Medal of Valour, may boost courage by inspiring a specific character trait, memory, debt, or obligation (including reputation).

Players use these expendable resources in appropriate, GM approved, ways to gain a temporary 1 die bonus to any action deemed plausible by the GM. For example, former movie star Chas Burkhardt—now a private in the United States Army—could use his little black book to bribe a security guard on duty in a base camp. Or he could use it to get the guard to not ask questions about what he is up to or where he is going. Now, that guard may only want the phone number of that raven-haired beauty from the silver screen, or he could want the book in its entirety. Either way the bonus is 1 die.

To determine if the expendable resource is actually expended, the player rolls a single die. On a HIT symbol the resource is expended and the player may not use it again. The method of its loss is up to the GM and/or player. It could be damaged beyond use, lost, stolen, given as a gift or just lose its charm/benefit for some reason (“I’m sorry Captain, but according to my book this wall shouldn’t be here!”).

With the GM’s permission, the player may seek a higher bonus. If a +2 die bonus is sought, the resource is burned on a Hit or Faction symbol. If a +3 bonus is sought, the resource is automatically burnt.

Unless very clever or very appropriate, resources cannot be used in combat.

If an item has specific rules attached to it (medical kit or rifle scope), that item can still be used as an expendable resource, but the bonus is one level lower. So, if you want a +1 bonus for its use, the resource will be expended on a Hit or Faction symbol, and a +2 bonus is automatically burnt.

Expendable resources are best left for use on interaction and knowledge skill rolls.

EXAMPLE EXPENDABLE RESOURCES

BOOKS AND PAPERS (EXPENDABLE)

Autograph book, little black book, notebook, textbook, code book, map, forged documents, orders, photographs of a secret past, medical files on an experiment, exotic journal, political papers, identification, language and culture guidebook, detailed medical records (can be used to gain a +1 to any First Aid checks used on the Super Being at a cost of an extra 30 minutes of time).

Books and Paper resources are normally used for informational bonuses. Characters can find information or clues in their books or notes. They may also gather additional knowledge about a subject from gleaning a reference in the book or journal. Sometimes, another individual may want the information, and the bonus can be used to bribe or intimidate them.

CLASS SIX (DEFINED)

Painkillers (reduces penalty for being below half capacity by 1), rations, flask of fine liquor, cigarettes.

Class Six items can be used to negate penalties for adverse conditions such as fear, hunger, pain, low morale, and so forth. A swig of booze or a draw on a cigarette can go a long way to calm one’s nerves in the middle of a war zone.

CLOTHING (DEFINED)

Adventuring clothes, Lab coat, woodland suit (adds +1 die to attempts to hide in forests and wooded areas), uniform, fine clothes, wet weather gear (adds +1 die to attempts to survive in wet or cold environments).

COMMUNICATION AND INFORMATION DEVICES (DEFINED)

Radio (Large), radio (Short), mini camera, micro radio, personal camera, binoculars.

KITS (DEFINED)

Mechanical tool kit, doctor bag, radio kit, survival kit, small tool kit, researcher kit, scientific instruments, mechanical gadgets and gizmos.

Proper use of a kit grants a character one bonus die in actions related to the kit, as long as the character using the kit has at least 1 Rank in the related skill.

MISCELLANEOUS

Pencils, pens, paper, shovel, rucksack.

SUPPORTING CAST (EXPENDABLE)

Hollywood agent, fan club, military observer and commanding officer—always fairly close by.

Unlike normal expendable resources, a supporting cast can be used for favours. They can be used as a source of items and, in some cases, as an extra set of hands. They may know something the PCs do not and therefore provide a skill roll in a skill the PC does not normally have. They may also otherwise assist the characters in other ways deemed appropriate by the GM.

TOKENS (EXPENDABLE)

Good luck charm, drinking flask, souvenir, Medal of Valour, Medal of Courage, supposed “artefact,” rare coin.

Tokens are expendable resources that affect the characters in psychological or even fortuitous ways, adding bonuses to Willpower or even increasing defences in combat.

WEAPONS TABLES

Allies						
Infantry Weapons	Range	Damage	Rank	Special	Ammo	
.30 Cal Victory MG	15	2/1/2	0	Autofire, Rapid Fire	5	
.45 Auto Colt Pistol	5	2	0		5	
.45 SMG M4	10	2	0	Rapid Fire	4	
.50 Cal Victory MG	15	3/2/2	1	Autofire, Rapid Fire	6	
30W Phaser Pistol	5	2/1	1	Phaser		
50W Phaser Gun	10	2/1	1	Phaser		
60W Phaser Gun	10	2/2	1	Phaser		
Demolition Charge	P/T	3/3	0	Placed, Penetrating 2		
Dual .30 Cal Victory MG	15	3/2/3	0	Autofire, Rapid Fire	6	
Dual .50 Cal Victory MG	15	4/2/3	1	Autofire, Rapid Fire	7	
Dynamite	P/T	3/1	0	Placed		
Flamethrower	5	2/3	0	Spray, Incendiary	4	
Grenade Launcher	10	3/1	0	Spray, Reload		
Hand Flamethrower	5	2/2	1	Spray, Incendiary	2	
Heavy Rocket Punch	C	3/2	1			
M1 Assault Rifle	15	2/1	0	Rapid Fire	6	
M2 Sniper Rifle	35	1/1	0	Penetrating 1	5	
M9 Bazooka	15	1/3	0	Penetrating 1, Reload 1		
M9D Bazooka	15	1/4	0	Penetrating 2, Reload 1		
M10 Bazooka	15	2/4	0	Penetrating 2	3	
M47 BAR	15	3/1	0	Rapid Fire	5	
Rocket Punch	C	3/1	1			
Shotgun	5	3	0		4	
UGL	10	2/1	0	Spray, Reload 2		
Webley Revolver	5	2	0		6	

Vehicle Weapons	Range	Damage	Rank	Special	Ammo	Cost
4.2 Rocket	A (35)	2/2	1	Volley 4*, Salvo 4, Linked		14.5
17 Pound Gun	35	4/5	1	None		10.5
40mm AA Twin	35	3/2/3	1	Autofire, Rapid Fire		10
75mm Howitzer	A (25)	4/3	1	Indirect		11
155mm Howitzer	35	4/4	1	Indirect, Salvo 2		12.5
180W Phaser Gun	25	3/3	1	Phaser		7
480W Phaser Gun	25	5/5	1	Phaser		11
Dual 120W Phaser Gun	25	3/2	1	Phaser		6.5
Dual .30 Cal Victory MG	15	2/1/2	0	Autofire, Rapid Fire, Paired	5	6
Dual .50 Cal Victory MG	15	3/2/2	1	Autofire, Rapid Fire, Paired	6	6.5
Dual Heavy PIAT	15	2/2	1			4.5
Fireball Napalm Thrower	15	4/4	1	Incendiary, Penetrator 2, Spray	6	11.5
Long Tom M2	A (35)	4/4	1	Autofire, Indirect, Spray		14.5
M40 Recoilless Guns x6	30	4/4	1	All in One, Burst	6	10
Napalm Thrower	10	3/4	1	Incendiary, Penetrator 1, Spray	6	9
Petard Mortar	A (25)	3/3	1	Spray		9
Quad .50 Cal Victory MG	25	3/3/3	1	Autofire, Rapid Fire	7	
Triple 60mm AA Gun	35	3/3/4	1	Autofire, Rapid Fire		11.5

Axis						
Infantry Weapons	Range	Damage	Rank	Special	Ammo	
20mm Solothurn	35	3/2/2	1	Autofire	4	
Flammenwerfer 40	5	2/3	0	Spray	4	
Fliegerfaust	15	2/3/2	0	Spray	3	
Laser-Gewehr	10	2/1	1	Laser		
Laser-Pistole B	10	1/1	1	Laser		
Laser-Werfer	15	1/1	1	Laser		
Luger	5	2	0		7	
Magnetized Mines	P/T	3/3	0	Placed		
Mauser	5	1	0		5	
MG 44	15	2/1/1	0	Autofire, Rapid Fire	5	
MG 44 Zwei	15	3/2/2	1	Autofire, Rapid Fire	6	
MG 48	15	2/1/2	0	Autofire, Rapid Fire	6	
MP 46	10	3	0	Rapid Fire	4	
Panzer Glove	C	3/1	1			
Panzerfaust	10	1/2	0	Penetrating 2, Reload 2		
Panzerfaust 100	15	1/2	0	Penetrating 2, Reload 1		
Panzerschreck	15	1/3	0	Penetrating 1, Reload 1		
Schwer-Panzer Glove	C	3/2	c			
Sniper Gewehr PSG1	35	1/1	0	Penetrating 1	4	
StG 47	15	2/1	0	Rapid Fire	5	

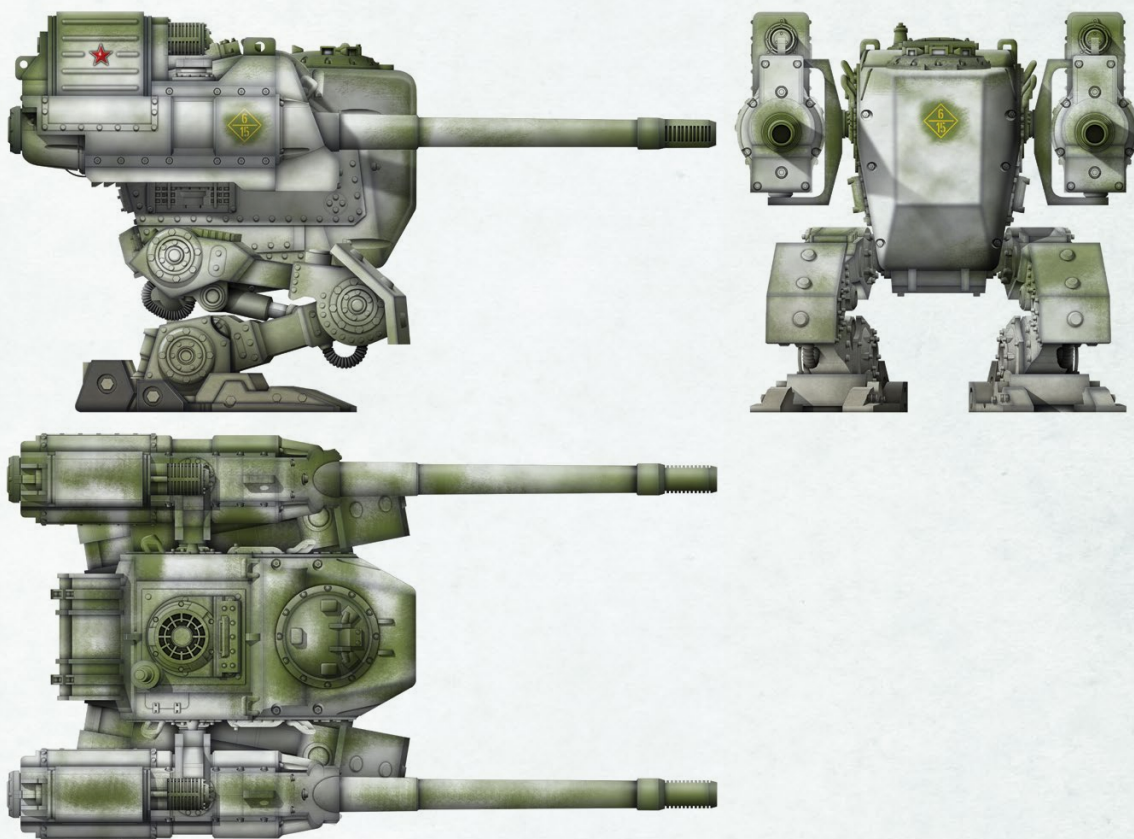
Vehicle Weapons	Range	Damage	Rank	Special	Ammo	Cost
2cm Flak	35	3/1/2	1	None		7
2cm Flak 30L/55	35	2/1/2	1	None		6
5cm Flak 43	35	3/3/3	1	None		8.5
8.8cm FpK Zwilling	35	4/6	1	None		11.5
12.8cm Flak Vierling	35	5/5/5	1			13.5
17.3cm FPK Zwei	35	4/7	1	Penetrating 2		14.5
30mm ZwillingsFlak	35	3/2/2	1			7.5
Dozer Blade	C	3/3	1	None		3.5
Granatwerfer	A (20)	3/2	1	Indirect		9
Kampfzange	C	3/2	1	Cutting 1		4
Laser-Kanone	25	2/2	1	Laser		5.5
MG 44	15	2/1/1	0	Autofire, Rapid Fire	5	5.5
Nebelwerfer 42	A (35)	3/3	1	Indirect		8.5
Panzerfaust-Werfer	15	3/3	1	None		5
Schwer NW 42	A (35)	4/6	1	Indirect, Spray		13.5
Schwerer Flammenwerfer	10		1	Spray	6	6
Schwerer Laser-Kanone	35		1	Laser		9
VK 7.5cm L/70 Zwei	35		1	Penetrating 1		12

SSU					
Infantry Weapons	Range	Damage	Rank	Special	Ammo
Acid Thrower	5	2/3	0	Penetrating 2, Spray	4
Auto Grenade Launcher	15	3/1	0	Rapid Fire, Reload, Spray	
DPM MG	15	2/1/1	0	Autofire, Rapid Fire	5
Grenade Pistol	10	3/1	0	Reload, Spray	
Heavy Tesla Gun	35	2/2/1	1	Spray, Tesla	4
Power Tool	C	3/1	1		
PPSh-48	10	3	0	Rapid Fire	4
PTRS-48	15	1/3	0	Penetrating 1, Reload 1	
Shotgun	5	3	0		4
Sulphur Thrower	5	2/3	0	Incendiary, Spray	4
TT-46	5	2	0		7
UGL	10	2/1	0	Reload 2, Spray	
Widowmaker	30	2/1	0	Penetrating 2	

Vehicle Weapons	Range	Damage	Rank	Special	Ammo	Cost
45mm Howitzer	A (25)	3/2	1	Indirect		9.5
100mm M1946	35	2/3	1	Spray		7
152mm ML-20S Gun	35	2/5	1	Penetrating 1		10.5
200mm Heavy Mortar	A (35)	2/4/1	1	Penetrating 2, Spray, Indirect		11
252mm Field Mortar	A (35)	4/4	1	Penetrating 1, Spray, Indirect, Reload 2		13.5
ATO-45	10	2/4	1	Incendiary, Spray		8
Chainsaw	C	3/3	1	Cutting 1		4.5
DSHK 12.7mm	15	3/2/2	1	Autofire, Rapid Fire		7.5
Dual 45mm Howitzer	A (25)	3/2	1	Indirect, Paired		10.5
Dual 152mm ML-20S Gun	35	2/5	1	Penetrating 2		11.5
Dual Chainsaw	C	3/3	1	Cutting 1, Paired		5.5
Dual Maxim Gatling Gun	35	3/3/2	1	Autofire, Rapid Fire	10	9.5
Dual Sulphur Jet	10	3/4	1	Incendiary, Spray, Paired	6	8
Heavy Tesla Gun	35	2/3	1	Tesla, Spray		10.5
Monkey Wrench	C	2/1	1	Repair		2.5
Pincer	C	2/2	1	None		2
Quad 85mm AA Gun	35	2/3/4	1	Autofire, Rapid Fire		11
Quad 120mm Mortar	A (25)	4/3	1	Indirect, Paired		12
Quad DShK 12.7mm	15	3/3	1	Autofire		7
RPG 47	15	2/4	1	Penetrating 2, Paired		8.5
Sulphur Jet	10	3/4	1	Incendiary, Spray	6	7

Generic Weapons

Weapon	Range	Damage	Rank	Special	Ammo	Cost
Combat Knife	C	2	0			
Grenades	T	2/2	0	Spray		
Knife	C	1	0			
Molotov Cocktails	T	1/2	0	Incendiary, Spray		
Unarmed	C	0	0			





CHAPTER 7: VEHICLES

Vehicles are essential to the war effort. Whether an armoured personnel carrier or the new walkers that employ VK technology, vehicles perform alongside infantry in every theatre. Just as the conflict is a “world” war, there is also no terrain on this planet that does not see vehicles fighting, protecting, and transporting troops. A host of different craft wage war from the depths of the oceans to the heights of the atmosphere and everywhere in between. Technology has gone mobile and with it the average grunt. In the core rules we focus on the most iconic vehicle in *Dust Adventures*—the walking tank, AKA “The Walker.” Future supplements will feature jets, helicopters, and other iconic *Dust* vehicles.

ALLIED WALKERS

M1 SERIES LIGHT ASSAULT WALKER

Light Assault Walkers (LAW) are force recon vehicles providing support for ground forces. They have open cockpits, but this danger is compensated for by their speed and agility. Old tankers say one has to be crazy to pilot one of these things, but volunteers continue to line up for qualification tests. No doubt, many of these recruits have been convinced to sign up based on Allied newsreels making heroes of walker pilots on the silver screen. The twin V8 engine allows for excellent acceleration.

Like the Sherman tank before, the M1 Series LAW is produced in mass quantities. The ideas pioneered by Henry Ford now apply to the factories in America that now make walkers and tanks. The sheer number of light walkers the United States can produce offsets any advantage the Axis walkers have in technological supremacy. Light walkers are fast, agile, and often used in hit-and-run missions. Recently, entire regiments of light walkers have begun to appear on the battlefield. If the United States can keep up with current production levels, the Allies may steal the offensive momentum the Axis now displays.

Different models of the M1 offer different armaments. The M1-A “Wildfire” sports quad .50 Cal Victory machine guns. The M1-B “Blackhawk” features tank-busting dual heavy PIATs (Projector, Infantry, Anti Tank), and the “Honey” is armed with a 120W Phaser Gun.

M2 AND M3 SERIES MEDIUM COMBAT WALKER (MCW)

The “gold standard” walker for Allied forces, the MCW 2 went into production in 1945. A large 75mm Howitzer gives the Mickey the capability to punch through Axis armour, while a .50 Cal Victory MG and a .30 Cal Victory MG provide field support for infantry units on the ground. The Howitzer is also notable for its effectiveness against lightly armoured personnel. It is sometimes referred to as “the meat grinder.”

The M2-B is designed to serve alongside the standard M2. The M2-B replaces the 75mm Howitzer with the deadly, morale-breaking napalm thrower. Nicknamed “Hot Dog” by the Americans, those on the wrong end of the napalm thrower would never compare the walker to food. Instead, these unfortunate soldiers shrink in terror when their fellow combat brothers are burned to ash by this devastating weapon.

In response to requests from commanders in the field, the Allies have outfitted M2s with long-range rockets. The M2-F, also called “Steel Rain,” packs additional firepower and support capability.

M6 SERIES HEAVY ASSAULT WALKER

Designed with six legs, the M6 is a walking weapons platform capable of holding an array of armaments including massive Howitzers and deadly napalm throwers. The HAW is also spacious for a walker and is used as an armoured personnel carrier by Rangers. The typical M6 is fitted with a dual 155mm Howitzer, dual .30 Cal and dual .50 Cal Victory machine guns. It is sometimes called the “Turtle” or “moveable bunker.”

Six legs provide a more stable platform for heavier Howitzers and, often, two of them. The “Punisher” features dual 155mm Howitzers, making it a kind of artillery company on legs.

HEAVY COMMAND/SUPPORT WALKER

Field commanders have had to adjust to the appearance of walkers in the war. First, the devastating firepower threatens commanders who might have otherwise been safe in tanks prior to the introduction of VK technology. Second, commanders now have to be as mobile as the walkers under their command. Both factors led to the development of the Heavy Command/Support Walker.

The spacious M6 series allows for a complete field command suite inside the walker. Radios, maps, radar, and newer, experimental technologies are found inside this type of walker. The M6 chassis is cheap to make and lends itself to mass production. A “Long Tom” 220mm artillery cannon is often bolted to the front when the walker serves in a support capacity. A new, faster reloading system found in the “Long Tom II” provides a deadly fusillade with which to bombard the enemy.

A version known as the M9 “Skysweeper” utilises the latest in anti-aircraft hardware that does to planes what walkers normally do to tanks—destroy them utterly. The M9 is but one part of Allied commanders’ doctrine of “air supremacy.”

The Allied industrial machine is working day and night to make it happen.

M5 SERIES HEAVY DESTROYER WALKER

A newer chassis known as the M5 is the rising star among Allied armour units. Cheaper to produce than the M6, the M5 boasts significant protection while being light enough for transport around the world. A modified version, known as the M5-A, is fast gaining a reputation as a devastating tank-killer. This is due not to one extremely powerful gun, but six moderately powerful weapons. Bristling with such firepower, the M5-A often beats its opponent to the draw. Outgunning isn’t always about who shot the hardest but who shot first.

An enormous Phaser Gun mounted to the M5-B increases the tank-killing potential of this walker at extreme ranges. The Phaser also reduces infantry cover to smouldering rubble.

Note: Both the Heavy Destroyer Walker M5-A Six Shooter and M5-B Bulldog have variants mounted on Pershing tank hulls. These variants are identical to the above stats except that their type is Vehicle-Tracked (Heavy) and they have the Tracked Flaw. The Bulldog Pershing is 40 Gizmo Points (R8) and the Six Shooter Pershing is 43 Gizmo Points (R9).

AXIS WALKERS

AXIS LIGHT PANZER WALKER

The first PzAufklL is a very simple design. It has since evolved and been replaced by the PzAufklL I Ausf. A “Heinrich,” which features a Flak-Vierling 2cm cannon [20mm gun]. It is a scout and support vehicle. Both walkers are the very pictures of evolution under battlefield conditions. The PzAufklL I began with a simple machine gun mounted to the walker. Commanders soon realised this armament was not enough, and the walker was upgraded with a Flak Vierling 2cm cannon. Over time, the walker found a new chassis and continued to improve. One must look on the Axis walker program as one looks on the evolution of the tank during World War I.

Light walkers began, oxymoronically, as bulky lumbering things. Speed and agility soon caught up, creating the lithe Panzer walkers known today. The PzAufklL I C “Hanz” is the latest iteration, boasting anti-tank and anti-infantry rockets. For all the walkers the Allies produce, none are as advanced as cutting edge German technology.

MEDIUM PANZER WALKERS

Known as the “Luther,” this was the first model to see action in Stalingrad. Designs have continued to evolve, though the combat configuration is little changed. The Luther is armed with a 5cm Flak 43, a Turret mounted MG 44, and a *kampfzange* or “combat claw.” The claw is capable of crushing and bending enemy Howitzers and, sometimes, walkers.

The appearance of masses of Soviet armour during Operation Barbarossa led to further upgrades to the Luther’s offensive capabilities. This eventually resulted in the “Ludwig,” a walker armed with two 8cm cannons. New sights enabled greater accuracy and devastated pre-walker Soviet armour.

Ludwig’s success prompted a call to push the design further, and the PzKpfLII-D “Lothar” was produced. The Lothar carries the Nebelwerfer 42 and two batteries of 21cm rockets.

HEAVY PANZER WALKERS

These are a fearsome force against any opponent. The *Konigsluther* has four legs and a distinctive profile the Allies have come to fear. Many a grunt has been crushed beneath their heavy legs or obliterated by their flak cannons. Standard armament is 17.3cm FpK Zwei and an MG 44 Zwei.

Though walkers dominate the battlefield, infantry still needs to hold the ground. Winning a battle does you no good if you don’t have the men in the mud to defend it. That’s where Armoured Personnel Carriers (APCs) come into play. While a small unit can squeeze into a Heavy Axis Walker, something with more personnel room is needed to field platoons and companies.

You once told me you never wanted to follow in my footsteps. I can't blame you, even if it has turned out that you have by joining ASOCOM. Here's a good case in point of where you were right, though. I never learned how to properly pilot a walker. I can pilot one now, but that's from piecemeal bits I picked up over the years. Don't do that. Learn the basics from a pro. Get training. There were several instances where my lack of proper training almost got me killed. Sure, I can pilot most walkers now, but it's luck that got me this far.

You get a chance to properly train as a pilot, or anything else, take it. Trial by fire is exactly what it sounds like. Frantically trying to figure out how to fire the guns on a "Wildfire" while German MG 48 rounds rattle against the cockpit like hail on a tin roof is no way to learn.

Prinzluthers, as they are called, combine light arms and armour with increased production speed. It takes far more time to build and field a walker than it does an APC. The technological sophistication required is also dramatically lessened. For increased troop capacity, the Axis borrowed the strategy of *Tankodesantniki* pioneered by the SSU. This is a crude, but very effective, technique. Electromagnetic plates inside the hull lock onto metal plates in a soldier's boots. Literally, the soldier's feet are magnetized to the hull of the APC. This can nearly double the infantry carrying capacity of the Prinzluther.

SCHWER PANZER KAMPFLÄUFER III "WOTAN"

Wotan, or Odin as he is more popularly known, is the chief deity in Norse Mythology. The walker named in his honour is the brainchild of Sigrid von Thaler herself. First conceived merely as a heavier armoured machine, the Wotan has become a walking laser weapon. Initial designs exposed the laser cannon's energy packs to enemy fire, but this was quickly remedied. The resulting Wotan is fully armoured around its ammunition supply.

Years of bitter winter fighting in the SSU convinced German engineers of the efficacy flame weapons bring to those theatres. These so-called "*Flamm-Luthers*" are deployed primarily against Soviet infantry.

SD. KFZ. 234/1 NORDWIND

The Sd. Kfz. 234 'Puma' is a venerable machine by today's wartime standards. It remains a relatively unchanged armoured car dating from before the war. While most other vehicles its age are being phased out due to Vril technology, the "Puma" stands alone—fast, agile, and as deadly as its namesake implies. The "Puma" often lays down suppressive fire at long range while troops wait to advance as the crew calls in for air or fire support. Both the SSU and Allies have learned, over eight years of fighting, to respect what otherwise looks like an out-dated scout vehicle.

SD. KFZ. 251/1 SCHÜTZENPANZERWAGEN

The Sd. Kfz. 251 is another older vehicle that survived the emergence of VK technology. This half-track continues to perform admirably in its primary role as troop transport at the front lines. While walkers often outperform the Schützenpanzerwagen, there are enough of the half-tracks still in service to warrant upkeep. They are also returning to production as VK sources dwindle, and Germany recovers from heavy Allied bombing of its factories. Soldiers using this vehicle are often referred to as Panzer Grenadiers.

AUFKLÄRERLÄUFER KV-47 (R) OTTO

The Otto is not an Axis vehicle, nor did German scientists design it. It is actually repurposed SSU technology. Following the capture of a full battalion of SSU KV-47s, the Axis saw an opportunity. The man responsible for the capture is one Oberleutnant Otto Wilhelm Von Helzig and this hybrid walker is named in his honour.

Germany has resorted to repurposing enemy equipment while their factories are rebuilt. The Axis is in the dominant position as of 1947, but their industrial base took a major hit from Allied bombing. In the interim, the Axis has made use of Ottos by mounting German weapons onto the SSU beasts. The Germans who pilot and fight alongside these walkers may openly scorn Soviet technology, but they secretly love the durability and toughness of these machines.

SSU WALKERS

KV47 WALKER

The KV47 uses only essential systems, basic piloting requirements, and add-on protective plating. Like many SSU weapons of war, the KV47 is a line breaker rather than a traditional tank used for infantry support. The Red Tide rolls slowly forward with line breakers like the KV47 "Nadya" leading the way. Powerful sulphur jets can take out almost any target given enough time to concentrate its fire. The simplicity of the KV47's weapons systems keeps it chugging away, where more sophisticated Axis models require frequent maintenance and repair.

The KV47-B "Natasha" boasts a pair of 45mm Howitzers that proved crucial to the SSU's success in the Fifth Battle of Kharkov.

KV-3 HEAVY WALKER

After capturing an Axis "Luther," SSU scientists based the chassis for their bloc's Heavy Walker on the German model. The SSU, once it got its hands on VK technology, pushed ahead full steam. Casualties during testing were acceptable to Stalin. The Red Army sacrifices men both on the lines and behind them.

The KV-3 K "Matrioshka" is a favourite against units fighting Axis Panzer groups. The "Matrioshka" is armed with twin, forward-facing 152mm ML-20S guns that can rival the penetration of almost any conventional tanks. Under low-light conditions, the profile of the KV-3 K looks nearly identical to the Axis Luther, something that has caused many incidents of friendly fire. Commissars ensure this demoralizing event does not prevent troops from advancing ever forward.

The KV-3 "Babushka" is an infantry line-breaker armed with Dual Maxim Gatling guns that chew through enemy troops. If the "Matrioshka" is the bane of the enemy walker, the "Babushka" is the nemesis of enemy infantry. No sane soldier wants to be on the wrong end of twin Gatling guns.

IS-48 SUPER-HEAVY TANKS

The IS-48 Super-Heavy Tank solved a dire problem for the SSU. Faced with heavy walkers fielded by both the Axis and Allies, SSU engineers realised they needed a powerful tank capable of withstanding walker firepower while able to deliver a punch of its own. A sloping turret provides a low profile as well as a surface that shells often bounce off of. Additional armour further reinforces the IS-48's defensive ability.

This extra protection comes at the sacrifice of space, and many tankers refer to their IS-48 as "the sardine tin." The cramped interior became such a problem that engineers created the IS-48, named the "Karl Marx." Winter Child assisted in the design, resulting in the mounting of a Heavy Tesla Gun to the turret. The power for the weapon is built into the barrel itself, thus saving space.

If the "Karl Marx" affords luxury for a tank, the IS-48B "Lavrentiy Beria" does anything but. Needing to field heavy anti-tank firepower quicker than a Tesla Gun can be implemented, the SSU turned to a powerful 152mm ML-20S Gun. This weapon is coupled with the ATO-45 Flame Cannon. All this comes at the expense of space inside the tank. So much so, that "Lavrentiy Beria" tankers envy those working inside those "sardine tins."

IS-5 HEAVY TANK

SSU spies captured Axis blueprints for anti-aircraft walkers. Ironically, these stolen German plans helped solve the problem of German Stukas bombing SSU targets at will. The SSU did not yet have a mobile anti-aircraft platform that worked until then. (The recoil from the Quad 85mm AA Gun was too much for SSU vehicles). Once they obtained the Axis blueprints, SSU engineers were able to minimize recoil.

Further tweaking of the IS-5 by Chinese researchers led to the development of IS-5 A, "Mao Zedong." Hydraulic shock absorbers performed better than expected in the "Mao," and recoil is minimal. Realising the IS-5 could support greater recoil, Russian engineers mounted a 252mm Field Mortar to the IS-5 chassis, thus creating the IS-5 B "Vladimir Lenin."

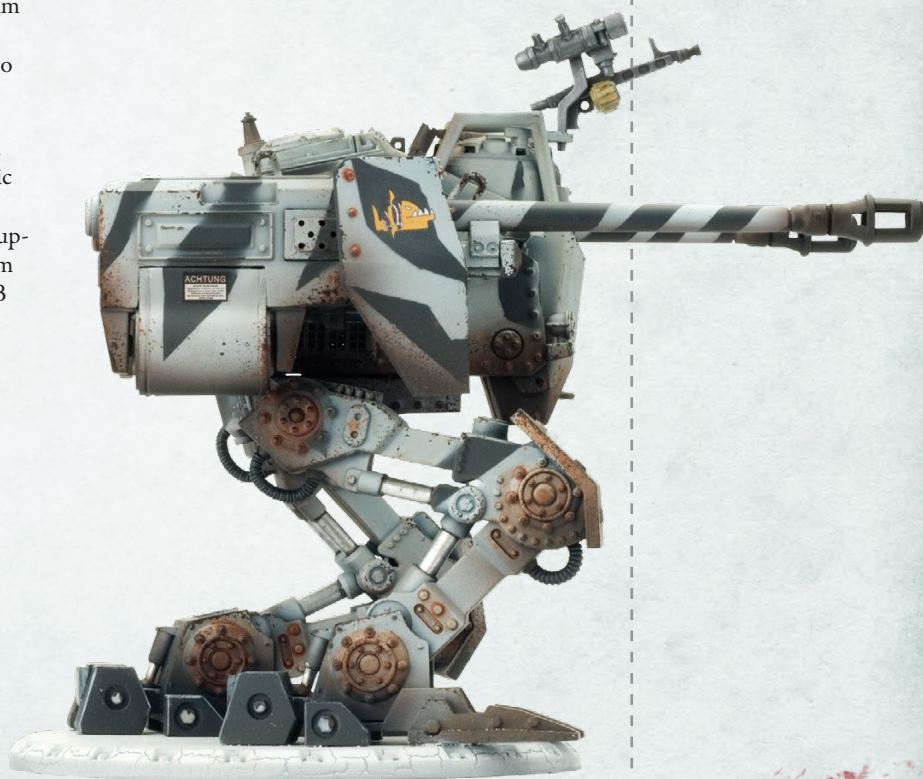
BR 47 SELF-PROPELLED WEAPON PLATFORM

Like the American Sherman tank, the BR47 makes up for deficits in quality with quantity. A 100mm cannon bolted to the flatbed of a tractor, the BR 47 100 is a crude, but astonishingly effective weapons platform. Known as the "Red Fury," this nearly armourless tank held off the first Axis incursion for life-saving months until the Red Army could react in force to the betrayal.

BR 47s also fire a new airbursting fragmentation round that provides anti-aircraft capability to the thinly stretched ranks of SSU AA units.

BA-64D

The BA-64D is a lightly armoured, inexpensive scout car. Armed with a DShK machine gun, it specialises in delivering small infantry squads and acting as bait for the heavy guns of the SSU. Based off of the BA-64 armoured car, some models are little more than an engine and metal frame wrapped in steel plate, but this simple, hardy construction allows for the 64 to field trial a variety of experimental technologies before they make the jump to more expensive frames. The speed that these vehicles can be constructed, repaired, or stripped for parts makes it difficult to tell how many BA-64s have been built in SSU factories and how many are the creations of line officers with a spare tractor, a welding torch, and a healthy imagination.

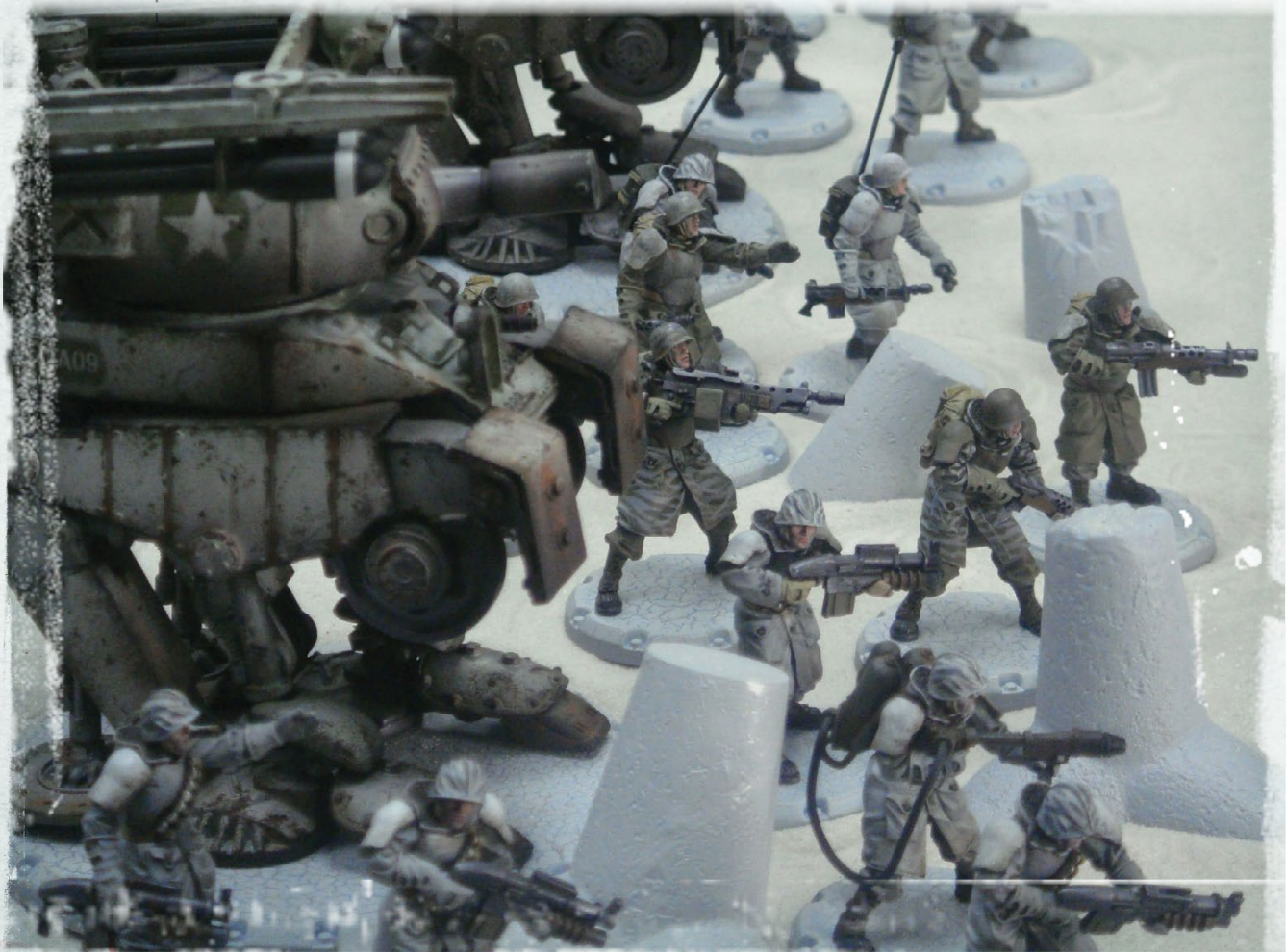


VEHICLE TABLES

M1 Walker (Open-Topped)

Type	Vehicle-Walker (Light)
Handling	1
Speed	12 (64km/h)
Range	260km
Weight	6.7 Tonnes
Length	4.8m
Width	4.8m
Height	4.8m
Capacity	4
Armour	2
Crew	1 (pilot)
Weapons	As per Model
Sensors	Standard
Other	Fast 3
Flaws	Bulky 2, High Maintenance 1, Open-Topped, Skill Based 2 (Pilot, Attack)

Model Chassis	Cost
Honey (with Dual 120W Phaser Gun)	13.5
Wildfire (with Quad .50 Cal Victory Machine Guns)	14



M1 Walker (Blackhawk Model)	
Type	Vehicle-Walker (Light)
Handling	1
Speed	12 (64km/h)
Range	260km
Weight	6.7 Tonnes
Length	4.8m
Width	4.8m
Height	4.8m
Capacity	4
Armour	3
Crew	1 (pilot)
Weapons	Dual Heavy PIAT
Sensors	Standard
Other	Fast 3
Flaws	Bulky 2, High Maintenance 1, Skill Based 2 (Pilot, Attack)
Model Chassis	Cost
Blackhawk	14.5

M1 Walker (Blackhawk Model)	
Type	Vehicle-Walker (Medium)
Handling	0
Speed	12 (32km/h)
Range	300km
Weight	20.65 tonnes
Length	4.8m
Width	2.16m
Height	4.8m
Capacity	10
Armour	4
Crew	2 (up to 3) (Commander, Gunner/Loader, Pilot)
Weapons	As per Model
Sensors	Standard
Other	Smoke Launchers
Flaws	Bulky 4, High Maintenance 1, Skill Based 2 (Pilot, Attack)
Model Chassis	Cost
Model Cobra (.30 calibre Victory MG, .50 calibre MG, 180W Phaser Gun)	28.5
Model Hot Dog (.30 calibre Victory MG, .50 calibre MG, Napalm Thrower)	30.5
Model Mickey (.30 calibre Victory MG, .50 calibre MG, 75mm Howitzer)	32.5
Model Pounder (.30 calibre Victory MG, .50 calibre MG, 17 lb Gun)	32
Model Rattler (.30 calibre Victory MG, .50 calibre MG, 40mm AA Twin)	31.5
Model Steel Rain (.30 calibre Victory MG, Petard Mortar 4.2 Rockets)	38.5

On the last operation (the one I can't talk about), I ran into an Axis walker that had huge saws on the ends of its mechanical arms. They'd designed them to cut swaths through thick Amazonian jungles, but the blades tear nicely through armour, as well—as I found out.

I also tangled with a walker they built that looks like a giant man. I think it was an experimental version, as I haven't seen any like it before. I shouldn't even be telling you this but, screw it, ASOCOM isn't being above board with Natalya and me. Point is, Edward, the Axis is advancing in walkers beyond what ASOCOM popularly acknowledges.

That humanoid walker was a terror. It was only the pilot's personal hatred of me—another story for another time—that caused her to expose herself from the hatch. A grenade did the rest. Worst ending to a relationship I've ever had.

M6 Series Heavy Assault Walker (HAW)

Type	Vehicle-Walker (Heavy)
Handling	0
Speed	5 (13km/h)
Range	260km
Weight	87.81 tonnes
Length	9.60m
Width	9.00m
Height	3.12m
Capacity	15
Armour	7
Crew	4 (Commander, Gunner, Secondary Gunner, Pilot)
Weapons	As per Model plus Dual .50 Cal MG, Dual .30 Cal MG
Sensors	Standard
Other	Smoke Launcher, Dozer Blade
Flaws	Bulky 2, High Maintenance 1, Skill Based 2 (Pilot, Attack)

Model Chassis	Cost
Fireball (Napalm Thrower, Carry Capacity 6)	44.5
Punisher (155mm Howitzer, Carry Capacity 6)	45.5
Model Devastator (480W Phaser Gun)	44

Heavy Command/Support Walker (HAW)

Type	Vehicle-Walker (Heavy)
Handling	0
Speed	18 (50km/h)
Range	330km
Weight	30.97 tonnes
Length	9.60m
Width	9.00m
Height	3.12m
Capacity	15
Armour	5
Crew	3 (Pilot, Gunner, Loader)
Weapons	.50 Cal Victory MG
Sensors	Standard
Other	Smoke Launcher
Flaws	Bulky 4, High Maintenance 1, Skill Based 2 (Pilot, Attack)

Model Chassis	Cost
MCW M1 (Carry Capacity 6, Tank Riders 6, Radio Command)	31.5
HSW M7 (Long Tom M2)	39.5
HSW M9 (Triple 60mm AA Gun)	37.5



M5 Series Heavy Destroyer Walker (HAW)

Type	Vehicle-Walker (Heavy)
Handling	0
Speed	18 (50km/h)
Range	330km
Weight	53.53 tonnes
Length	9.60m
Width	9.00m
Height	3.12m
Capacity	15
Armour	5
Crew	4 (Commander, Gunner, Secondary Gunner, Pilot)
Weapons	As per Model plus Paired .30 Cal Victory MGs, and a .50 Cal Victory MG
Sensors	Standard
Other	Smoke Launcher, Hedgerow Cutters
Flaws	Bulky 4, High Maintenance 1, Skill Based 2 (Pilot, Attack)
Model Chassis	Cost
M5 B Bulldog (180W Phaser Gun)	38
M5 A Six Shooter (6 M40 Recoilless Guns)	41

Light Panzer Walker

Type	Vehicle-Walker (Light)
Handling	0
Speed	24 (65km/h)
Range	300km
Weight	16.43 tonnes
Length	4.8m
Width	3.84m
Height	4.8m
Capacity	6
Armour	2
Crew	1 (Pilot)
Weapons	As per Model
Sensors	Standard
Other	Smoke Launcher
Flaws	Bulky 2, High Maintenance 1, Skill Based 2 (Pilot, Attack)

Model Chassis	Cost
Herman (Laser Kanone)	15.5
Heinrich (2cm Flak)	17
Hans (Granatwerfer, Panzerfaust-Werfer)	23

Medium Panzer Walker

Type	Vehicle-Walker (Medium)
Handling	0
Speed	9 (25km/h)
Range	300km
Weight	28.35 tonnes
Length	5.62m
Width	3.84m
Height	4.73m
Capacity	10
Armour	4
Crew	1 (Pilot)
Weapons	As per Model and MG 44
Sensors	Standard
Other	Smoke Launcher
Flaws	Bulky 4, High Maintenance 1, Skill Based 2 (Pilot, Attack)

Model Chassis	Cost
Loth (8.8cm FpK Zwilling)	20
Luther (5cm Flak 43, Kampfzange, MG 44)	26.5
Lothar (Nebelwerfer 42, MG 44)	25.5
Bergeluther	15

Heavy Panzer Walker	
Type	Vehicle-Walker (Heavy)
Handling	0
Speed	7 (19km/h)
Range	205km
Weight	74.75 tonnes
Length	6.48m
Width	6.62m
Height	5.97m
Capacity	15
Armour	7
Crew	3 (Commander/Gunner, Loader, Pilot)
Weapons	As per Model and MG 44
Sensors	Standard
Other	Smoke Launcher
Flaws	Bulky 5, High Maintenance 2, Skill Based 2 (Pilot, Attack)
Model Chassis	Cost
Sturmkonig (12.8cm Flak Vierling)	40
Konigsluther (17.3cm FPK Zwei)	41
Konigslothar (Schwer NW 42)	41

Heavy Command/Support Walker (HAW)	
Type	Vehicle-Walker (Medium)
Handling	0
Speed	14 (40km/h)
Range	420km
Weight	29.72 tonnes
Length	6.28m
Width	6.62m
Height	4.70m
Capacity	10
Armour	4
Crew	2 (Commander/Gunner, Pilot)
Weapons	As per Model and MG 44Zwei
Sensors	Standard
Other	Smoke Launcher, Carry Capacity 6
Flaws	Bulky 4, High Maintenance 1, Skill Based 2 (Pilot, Attack)
Model Chassis	Cost
Prinzluther (2cm Flak 30L/55, MG 44)	29.5
Sturmprinz (Tank riders (6) 30mm ZwillingsFlak)	28

Medium Panzer Walker (Alternate Model)

Type	Vehicle-Walker (Heavy)
Handling	0
Speed	8 (23km/h)
Range	420km
Weight	30.49 tonnes
Length	5.62m
Width	3.84m
Height	4.73m
Capacity	12
Armour	5
Crew	1 (pilot)
Weapons	MG44 and Models
Sensors	Standard
Other	Smoke Launchers
Flaws	Bulky 4, High Maintenance 1, Skill Based 2 (Pilot, Attack)

Model Chassis Cost	Cost
Wotan (Schwer Laser-Kanone)	27.5
Flamm-Luther (Schwer Flammenwerfer)	24.5
JagdLuther (VK 7.5cm L/70 Zwei)	30.5

Sd. Kfz. 234 Special Purpose Vehicle

Type	Vehicle-Wheeled (Light)
Handling	1
Speed	28 (80km/h)
Range	420km
Weight	10.50 tonnes
Length	6.02m
Width	2.36m
Height	2.10m
Capacity	5
Armour	2
Crew	4
Weapons	MG44 and Models
Sensors	Standard
Other	None
Flaws	Bulky 3, Wheeled 2

Model Chassis Cost	Cost
Nordwind I (2cm Flak 30L/55)	21
Nordwind II (30mm ZwillingsFlak35)	22.5

Sd. Kfz. 251/1 Schützenpanzerwagen

Type	Vehicle-Wheeled (Light)
Handling	0
Speed	20 (87km/h)
Range	420km
Weight	7.81 tonnes
Length	5.80m
Width	2.10m
Height	1.75m
Capacity	6
Armour	2
Crew	2
Weapons	MG44
Sensors	Standard
Other	Carry Capacity 10
Flaws	Bulky 3, Tracked 1, Wheeled 1, Open-Topped 2

Model Chassis	Cost
Sd. Kfz. 251	12.5



Aufklärerläufer KV-47 (R) Otto

Type	Vehicle-Walker (Medium)
Handling	0
Speed	16 (27km/h)
Range	400km
Weight	16.15 tonnes
Length	2.28m
Width	3.36m
Height	3.75m
Capacity	10
Armour	4
Crew	1 (pilot)
Weapons	Granatwerfer & Panzerfaust-Werfer
Sensors	Standard
Other	Smoke Launchers
Flaws	Bulky 2, High Maintenance 3, Skill Based 2 (Pilot, Attack)

Model Chassis	Cost
Aufklärerläufer KV-47	24

KV47 Walker

Type	Vehicle-Walker (Medium)
Handling	0
Speed	16 (27km/h)
Range	400km
Weight	16.15 tonnes
Length	2.28m
Width	3.36m
Height	3.75m
Capacity	10
Armour	4
Crew	1 (pilot)
Weapons	As per model
Sensors	Standard
Other	Smoke Launchers
Flaws	Bulky 2, High Maintenance 1, Skill Based 2 (Pilot, Attack)

Model Chassis	Cost
Maksim (Chainsaw and Pincer)	22
Marlen (Monkeywrench and Pincer)	17.5
Melor (45mm Howitzer and Monkeywrench)	25
Mikhail (Sulphur Jet and Pincer)	22
Nadya (Sulphur Jets)	21
Natalya (2x Chainsaws)	18.5
Natasha (2x 45mm Howitzers)	23.5
Natasia (Quad DShK 12.7mm)	20
Nikita (Quad 120mm Mortar)	25
Nina (RPG 47)	21.5

KV-3 Heavy Walker	
Type	Vehicle-Walker (Heavy)
Handling	0
Speed	8 (23km/h)
Range	420km
Weight	30.49 tonnes
Length	5.62m
Width	3.84m
Height	4.73m
Capacity	12
Armour	5
Crew	1 (pilot)
Weapons	Granatwerfer & Panzerfaust-Werfer
Sensors	Standard
Other	Smoke Launchers
Flaws	Bulky 4, High Maintenance 1, Skill Based 2 (Pilot, Attack)
Model Chassis	Cost
Babushka (Dual Maxim Gatling Gun, 2x DShK)	30
Matrioshka (Dual 152mm ML-20S Guns, 2x DShK)	32

IS-48 Super-Heavy Tank	
Type	Vehicle-Tracked (Heavy)
Handling	-1
Speed	36 (100km/h)
Range	420km
Weight	69.36 tonnes
Length	5.62m
Width	3.84m
Height	4.73m
Capacity	16
Armour	7
Crew	3 (Pilot, Gunner, Loader)
Weapons	DShK 12.7mm
Sensors	Standard
Other	None
Flaws	Bulky 6, High Maintenance 1, Skill Based 2 (Pilot, Attack)
Model Chassis	Cost
Karl Marx 41 (Heavy Tesla Gun)	41
Lavrentiy Beria (152mm ML-20S Gun, ATO-45)	49

More than any other bloc, the SSU continues to make extensive use of their tanks. They have a huge arsenal of these older vehicles and, while walkers outperform them, the SSU makes up for that advantage in sheer numbers. The economies of Russia and China also demand more cost conscious efforts. If you're in an op in either China or Russia, or come across intel relating to each, anything to do with their tanks is still high priority. A lot of new ASOCOM recruits dismiss this intel as out of date, focusing on walkers instead. Don't make the same mistake. Part of the "Red Tide" threat is the tank battalions.

IS-5 Heavy Tank

Type	Vehicle-Tracked (Heavy)
Handling	-1
Speed	36 (100 km/h)
Range	420km
Weight	69.36 tonnes
Length	5.62m
Width	3.84m
Height	4.73m
Capacity	16
Armour	6
Crew	3 (Pilot, Gunner, Loader)
Weapons	DShK 12.7mm + Options
Sensors	Standard
Other	Tank Riders (6)
Flaws	Bulky 6, High Maintenance 1, Skill Based 2 (Pilot, Attack)

Model Chassis	Cost
Mao Zedong (Quad 85mm AA Gun)	40.5
Vladimir Lenin (252mm Field Mortar)	40.5

BR 47 Self-Propelled Weapon Platform

Type	Vehicle-Tracked (Light)
Handling	0
Speed	8 (23km/h)
Range	100km
Weight	6.07tonnes
Length	5.62m
Width	3.84m
Height	4.73m
Capacity	8
Armour	2
Crew	4 (Pilot, Gunner, Secondary Gunner, Loader)
Weapons	As per Model
Sensors	Standard
Other	None
Flaws	Bulky 1, Skill Based 2 (Pilot, Attack)

Model Chassis	Cost
Red Fury (100mm M1946)	10
Red Rain (200mm Heavy Mortar)	17

**BA-64D****Type** Vehicle-Wheeled (Light)**Handling** 0**Speed** 20 (87km/h)**Range** 420km**Weight** 2.36tonnes**Length** 3.66m**Width** 1.69m**Height** 4.73m**Capacity** 6**Armour** 2**Crew** 2 (Driver, Gunner)**Weapons** DShK 12.7mm**Sensors** Standard**Other** None**Flaws** Bulky 2**Model Chassis****Cost**

BA-64D

14.5



CHAPTER 8: CONVERTING DUST ADVENTURES

FROM DUST ADVENTURES TO DUST TACTICS AND WARFARE

The universe of *Dust* is a big place! It encompasses two miniature games (with three ways to play), a board game, and now a roleplaying game. Undoubtedly, a time will come when you might want to use your *Dust Adventures* characters in a game of *Dust Warfare* or *Dust Tactics*, be this just for fun or as part of the larger campaign your GM is running for you.

What follows is a simple conversion system for turning your *Dust Adventures* PCs into *Dust Warfare* or *Dust Tactics* Heroes.

Note: Any reference to *Dust Tactics* also includes *Dust Tactics: Battlefield*.

CONVERTING MOVE

Characters not using special devices have a base move of 6" in *Dust Warfare* or 2 in *Dust Tactics* (with a March Move of 4). Characters with extremely high Movement scores (7 or 8) should be given the Fast special ability in *Dust Warfare* or a base Move of 3 in *Dust Tactics* (with GM approval) if they do not already have it.

All characters using special devices (a jet pack for example) have a base move of 12" in *Dust Warfare* or 3 in *Dust Tactics* (with a March Move of 6).

Be sure to consult the proper unit entries in *Dust Warfare* or *Dust Tactics* when mimicking a special device and match those stats as best you can. When in doubt, a known value from the miniature games (*Dust Tactics* or *Dust Warfare*) should overrule any conversion method.

CONVERTING ARMOUR

A character from *Dust Adventures* has a Soldier rating in *Dust Warfare* and *Dust Tactics* equal to the Armour rating of any armour, or protective gear, worn in the RPG. Unarmoured characters are treated as Soldier 1.

CONVERTING DAMAGE CAPACITY

Use the following table to determine a character's Damage Capacity in *Dust Warfare* or *Dust Tactics*. If the character being converted is not a PC but is instead a squad, then they have a Damage Capacity of 1 in either *Dust Tactics* or *Dust Warfare*.

Dust Adventures Capacity	Dust Warfare/Tactics Damage Capacity
0-1	1
2	2
3	3
4-6	4
7-8	5
9+	6

Characters with more than 8 Capacity in *Dust Adventures* increase their *Dust Warfare* or *Dust Tactics* Armour (if unarmoured) to 2. If they have 9 or more Capacity, increase their *Dust Warfare* or *Dust Tactics* Armour to 3 (again, only if unarmoured or Armour 2).

CONVERTING WEAPONS AND EQUIPMENT

When converting weapons, simply select up to four of the weapons the character is armed with. These are usually a main weapon, a side arm, a close combat weapon, and an explosive of some sort. These may also be two side arms. Avoid multiple weapons that require two hands such as rifles and machine guns. Next, use the *Dust Warfare* or

Dust Tactics stats for these weapons. Weapons such as Victory MGs, Bazookas, and Flamethrowers count as two weapons for the purposes of carrying.

CONVERTING SPECIAL ABILITIES

All player characters converted from *Dust Adventures* to *Dust Warfare* or *Dust Tactics* are considered heroes and abide by all the rules for heroes as normal, regardless of which game they are used in. NPCs converted to *Dust Warfare* or *Dust Tactics* may be converted as individuals (i.e. heroes) or as standard troops.

Each Rank of the Special Ability skill a character has gives them one Special Ability in *Dust Warfare* or *Dust Tactics*. Where possible, these special abilities should match up. For example, the Assassin special ability does not exist in *Dust Warfare*, so a player may instead elect to have a similar ability such as Frenzy or Berserk.

If the character has a special ability in *Dust Adventures* that does not have a true counterpart in *Dust Tactics* or *Dust Warfare*, then that ability is ignored. For example, there is nothing similar to First Strike in *Dust Warfare*, so the ability is lost. Characters with lost abilities gain extra Experience Points at the end of any adventure that involves using *Dust Tactics* or *Dust Warfare* to simulate a battle. The bonus amount is 1 Improvement Point (IP) per missing skill.

A character with great leadership skills (meaning a good Rank in Interaction or Interaction (Command) or the Rank special ability) has the Officer ability in *Dust Tactics*, and the Command Squad ability or Leader (possibly both if the prerequisite is fairly high) ability in *Dust Warfare*.

Some special abilities are represented as skills in *Dust Adventures* (such as Black Ops). If a character has such a skill at Rank 4 or better, they have it in *Dust Tactics* or *Dust Warfare*.

In order to gain the Expert special ability, the character must have 4 Ranks with the desired weapon and be willing to take Expert in place of another special ability. This sacrificed special ability must be combat related.

The Gizmo special ability gives the character a special item in the game. This item is transferred over to *Dust Warfare* or *Dust Tactics*, usually as a weapon or armour, but could be used in other ways. Find the item or ability most similar to its function, and add this ability to the character. If this Gizmo is predefined as a pre-designed weapon or armour, ignore any conversion needs and just use the relevant item from *Dust Tactics* or *Dust Warfare*. For

example, if the Gizmo is defined as XM-18 Aerial Assault Armour, then the character has armour 3 in the conversion, and there is no need to worry further about the conversion process.

LAST WORD ON CONVERSIONS

These rules are in no way complete insofar as characters from the *Dust Adventures* game vary in more detail and possibilities than their *Dust Warfare* or *Dust Tactics* counterparts. There are a variety of possibilities and what ifs that exist when translating characters from one game to the other. There are no absolutes. The GM and players must work together to rationally transfer characters over to retain balance and keep the characters fun and exciting.

If the conversion choices do not work in a situation, feel free to make different decisions when converting the same characters for the next battle.

Stats in *Dust Warfare* and *Dust Tactics* will not match up every time a character is converted from *Dust Adventures*. This is unavoidable. A system that permits such consistency would be too restrictive in game play and character creation. The point is to have fun.

DYING IN DUST WARFARE OR DUST TACTICS

When a character converted to *Dust Warfare* or *Dust Tactics* from *Dust Adventures* dies in the course of a battle, the character is most likely still alive. They are seriously injured, captured, or otherwise removed from play. The outcome of the overall battle dictates their actual situation, but GMs are encouraged to keep player characters alive, and not let their fate be sealed outside of an actual RPG adventure.





CHAPTER 9: NATIONS OF THE WAR

It's a curious thing. We fought the Brits for independence, and now they depend on us for theirs. ASOCOM never thought the Axis would make it as far as Hadrian's Wall. They never thought London would fall. Things are bad in England. Very bad. Tensions between the Brits and us is high. With the SSU on American soil, we can't afford to pour everything into bailing out Great Britain. I don't know if we should or not. It's a no-win situation. When you're in the field, expect some of that high-level tension to kick you in the ass if you're dealing with English operatives of ASOCOM. The strong front the Allies put on is showing cracks. As for that terrorist organisation, November the 5th, don't trust any of them. They come off like patriots but, as near as I can tell, they don't believe in anything but gaining power for themselves.

BRITAIN

*From this day to the ending of the world,
 But we in it shall be remembered—
 We few, we happy few, we band of brothers;
 For he to-day that sheds his blood with me
 Shall be my brother; be he ne'er so vile,
 This day shall gentle his condition;
 And gentlemen in England now-a-bed
 Shall think themselves accurs'd they were not here,
 And hold their manhoods cheap whiles any speaks
 That fought with us upon Saint Crispin's day.*

—Henry V (IV.iii.2293–2302)

In recent months, things have not gone particularly well for the U.K. Once the bastion of hope for all of Europe, the island nation now finds itself invaded, and occupied, all the way to Hadrian's Wall. Axis walkers have devastated the Allied troops in England and pushed them to the northern end of the island and over to Ireland.

The recent assassination attempt on Winston Churchill is just one of many demoralizing events the British have had to endure with their famed "stiff upper lip." The truth is, even this brave nation has its limits. London is now an occupied city—something that hasn't been true since the Norman invasion. Manchester, Sheffield, Cardiff, and others have all likewise fallen under the power of the Axis advance.

The invasion begun at Dover in Operation: SeeLöwe has advanced with the lightning pace displayed by Germany earlier in the war. The Reich seems possessed, desperate to finish the war before some timer counts down, but what it counts down to is anyone's guess.

The country is thus divided into two parts, Free U.K. and Occupied U.K. Like France before her, much of Britain has fallen under the fist of the Axis war machine. At the Octagon, in Kansas, plans are being made for the

recapture of the U.K., however, other, possibly more pressing concerns continue to delay the counteroffensive. There is no doubt this operation will come, but will it be in time to save the Union Jack?

PLACES

LONDON

Originally established by the Romans under the name Londinium, this ancient city has, for the first time since 1066, once again been occupied by a foreign power. If Londoners thought they'd suffered through the worst during the Blitz, they were wrong. The Axis has cracked down hard on London. Curfews are imposed nightly, and the population lives in fear of their oppressors.

By necessity, nearly all armed forces retreated from the city for being captured would do crown and country little good. Much of the citizenry were likewise evacuated, but a great many remain trapped. London herself continues to function as a bustling city, much as Paris does, but one where tensions are high and rebellion is in the air.

Londoners themselves chafe under the Axis yolk, and camps have been established for problematic citizens. These camps are much like POW camps—where prisoners are well fed and generally cared for. A few Londoners have even collaborated with their Axis oppressors, but such folk often wind up dead, victims of an underground terrorist movement called November the 5th.

The Houses of Parliament now hang with the giant flags of the Knight's Cross—continual evidence that fair Britannia is no longer a place of free will and liberty.

THE UNDERGROUND

Once a miracle of the Victorian Age, the London Underground is now closed. Trams, buses, and cabs make up most public transit today. The Axis closed the Underground when it was discovered that November the 5th (Nov. 5) was using it to operate and move about

London. Since its closure, Axis gorillas and teams of VK-enhanced dogs have scoured the Underground for the location of November the 5th. They have, to date, been unsuccessful.

The reason for this failure is that Nov. 5 has retreated to even older tunnels long ago bricked over. Some of these go back to the era of the black plague, the Great Fire of London, and even to ancient Roman catacombs. A vast network of history, splayed like strange ganglia under London, houses the heart of the resistance. In the depths of history, quite literally, London may find its salvation.

COVENT GARDEN MARKET

Housed in the historic Market Building and plazas, Covent Garden is the “official” market where the Axis controls the distribution of rations using a card system. It is also a popular hangout for rebellious youth who, wishing to join the army but finding themselves trapped behind enemy lines, take their anger out on anyone and anything.

CAMDEN LOCK MARKET

Officially shut down after the Axis takeover, Camden Lock is the location of the black market that is really keeping the citizens of the city fed and clothed. The Axis tolerates its existence as a necessity. London would simply cease to function without the black market. The Axis also uses agents inside the market to retrieve important intelligence.

TRAFALGAR SQUARE

Location of the statue of Lord Horatio Nelson, this memorial park to Britain’s former Empire has been occupied and locked down by the Axis. Axis officers lounge about at leisure, guarded from the locals by elite security. The square, unsurprisingly, has become a target of Nov. 5 bombings, though none has thus far succeeded in penetrating the outer perimeter.

HOUSES OF PARLIAMENT

Now the headquarters of the Axis government in England, Parliament has become a symbol of everything the Londoner wishes to avenge. “Remember, remember! The fifth of November,” is a popular phrase heard in many a corner pub. Blowing up Parliament has become an act of patriotism rather than treason. This is one of the best-guarded Axis strongholds in the city.

BIG BEN

The clock is gone, replaced by a mysterious device erected with the assistance of Axis “walkers” which climbed the old tower and installed the machine. No one is sure what it does. Some say it’s a new form of sophisticated radar, while others believe it is a weapon. The device emits a strange buzzing noise causing nausea in those nearby. It does this seemingly at random and for no discernible purpose.

THE TOWER OF LONDON

The worst, and most famous, of the Axis’ prisoners are held here. Members of the Royal Family, MPs, and even former gangsters are housed in the Tower. Long a symbol of England’s persistence, the Tower was supposed to be turned into a symbol of defeat by reopening the prison. However, despite their best efforts, the Axis cannot get rid of the wretched ravens. The legend says that England will fall when the ravens leave the Tower of London. Whether you believe in superstition or not, the ravens are still there.

OUTSIDE LONDON

BLETCHLEY PARK, BUCKINGHAMSHIRE

There is perhaps one area where the Allies have technologically surpassed the Axis—the field of computation machines. Guided by the brilliant Alan Turing, the Allied code breakers at Bletchley Park were able to integrate VK technology into their computers. The result is something more than even Turing could have expected. The machine, known as Prometheus, was taken piece by piece down to the Thames where it was loaded aboard a submarine that then departed for Ireland.

Blutkreuz is, of course, obsessed with finding out what went on at Bletchley. The few scientists who were unable to escape remain in hiding or took cyanide pills to prevent their capture. The secrets of Bletchley remain beyond the reach of Axis scientists... for now.

GLASTONBURY TOR

A hill constructed from the clay of Somerset, Glastonbury Tor is topped with a small tower. Excavations show additional ruins dating back to the Saxons and possibly earlier. The tor became the last stand of a Red Devil commandos unit when Southern England was invaded. The hill is also linked to Celtic legends and the mythology of King Arthur. Some say this is the fabled Isle of Avalon, as the area was once home to a lake from which the hill would have sprung.

Locals still come here, as a pilgrimage where they hope to find some connection to Arthur and the story that he shall return when his country most needs him. Now is clearly such a time.

THE RUINS OF MANCHESTER

Some of the worst fighting in England took place in the industrial city of Manchester. Bombed to ruins during the initial air campaign, walkers then proceeded into the city to pacify the remaining soldiers and militia. Manchester held out for three weeks before finally falling to the Axis. Her streets are a testament to a battle hard fought. Burnt out cars, charred skeletons, and gaping craters serve as grim reminders of what modern war does to a city and its population.

A good portion of the antiques I used to “acquire” wound up running through Camden Market. There’s a man there, a gangster, who goes by the name of Donovan. You can’t trust him with your money but, in a pinch, look him up if you’re in the occupied city. He’s a true patriot, even if he is an extortionist and what the Brits call a “hard man.”

HADRIAN'S WALL

Constructed by Roman legions under the rule of Emperor Hadrian, this amazing fortification is little more than a ruin now. Once marking the farthest territory of the Roman Empire, the wall now represents the frontline between Axis advancement and Allied resistance. The territory around the wall shifts daily, as the Axis presses further north to take the rest of England and Scotland.

STONEHENGE

Druidic ritual site, astronomical calendar, or evidence of the lost continent of Atlantis, Stonehenge has always fascinated Britons. Strangely, it now fascinates Axis scientists. The entire site has been fenced off and guarded, and neighbouring locals report seeing strange lights at night. What goes on there is a matter of speculation, but Blutkreuz has a strong presence in the area, and even Sigrid von Thaler has been said to have made a visit or two.

BELFAST, IRELAND

With the fall of London, and the Allied prediction that Scotland will fall next, Belfast has become the temporary refuge for free British Rule. Ireland and the crown have abandoned their differences and now fight for a common cause—the end of Axis rule.

Winston Churchill continues to rally the country from Belfast, but even his heraldic oratories fall on deaf ears these days. England is a defeated country. If the Allies do not move soon, the rest of the country will fall under the aegis of the Knight's Cross.

Belfast is also the current home of Alan Turing and his computation machine known as Prometheus. Top security is given to protecting Turing and his creation. While many in Allied command insist it would be far safer to remove both to the Octagon, Turing insists that the machine needs to remain in the U.K. The Allies have yet to order him to leave, so there must be an underlying reason beyond patriotism for Turing's defiant position.

GLASGOW

The military HQ for the Northern Front, Glasgow has become a city devoted entirely to the defence of England. If there is going to be a counteroffensive, it will be launched here. Unfortunately, the Axis creeps forward every day, and Scotland is likely to fall if not immediately bolstered. Old Highland clans have formed militia groups in the hills to the north, made up of children, women, and old men. Reputedly, they are as dangerous as Wehrmacht troops when fighting for what's theirs. These irregulars may be employed in any counteroffensive.

PEOPLE AND ORGANISATIONS

The U.K. is home to fascinating characters from all three blocs. While the Allies and the Axis are the primary forces at war here, the SSU has agents lurking about, as well. In addition, several organisations are important to the struggle for control of the British Isles.

PEOPLE

ALAN TURING

Turing is the genius responsible for the decoding of Germany's Enigma machine. More recently, he furthered computational science—"computers"—by leaps and bounds. Turing created Prometheus, a powerful computer integrating VK technology. There are rumours that Prometheus passed Turing's own test for sentience, but surely that cannot be true. After all, how advanced can a machine made up of knobs, dials, valves, and wires be?

The Axis would do almost anything to capture Turing. Agents in Belfast are currently gathering intel to accomplish that very thing.

Characteristics

MB 1	MD 4	PH 1	PR 1
Movement 2	Capacity 2	Initiative 5	

Skills: Athletics 1, Awareness 2, Knowledge: German Military Secrets 2, Knowledge: Science 4 (Computers 2), Knowledge: History 1 (Science History 1), Radio 1 (Experimental), Repair 2 (Electronics 2, Mechanics 1), Special Ability 1 (Gizmoteer 4)

Special Abilities: Gizmoteer 4 (20 Points)

Special Powers: None

Special Disadvantage

Secret Life: Alan Turing has a secret. If this secret is ever revealed, it could destroy both his professional career and his personal life, and it could send him to jail or other forms of confinement and control. Those who know this secret gain a 1 die bonus to manipulate Turing, those who know the secret and can prove it gain a 2 dice bonus to manipulate him.

OBERFELDKOMMANDANT

KLAUS DIETRICH

Dietrich is the de facto leader of the Axis Occupation Zone (AOZ) that includes all conquered territory in England. He is a military man with little interest in the cruelty the Nazis once displayed in France. That said, Dietrich is not above harsh tactics. This is a war and, in war, sometimes civilians must suffer. Winning comes before such concerns as morality.

Dietrich is headquartered in London at the House of Lords. His organisational and administrative talents have made the occupation of England an orderly process.

Characteristics

MB 2	MD 2	PH 1	PR 3
Movement 3	Capacity 4	Initiative 4	

Skills: Athletics 2, Attack: Melee 2, Attack: Firearms 2, Attack: Heavy 1, Awareness 1, Interaction 4 (Command 2), Knowledge: Language 1 (English), Knowledge: Military 2, Willpower 3, Radio 2, Repair 1, Special Ability 1 (Rank 2)

"Temporary refuge" is something the public relations folks dreamed up. Plans to make Ireland the redoubt of the British Empire are well under way. Intel thinks the Axis can take Scotland by the end of the year. It's that bad.

Special Abilities: Rank 2

Special Powers: None

Equipment

Weapon	Rng	Dam	Rank	Special
MP 46	10	3	0	Rapid Fire, Ammo 4
Knife	C	1	0	None
Laser-Pistole B	10	1/1	1	Laser

GENERAL HANS GOBLER

General Goble is in command of all Axis units inside England. It is his battle plan that has thus far won the day. Using the Blitzkrieg technique, coupled with new advanced VK technology, he has been able to capture more than half of the U.K. in six months.

A master strategist hand-picked by Rommel, Goble is popular among the troops. Among the Allies, he is caustically known as “Turkey Gobbler.”

Characteristics

MB 2 MD 2 PH 2 PR 2
 Movement 4 Capacity 4 Initiative 4

Skills: Athletics 2, Attack: Melee 2, Attack: Firearms 2, Knowledge: Language 2 (English, French), Awareness 1, Knowledge: Military 3, Interaction 5 (Command 2), Willpower 2, Radio 2, Repair 1, Special Ability 1 (Rank 3)

Special Abilities: Rank 3

Special Powers: None

Equipment

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None
Luger	5	2	0	Ammo 7
Mauser	5	1	0	Ammo 5
StG 47	15	2/1	0	Rapid Fire, Ammo 5

**ANASTASIYA BESKIN
(ESTHER ALLENMOORE)**

Born in the USSR, Anastasiya spent her formative years in England with her father, a visiting professor from the University of St. Petersburg. Anastasiya briefly trained with the fabled Night Witches at the beginning of the war, but was soon recruited by Soviet Intelligence. Her ability to speak fluent English coupled with her sharp mind makes her an ideal spy. Beskin operates out of Belfast, where she works as a nurse. Her real mission is to find Alan Turing and devise a plan to abduct him for the SSU.

Curiously, her father, upon return to the Motherland, was the victim of one of Stalin’s purges. Allied intel



suspects Anastasiya herself may have turned him in for becoming too polluted by capitalist ideology while teaching in the U.K.

Characteristics

MB 3 MD 3 PH 1 PR 3
 Movement 4 Capacity 4 Initiative 4

Skills: Athletics 2, Attack: Melee 2, Attack: Firearms 2, Black Ops 3, Demolitions 2, Interaction 2, Knowledge: Russia 1, Knowledge: Alan Turing 1, Knowledge: Espionage 2, Knowledge: Language 2 (Flawless Fluent English), Medic 2 (First Aid 1), Willpower 2

Special Abilities: None

Special Powers: None

Equipment

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None
Light Pistol	5	1	0	Ammo 4

An old flame of mine, also Russian, is an archaeologist, or was, before she joined the Red Army. Her father knows the Beskin family. They aren’t to be trusted. If her mission is to kidnap Turing, it may just as well be for her own reasons than for the SSU.

EARL OF SUFFOLK

Retreated to Glasgow with other members of the Royal Family, the Earl of Suffolk is actually a traitor. He helped sell out England to the Axis prior to the airdrops over Dover. As yet, only he knows about his duplicity.

Always something of a weakling, Suffolk resented his more influential older brothers. Their demise on the fields of battle, and subsequent honorifics, was too much for him. He sees an opportunity to gain real power and avenge himself on his family for a lifetime of affronts, both real and otherwise. Suffolk is also in love with an agent of Sigrid von Thaler's named Eva. This woman is a psychic. She has been manipulating Suffolk to the Reich's end.

Characteristics

MB 2	MD 1	PH 1	PR 1
Movement 3	Capacity 2	Initiative 3	

Skills: Knowledge: History 2 (English Bloodlines 1), Interaction 2, Special Ability 1 (Rank 2)

Special Abilities: Rank 2

ORGANISATIONS

NOVEMBER THE FIFTH (NOV. 5)

"Remember, remember! The fifth of November, The gunpowder treason and plot." It is a rhyme out of time and the mantra of this revolutionary group. Comprised of those stuck behind enemy lines, Nov. 5 is dedicated to the liberation of England. Like the French Resistance before them, they work in small cells to prevent being completely compromised if one is captured.

Their leader is known only as Guy, after Guy Fawkes himself. Fawkes plotted to blow up Parliament on November 5th, 1605 and was executed for treason. Now, he has become a symbol of the struggle against the Axis. Nov. 5 resorts to terrorist tactics that, while making them popular with the citizenry, makes ASOCOM uneasy. Often, U.S. agents are used as interlocutors between the two groups.

BRITISH MISSION SEEDS

The following are brief ideas the GM may use to construct detailed scenarios set in embattled Britain.

TURING, TURN, TURN

The team is assigned to protect Alan Turing from abduction by the Axis. However, what they don't know is that Anastasiya Beskin has faked the Axis threat. She did this because she has intel on the PCs. Because they are not as highly classified as Turing, they are easier to track. She also knows they've been favoured for missions just like this. Her theory: they will be assigned to protect Turing. By following them, she will find Turing.

For the PCs, things seem straightforward until they meet Turing. Turing claims he's onto a secret older than

the Pyramids connecting his Prometheus machine to Stonehenge and other monolithic sites throughout Europe. Is he right, or have the stress and his personal demons finally driven him over the brink?

SKARA BRAE, SKARA BRIGHT

Located in the Orkney Archipelago, Skara Brae is a Neolithic village in an excellent state of preservation. Originally uncovered in the 1800s, several artefacts were taken away by a mob in 1913. During the war, the site was largely forgotten; but recent events have caused Royal Engineers to prepare defences on the Orkney Archipelago. In so doing, they have unwittingly uncovered a deeper burial chamber under Skara Brae itself. Inside the tomb, they found a warrior decked in bronze armour (not something one would expect in a Neolithic tomb) and a sword with a pommel that appears to feature a stone cut from a lump of VK. The Axis wants it and so do the Russians. The PCs may be all that stands between them and this ancient secret.

LONDON CALLING

The team is directed to assist in finding a missing ASOCOM agent in London known as The Oyster. ASOCOM lost contact with their agent one week ago while she was on the trail of discovering plans for the next stage in the Axis plan to conquer England. The PCs must sneak into the occupied city and pose as locals. From there, they need to find out what happened to The Oyster. Has she switched sides or been captured? Perhaps she is already dead. A contact of hers thinks she's in the Tower of London, but another says she has been subjected to experiments by von Thaler's personally trained psychics. Could that be true and, if so, why?

RUSSIA

"I cannot forecast to you the action of Russia. It is a riddle, wrapped in a mystery, inside an enigma."

—Winston Churchill

Mother Russia, her vastness encompasses undisturbed forests, Siberian taigas, and marshlands larger than one can easily imagine. It has always been an unforgiving country, and its winter has been the end of many a would-be conqueror. For all its beauty and harsh landscapes, Russia is home to a proud, strong people who have resisted the Axis onslaught since the early days of the war.

Having teamed with China to form the SSU, Russia is no longer content to play a defensive role, but instead has launched offensives in vastly disparate corners of the globe. Yet Russia herself is still battleground. The city of Zverograd is the subject of a massive battle involving all blocs. Russia also holds her secrets. Strange, even terrifying, things lurk in wilderness so unexplored that only the local shamans, who speak forgotten tongues, can lead the way.

PLACES

MOSCOW

The Russian capital was once the target of the Reich's fury, but that has since turned toward Zverograd. The Battle of Moscow did not actually reach the city. Russian forces were able to stop the Germans outside of Moscow itself. The Kremlin is now the headquarters of SSU Intelligence and Strategy in much the way the Octagon is for the Allies.

This old city holds a host of tunnels running beneath the streets, Red Square, and the Kremlin itself. Among this network of passages is rumoured to be the lost Library of Ivan the Terrible (see below). Moscow itself is strained by the war effort, being on a ration system like many other major cities.

Propaganda posters the size of movie screens plague the city, perfect specimens of the proletariat looking out toward futures rich in vast fields of grain and the products of empowered labour. The reality is something less than that. Most Muscovites live in poverty, and the rationing system does not adequately provide for a family's needs. Not unlike occupied London—the black market has filled the gap. The Kremlin ejected all foreign diplomats tied to the Allies when they formally severed ties. Espionage in the city is risky, but present.

LIBRARY OF IVAN THE TERRIBLE

Prior to the war, Soviet archaeologist Ignatius Stelletskaa became convinced that Ivan the Terrible had been given much of the Library of Constantinople by Princess Sophia Palaeologue, niece of the last Byzantine Emperor. In turn, this previous library supposedly contained parts of the lost Library of Alexandria. This would be conscripted to the realm of academia were it not for Rasputin's interest. The enigmatic, un-killable man wants to get his hands on the contents of this library. Stelletskaa has been put in charge of an effort to locate the library, but what Rasputin hopes to find inside is unknown.

ZVEROGRAD

One of the worst battles in the war currently rages in this blasted city on the Caspian Sea. Zverograd is a city under siege. Like Stalingrad before, Zverograd has been reduced to ruins—broken chimneys, like rotting teeth, punctuate an urban landscape blasted to dust. The surface of Zverograd is a maze of sniper's nests, which is why the Axis used the sewer and metro system to access Zverograd as they did in Stalingrad. However, this time they came prepared.

Why Zverograd is so valuable is unclear. Popular among the soldiers fighting there is the idea that a VK mine lurks beneath the streets. Less popular, but perhaps more interesting, is the theory that a Vrill base was once located on this very spot. Unlikely as that is, soldiers under strain should be allowed their nonsensical gossip. After all, they are rarely getting a hot meal.

RATTENKRIEG

The war for the Zverograd underground is known as the *Rattenkrieg*, or Rat's War. First pioneered in Stalingrad, both sides have learned from that battle and shored up both defences and methods of attack. The Axis employs hordes of zombie troops to flush out the Russians hiding among the metro tunnels and sewers waiting to ambush any patrol which happen by. The fighting is intense, often coming down to hand-to-hand combat. There is nothing like the hot breath of your enemy on your face as you grapple for your life in a knife fight from which only one of you will emerge alive. Such is life, or more often death, in the *Rattenkrieg*.

The SSU soldiers down in the metro have recently begun to talk about a great, vault-like door found in one of the oldest sections of the sewers. Thus far, no one from the SSU has confirmed its existence, but Rasputin himself has shown interest.

The Axis and the Allies are likewise both looking for something down here besides access to the city proper. There has been too much blood spilled in so doing for any of them to quit now.

SIBERIA

Trackless wilderness and tundra, Siberia is where Stalin's enemies are sent to die, where strange shamans practice ancient rituals around Lake Baikal and where, in 1908, something exploded with great force over the forests of Tunguska.

The "Tunguska Event," as it came to be known, has been attributed to everything from a comet strike to the nuclear explosion of a Vrill spacecraft. What is known is that the blast amounted to 15-20 megatons of TNT. For obvious reasons, The SSU is interested in what could have made such an impact back in 1908.

MAGADAN

A gulag converted for the secret mining of VK, Magadan is nominally a tin mining operation. In fact, deposits of VK were first found at the bottom of the old tin mine. No one who is sent to Magadan ever returns. Either they die working in the mines, or they expire in the camp aboveground. Security is tighter than any other gulag given the nature of what they mine.

Amongst internees, whispers circulate that sections of the mine were dug previously with a level of sophistication not achievable by today's technology. Someone, in the remote past, seems to have been looking for VK too. Who were they, men, or extra-terrestrials?

THE VALLEY OF DEATH

The Tunguska Event site is not the only strange locale in Siberia. There is also a remote (even by Siberian standards) area known as "The Valley of Death." Long feared by local tribesmen, the area is home to many brass-coloured "cauldrons" protruding from the ground. Those who claim to have explored these cauldrons tell of metal interiors with

Vladivostok is what Shanghai use to be—a haven for spies, criminals, and men who want to forget their pasts. Stalin's smart enough to keep eyes on all the intel passing through this city, but the Vorovskoy Mir runs half the show here. If you ever run into a gangster named Anatoly Vorovich, tell him Jack's sorry about what went down in Hong Kong. Then run for your life!

stairs leading below. People who have been there suffer symptoms similar to radiation poisoning.

Strange lights, even blasts of energy, are purported to come out of these cauldrons. Is it some SSU experimental weapons system? The legends go much farther back than the Soviet Union. Who built them and what are they for?

VLADIVOSTOK

Located on the Golden Horn Bay not far from Russia's border with China, Vladivostok is home to the Pacific Fleet. In recent years, it has also become a destination for SSU soldiers on leave, giving rise to gambling, prostitution, and other illicit activities that would normally be condemned. But soldiers need to blow off steam, and Stalin has wisely allowed them to do so in Vladivostok. Next to Shanghai, it is the most popular destination for SSU military on leave.

Yet Stalin's indulgence has given the *Vorovskoy Mir* (see below) power over the city. They run the gambling dens, the sing-song bars, and the opium trade. Vladivostok, has become the "Whore of the North," so-called because Shanghai, its own den of iniquity, has long been known as the "Whore of the Orient."

Needless to say, this semi-open Russian city is also home to spies. Rasputin himself seems to want it that way, being able to collect intelligence and spread disinformation from home.

PEOPLE AND ORGANISATIONS

PEOPLE

GENERAL RASPUTIN CHIEF OF INTELLIGENCE

Called "the man who cannot die" by frightened agents and troops alike, Rasputin was supposed to have been assassinated in 1916 after being shot, stabbed, poisoned and drowned. The imposing 6' 4" Rasputin has a hypnotic gaze that penetrates anyone's outer facade. He has psychic abilities akin to Sigrid von Thaler's mother and ambitions that lay beyond the scope of his current position.

Always an ambitious man and master manipulator, Rasputin is biding his time while he tries to unlock the secrets of the Vrill. His loyal followers display an almost religious fervour for him, and scour the globe looking for secrets that will please their master. While fascinated with the occult, Rasputin is no magician as some peasants think him to be. He has mastered certain sciences not widely known among modern man. With the help of Vrill technology, he hopes to master even more.

Characteristics

MB 2 MD 3 PH 4 PR 3
Movement 6 Capacity 7 Initiative 5

Skills: Athletics 2, Attack: Melee 2, Awareness 3, Knowledge: the people's hero, he turned traitor, becoming something other than a normal man. Such reports were dismissed publicly, and those repeating them were tried and shot for treason.

Special Abilities: Rank 2

Special Powers: None

Equipment

Weapon	Rng	Dam	Rank	Special
TT-46	5	2	0	None



LIEUTENANT NATALYA ROERICH

The daughter of noted archaeologist and explorer Nikolai Roerich, Natalya is a trained academic. She now finds herself fighting against the Rattenkrieg in Zverograd. Prior to the war, her father was exiled to the Russian ghettos in Shanghai due to his controversial theories regarding Atlantis.

Natalya herself is extremely smart and capable, but is not dedicated to the Motherland that spurned her father. She dreams of a time when the war is over. Then, she might reunite with him in Shanghai.

Characteristics			
MB 3	MD 2	PH 1	PR 3
Movement 4	Capacity 3	Initiative 5	

Skills: Athletics 2, Attack: Melee 2, Attack: Firearms 2, Black Ops 3, Demolitions 1, Interaction 1 (Command 1), Knowledge: Atlantis 1, Knowledge: Language 2 (English, German), Knowledge: Zverograd Underground 2, Medic 0 (First Aid 1), Survival 3, Willpower 1

Special Abilities: Rank 2

Special Powers: None

Equipment				
Weapon	Rng	Dam	Rank	Special
PPSh-48	10	3	0	Rapid Fire, Ammo 4
Demolition Charge	P/T	3/3	0	Placed 1, Penetrating 2
Knife	C	1	0	None

**URSA MAJORA
(SUKHBAATAR BAYARMAA)**

Born in Outer Mongolia, Bayarmaa was little more than a young girl when found by Soviet forces during a border incursion during the Sino-Soviet War. How she came to be alone, or where she was from, remained a mystery. She spoke her name and possessed a keen intellect seemingly beyond her years. In time, she came to fill the ranks of Soviet Military Intelligence—the GRU.

Known now as Ursa Majora, Bayarmaa has undergone rigorous discipline and training to perfect the art of killing. She is an assassin and sniper unmatched in the SSU. Tasked with the most difficult of missions, there are few targets Ursa Majora cannot get to. How she accomplishes this is unknown. Perhaps she is the result of an experiment not unlike that which produced the Winter Child. That may explain the red outfit she always wears. Looking something like a flight suit strung with tubes and rigid plates, Ursa has never been seen without it. Those few who have met her in person say her eyes, from the right angle, shine like a facet of jeweller-cut VK.

Characteristics			
MB 3	MD 2	PH 2	PR 3
Movement 5	Capacity 5	Initiative 5	

Skills: Athletics 2, Attack: Melee 3, Attack: Firearms 3 (Widowmaker 2), Awareness 2 (Sight 2), Black Ops 4, Demolitions 1, Knowledge: Language 1 (German), Pilot 2, Survival 3, Willpower 2, Special Ability 3 (Sniper 3, Assassin 2, Lucky 1)

Special Abilities: Sniper 3, Assassin 2, Lucky 1

Special Powers: None

Equipment				
Weapon	Rng	Dam	Rank	Special
Widowmaker	30	2/1	0	Penetrating 2, Ammo 4
Knife	C	1	0	None

THE WHITE COUNTESS

Her real name is unknown, but intelligence believes she is a member of the Romanov family exiled in Shanghai. Other reports suggest she is in Vladivostok. Regardless of where she is, her image—a stylized caricature of a beautiful woman—represents Sacred Dawn. Citizens of major cities will go to sleep at night only to find the huge propaganda posters put up by the Politburo have been spray-painted with the White Countess' visage.

Some claim she doesn't actually exist, but is merely a figurehead, while others say she is Princess Anastasia herself. True believers wait for the Princess to return and restore the Tsars to the throne of Russia. Those who loathe communism are quick to invoke her name, but only where the ears of informers cannot hear. There is a final rumour regarding the White Countess. It has been said that Rasputin, having been so close to the royal family, spirited Anastasia away prior to her family's execution. If true, the theory continues, Rasputin himself may be in league with Sacred Dawn and plotting to overthrow Stalin. Such things are not mentioned in anything more than a whisper.

Characteristics			
MB 1	MD 4	PH 1	PR 3
3 Movement	4 Capacity	5 Initiative	

Skills: Athletics 1, Awareness 3, Black Ops 1 (Stealth 3), Medic 2 (First Aid 1), Knowledge: Language 1 (German), Survival 1, Willpower 4, Special Ability 3 (Cheat Death 1, Special Power 1), Special Power 1 (Telekinesis 3)

Special Abilities: Cheat Death 1

Special Powers: Telekinesis 3

That old flame of mine? This is her. She's here in Kansas with me. ASOCOM doesn't know what to do with either of us. In some ways, I think they trust her more than me. That's probably wise thinking. She's everything I want to be—open, hopeful, and strong in all the ways I'm not. You find yourself a woman like that and you just might forget about the war for a while in her arms.

Natalya, you know her name by now, had a friend in Shanghai who was part of this group. She and her father were forced out for his theories on Atlantis—I know it sounds ridiculous, but believe me little brother, it's not. These Sacred Dawn folks aren't exactly allies, but they hate the SSU more than anyone I know. If you need their help, I'd say you could trust them so long as they think you're fighting against Stalin.

ORGANISATIONS

SACRED DAWN

Loyalists to the old ways of the Tsars, Sacred Dawn is a political-religious organisation comprised of White Russians, who remained in hiding after the Bolshevik Revolution, as well as elements of the Orthodox Church. Due to the war, Sacred Dawn grew in numbers and strength. Stalin, via General of Intelligence Rasputin, is attempting to ferret them out, but Sacred Dawn is a lower priority than defending Zverograd and the like.

Sacred Dawn jumped at this opportunity to recruit, harass, and terrorize. Many of the White Russians (so named during the Revolution—White vs. Red) are former aristocracy. However, many of the former aristocracy fled during and after the Revolution. Many settled in Shanghai. There, in the Russian ghetto, they plot strategies that are enacted thousands of miles away.

An outlaw organisation, Sacred Dawn is an enemy of the state. They, like the Bolsheviks before them, exist in cells that work out of major cities such as Moscow and Vladivostok. Two bombings of Pacific Fleet ships in Vladivostok were blamed on Sacred Dawn. Their enigmatic leader, the White Countess, is wanted throughout the SSU.

Recent intelligence indicates that Sacred Dawn has allied with the Vorovskoy Mir.

VOROVSKOY MIR

Vorovskoy Mir, or “Thieves’ World,” dates back to the time of the Tsars. Resistance to their brutal oppression led to an organisation of thieves committed to fighting authority. Anyone inducted into the organisation had to swear they would not work or fight for the Tsars. This led, in time, to what were known as the *Suka* Wars or “Bitch Wars.”

Fought largely inside the Gulags and prisons of communist Russia, the Vorovskoy Mir had no more love for the communists than they did for the Tsars. However, when the Germans invaded the Motherland, a significant number of Vorovskoy Mir volunteered for service. Those who left were released from prison and assimilated into the military. However, those who were wounded, found Stalin's word did not hold up—they were returned to prisons and Gulags. There, an underground war between the two factions commenced. Those loyal to the original code of bowing to no Tsar or ruler fought against those who went to defend Mother Russia. The wars continue to this day inside the brutal, and often remote, Russian prison system.

A member of Vorovskoy Mir is easy to spot. They tattoo themselves with the entire history of their crimes. Their bodies tell the stories of their deeds and incarcerations. Between the so-called *Suki* and the old guard, a power war rages for control of the organisation. The combat has spilled onto the streets of Moscow, as rival gangs fight each other for control. While the Soviets do their best to hunt down these gangs, the war has prevented them from making much headway.

The Vorovskoy Mir is growing in strength and influence as the war drags on. In many locales, they have become heroes of the people, for they bring much needed supplies and food. Rationing has hit the U.S.S.R. very hard, and those who steal from the state and give to the people are often lauded.

In the SSU ranks themselves, these tensions and conflicts likewise play out. While the rigours of military service and the need to count on the man or woman in your foxhole prevent most outright battles between the old guard and the *Suki*, the Vorovskoy Mir is thick inside the Red Army. One thing is certain. Whenever this war does end, another war for control of the Soviet underground economy will occur. Those who emerge victorious may become the most powerful and feared criminal organisation in the world.

RUSSIAN MISSION SEEDS

These are but a few ideas to get the GM's mind thinking about what sort of missions players might find in Russia.

THE LOST LIBRARY

Rasputin is searching for the lost library of Ivan the Terrible, but ASOCOM has sent rangers into Moscow to find it first. You have to travel light, as you cannot afford to stand out. Hand-picked for their fluency in Russian, one of your team turns out to be working as a double agent for the Axis. But a traitor is the least of your problems once you penetrate the library and find the book you've been tasked with retrieving. It appears to be an ancient text from the Great Library of Alexandria that speaks of the son of the queen of Sheba and King David who took the Ark, in secret, to Ethiopia nearly three thousand years ago. But what does Rasputin, the Axis, or even ASOCOM care about a religious artefact that may or may not even exist? Your team must to live long enough to find out.

ALL QUIET ON THE EASTERN FRONT

For this mission, you take on the role of a SSU special operations team working behind enemy lines in Alaska. The Allies built a place called the Secret City in this frozen wasteland and you have been ordered to find it. First, you must sneak or fight your way past American lines, then find the city. When you do, it's apparently abandoned. Who would build a city in such a remote place and for what?

You're looking for evidence of what went on here, but the “evidence” may turn out to be more deadly than the return trip back through enemy lines. The experiments were failed offshoots of the Axis gorilla program, and not all of the subjects are dead.

GULAG

The plan sounded terrible, but orders were orders. During the Battle of Zverograd, you purposefully allowed yourselves to be captured. Allied prisoners of war have been recently bound for Magadan. You must survive the harsh environment, the gruelling mine work, the plots of fellow inmates, and the cruelty of the guards before you

find out what secret the mine contains. Why is it so well guarded? If you live to make it to exfiltration, the Allies might discover that the Russians have found a new deposit of VK. Perhaps they could quickly capture this less-known position and avoid more losses at Zverograd?

FRANCE

“The first virtue in a soldier is endurance of fatigue; courage is only the second virtue.”

—Napoleon Bonaparte

Like England, France is an occupied country. Unlike England, this isn't its first time. Following the Second Battle of France, the Allies were pushed all the way back to Normandy and then across the English Channel. That left France once again alone against the tide of iron the Axis marched over the abandoned Maginot Line.

Free French forces are still trapped behind enemy lines along with other Allied forces. Unlike the Miracle of Dunkirk, not everyone made it across the channel this time. This makes France a hotbed of resistance activity. Supported by trapped foreign forces and Allied intelligence, French partisans fight the same war they thought was over a mere year before.

Among them are also agents of the SSU who have reason to disrupt the Axis hold on France, as well as reason to prevent the Allies from retaking the country. That seems unlikely, though, given the situation with England. France is, for now, alone, conquered and subject to the will of the Axis bloc. But in Dakar, Senegal, Charles de Gaulle draws up plans to retake his homeland.

PLACES

France has once again been sliced into three different zones by Axis command: the Free Zone—where the Vichy Government has been re-established, the Occupied Zone—overseen by the Axis military, and the Forbidden Zone—an area off limits to all but those with the highest security clearance. What lies within the Forbidden Zone is explained, in part, below.

The Free Zone (comprising Southern France) is anything but. The Vichy regime is a puppet state of the Axis military. Run by a yet another traitor to France, the Vichy government holds legitimacy only so long as the Axis holds power. The Occupied Zone (comprising Northern France) is much more overtly oppressive, though freedom is a relative thing in all of France these days. The Forbidden Zone—which previously existed along the Atlantic Coast—now includes an area along the border with the independent nation of Spain.

PARIS

The City of Lights has gone dark. Emergency power comes through the use of generators, most controlled by

the Axis military. Citizens have to make do with what little petrol they can find. The battle for the city ravaged many *arrondissements*. Les Halles has become a black market where citizens go to supplement the meagre rations allotted them by Axis command.

The city, though, remains in much better spirits. They've been through this before. There is often a palpable sense of patriotism on the streets, though many find it misplaced. A growing movement of artists and existentialists talk about what the war means, and display their raw reactions in gallery showings. The Axis, aware of such events, infiltrates these groups rather than shutting them down. After the first occupation, the Axis has realized a certain amount of open resistance is more easily dealt with than gross and pervasive crackdowns. That said, several *arrondissements* do have a curfew. All troubled areas are cordoned off with concertina wire and checkpoints.

Cafes and brasseries are still the favoured gathering places of choice, but the spectre of the occupation hangs over them. Many bars have become Axis-only, crowded with soldiers and those opportunistic girls who hang on their arms. There are fewer of these girls this time, though, because of the reprisals suffered after the liberation of the city in 1944.

EIFFEL TOWER

This iconic landmark has been closed by the Axis. Thick cables climb like kudzu up the steel frame, culminating in an extension some believe to be a Tesla Death Ray. ASOCOM believes the addition is some sort of communications array, but do not know what frequency it's using.

Little Eiffel Tower souvenirs, once sold as kitsch, are now painted in the flag's colours—blue, white, and red—to signify defiance of Axis rule. While things are not as bad as they were under the Nazis, there are few non-Vichy Parisians who do not display one of these tiny symbols of freedom somewhere in their home.

MONT SAINT-MICHEL

Off the coast of Normandy lies Le Mont Saint-Michel, a final bastion of Free France. Connected to the mainland by a land bridge appearing at low tide, the island has been a natural fortification since ancient times. From the 8th Century, the island has been home to the monastery of St. Michel. The surrounding town represents the chaotic and sprawling streets of the feudal times in which it was built.

Mont Saint-Michel is not under Axis rule. Despite attempts to take the island, the fortifications have held (citizens also blew up the man-made bridge). The Axis has, for some unknown reason, been reluctant to simply bomb the small island into submission. They are adamant they must take the monastery intact. For a period of time, the monastery served as a prison before the monks' return—who knows what vile men were kept there? Mont Saint-Michel stands alone, trapped in the sea with few friends. Only covert Allied food drops keep those few still living there fed. Why they hang on may simply be an act of defiance, though the monks are rumoured to guard a sacred treasure.



THE FORBIDDEN ZONE

“The Forbidden Zone” formerly applied to the north coast of France where non-military personnel were not allowed. It no longer resides on the coast, but on the border between France and Spain. Strange lights are seen in the sky over the area, and there are, allegedly, guides who will take you inside. This is, of course, *verboten!*

People who claim to have gone into the Zone and returned report strange physics at work inside. Claims of teleportation, nausea, dizziness, and even time-space travel have circulated. What is going on in there is anyone’s guess. Did something crash, or is Blutkreuz conducting a massive experiment in the Zone? The whole thing might be a psychological warfare experiment or some sort of preparation for the invasion of Spain. Soldiers assigned to the Zone have, to date, never been seen elsewhere.

PEOPLE AND ORGANISATIONS

PEOPLE

GUILLAME MALEVIL

At twelve years of age, Malevil has barely known a world without war. He has only briefly lived in a free France. To him, the war is normal. Scavenging for food is normal. Eating rats, when one has to, is normal. Guillame’s parents were killed during the first Battle of France, and he has been on his own since.

Malevil is clever, resourceful, and surprisingly grown up for his age. Guillame has been all over France and is an

asset to both the Axis and the Resistance. He is careful to play both sides, knowing the winds of war change quickly. This kid does not want to be left out in the cold when the next change occurs. Secretly, he runs errands for the Order of Baphomet, though his only interest in their secrets is purely as insurance.

Guillame is smart enough to come off as a sweet boy, but his eyes betray him. He has the 1000-yard stare of a combat veteran and the pragmatism of survivor.

Characteristics

MB 4 **MD** 2 **PH** 1 **PR** 2
Movement 5 **Capacity** 3 **Initiative** 6

Skills: Athletics 3, Attack: Melee 1, Attack: Thrown 2, Black Ops 1 (Stealth 3), Interaction 3, Knowledge: Occult 1, Knowledge: Order of Baphomet 1, Survival 2, Willpower 3 (Badass 1),

Special Abilities: None

Special Powers: None

Equipment

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None

SIMONE BARBA

A member of the French Resistance, Barba holds a position as assistant curator of Musée de L’Armée (The Museum of Arms). The Museum showcases the history of war: several

uniforms, weapons, and suits of armour from throughout the ages are collected here. What is not widely known is that Blutkreuz has taken over the basement for secret operations. Barba is trying to discover what they are doing.

She is confident, beautiful, and wily. Simone survived the first occupation by keeping her ties to The Resistance secret, and she is doing so again. In order to prove her loyalty to the Axis, she has necessarily betrayed her fellows at times. Simone does so without regret. She is a cold woman, dedicated only to freeing France regardless of the cost. To her credit, she would gladly give her own life in the stead of her colleagues were it necessary.

Characteristics

MB 2 **MD 2** **PH 1** **PR 2**
Movement 3 **Capacity 3** **Initiative 4**

Skills Athletics 1, Attack: Melee 1, Awareness 2, Black Ops 1, Interaction 3, Knowledge: Blutkreuz 1, Knowledge: History 3, Knowledge: Language 3 (English, German, Latin), Knowledge: French Resistance 1, Survival 1, Willpower 2

Special Abilities: None

Special Powers: None

RAPHAEL “ODIN” GUITON

A French native, Guiton spent time in Algeria as a child. He graduated with honours from the Sorbonne and became an operative in 1940. He answers to ASOCOM but has great autonomy of his own. His intel directly contributed to the Allies learning of the Vrill.

Since then, he has served through the first occupation and now the second. His current assignment is to unify the resistance and the Allied units trapped behind enemy lines. Guiton says little. He watches you with his icy pale blue eyes until you give yourself away. He is patient, intelligent, and manipulative. When need arises, he can turn on the charisma, as one flips a light switch.

ASOCOM values him highly, but worry over their inability to account for his whereabouts in the years between 1934 and 1938. There is a missing period to Guiton’s life that only he seems to know about.

Characteristics

MB 2 **MD 3** **PH 2** **PR 3**
Movement 4 **Capacity 5** **Initiative 5**

Skills Athletics 1, Attack: Melee 2 (Knife 1), Attack: Firearms 2 (Pistols 2), Attack: Thrown 1 (Grenade 1), Awareness 1 (Hearing 2), Black Ops 3, Interaction 3, Knowledge: Espionage 3, Knowledge: Language 3 (English, German, Russian), Medic 1 (First Aid 2), Special Ability 2 (First Strike 2, Rank 3), Survival 2, Willpower 3

Special Abilities: First Strike 2, Rank 3

Special Powers: None

Special Disadvantage

Physical Limitation (Missing Eye): Guiton suffers depth perception issues. Any sight based Awareness test is penalized by a difficulty 1. In addition, any range attack made beyond base range of the weapon suffers a 1 difficulty penalty.

Equipment

Weapon	Rng	Dam	Rank	Special
.45 SMG M4	10	2	0	Rapid Fire, Ammo 4
45 Auto Colt Pistol	5	2	0	Ammo 5
Grenade	T	2/2	0	Spray
Knife	C	1	0	None

ORGANISATIONS

THE RESISTANCE

The French Resistance consists of French citizens dedicated to freeing France from occupation. Ironically, they have succeeded at this once during the war and now find themselves having to do so again. Comprised of small cells called *maquis*, the Resistance fights the Axis through guerilla warfare, underground newspapers, and intelligence gathering. They also assist Allied soldiers trapped behind enemy lines.

There is no single, overarching command structure to the Resistance. Instead, it is made up of many groups with differing goals. Communists, socialists, and even anarchists swell its ranks. Some members merely want to return to the France they once knew, while others want to revolutionize the country much as the Bolsheviks did in Russia. “Remember the Bastille,” is a cry uttered by such organisations.

This creates some trouble for Allied intelligence who would prefer The Resistance be united under a single command structure. To that end, Raphael Guiton, known by the codename Odin, is tasked with uniting the various factions. Odin is famous for an intelligence operation early in the war that first alerted the Allies to the existence of VK and Vrill technology. ASOCOM hopes he can similarly succeed here.

Odin’s job isn’t easy. The Germans have learned since the last occupation and have exposed many previous maquis. The Resistance is hunted ruthlessly by Blutkreuz spies, and their ranks are supposedly infiltrated by double agents who have been subjected to some sort of psychological brainwashing. It is a tough time for The Resistance.

Allied units that were unable to evacuate from mainland Europe are often assisted by small groups of The Resistance. Together—if they can all come together under a single plan—they may be able to help re-liberate France and then the rest of Europe.

I met Guiton once on an op during the Second Battle of France. You can trust him, even if ASOCOM doesn’t. Those missing years in his life were a lot like mine, I think. He’s a crackerjack spy and a valuable asset. If ASOCOM sends you into occupied France, look Guiton up if you get the chance. He’s got better resources for getting operatives back out of France than ASOCOM does at this point.

You have to respect these people. They've been fighting the Germans since 1940. After a brief liberation, they stepped right back into fighting mode without complaint. Most of them are civilians rather than military, but they have the discipline of our best troops. Just because some of them are even younger than you doesn't mean they're inexperienced. Whatever intel ASOCOM gives you about France, trust the Resistance's intel first.

THE ORDER OF BAPHOMET

During the Crusades, an order known as the Knights Templar (The Poor Knights of the Temple of King Solomon) was established by Cistercian monks to protect the pilgrim trail into the Holy Land. These Knights Templar have since become the source of conjecture and conspiracy theories. The Templars began with nine knights and a charter granting them use of the location where the Temple of Solomon once stood. This Temple was famous for having housed the Ark of the Covenant. The Templars quickly began excavations at the site and returned to France as rich men. The order grew, developed a sophisticated banking system and, in time, many of the great kings of Europe were in debt to the Templars.

In 1307, the Templars were arrested by order by King Philip of France. They were accused of heresy and tortured or put to death. Ostensibly, the reason for their subsequent dissolution is that King Philip owed them a great deal of money. Rumours tell a different story.

What was found on the Temple Mount in Jerusalem is unknown, but the Templars were said to worship a severed head as a symbol of their God. This head, if stories are to be believed, is actually the mummified cranium of a Vrill visitor. Whether they recovered anything else, such as the Ark, is not known. However, in the mid thirteenth century, the order split. Many knights left, taking the head with them, and established the Order of Baphomet. They dedicated themselves to the bizarre creature they believed to be an angel and pledged to protect and prepare the Earth for their return.

The Order of Baphomet is still active in France today. They had a hand in defending the Cathars from the Albigensian Crusade and may have hidden their treasure at the Cathar castle, Montségur. Himmler himself dispatched two SS officers to investigate this claim, but neither brought back proof. The Order's current goals align with none of the blocs. The Order of Baphomet worships the Vrill and wants them to return to Earth to create the Kingdom of Heaven. They have managed to acquire documents and artefacts related to this quest and are therefore hunted by all intelligence networks. They have been in hiding for over six hundred years and have become very, very good at staying out of the light.

FRENCH FOREIGN LEGION

Long the refuge of men without options, the French Foreign Legion gives the desperate a chance to start over. So the legend goes. In reality, the Légion étrangère is not made up of ne'er-do-wells alone. The original purpose utilised foreign soldiers for French Colonial aims.

The current Legion is split between the Vichy Government and that of Free France. The Free French Foreign Legion still operates several units in occupied France, but answers to Saigon or Dakar. They are being actively hunted down by the Axis. The Vichy French Foreign Legion fights alongside the Axis.

Both are highly trained and flush with hardened veterans. These are tough men—women are still not allowed—and their reputation for facing death with stalwart resolve is well known. The Legion is respected and feared by all blocs in the war.

FRENCH MISSION SEEDS

MAQUIS MASQUERADE

You are Axis spies trying to penetrate the Resistance, but not for the reason you would think. Several members of the Resistance were turned during a Blutkreuz psychological experiment. They've all been very successful, until now. One has disappeared and Blutkreuz believes his conditioning was broken. If he hasn't already spilled the beans on the project, he might soon. You have to track him down and find out what happened. If necessary, you may need to neutralize him.

But the man's trail only begins with The Resistance. They, too, do not know his whereabouts. His last known communications was confused and frenetic. One thing was clear: the double agent was heading into the Forbidden Zone. The odd part of this mission comes when the characters realize that the Axis has no more idea what's going on in The Zone than anyone else does. The soldiers are there to guard the perimeter; they never go inside. Blutkreuz orders the PCs in anyway, assuring them it is vital. Why? What does the man hope to find in The Zone? Can the PCs make it out? Guides are rumoured to exist. Maybe you had better find one of them.

THE TRAIL OF THE OTTOS

Otto Rahn did not set out to become a member of the SS, but Himmler saw to it that he did. Rahn was a German writer, medievalist, and Holy Grail researcher. Himmler, himself obsessed with the Grail, made Rahn a First Lieutenant (*Obersturmführer*) in the SS. Rahn's single mission was simple: find the Holy Grail. He tried, poring over documents and following leads, but never finding the Grail. He died, somewhat mysteriously, in 1939 in what was ruled a suicide.

Himmler did not stop looking for the Grail. During the war, he assigned Otto Skorzeny, famed German commando and hero, the task of finding the Grail. Skorzeny went looking for the Grail at Montségur, but was recalled to the front by Hitler before that the Führer's assassination. How far Skorzeny got in the Grail quest remains a mystery.

Now, in 1947, the quest is underway once more. With France one again safe in Axis hands, Blutkreuz has sent a team searching for the Grail, picking up where Rahn and Skorzeny left off, but Blutkreuz is not given to mysticism. It is an organisation devoted to Vrill science. What do they want with the Grail?

Legend most often depicts it as the cup Christ drank from at the Last Supper, but the medieval German romance, Parzival, depicts it as a stone that fell from heaven. What might that mean?

THE FALL OF MONT SAINT-MICHEL

The Axis has had enough of the free island. Plans have been launched to take Mont Saint-Michel. Troops mass along the Normandy Coast and prepare to advance at low tide. As before, there is little to no air support. The players are Allied commandos who must reach the island—nearly impossible with the Axis blockade—to find a monk named Jacopo, and bring him out alive before the Axis get to him.

What's so important about one monk and what does he have to do with a prisoner kept in the monastery during the 19th century? The characters will soon find out, as they enter the island in the midst of a pitched battle between remnant Free French forces and the Axis' best. This would be an excellent scenario to combine with a *Dust* miniatures battle. You can replay the mission, and then pause to resolve the battle. The outcome of that game will change the way this mission ends. A similar mission is offered as the adventure in the back of this volume.

THE TOWER AND TESLA

Players are either deep cover French spies or inserted into Paris from outside. In either scenario, they must obtain as much intel on the Eiffel Tower Project as possible. ASOCOM is desperate to know if it relates to the device atop Big Ben. If it does, how? French agents have already disappeared trying to unlock the tower's secrets. Will the PCs suffer the same fate?

AMERICA

The Americans can always be trusted to do the right thing, once all other possibilities have been exhausted.

—Winston Churchill

ON THE HOMEFRONT

America is the largest player in the war that is, simultaneously, least affected by the ravages of said war. On the homefront, the SSU recently landed troops in Florida and Alaska, but both invasions have been stopped in their tracks. While the threat is very real, America itself is relatively free of worry. At least for now. An all-out invasion of the continental United States is beyond the capacity of the Axis or the SSU at this time. While Americans fret over the possibility of the SSU invasion breaking through, they also carry on with one of the highest standards of living in any bloc.

Average Americans do make sacrifices, but they pale in comparison to the sacrifices made in blood and treasure throughout the rest of the world. While American children stomp flat tin cans for metal drives, Czechoslovakian children lick the tins of those same containers for any stray calorie they can find. Blackout curtains hang in every household, but thus far no bombers have made it to American shores.

Life in America has changed, but it hasn't changed to the degree seen in Britain or the SSU. Americans have

food. They have reliable and safe shelter. They have access to medicine and doctors. Even during the war, films are made. Audiences flock to theatres. You may have trouble buying a new car because the steel or the factory has been repurposed to make walkers—but you can take your date to a nice restaurant and see what Gary Cooper and Humphrey Bogart are up to on the silver screen.

AMERICAN LIFE AND CULTURE

America retains the greatest popular culture on Earth during the war. England finds itself occupied up to Hadrian's Wall. The SSU was ravaged by the German and the Japanese. Germany herself has been bombed again and again by the Allies. In America, none of this has occurred. Even while her shores are invaded, the vast majority of Americans remain safe.

Natural American optimism is beginning to wane, however. The war's length, and the invasion of America herself, causes many to stop and think, some for the first time, that the Allies could actually lose this war. Not since Pearl Harbor has American morale been at such a low. Still, propaganda in the form of films, radio programs, and fireside chats by the President, all conspire to lift the American spirit.

The Depression is over. While Americans must ration certain luxury items, they have their necessities in abundance. Very few lack a job. The war has boosted the American economy and created a brand new industry. Ford and Packard now make tanks, walkers, and planes. Many folks have a second job as an air raid warden, scrap drive organizer, or the like. Those who cannot fight, pitch in at home. The war is the effort of the entire country, not just the soldiers on the front lines.

It is that very economy which could save the Allies. Finding themselves on the run in England and Europe, no other bloc has the cash flow that the Allies have—primarily because of America. Further, no other bloc has the factories and manpower of America. In the SSU, many factories have been bombed to dust and millions of viable workers killed. In Germany, Allied raids constantly force the need to rebuild weapons plants and both blocs fight over the valuable oil in the Soviet Union.

Not so in America. The country has plenty of oil—though some is threatened in Alaska—and a robust economy. For the first time in over a decade the average American has cash to spare. With the Depression lifted, the American economy grows quickly on the back of the war effort. It is little wonder the SSU attempts to damage the Allies' most valuable player.

Stalin's gambit may or may not succeed on the ground, but it is a huge propaganda victory for the SSU. Until 1947, the U.S. saw the war moving in their favour, whether or not this was the case. The invasion has made this an impossible attitude to have without examination. The SSU threat may be nascent, but it is very real. Even the President and the propaganda wing of the military were forced to address the event. Newsreels draw crowds to the

Most of this part of the primer is directed at Allied recruits from outside the United States. I haven't been back home in years until now. Yeah, Edward. I know I wasn't there for dad's funeral. You're swearing under your breath as you read this, aren't you? Look, he and I never got along anyway. There's nothing I can do about it now.

I've read the papers from home when I've had the chance. Is this really what it's come to? I thought when Truman desegregated the army things might be turning around, I guess I was wrong. I know the Russians. They certainly would love to have this kind of influence on America, but there's no way capitalists are going to give up their wealth to share it with everyone else. They're mostly chasing straw men. I'm sure dad would have been right there with them waving Old Glory. That was a cheap shot. Sorry, Edward.

cinema almost as much as the stars on the silver screen do. Folks want to see what's happening on the battlefield. They want to see the marines push back the dreaded Red Tide. They want to see "our boys" give it to Stalin and Tojo of Dönitz. They want to see blood.

XENOPHOBIA IN AMERICA

For a country founded by revolutionaries and bolstered by a continuing flood of immigrants looking for a better life, America has become quite xenophobic.

This change in attitude really began after Pearl Harbor—though some would argue it's been there all along—when Japanese citizens were interned in prison camps within American borders. With the "Red Tide," it has only gotten worse. Congress speaks about holding hearings looking for communists and the "red menace" is very real all around Small Town U.S.A. and Big City America alike.

Your neighbor may have once contributed to a seemingly socialist-minded cause. Your cousin might be an artist in New York's Soho neighborhood living a "Bohemian" lifestyle. While Americans feel confident they can spot a German agent or a Japanese spy, they are not nearly so confident about spotting an ideology.

The result of this communist paranoia has reinvigorated hate and distrust for outsiders. German citizens are starting to feel the same pressure as the Japanese though, as the Germans have not invaded, this is lessened. Japanese citizens are all but ostracized by most Americans if they are not currently in one of the camps such as Manzanar. Beatings of foreign nationals are rare, but not unheard of. There are great many young men who were 4F for the draft, and take their inability to fight out on those who cannot defend themselves.

All the while, Germans, Italians, and Japanese serve proudly in the United States military. One Japanese-only unit is currently the most decorated unit in the American Army. Overseas, men bond together under fire. At home, they often look upon one another with suspicion.

Curiously, this has eased race relations in America. With Truman's desegregation of the Army and the appearance of a host of foreign enemies, many Americans have abandoned their bigotry in favour of pulling together. One can only hope this lasts past the war, should the war ever end. Most facilities have been desegregated. Only in the South does one see a "Whites Only" sign and, even there, many of those have been replaced by "Americans Only" signs.

Xenophobia has untied some and divided others. While Congress considers investigations into communist plants and sympathizers other, even more draconian laws, are called for by those on the political extremes. Many Americans wonder if, even if the Allies win the war, America will have lost some of its freedom.

COMING HOME

Not everyone is at war. While most of the young people in America are in one branch of service or another, many have rotated back to America due to wounds—both physical and psychological. America is entering its sixth year of war. By 1947, in our world, this war was more than a year behind us. The length and increasing brutality of the war takes its toll on those who return.

While the veteran population is nothing compared to what it could become at war's end, a great number of wounded vets haunt the streets, bars, pool halls, and homes of an America they no longer know. Coming home is hard. What they did "over there" is rarely spoken of. What could they possibly say to those who weren't there themselves?

That is why many veteran organisations have cropped up. Few are official, rather coming in the form of loose clubs, some center on cars and motorcycles. Vets can talk to other vets or, sometimes more importantly, they don't have to talk at all. Another vet doesn't ask what it was like. They don't need to know what you did. This would be a side note were it not for the ideologies finding root in these organisations.

Broadly speaking, veteran clubs advocate either for or against the war. While the nuances between clubs are lost in this description, it is more true than not. There are those vets who want America to change tactics, or implement more and more horrific attacks, while there are yet others who want the United States to pull out of the war almost entirely. The debate between isolationism and participation rages again among some vets. This is mostly due to the three blocs fighting each other. Many vets feel America either needs to ally with another bloc or take care of its own.

With the Nazis gone, there is a movement toward making a separate peace with the Axis. Europe and England seem all but lost, and communist paranoia infects vets as well. This combines to spur some veterans clubs toward an active call for such an alliance. At the same time, there are those who believe only America can win this war, and it is time for their country to firebomb every city it can, restart the Manhattan Project, and level entire enemy cities in flashes of VK-laced light.

The two factions, those who want America to pull back and defend her shores, and those who want the country to continue on, are constantly at odds. Fights break out where they come together, often vicious and very violent. All this paints a strange picture of the veterans returning home. That is not the intent. These are a small portion of vets. Most just come home and try to return to some semblance of a normal life. They want America to win the war and to do it soon. The vast majority of veterans have no political agenda and merely want America to return to the way it was before the war.

HOLLYWOOD AND PROPAGANDA

In 1947, America has the only large, functioning film and entertainment industry left. Germany comes in second, though theirs is much smaller and does not have the international appeal that American media has. The Japanese, for example, enjoy German cinema much less than the Brits enjoy American cowboy movies. John Wayne is a name known through much of the world, while Max Schreck is not.

All of this entertainment is heavily influenced by the war. While there remain films and radio programs that have nothing to do with the global conflict, more and more reflect it in their scripts. Famous actors tour the country driving demand for war bonds while some even serve. A new breed of celebrity has emerged over the last few years—the soldier-celebrity. Joe Brown, Rosie Donovan, and a host of others are as famous as Lana Turner and Clark Gable. These soldier-celebrities still fight, but have become icons in the States.

These men and women serve as point of view “characters” by which the public experiences the war. Comic books, radio shows, and newsreels keep the public glued to every update released about these heroes. When Joe Brown fights, America is right there with him. When Rosie pilots a walker across Zverograd, Americans have newsreel footage to let them know. Children read about Superman but, on the same wire spinner rack, they also pick up *Sgt. Stone and his Banshee Commandos*, or the *Adventures of Ace Pilot Maxwell*.

All this would be fairly innocuous were it not for a plied undercurrent shot through much of this media. While glorifying war is nothing new, this propaganda is preparing America’s youth for a very, very long war indeed. Few catch on, or want to acknowledge it, but the comics, the matinees, the thrilling radio programs, and the toys all point to the future of the war in some subtle way. They suggest kids pick up a toy gun and play because, really, they may very well have to pick up a real one and fight in ten years.

ANTI-COMMUNIST PROPAGANDA

Since the invasion by the SSU, the amount of anti-communist propaganda has tripled. From kids to old folks, the American entertainment, and the Octagon PR wing, all encourage citizens to be on the watch for suspicious neighbours, strange activity or, ironically, subliminal messages in their media. Posters are posted by locals, and radio spots are paid for by the military. An entire movement of neo-militia—harkening back to the Revolutionary War—prepare for a Soviet incursion deeper into U.S. territory. This, too, is supported by the military.

With most able-bodied young men (and many women) overseas, ASOCOM decided armed partisans might become necessary. Further, while the propaganda spreads paranoia, it has uncovered SSU agents in the U.S. With everyone on the lookout for the red menace, ASOCOM

has been able to turn the American public into a huge, if not very reliable, intelligence network.

The problem is the paranoia may soon get out of hand. America has two major enemies and has been at war for a long time. The public was ripe for a new enemy here at home to point the finger at, and the media, backed by the military, has given them one.

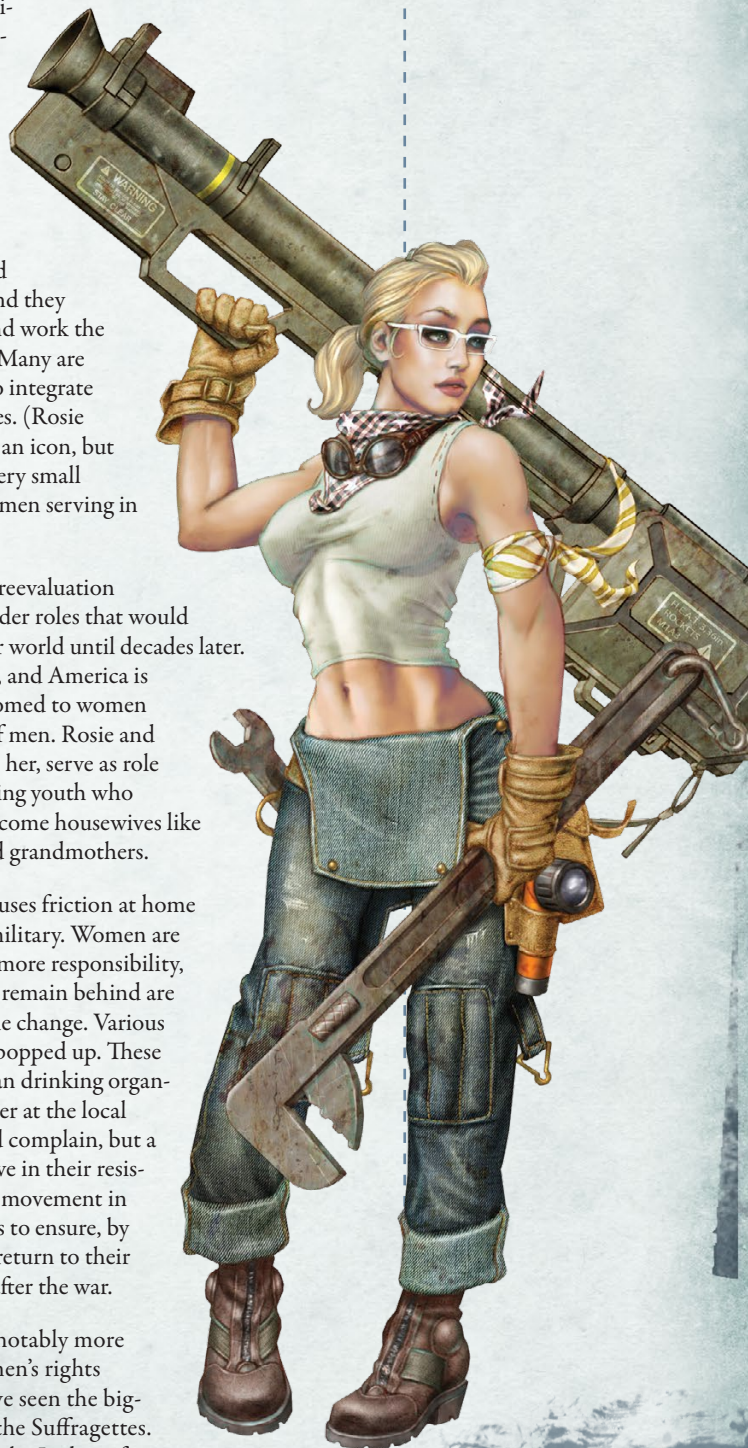
GENDER IN AMERICA

With most young men serving in the military, women naturally stepped up to assume a greater role in the American economy. They work the factories, they are employed by ASOCOM, and they operate oil rigs and work the lumber industry. Many are even beginning to integrate into the front lines. (Rosie Donovan may be an icon, but she represents a very small proportion of women serving in combat roles.)

This has forced a reevaluation of traditional gender roles that would not be seen in our world until decades later. The war drags on, and America is becoming accustomed to women doing the work of men. Rosie and other women like her, serve as role models to a growing youth who aren’t going to become housewives like their mothers and grandmothers.

Of course, this causes friction at home as well as in the military. Women are shouldering ever more responsibility, but the men who remain behind are not all keen on the change. Various men’s clubs have popped up. These are little more than drinking organisations who gather at the local watering hole and complain, but a few are more active in their resistance. A political movement in Washington seeks to ensure, by law, that women return to their traditional roles after the war.

Conversely, and notably more successfully, women’s rights organisations have seen the biggest boom since the Suffragettes. One such group, the Ladies of





Liberty, promotes equal pay for factory-working women as their male counterparts. They also argue for more women in combat roles. Already, the SSU and Axis have embraced the inevitability of women on the front lines. America drags behind, but the course is inevitable. Women in some private companies have even gone on strike, quickly labeled as “firebrands” and even “traitors.” To date, no strike has taken place in an industry essential to the war effort. Women, too, are patriots first in these trying times.

ORGANISATIONS

While ASOCOM and the United States Marines are well known throughout the world, several other groups are native to U.S. soil. These are outlined below.

THE BOY SCOUTS OF AMERICA (BSA)

This 37 year old organisation was part of an international scouting movement which swept the world in 1910. Young boys are taught manners, traditions of being helpful, and wilderness survival skills. Many a young man has grown up in the Boy Scouts, and the organisation is extremely popular in the United States.

Since the war, the organisation has become more than first envisioned. While the Scouts have always been helpful and active members of the community, they have since become a real part of the war effort. They run massive scrap drives, they help move war bonds, and they assist in the local community where the shortage of young men has left many elderly or young folks with one less person to look after them. While many women are also overseas, or running the factories powering the war machine, the Scouts step in and take on responsibilities normally reserved for adults.

Scouts are found all over America's streets: they clean, they form neighbourhood watches, they collect care packages to send to the troops and, in the last three years, they earn new Merit Badges aimed at war. The organisation has always had a uniform and a pseudo-military hierarchy, but never so much as now. The Boy Scouts of America are preparing to be the next generation of American combat troops. While this isn't as overt as in the SSU or Germany, it is happening all the same. This is but one in a series of cues indicating those in power believe the war will continue for a long time to come.

HELL'S ANGELS

The most famous motorcycle club of all, the Hell's Angels was founded about a year ago by vets coming back from the war. Overseas, these men (and women) became accustomed to riding motorcycles and got to like it. As a group, they are a disaffected lot. America has changed, but they have changed more. These are vets who cannot reintegrate into society at this point. They tend toward being rebellious and, sometimes, violent. The Department of War lists them as a gang and Hoover and the FBI are keeping their eyes on them.

That's because the Hell's Angels are quickly evolving into a criminal organisation. Not content to merely “raise hell,” the Hell's Angels have taken to dealing in arms, gambling, smuggling, and even drug peddling. The FBI and local police forces do what they can but, given the war, there are often other priorities. This is a fecund environment for new criminal organisations to grow, and the Hell's Angels are one of them. What worries the military is that the gang is comprised almost entirely of trained veterans, many of whom have seen intense combat. They do not like authority, and they could pose a threat if they grow too big. Historical Note: The real Hell's Angels didn't form until 1948. In the alternate world of *Dust Adventures*, they formed earlier.

THE FEDERAL BUREAU OF INVESTIGATION

The Federal Bureau of Investigation, better known as the F.B.I., is America's foremost federal police and domestic intelligence agency. The F.B.I. is run by J. Edgar Hoover, a man with enormous power. Hoover's men, as the Bureau is sometimes known, are on the tip of the spear that is domestic intelligence.

To understand the F.B.I., one has to understand Hoover. His power is immense and his belief in his own ideas, and American ideals, even more so. He is not above blackmail, extortion or other otherwise illegal tactics to preserve the American way of life. He is also in direct competition with many other power brokers in the American government, or at least he sees himself that way. He is suspicious of Howard Hughes and Majestic 12 and, while ASOCOM keeps their eye on Hughes, Hoover goes much further.

Hoover is also one of the major proponents of the anti-communist movement. He detests communists, and everything they stand for. He also hates the Axis, but does not believe they pose the same ideological threat to America. Even so, he roots out Axis agents with relish.

The increase in criminal organisations at this time is partially due to Hoover's focus on enemies of the state. The Hell's Angels, the Mafia, and various smaller operations stepped in when the F.B.I.'s attention moved away from them. Hoover is no fool, though, and has all of these organisations infiltrated by his own men. In fact, even ASOCOM has “moles” that report to Hoover first. He is convinced the SSU have found a way into the highest levels of ASOCOM intelligence.

The typical American has a comparatively ideal view of the F.B.I. The Bureau are heroes, defending the country from foreign agents and the Mob. In reality, the Mob and the F.B.I. have started to work together.

THE MOB

The American Mafia, or “the Mob,” has its origins with Italian immigrants. Early in the war, the F.B.I., and other U.S. intelligence agencies contacted the Mob and formed a “temporary” alliance. The goal was to help scout the invasion of Italy and the gangsters, with their roots and power,

When I served in Italy, the Mob was invaluable. Hell, I'd trust them sooner than I'd trust Hoover but, as you pointed out the last time we spoke, I have no respect for authority. If they send you on an op in Italy, check the intel ASOCOM provides against what the Cosa Nostra has to say. They're on the ground and have deep, deep connections in the fascist regime.

were able to do just that. Moreover, many of the Mob saw themselves as America's first, and were glad to assist.

The relationship has unexpectedly continued not just in Italy but elsewhere. The Mob has ties to other criminal organisations around the globe as well as domestic undesirables. More than one Axis and SSU agent have been exposed by the Mob. These agents often find their way into the underground where the Mob is, sometimes, waiting to expose them.

Their ties to Chinese tongs have proven useful in the Pacific Theater as well. The Mob also has links to the Vorovskoy Mir in Russia. It's said the quick response to the SSU invasion might have been assisted by a tip from that criminal enterprise.

What the Mob demands in return is to be left alone. The war is good for business. Traditional rackets are more popular than ever, and the Mob is making a fortune. They throw rats and the like to Hoover so he still appears to be cracking down hard on organized crime. The reality is the war comes first. Hoover and the Mob will have it out after the war. For now, they are unlikely allies.

The Mob is the top dog in the American underworld. If you are on the run, looking for a rival agent, or trying to find domestic intel, the Mob should definitely be on your list of leads. Just don't cross them, or you'll find yourself wearing a cement overcoat.

THE NEW MINUTEMEN

Like their namesake in the Revolutionary War, the New Minutemen are prepared to defend America from her enemies. Unlike the classic Minutemen, their enemy is not the British, but the Axis and SSU. Their ranks have recently swelled since the SSU invasions of Florida and Alaska. These armed partisans drill, spend one or two weekends a month living in the wild, and bear arms. Some speculate that these arms, many of them military, are "leaked" to the Minutemen via the Mob. Minutemen are comprised of the old, the disabled, and disaffected veterans.

The Minutemen are also a haven for racists, bigots, and ex-cons. This group is not all well-intentioned patriots, but people who often have a chip on their shoulder. ASOCOM no doubt sees them as such but, as with many things in war, they are the lesser of two potential evils. The Minutemen's leader, Randall Graf, is allegedly a former member of the Ku Klux Klan. His foul ideology has more in common with German National Socialism than American democracy. ASOCOM inadvertently created a growing threat who, like their forbears, speaks quietly of revolutions. What better time to foment rebellion, then when most of the military is overseas?

THE FREEMASONS

A venerable organisation whose origins are clouded in rumor and supposition, the Freemasons may be no more than a fraternal order—albeit a very large one—of like-minded gentlemen with good intentions. That is, according to Occam's razor, the most likely explanation.

But the rumours do not go away—the Freemasons founded America as a secret project, they are the modern continuation of the Knights Templar, they plot to overthrow the American government, they are part of the Bavarian Illuminati with ties to Germany... The spurious assertions go on and on.

In reality, the rumours must have some basis in truth. Many of the Americans founding fathers were Freemasons (including George Washington, himself). In the *Dust* Universe, they are a powerful organisation that works largely behind the scenes. Current congressmen, cabinet members, and former President, FDR, are all Masons. Their goals are unclear, but there is an organisation within the organisation which certainly has one. Howard Hughes is convinced the Freemasons plot against him and Majestic 12. Hoover, likewise, sees them as threat but has yet to expose any high-ranking members. Meanwhile, with the eye of the country elsewhere, the Freemasons continue to assume more and more power. Their aims may be pure, or they may be horribly corrupt. ASOCOM is said to have reason to believe the organisation knows more about the Vrill than even the Axis. This is highly unlikely.

AMERICAN MISSION SEEDS

American war front adventure seeds are covered elsewhere. These seeds are specifically for domestic adventures that do not directly involve the front lines. This is not to say the danger is any less, only that it is more subtle. America, like every country in the world, is home to clandestine operations and espionage.

ROSWELL

This adventure takes place sometime after July, 1947. A "flying disc" allegedly crashed at Roswell at that time and wreckage was reported found on the ranch of one William Brazel. The first military intelligence officer on scene was Jesse Marcel of the 509th Bomb Group. That unit dropped the first, and to date only, atomic weapon on Ceylon. The Army Air Corps at Roswell is tied closely with Majestic 12.

Following the "crash," base personnel contacted the Octagon with reports of a crashed "flying disc, possibly of Vrill origin." Almost immediately afterward, the base retracted that claim and told the Octagon that what crashed was a secret spy balloon under Project Mogul. At first, ASOCOM bought this story, but it was only 12 hours later that intel officers began to doubt it.

Since the termination of several contracts with Howard Hughes, he and Majestic 12 have had an increasingly antagonistic relationship with ASOCOM. Since Hughes' hand-picked men serve at Roswell, where they often test experimental craft, ASOCOM is concerned that Hughes may have found the wreckage and taken it to an undisclosed location.

The team is tasked with infiltrating Majestic 12, or Roswell itself. Fake documents are provided, but Hughes and his organisation are a paranoid lot. Does Hughes have

the craft and, if so, is it of Vrill origin? Or has something else happened? Has an experimental craft he doesn't want ASOCOM knowing about been the cause of all this? Something crashed, and ASOCOM intercepted Majestic 12 chatter suggesting it was neither Vrill in origin nor of this Earth. What could it be?

TINSEL TOWN

Hollywood is a bright spot on the American psyche during the war. While they pump out a number of heroic war films, they also produce a great number of escapist features. One of the most popular is a science fiction serial known as *Golden Flux*. Featuring female heroine Goldie Flux, the serial follows her adventures throughout the solar system as she fights a strange alien species that has invaded Earth. In the serial's imagined future, America and the Allies won the war, and a one world government oversees an enlightened, democratic world.

Goldie is played by actress Esther Thomas, a popular film star and former war hero. She is adored by fans and has access to the elite of both the industry and government. She is also an Axis mole. Captured by the Japanese in 1945, Thomas was subjected to Japanese experiments at a place called Unit 731. There, her mind was "washed" via a series of VK mutated viruses which softened her will and left her open to suggestion. Thomas doesn't even know she's an active spy for the Axis. Her memory of the experiments were erased and replaced by a fanciful narrative of her escape.

The Axis wants Howard Hughes. He has a history with Hollywood and is romantically linked to Esther Thomas. The Axis plan to use Goldie to trap Hughes and get him out of Los Angeles by U-boat. ASOCOM intercepted a fragment of communication between Axis and an agent in L.A. known only as "Br'er Rabbit." They have no idea who it is, only that the agent's target is a powerful American.

The team must go to Tinsel Town and root out the truth. Using tabloid rag reporters for intel, they discover Hughes is the target but that there is also a tong in Chinatown that wants to nab him and sell him to the Chinese communists. Hughes is having a big premiere for a new movie and his best girl, Goldie, is showing up on his arm. Can the team uncover Goldie's secret before Hughes is abducted? What's more, an agent deep inside ASOCOM wants to use the team's mission as cover for assassinating Hughes. He is no longer trusted and, being killed by foreign agents, is among the best cover stories they could hope for in taking him out.

THE VAULT

Notorious gangster Al Capone once all but ran Chicago. In that time, he accrued millions of dollars. Much of that was confiscated by the government but millions more went unaccounted for. Legend says he had a secret vault somewhere in or near the city. An old soldier of Capone's just made a deathbed confession to his wife about where the loot was stored. She put it on a map but, in trying to make her way across Wabash Avenue, was struck and killed by an unknown black Chevrolet.

The map was not found on her body, but she told a close friend about it. The Mob wants that loot. The Chicago Outfit believes it belongs to them. The wife's friend is also a friend of a member of the team. They are either home on a much needed leave or they are adventurers with no permanent ties to the military. She contacts that PC and tells her story. The PCs happen to be not far from Chicago, possibly in the Midwest already at the Octagon.

The contact wants to meet at Capone's old bar, The Green Mill. She's coming alone, or at least she thinks she is. For some reason, the Axis is interested in the loot too. Surely they don't need a few million hidden by an American gangster?



CHAPTER 10: THE THREE BLOCS

THE ALLIES

1947 is a hard year for the Allies. All the advances they made in previous years have turned against them. They have been stopped in Italy. North Africa is once again in contention and, perhaps most demoralizing, they have been pushed out of France altogether. But the greatest of these defeats is in the loss of half the U.K. The seemingly unstoppable Axis war machine has reached Hadrian's Wall, and there are few analysts who do not think the rest of the country will soon fall.

America has become the great industrial juggernaut for the Allied effort. With England's own industrial heart now occupied by the Axis, only America stands to produce the machines needed for war. Yet America herself has been invaded by the SSU. For the first time since the war of 1812, American sovereignty is threatened, prompting a reconsideration of how the country allots its assets. While England hangs in the balance, America defends itself from SSU incursions in the Florida Everglades and the frozen north of Alaska.

France, briefly free, has once again fallen under the Knight's Cross. Only Free France, based out of Saigon and Dakar, offers hope for the Allied war effort. The resistance, brave as it may be, is tired, cut off and supported only by what resources the Allies can now spare.

A dark time for the forces of liberty and freedom, top Allied commanders are beginning to consider the very real possibility that they might lose this war.

OPERATIONS

The Allies need a major victory and soon. While the rescue of England is seemingly top priority, many Americans are calling for the security of the U.S. to come first. Compounding this split, Allied Command is in desperate need of VK. VK is life to all three blocs' war efforts, and the side controlling the majority of VK deposits is likely to win the war. The Allies have secured facilities in Antarctica but have been unable to secure Zverograd. Any

hint of VK is sought with fervour. Agents run across the globe ferreting out the truth behind supposed VK discoveries as well as looking for Vrill technology.

Even so, the Allies run behind the Axis when it comes to technological prowess. Germany was the first to discover the Vrill and implement their technology. While their lead has lessened by 1947, it is still considerable. The Allies, for their part, have the unrivalled industrial giant of America to help make up for this. While Axis walkers possess the advanced edge, they cannot be made in sheer numbers like the output from America. This may prove to be the Allies' trump card, as the war plunges into its ninth year this winter.

For the last six months, the Allies have fought a largely defensive war. Territory taken has been retaken by their enemies, and the entry of the SSU into the American homeland has shaken the total commitment that nation had to Europe. A truly global war, individual member states of the Allies are feeling the strain of clear and present dangers at home. The last founded, the Allies could be the first bloc to fall apart if something drastic isn't done soon.

WHERE WE FIGHT

The Allies operate on every continent. In this all-encompassing global war, no faction can afford otherwise. Thus, Allied forces fight in the jungles of the Philippines, the heart of Russia, across mainland Europe, and inside their own territory.

Major hot spots are numerous, with particular focus warranted on a select few. The heart of the war has shifted from mainland Europe to England and North Africa. There is little left of the great cities of Europe, and the war has moved on, consuming areas which, to date, have been comparably spared major destruction. North Africa, long believing the war had moved past them, now finds the next great conflict on their doorstep. The Axis' return to the African and Middle Eastern theatres of war has necessitated a response from the other nations, and all three



When I was in ASOCOM, I had a handler named Strafe. He sold me and my team out behind German lines as a matter of expediency. You ever meet him, kick him in his teeny little balls for me. Sorry, that's not my point here. Signing up for ASOCOM means you could become expendable. We don't officially exist as operatives. They often leave you high and dry, and when they do, get your ass to a Neutral City. Jarvis Hancock, who is a weasel and coward, has connections in Istanbul. You can trust him if you pay him, but not much beyond that. Even so, that's far away a better deal than you'd get from most dodgy fixers. Get to an NNO nation. ASOCOM will have more trouble getting at you there. I'm not saying they've ever killed one of their own, but I wouldn't put money on them having NOT done so. The spy game is all kinds of unfair.

NNO

In response to the war spreading over every corner of the earth, a handful of nations decided to remain neutral. In 1946, those nations formed an alliance in an attempt to preserve that neutrality. The NNO—Neutral Nations Organisation—signed its charter in Bangkok, Thailand. Currently, Turkey, Thailand, Portugal, Spain, and Argentina are signatories.

In each of these nations, the war is supposed to stop at the border. In reality, this rarely happens. While troops are not allowed inside these countries, except on leave, there is little the NNO can do to prevent their great cities from becoming nests of spies. On the streets and in the crowded bars of Milan, Istanbul, and Bangkok, plots are discussed and enacted. Large amounts of intel and secrets flow through these neutral choke points.

The Neutral Nations themselves advocate neutrality and have so signed and pledged, but this too is not always the case. Already, accusations against Spain have been made. Franco is allegedly taking meetings with the Axis in secret. What might they be planning? The NNO signifies one thing: in total war, no one can remain truly neutral.

I've knocked ASOCOM around in my notes, Edward, but some of the finest people I've had the honour of serving with work for ASOCOM. It's a red tape organisation like any intelligence network, but the people are astounding. If we have a chance in hell of winning this war, it'll be because of ASOCOM. Don't tell them I said so. I wouldn't want to give the brass the satisfaction.

I had a run-in with Majestic 12 at the base outside Roswell. Hughes has stealth aircraft I'd never even heard whispers about. I know there was a contract dispute but, I'm telling you, there's a clandestine war happening between Majestic and ASOCOM, and it's all about technology. Majestic might come off as having purely capitalist motives, but don't believe that, Hughes has an agenda all his own. And he's in charge, no matter what people say. They say that accident of his made him crazy and, maybe it did, but he's onto something big. I'd say more, but it's probably better you don't know, little brother.

blocs fight for the resources to be had there. Whether they fight for VK deposits or something else is unclear. Among the rank and file, gossip says there is another kind of alien energy in the Middle East, but no one seems to know what it might be.

In Alaska and Florida, the Allies attempt to halt the SSU incursion into America. In England, the Axis conducted a walker-assisted Blitzkrieg that drove the Allies all the way back to Hadrian's Wall. France has been retaken altogether, and the few scant forces who were unable, or unwilling, to evacuate, remain trapped behind enemy lines.

In Zverograd, the Allies tangle with the Axis and the SSU for the deposits of VK they believe lurk under the city. Yet such deposits will not be enough to continue powering this prolonged war. More energy must be found. North Africa is the target of that next acquisition. VK is the very lifeblood of the war effort as it powers these terrible machines of death. If the war continues on apace, no corner of the globe will remain untouched by its tempestuous fury.

For some significant Axis forces and their locations, see the table below.

ORGANISATIONS

The Allies fall under the direct command of President Truman. Individual member nations retain great autonomy but, in light of recent events, America has all but become the only leader within the bloc. American equipment, troops, and intelligence power the Allied war in 1947, while French and English efforts have shifted to freeing their territory from occupation. This causes no small amount of tension in the bloc, as America has thrown its weight around to get what it wants despite protest from other nations. The U.K., in particular, is

Allied Order of Battle

The following units are known to be deployed in these areas of conflict. Given the shifting nature of the war, this is merely an estimate of current locales. As always, comrade, this information must be guarded with your life.

Name	Estimated Current Location
1 st Allied Asian Legion	Nepal/Tibet (DT Cerebrus, p. 5)
3 rd Para Brigade	Europe
4 th French Foreign Legion Infantry Regiment	Nepal/Tibet
9 th Allied Air Force	Zverograd
2 nd Provisional Allied Division	Zverograd
2 nd Marine Division	Florida
3 rd Marine Division	Alaska
4 th Marine Division	Zverograd
4 th Marine Division RCT Tony, RCT Clyde, and RCT Jay	North Africa
8 th Ranger Battalion "Brown's Roughnecks"	Zverograd
3 rd Cavalry Division	Zverograd
13e DBLE (Demi-Brigade de Légion Étrangère, 13th Demi-Brigade of the Foreign Legion')	North Africa
2 nd Armoured Brigade (British)	North Africa

rumoured to be considering a withdrawal from the bloc if America does not immediately make the rescue of England top priority.

While England and France beseech America to alter the order of battle in favour of their national demands, America is convinced that VK is the ultimate key to victory. Still, plans are being made, deep within The Octagon, for a massive counter-attack against the Axis with England as the chief prize. The war, once turning in the Allies' favour, has turned against them. They believe they have a small window to reclaim the momentum needed to change the tide of this conflict.

ASOCOM

Allied Special Operation Command controls the elite core of the Allied Army—the Rangers. These forces have turned defeat into victory time and again with the assistance of the Red Devils from the U.K. and other elite forces from around the world. An Allied organisation, ASOCOM now finds itself fraught with the same fractures that plague the rest of the bloc. Britain demands special operations resources to liberate the south of England, while France demands the same for itself. With massively charismatic and powerful men such as Truman, De Gaulle, and Churchill at the helm, ASOCOM finds itself torn by the wishes of these local masters. Being an American organisation first and foremost, ASOCOM almost always defaults to the American side. This, however, is not always the case.

ASOCOM has always maintained the right of individual members to sign-off on missions assigned, and this egalitarian structure is now causing stress for them. The Red Devils are being employed in England without ASOCOM approval, as is the French Foreign Legion in France. Some in ASOCOM have gone so far as to blame

this lack of united purpose for recent gains the other blocs have made against them. This is only partially true. For more on ASOCOM, see below.

MAJESTIC 12

If there is one mistake the Allies made—with relative ignorance of its future consequences—it was cancelling their contract with Howard Hughes. Hughes, following a crash with a test rocket plane, was unable to deliver the technological supremacy in the air he'd promised. The Allies cut their contract short with Hughes and moved on. Howard Hughes, a man with immense intelligence, talent, and an ego that's concomitant with those traits, did not forget.

Whether he founded, or merely began to fund, Majestic 12 is academic at this point. Hughes is in charge. Ostensibly an industrial capital affair, Majestic 12 seeks to uncover, and reverse engineer, Vrill tech before the Allies themselves can. However, under Hughes' increasingly erratic behaviour, he has changed the intent of the organisation from one of business competitor to the Allies, to that of espionage and would-be state unto itself.

Majestic 12 continues to work with the Allies but, working in secret, funds its own research and expeditions to find VK and Vrill tech. One such operation, possibly by chance, may have stumbled onto the greatest scientific discovery since Kvasir was dug out of the Antarctic ice. In July of 1947, another alien craft crashed to earth, this time in the mainland United States near the 509th Bomber Group in Roswell, New Mexico. No one outside Hughes and his closest confederates knows exactly what kind of craft was retrieved, but Allied intelligence suggests it was not of Vrill manufacture. A second species may be at work in concert with, or against, the Vrill. Thus far, all attempts to penetrate Majestic 12's near paranoid levels of security have failed. The Allies are desperate to find out what secrets Hughes found at Roswell.

Hughes, for his part, remains silent and aloof. Those who know him best say his ambitions have shifted from merely helping America win the war to something grander, and more dire, indeed.

ESPIONAGE AND SPECIAL OPERATIONS

While the war that citizens most often read about in papers covers large scale battles, the actions of elite and covert operators are fighting a secret war that John Q. Public will never know about. These clandestine missions involve sabotage, recon, assassination, and recovery of enemy technology. These elite troopers and agents will go anywhere, and to any lengths, to protect the Allied cause. Current operation details are disclosed below. Specifics have been omitted as a matter of security.

RANGERS

The most famous of the Allied special operations arsenal, the Rangers "lead the way." They are often first in and last out. Training is rigorous, and designed to create flexible,

battle-ready soldiers. Rangers assume some of the highest risk missions in all theatres, often operating behind enemy lines or relatively isolated from support.

Typical Ranger missions include rescues, reconnaissance, and guerrilla actions. Rangers also train and advise local militia and paramilitary forces to take the fight to the enemy. Rangers have supported and instigated counter-insurgency movements in South America, North Africa, and Southeast Asia.

FROGMEN

A special breed of soldier, frogmen operate in the most unfamiliar terrain known to man—Earth's oceans, seas, and rivers. Their primary utilization began as Underwater Demolitions, but has since broadened. They have adopted the 101st and 82nd Airborne's use of parachuting into target areas. Frogmen strike quickly, neutralizing targets with stealth, speed, and excess of action.

Their training is more rigorous than even that of the Rangers, having a 90% washout rate. They are fewer in number and employed in limited capacity for assassinations, rescues, kidnappings, and special operations where stealth and speed are key.

While frogmen sometimes coordinate with regular units, they are most effective on their own. ASOCOM controls them directly, without needing approval for their deployment from any other agency. This broad latitude has given frogmen a fearsome reputation, but also left missions FUBARed by lack of communication between various intelligence groups.

RED DEVILS

Red Devil commandos are the grandfathers of all special operations currently fielded by the Allies. "Who Dares Wins," says the Red Devil motto. These red beret-wearing men and women operate at the highest technical level of proficiency and professionalism. The training of both Rangers and frogmen are based on those of Red Devil commandos. While America was sitting out the early years of the war, the Red Devils were already in the thick of it, fighting in the deserts of El Alamein, the fields of France, and mountains of Italy.

Known for their tenacity, Red Devil hit and run missions harry enemy supply lines, kill enemy soldiers, and capture enemy technology. They currently find themselves increasingly deployed at home, from Scotland to the north, to behind enemy lines in Wales, where they fight to restore the Union Jack to the Houses of Parliament.

ASOCOM

While there are numerous intelligence divisions inside the American and British Army and Navy, ASOCOM is the primary resource for intelligence gathering and collation used by the Allies. This organisation comes from an integration of the United States' OSS and Britain's SOE. OSS stands for Office of Strategic Services and was founded in 1941, bringing together a host of executive branch intelligence operations found in the Department of Treasury,

I still can't wrap my head around the Vrill. Actual aliens, here on earth, and they've been here for a very long time, Edward. I've seen the proof. Our war is but a shadow of a war they've been waging since we were living in caves. Mark my words, the war will come down to who masters alien technology. I suspect you'll volunteer for Clío. They'd love to have you, an all American, corn-fed, boy who knows his history. Remember what I said about history. You run into any Vrill influences in ancient cultures and your point of view will change. They have technology you wouldn't believe. I can't begin to explain, Natalya tried to explain it to me, but it's way over my head. Probably not over yours though, little brother.

In the steaming Amazon I came upon a temple wreathed in the growth of centuries. Barely visible really, until you were right on top of it. Natalya said it pre-dated the Olmec who, apparently, were a really old Mesoamerican culture. This temple, the one that came before these Olmec, looked more advanced than the pyramids in Egypt. I don't pretend to understand it, but it left me haunted. We're a small planet in the greater war.

Cairo was my first run in with Clio. I'd only heard of them before that—a bunch of crazy, armed archaeologists digging up ruins thousands of years old looking for aliens. It sounded nuts at best. But I got in a tight spot in an alley in the old city. Had my eye on this girl in some hookah bar, blonde with a Mae West figure. A couple of Axis agents cornered me. I wasn't on my game. Had too much to drink. I tried to grapple with the first, both of us sweating in the Egyptian heat, when the second pulled a knife. He would have had me, if the blonde hadn't jumped in. Judo chopped him in the throat, killed him stone dead in an instant. The next one tried to leap over the stone wall blocking the end of the alley. She slipped a dagger between his vertebrae like she was boning a fish. He didn't make a sound when he died.

The blonde took my hand, and we hightailed it out of the alley to port where a British guy in a safari outfit was waiting for her. She'd been looking for me. Clio, she said. She worked for Clio. I asked her if she worked as an assassin. She laughed and said, no, as an anthropologist. Never saw a scientist who could kill two men and laugh afterward. That's Clio, Edward.

State, Navy, and War. Following the streamlining evidenced by the British before them, the Americans brought their intelligence operations under a smaller tent.

This centralized intelligence collection for the war ahead has led, in the intervening years, to one of the most successful intelligence agencies employed in any theatre. The men and women who serve in the ranks of ASOCOM serve in silence. Their acts of heroism will go unheralded until long after the war and, should the Allies lose, many of their actions may be considered war crimes.

More than any other group, ASOCOM operates with subtlety and patience. They are not the quick strike special operatives of the field, though many are drawn from their ranks. ASOCOM training is a mix of signals intelligence, deception, psychological conditioning, and weapons training. While some of ASOCOM's best agents are former special operators, many more come from civilian ranks with such specialties as engineering, mathematics, and archaeology.

Operations focus on intelligence gathering as well as counter-intel. The success of the D-Day landings was, in part, due to efforts by the OSS who convinced the Axis that the invasion would take place at Calais. When necessary, ASOCOM agents conduct assassinations of key personnel and political figures. Sabotage is something they undertake routinely, though with great peril to themselves. If it's someone else's secret, ASOCOM is trying to find it out.

SOE

The Special Operations Executive is Britain's intelligence collection agency. Formed prior to the OSS, that organisation owes much of its techniques to SOE operations. While it has since been officially absorbed under ASOCOM, the SOE still maintains some autonomy, SOE agents, along with OSS counterparts, were secreted into France prior to the Normandy invasion. The British have a long history of intelligence work going back as far as John Dee under Elizabeth I.

While the OSS is brash, effective, and distinctly American, the SOE is the best intelligence operation on the globe today. The Axis and the SSU have close competitors, but no one is as good at what they do as the SOE. They are currently based in Belfast following the invasion of England. These circumstances have caused a further push to completely integrate the SOE into ASOCOM—something the British resist.

CLIO

An organisation comprised of ASOCOM personnel, Clio takes its name from the Greek muse of history. However, history and archaeology are only part of what Clio is about. The recruits in Clio come from all manner of specializations and professions. Some are hardened soldiers, while others are pure academics pushed through a tough, though quick, training regimen.

Clio operatives are tasked with a singular mission—finding, recovering, and reverse engineering VK and Vrill tech. To this end, they scour the globe looking for hints of Vrill visits in the dimly remembered past. Once a lead is

found, Clio pursues it with vigour. Their agents are among the best taken from ASOCOM proper, and they are well-funded. They are a subsection of ASOCOM, but often operate with relative autonomy.

Clio has, of late, found itself in direct competition for access to ancient archaeological sites by agents of Majestic 12. Hughes, it seems, has the same idea—technology is what will win this war. The deepest secrets both agencies have uncovered are some of the most closely guarded intelligence on the planet. Clio was formed after confirmation of what the Germans found in Antarctica. Ever since, it's been a race to find more. If the rumours regarding a second alien species at Roswell are true, Clio's problems, and opportunities, may have just doubled.

ALLIED PERSONS OF NOTE

HOWARD HUGHES

Hughes is an inventor, an aviation pioneer, a multi-millionaire, and an eccentric. His pursuit of aviation led him to become one of the most successful tycoons America has ever known. In his way, he follows in the footsteps of such robber barons as Vanderbilt, Rockefeller, and Carnegie.

Hughes has not limited himself to industry, however, and is also a media magnate. He uses this vector of his business to promote Allied propaganda, but he has also begun counter-propaganda with such film luminaries as Orson Welles. Currently, Hughes appears to be funding a film about an alien invasion of planet Earth. The project obsesses him almost as much as Majestic 12. No one is certain why, and many simply attribute it to his growing strangeness, but, a man worth close to a billion dollars can pretty much act any way he likes.

Characteristics

MB 0(1)	MD 3	PH 0(4)	PR 3
Movement 0(5)	Capacity 3(7)	Initiative 3(4)	

Skills: Awareness 3, Knowledge: Engineering 2, Knowledge: Science 3, Knowledge: Invention 3, Knowledge: Media 1, Pilot: Aircraft 3, Radio 3, Repair 2 (Electronics 2, Mechanics 3), Special Ability 1 (Gizmoteer 5)

Special Abilities: Gizmoteer 5 (25 Points)

Special Powers: None

Special Disadvantage

Prisoner of Pain: Howard Hughes has a MB and PH of 0 when not in his personalized exoskeleton created to return his mobility to him. However he suffers from Allodynia and chronic pain which causes extreme agony. Whenever he is hurt, Hughes immediately suffers a penalty to all difficulties of 1. This is in addition to any other penalties from reduced Capacity.

Special Equipment

Hercules 4: Hercules 4 is the special exoskeleton Hughes designed to help him regain his mobility, with it he has

the physical abilities listed above (MB 1 and PH 4). It provides him Armour 4 and Damage Resilience 1. He named his special exoskeleton after the failed aircraft that has landed him on the opposite side of the Allies.

JACK DONNELLY

Trained as a Ranger before joining the OSS, Jack Donnelly has seen action in North Africa, Europe, and places still too classified to list. He left the OSS after his handler sold him out for expediency and now operates as a soldier of fortune. Donnelly is an American through and through and, while he works for pay, he'll never side against his own team.

A dangerous man to know, Donnelly has enemies all over the globe. Recently, he has been spotted working in the neutral city of Istanbul—a thief, a gambler, and an “obtainer of rare antiquities.”

Characteristics			
MB 3	MD 2	PH 2	PR 2
Movement 5	Capacity 4	Initiative 5	

Skills: Athletics 2, Attack: Firearm 3, Attack: Melee 3, Awareness 3, Black Ops 1, Interaction 3, Radio 1, Survival 2 (Navigate 1), Medic 2 (First Aid 1), Pilot: Wheeled 1, Special Ability 1 (Lucky 1).

Special Abilities: Lucky 1

Special Powers: None

THE PRIEST

His background is largely classified. What is known about him is that he is the son of British diplomats living in Japan and he spent pre-war years as a British spy in Shanghai. The Priest is a saboteur, assassin, and charmer. His way with the ladies is tempered only by his way with the deadly arts of combat.

Little is known of his past, and legends have inevitably crept up. There are those who say his lineage is also Russian, perhaps even related to the late Tsar and Tsarina Romanov. If true, the Priest may have ties to Rasputin himself, though this is largely dismissed as fantasy and speculation. The Priest certainly does not appear old enough to have remembered the October Revolution very well.

His nickname comes from his predilection to disguise himself as a priest, something he no longer does, after being captured in Manchuria and subjected to unknown horrors at a Japanese facility called Unit 731.

Characteristics			
MB 4	MD 3	PH 1	PR 3
Movement 5	Capacity 4	Initiative 7	

Skills: Athletics 2, Attack: Firearm 2 (Webley Revolver 2), Attack: Melee 2, Attack: Thrown 1 (Dynamite 3), Awareness 3, Black Ops 3, Demolitions 3, Knowledge: Espionage 3, Knowledge: Language 4 (French, German, Japanese, Russian), Interaction 2

(Interrogation 3), Survival 4, Special Ability 3 (Lucky 2, Fast 2, Cheat Death 1), Willpower 3

Special Abilities: Lucky 2, Fast 2, Cheat Death 1

Special Powers: None

CAPTAIN “BAZOOKA” JOE BROWN

Bazooka Joe wields a 40mm grenade launcher and his country’s trusted M1911 .45 pistol. Propaganda officers have made him a national hero, but Joe’s accomplishments are all his own. Trained as a Ranger, Joe has infiltrated and harried some of the most dangerous elements the Axis has to offer. He was the man that captured VK technology from Blutkreuz and has gone up against Sigrid von Thaler herself.

While the newsreels paint him as a rough and tumble man of action, “Bazooka” Joe Brown is actually a fine tactician. While he gets the greater share of the glory, it’s really his men he leans on for support. He leads them, and they trust him implicitly. “The hero business,” Brown has said, “is entirely made up by the War Department and has no place on the field. I serve in a battalion of heroes. None of us are heroes on our own.”

Characteristics			
MB 3	MD 2	PH 2	PR 3
Movement 5	Capacity 5	Initiative 5	

Skills: Athletics 2, Attack: Firearm 2 (Grenade Launcher 2), Attack: Melee 2, Attack: Gunnery 3, Awareness 2, Black Ops 4, Interaction 3, Knowledge: Military Tactics 2, Pilot: Walker 3, Medic 1, Radio 2, Survival 3, Willpower 2, Special Ability 2 (Fast 2, Gizmoteer 1)

Special Abilities: Gizmoteer (Modified M7 Grenade Launcher)

Special Powers: None

ROSE DONOVAN “ROSIE”

Rosie is the poster girl for the Allied war effort. As photogenic as she is tomboyish, Rosie has become a symbol of Allied ingenuity and tenacity. She was the first gearhead to figure out how to adapt walker technology to American Sherman tanks, much to the chagrin of male scientists who were trying, and failing, to do the same.

Despite ASOCOM trying to assign her to a safe research position, Rosie has elected to stay in the field. Her most cited reason for staying is that, as a Master Sergeant, she’s glad to tell you “I work for a living.” But inside she feels that she doesn’t really want or deserve the fame she’s gained as so many of her friends have given their lives for the very same cause. Rosie doesn’t think she’s particularly special. She’s just one of the team.

Characteristics			
MB 2	MD 3	PH 1	PR 3
Movement 3	Capacity 4	Initiative 5	

Tabloid rags, no doubt fed by ASOCOM, paint him as a crazy hermit locked away in his mansion. I don’t know how much of that is true, but I’ve run into more than one of his operatives, and I can tell you—the man has a plan. Watch your six around anything or anyone associated with him.

“A dangerous man to know.” Funny, maybe if I make it into this training primer, I’ll be selling war bonds with Rosie next. That’s assuming they ever let me out of The Octagon.

I met her once, or saw her, anyway. She was running her own unit of walkers then, and we were stationed on an airbase on Malta where the bombers that had been pounding Italy were stationed. I don't know why she and her walkers were there, but one of the bombers had a scandalous pin-up style likeness of her on the nose. "Rosie Be Good" was the plane's name, and the painted image showed her being spanked by an airman. She laughed, asked the captain of the plane if it was his idea. He smiled, said yes, and tried to come on line. She decked him right there in front of his crew. Laid him out flat on the tarmac. Then she crawled into her walker and led her men toward the open maw of a Hercules cargo plane. We should've let women into the army much sooner.

Skills: Athletics 2, Attack: Firearm 2, Attack: Melee 2, Attack: Heavy 3 (Bazooka M9-D 2), Awareness 3, Black Ops 1, Knowledge: Invention 2, Interaction 2, Pilot: Walker 2, Medic 1, Repair 4 (Mechanics 2), Survival 2 (Navigate 1), Special Ability 1 (Gizmoteer 1)

Special Abilities: Gizmoteer 1 (5 Gizmo Points)

Special Powers: None

ACTION JACKSON

Major Jackson Clayborne is a British Red Devil from London who the British press nicknamed "Action Jackson." Clayborne is less than fond of the role and nickname that have been forced on him by the media. Still, he's a loyal soldier and, if press junkets will help bolster English morale against the invading Axis, well, he can take that as one of the boring duties a man must face for King and Country.

Jackson's non-official role is that of field-testing new equipment for the Allied 3rd Battalion. A cantankerous sort, he's often heard swearing at scientists over the performance of new gizmos right before he takes them all out for a pint. These days, that's in Glasgow since London has been razed to the ground. There are more than a few Jerries who've already paid for that.

Characteristics

MB 2	MD 2	PH 3	PR 3
Movement 5	Capacity 6	Initiative 4	

Skills: Athletics 1 (Air Cavalry 4), Attack: Firearm 2 (60 Watt Phaser 2), Attack: Melee 2 (Unarmed 2), Awareness 1, Interaction 3 (Command 1), Survival 1 (Navigate 1), Medic 1, Repair 1, Radio 1, Willpower 1, Special Ability 3 (Rank 1, Gizmoteer 4, Paired Weapons 2)

Special Abilities: Rank 1 (Major), Gizmoteer (XM-18-22, two 60 Watt Phasers)

Special Powers: None

COLONEL NICHOLAS NICHOLSON

This one-eyed master strategist should have been a two star general by now, but his fiery temper and barely-suppressed contempt for incompetent commanders, has stalled his advancement. That's not to say the Allies don't know what they have on their hands though. They aren't about to lose him.

Nicholson fought in Italy where he allegedly used family "connections" to the Sicilian mafia to gain valuable intel. He's missing one eye, which he lost in the war. Nicholson is a gambler in every sense of the word, except when it comes to his men. He will not waste their lives for anything he considers a bad plan. That's another reason he hasn't been promoted in a long while.

Characteristics

MB 2	MD 3	PH 2	PR 3
Movement 4	Capacity 5	Initiative 5	

Skills: Athletics 2, Attack: Firearm 2, Attack: Melee 3, Awareness 3, Black Ops 4, Interaction 3 (Command 1, Intimidation 2), Knowledge: Language 4 (French, German, Russian, Italian), Knowledge: Military Tactics 4, Knowledge: Sicilian Mafia 2, Medic 1, Radio 3, Survival 3, Willpower 2, Special Ability 1 (Rank 3)

Special Abilities: Rank 3

Special Powers: None

ALLIED MISSION SEEDS

NOT A BAD MAN

Avner Able is not a bad man, he just has a really bad idea. Actually, it's a good idea, one that could weaponise Radar into the Tesla-like Death Ray originally envisioned. He's in the ruins of Dresden visiting his family's unmarked grave since the firebombing. The Allies have tried to kidnap him before, but all attempts failed. They've decided eliminating him is the only option left. Avner was always a dreamer, until his family died. Now, he toils listlessly at Peenemunde most days of the year. This small window of time, if used properly, could keep him from completing his new weapon. All you have to do is kill him. Hey, lots of innocents die in war.

RETURN TO SENDER

It's not an approved mission. If ASOCOM finds out, you'll do time in Leavenworth. But Jolly was a friend, maybe your best. When the lot of you were over in France—after the liberation—Jolly found a wife. He wrote her letters after they were separated during the reoccupation. Hell, you had to literally drag him to the boat as it left Normandy. Jolly bought it trying to defend London with you and the 3rd Marines. Those letters need to make it to Simone, his beloved. You promised. That means going back into enemy territory and finding her, with or without consent. You're about to go AWOL in the middle of a war. They have a name for that—desertion.

RECON IN FORCE

ASOCOM is at odds over how to counterattack in England. You've been ordered to meet with a group of November 5th "freedom fighters" who were operating under deep cover in London. They have the skinny on the layout of the Axis future battle plans for their conquest north... or at least they say they do. You don't trust terrorists. As a Ranger, you're a soldier, not a killer of innocents... at least not intentionally. You have to go behind enemy lines, rendezvous with Nov. 5, and physically confirm the location of forces they claim are prepping for the next assault. You're on your own and surrounded by the enemy. You're a Ranger, that's the way things are supposed to be.

SAVING PRIVATE RYICK

Just one private lost in the half-assed pull-out from France. Just a kid, really, and no one's idea of a mission worthy of you and your men. But Private Ryick spent some time on

Plum Island after Basic. He was a skinny kid, and not really combat material. The course of the war changed that, and he shipped out with everyone else. But the whole time, he had experimental chemicals from Plum Island running through his veins. They appeared to be harmless, until the other members of the study keeled over and died two weeks ago—two years after initial exposure.

The brass wants Ryick back, but his ass is lost somewhere in France. You have sketchy intel and a window of three days before he, too, keels over. They want him back. Scientists need to see this disease work in a living man. Ryick sounds like he's dead anyway. Maybe you are too. They have a word for that—expendable.

THE AXIS

After early successes, the Axis reeled under brutal invasions by the Allies in Africa, Italy, and France. Their efforts on the Eastern front stalled. The winds of war seemed to suddenly shift against them. But fortune makes fools of us all and, just as the Allies thought things had turned in their favour, the SSU broke away and formed its own bloc. This, coupled with the assassination of the megalomaniacal mad man who once led Germany, gave the Axis the second wind it needed to dominate the battlefield again.

In 1947, the Axis is once again on the offensive. In every theatre of the war, Axis forces are making a push to claim victory. Unwittingly, the SSU, by becoming a separate bloc, has drained enough Allied resources that the Axis has made enormous gains. In the last six months, the Axis has re-taken France, re-opened the war in North Africa, and invaded England to the midpoint of that nation. Morale is high. Backed by a fresh leadership under Dönitz and Rommel—and using the most advanced technology on the field of battle—the Axis might seem unstoppable, but, unlike Hitler, Rommel and Dönitz are not so arrogant as to forget history. Just a few years ago, as the Blitzkrieg rolled across Europe, Germany seemed equally unstoppable.

They will not be overconfident again. The Axis, under German leadership, is well organized, motivated, and coordinated. With the Italians and the Japanese, they plan to seize this moment in time and finish the other blocs once and for all. At the higher echelons of command, there is more than the Fatherland at stake, more than the glory of the Emperor to be had—something else motivates them to bring this war to a quick close. Whether they can do so or not remains to be seen. What motivates them remains a mystery.

Where America has enormous industrial capacity and resources, and the SSU has millions of men and women to feed into the war's grinder, the Axis have technology. They found the Vrill first and have the advantage having reverse engineered the most of that technology. Axis scientists are the most advanced in the world. Some of what they sketch on chalkboards in bunkered research labs looks like it might have been written by the aliens themselves. What's more, rumours circulate that the Axis has a cut a deal with the Vrill, though no one can say if this is so or not.



What is clear is that they hold the technological advantage. Jet planes and V3 rockets are outpacing the other two blocs' best efforts to keep up. While the technological genie is out of the bottle, there are yet other bottles only the Axis knows about...for now.

OPERATIONS

The Axis is on the offensive on every front. From Egypt to England, from China to Nepal, Axis forces are seizing territory at an unprecedented rate. They have invested great energy in taking Nepal and Tibet in particular, though no outside intelligence agency can say why. Further, they were able to appear in these locations seemingly overnight. ASOCOM and the SSU's GRU suspect Axis scientists may have unlocked teleportation technology. If that's the case, the war could be lost.

In North Africa, the Axis has re-opened an entire front the Allies long thought closed. In Libya, Egypt, Tunisia, and Ethiopia, they race across the desert claiming the valuable oil, and possibly VK deposits, found there. The SSU still plays defence on the Eastern front, while the Allies have been forced to retreat in Europe.

Significant Axis Forces

Name	Estimated Current Location
33 rd Special Duty Panzer Division, "Nachtjäger".	Zverograd
Schwer Panzer Abteilung 515	Zverograd
2 nd FußPanzer Grenadier Division, "Leibstandarte Erwin Rommel"	Zverograd
4 th Blutkreuz Korps Kommando	Zverograd
Neues Afrika Korps	North Africa
Panzer Grenadier Division 15 (15 th Armoured Infantry Division)	North Africa
21 st Panzer Division	North Africa

While the war goes well for them today, the Axis know this is a time that they must seize every opportunity. To that end, they are searching for any vestiges of the Vrill. In this archaeological secret war, they too have the advantage. The Axis bloc currently holds the least territory, but their organisational excellence and allocation of resources maximizes every kilometre of terrain they do possess. Like the other blocs, the Axis is focused on securing access to VK. Amplified by gorilla units and zombies, the Axis fields an army that is more than—some say less than—human. Regardless of how anyone feels about them, their methods appear to be the way of the future.

For some significant Axis forces and their locations, see the table above.

ORGANISATIONS

The Nazis are gone (or so everyone believes) and with them are gone their twisted ideologies. Stripped of this albatross, the German people rallied behind the war with renewed zeal. In Japan, the reduction of The Emperor to a figurehead is not publicized. Bushido is still the way of these fanatical soldiers, and surrender is not an option. The two theatres are, for all intents and purposes, completely different wars. This book does not deal with the horrid war of attrition that rages in Asia. The following organisations are therefore German.

BLUTKREUZ

The organisation which first unlocked the secrets of Vrill technology and integrated them with the finest weapons of Germany, Blutkreuz was likely responsible for the assassination of Adolph Hitler and the coup which followed. If either is true, the Wehrmacht and the public are willing to turn a blind eye. The war is back on track. Germany no longer seems fated for defeat, and the Allies have been pushed out of mainland Europe in the north.

Headquartered in the Alpine fortress of Schloss Adler, Bavaria, Blutkreuz conducts all research and experimentation on VK. The most advanced discoveries come out of Schloss Adler, and, for a while, it was all the other blocs could do to pick up the crumbs of these immense leaps in science. But Blutkreuz is no longer alone in their research. The other blocs have also unlocked Vrill technology and applied it to their armies. While Blutkreuz is still the most advanced, the others now nip at their heels.

Blutkreuz command, while not in charge of the army, does seem to influence policy and decisions made by Rommel and Dönitz. The pressure to end the war and subjugate the world under Axis rule comes directly out of the Blutkreuz. At this point, though, such ideas have become inextricable from the national agenda and propaganda. Blutkreuz may truly believe it is Germany's destiny to rule the globe, or they may simply be using that myth to achieve their own desired result. What comes after, worries many in the Wehrmacht.

Blutkreuz enjoy a special position in the new Reich. While not as terrifying as the SS, they are given a great deal of freedom in their operations. It is almost as if Dönitz, Rommel, and high command fear what the Blutkreuz Korps ultimately knows.

The Blutkreuz Korps was founded by Baron Leopold von Thaler, Sigrid's father. While he died in a March 1945 Allied raid, his legacy lives on in this feared organisation. He formed Blutkreuz specifically to study Vrill technology.

WERWOLF

Conceived as an answer to the British Commandos, the *Werwolves* were designed to operate behind enemy lines. These elite soldiers received the best equipment, training, and commanders the Reich had to offer. Since the dissolution of the Nazi party, the Werwolves were reabsorbed into elite units of the evolving Wehrmacht—save for a select few.

Blutkreuz quickly realized the advantages of employing its own combat teams, and therefore took some of the Werwolves and preserved them. Many then became the Sturmgrenadiere. Casualties among these were revived in some of the first uses of the Wiederbelebungsserum. Many Axis zombies started as Werwolves. While the organisation is officially disbanded, von Thaler uses select members, organized into small teams, to serve her needs. Thus the Werwolves continue.

NEW VRILL SOCIETY

No one admits this organisation exists, and fewer still even know of the rumour of its existence. The Vrill Society ended before the rise of the Reich, or so the history books say. What is not widely known is that the Vrill Society, for all their madness and magical séances,

actually did uncover latent human psychic abilities. Baron Leopold von Thaler, Sigrid's father, was a founding member. He, like his wife, Sigrid's mother, possessed extra sensory perception.

Upon the establishment of the Blutkreuz, the New Vrill Society was created. They are products of their name-sake—note the change in spelling—for the New Vrill Society search not for the secret source of energy the original Vrill Society did, but for the secret powers they know the Vrill race possesses. Sigrid's mother tapped into her abilities giving her certain powers of precognition and limited mind reading. Sigrid believes this is only the beginning of the potential powers she herself could uncover with more research. To this end is the New Vrill Society pledged.

A deeper secret, one all but dismissed as fantasy even among the New Vrill Society, is that they are in contact with the Vrill themselves. This is, of course, what happens when secrets are kept too closely to the chest—paranoia and lunacy fill in for facts. Right?

VORMUND (GUARDIAN)

After Section E of the Gestapo was disbanded with the Nazis, Germany needed a new intelligence agency. Thus, a former intelligence officer of the First World War named Ratz Kantor created *Vormund*. Kantor took the remnants of Section E, brought up men and women he trusted from the Great War, and founded Vormund.

Given the chaos that followed the assassination of Hitler, Kantor was able to put this all together very quickly. An older man, he displayed vigour younger men came to envy. Vormund subsequently subsumed all other traditional Axis intelligence operations. It was also instrumental in rooting out key Nazis and punishing them. For this reason, it became very popular with the German people. Vormund has become so powerful it even rivals Blutkreuz. The two groups watch each other carefully, waiting for the other to make an overt move. Likely, this will not occur until victory is achieved, but Vormund and Blutkreuz are patient organisations.

Vormund is in charge of almost all intelligence related to military activities except for Vrill technology. That falls under the aegis of Blutkreuz and continues to give that organisation the advantage.

AHNENERBE

The word Ahnenerbe means “inherited from the forefathers.” This organisation was dedicated to the history and culture of the Aryan race. With the demise of the Nazis, the Ahnenerbe were thought to have likewise died out. They have not.

Created personally by Heinrich Himmler and approved by Adolf Hitler, the Ahnenerbe has absorbed remnants of the Waffen SS, death squads and other forces loyal to the Aryan cause. They'd likely be no more than a footnote in the history of the war were it not for the fact

that the Nazis were the ones who discovered Kvasir and his craft in Antarctica. While Germany purged the Nazis beginning in 1943, those still loyal to the Führer and his deranged vision did not all go quietly. Indeed, some were well-prepared for the coup and spirited away technological secrets and resources by U-Boat to Argentina. There, they continue the paths of *verboten* research condemned by the Axis. This includes nuclear research, human experimentation in pursuit of a supersoldier called the *Übermensch*, and sciences at which the rest of the world can only guess.

The Ahnenerbe has agents throughout the world—and some deep in the ranks of Axis Germany—finding Vrill artefacts and uncovering plans before other intelligence agencies can obtain them. It is a well kept secret that Nazis still exist inside the highest levels of command. Many have publicly disavowed the Führer and his ideals but privately work for their very resurrection. More than this, the Ahnenerbe seeks to resurrect the Führer himself, though what *Übermensch* science might allow for that is unknown.

Headquartered largely in Argentina, the Ahnenerbe has also accessed the secret tunnels Himmler once built under Wewelsberg Castle. This spiritual home to the SS was to be a kind of Camelot for the Nazis. It has since been co-opted by the Axis. Within these old walls, which have seen the hanging of witches and the persecution of many, the Nazis secretly labour. To what end, and with whom, no one knows.

AXIS PERSONS OF NOTE

SIGRID VON THALER

Daughter of the sometimes Faustian, and always feared, Baron Leopold von Thaler, Sigrid is the Aryan ideal. Indeed, Allied intelligence suspects she may be the result of her father's rumoured eugenics program. Sigrid is an agent of the Blutkreuz Korps, an Olympic Gold Medallist and a sociopath. Sigrid's mother was a powerful psychic. Sigrid herself does not appear to have inherited her gifts, but she does support psychic research by Blutkreuz at Hohenfels. It is said Sigrid participated in Hitler's assassination, though there are none who would dare say so within earshot.

Sigrid has a continuing rivalry with Captain Joe Brown. The two have tangled on more than one occasion and seem bound, as if by fate, to do so again. Sigrid is considered one of the most dangerous people on the planet.

Characteristics

MB 3	MD 3	PH 2	PR 3
Movement 5	Capacity 5	Initiative 6	

Skills: Athletics 3 (Acrobatics 1), Attack: Melee 2 (Knife 1), Attack: Firearms 1 (Laser-Pistole B 2), Attack: Heavy 1 (Panzerfaust 1, Panzerfaust 100 1), Awareness 2 (Sensors 1), Interaction 3 (Command 2, Intimidation 3), Knowledge: Language 3 (English,

I've never met her, but everything I've heard makes me glad of that. This woman is cold as ice. Joe Brown's tussles with her make great headlines, but the things she does with Blutkreuz are the real prize. When I was a merc in 'Stambul, there was a standing reward of \$25,000 for any intel on what Blutkreuz was up to under her direction. There's something going on at Peenemunde no one is talking about. I think it relates to the Nazis. They had too many projects going for the new regime to have stopped them all. I knew a woman in 'Stambul. She claimed to be a merc, but I'm pretty sure she was working for ASOCOM all along. Got herself deep into Sigrid's circles. Didn't hear from her for six months. When she came back, something was off about her. I think Sigrid did something to her mind. Watch your step around anything tied to the von Thalers.

French, Italian), Knowledge: Occult 1, Knowledge: Science 2, Pilot: Walker 3, Pilot: Helicopter 2, Willpower 3

Special Abilities: Assassin 1, Berserk 3, First Strike 2, Rank 3

LARA WALTER

Commander of a Schwere platoon of power-armoured commandos, Lara Walter has her own, personal MG 44 Zwei mounted to her armour. She has come to fame during the Invasion of England, where she has pressed the enemy back, personally leading charges and attacks at which most hardened men would cringe.

Walter is hated by the British, and there's a bounty on her head in the sum of five thousand pounds. She is a natural leader, tactician, and card sharp. She not only leads her men but also gets along with them after hours. Her *Kommandotrupp* is famed in the European Theatre of Operations.

Characteristics

MB 2	MD 2	PH 3	PR 2
Movement 5	Capacity 5	Initiative 4	

Skills Athletics 1, Attack: Melee 1 (Knife 1), Attack: Firearms 1, Attack: Heavy 1 (MG-44 3), Awareness 2, Interaction 2 (Command 1, Intimidation 1), Knowledge: Language 1 (English), Willpower 1, Special Ability 1 (Paired Weapons-MG 44 3)

Special Abilities: Paired Weapons (MG 44) 3

Special Powers: None

GRENADIER X

An abomination, a monster, and perhaps even more than one man, Grenadier X is a product of the Wiederbelebungs serum that produces Axis zombies. Unlike his cohorts, Grenadier X's resurrection did not deprive him of his cognitive faculties. He is all the more frightening because of this.

It is surmised by ASOCOM that X was a high ranking Blutkreuz officer who, upon his death, was brought back with at least some of his persona intact. If this is the case, what other powerful dead men might rise again to terrorize the world?

Characteristics

MB 3	MD 1	PH 3	PR 3
Movement 7	Capacity 6	Initiative 4	

Skills: Athletics 2, Attack: Melee 3, Interaction 1 (Intimidation 2), Special Power (1, Zombie 3)

Special Abilities: Special Power (1, Zombie 3)

Special Powers: Zombie 3 (Damage Resilience 3, Fast 1)

OBERLEUTNANT MANFRED KREUZER

The famed explorer and mountaineer left his mark long before the war. He was one of the first to explore the area of Antarctica known as Queen Maud Land. When the Vrill known as Kvasir was found, Manfred led the expedition to reach the crash site.

Today, he is a general in the Wehrmacht. After discovering Kvasir, he rocketed through the ranks and became focused on uniting the world under Axis control. Intel reports from the other blocs suggest his desire to do so is beyond simple patriotism and German pride.

Characteristics

MB 2	MD 3	PH 3	PR 3
Movement 5	Capacity 6	Initiative 5	

Skills Athletics 2, Attack: Melee 2, Attack: Firearms 2, Attack: Heavy 2 (Panzerfaust 2), Knowledge: Language 2 (English, French), Awareness 2, Knowledge: Military 3, Knowledge: Vrill 1, Interaction 5 (Command 2), Willpower 2, Radio 2, Repair 1, Special Ability 1 (Rank 3)

Special Abilities: Rank 3 (Generaloberst)

Special Powers: None

Equipment

Manfred usually wears "Sturmgenadiere Ausf. A," armour (Armour 2) but occasionally upgrades to "Sturmgenadiere Ausf. B," (Armour 3, Damage Resilience 1). He typically uses a StG47 and a Panzerfaust in combat. Though as a high ranking officer he could use whatever he wishes.

GENERALOBERST RATZ KANTOR

As mentioned above, Kantor is ostensibly the founder of Vormund AKA "Guardian." But all is not as it seems. Kantor is a mere figurehead. An old man, he was a hero of the First World War but has since gone to seed. He'd rather drink with the ladies and recount the Battle of Verdun than run an intelligence operation. Yet the narrative places him firmly in command. In reality, the intelligence organisation is controlled by a man named Adam Weishaupt III, a descendent of the founder of The Bavarian Illuminati. Weishaupt's goals are unclear, but he is known to have ties to some of the youth movements in Berlin.

While the name Illuminati carries with it the very essence of global conspiracy, Weishaupt has thus far revealed no agenda other than controlling this powerful intelligence apparatus.

Characteristics

MB 2	MD 2	PH 1	PR 2
Movement 3	Capacity 3	Initiative 4	

Skills: Athletics 1, Attack: Melee 1, Attack: Firearms 1, Knowledge: Language 2 (English, French), Awareness 1, Knowledge: Espionage 2, Interaction 2 (Command 2), Radio 2, Repair 1, Special Ability 1 (Rank 2)

Special Abilities: Rank 2 (Oberleutnant)

ANGELA WOLF

Codenamed “*Edelweiss*”, Angela is the chief assassin of the Blutkreuz Korps. She may have pulled the trigger on Hitler, though that remains uncertain. A cold woman, she changes lovers like she changes hot rifle barrels. Many men have fallen under her icy charms.

Rumours of rivalry between Angela and Sigrid are exaggerated. The two are actually very close. Some have suggested they are sisters, or somehow related through the von Thaler eugenics program. They both have the same blue eyes and pale, Aryan hair. More importantly, they are both world-renowned killers.

Characteristics			
MB 4	MD 2	PH 1	PR 2
Movement 5	Capacity 3	Initiative 6	
Skills Athletics 2 (Climb 2) Attack: Melee 1 (Knife 2, Unarmed 3), Attack: Firearms 1 (Pistol 3), Attack: Heavy 1 (20mm Solothurn 3), Black Ops 2 (Stealth 1), Knowledge: Language 2 (English, French), Awareness 3, Interaction 1, Radio 2, Repair 1, Special Ability 3 (Assassin 2, Berserk 2, Sniper 4)			
Special Abilities: Assassin 2, Berserk 2, Sniper 4			
Special Powers: None			

TOTENMEISTERIN

To date, Allied intelligence has only seen stuttering film clips of the creature known as Totenmeisterin. Many who have viewed this footage wound up being committed to an asylum. Totenmeisterin is thought to be female, but none has ever seen her without her trench coat and mask to verify her gender.

Totenmeisterin emits an eerie green glow and carries a strange weapon on the end of one arm that likewise glows. She appears to float above any surface she walks over. Is she a product of Hitler’s abandoned *Urbemensch* experiment? Some sort of new Axis zombie? No one is sure, but she clearly possesses a will and personality all her own. From whence she came no man can say, and those who have tried to find out have not lived to tell.

Characteristics			
MB 3	MD 3	PH 3	PR 3
Movement 7	Capacity 6	Initiative 6	
Skills: Athletics 2, Attack: Melee 4, Awareness 2, Interaction 2 (Intimidation 3), Special Ability 2 (Special Power 2), Survival 3, Willpower 5			
Special Abilities: Special Power (Zombie 4, Resurrection 3)			
Special Powers: Zombie 4 (Damage Resilience 4, Fast 1, Flight 1), Resurrection 3			

Equipment
It is unsure if there is more than one Totenmeister or not, and, if it is male, female, or “other”. However, at least one of them uses the dreaded Blutkreuz. (Damage 3/2 penetrating 3)

THE WOLF

Real name unknown, The Wolf is a rogue Axis officer. While not overtly rebellious, he follows orders the way he sees fit. Axis command would like to see him dead, but his popularity with the men precludes this as an option...for now. The Wolf is thought to have fought in every theatre, making his name in the Afrika Korps at the beginning of the war.

His last known location was in the south of France, where he seemed to be pursuing an agenda not officially sanctioned by the Axis. With the loss of France, though, no one knows for certain where he is, or what he is up to.

Characteristics			
MB 3	MD 3	PH 2	PR 3
Movement 5	Capacity 5	Initiative 5	
Skills Athletics 2, Attack: Firearm 2 (MP 46 2), Attack: Melee 2, (Unarmed 2, Knife 1), Attack: Gunnery 3, Awareness 2, Black Ops 3, Interaction 3, Knowledge: Military Tactics 2, Pilot: Walker 3, Repair 1, Radio 2, Survival 3, Willpower 2 (Badass 2, In Control 1), Special Ability 2 (Assassin 2, Rank 2)			
Special Abilities Assassin 2, Rank 2			
Special Powers: None			

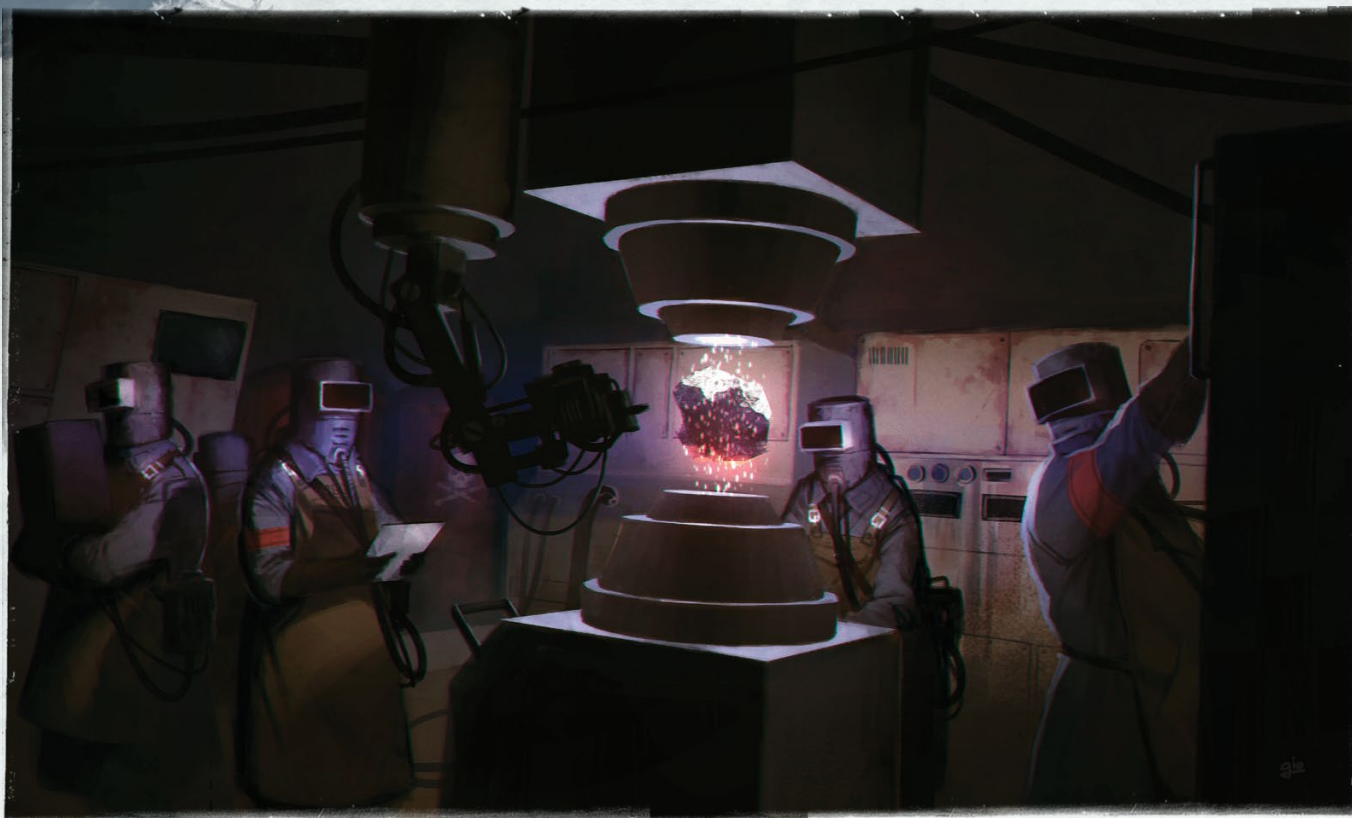
AXIS ADVENTURE SEEDS

A TRAIL OF SHAME

The Nazis have not been gone long, and the Reich has not admitted how many escaped. One of those is a former Ahnenerbe archaeologist. During the disorder following Hitler’s assassination, many Nazis used a program known as *Odessa* to make their way to South America. The Reich was unable to stop many of them but kept tabs on them where possible. This archaeologist was one of the first to go to Tibet in the late 1930s where he and his team discovered something of great importance. It is believed that this discovery led indirectly to Germany finding *Kvasir*.

Today, Vormund wants to find out all they can about the *Virill*. They do not believe Blutkreuz is sharing everything with them, and they’re right. But Vormund holds most of the files related to missing Nazis since the organisation was formed from the ruins of Gestapo Section E. Weishaupt himself directly orders the players to make their way to Brazil where the archaeologist was headed. They must enter the slums of Rio, find their contact, and avoid the Allies. Finding the archaeologist will not be easy. Complicating things, the slums of Rio are home to an SSU supported people’s movement aiming to overthrow the city government and become a communist micro-state. You’ve been dropped in the middle of a roiling revolution and have to pluck a despicable Nazi out of the resulting mess.

I’ve heard a lot of things about The Wolf, but the one that comes up most is the most outrageous. It’s said he’s looking for the Holy Grail. Yeah, the actual cup of Christ. Natalya figured it was horse pucky but, after our last adventure, I’m not so sure. There’s a lot more going on than ASOCOM is willing to admit. The *Virill*, ancient artefacts, and things I can’t even begin to tell you about. If The Wolf is in the south of France, look for him in a village called *Rennes Le Chateau*. I probably didn’t spell that right. Never was as good with languages as you were.



HIGHLANDER

Your team has been assigned by Blutkreuz to penetrate Tantallon Castle in Scotland. The castle lies on a promontory over the sea. Three sides are sheer cliffs falling into the pounding surf below. You're going to airdrop from an experimental stealth craft and come in on gliders. You have to hit the castle hard and fast. There's not going to be any time to waste. Once you have gained access, you must find a Blutkreuz agent who is being held there. This is a rescue operation. Blutkreuz wants the woman back. The Allies have fortified the old castle, and it's going to be very tough to get in and out intact. Your exfiltration is by helicopter then on to a submarine waiting off the coast.

Because Scotland is still in Allied hands, air support will not be available. If you are captured, it's unlikely a rescue will be mounted.

THE BATTLE OF LONDON

This scenario takes place during the Battle of London. You are a small team assigned with finding an English turncoat who has assisted the Axis during the taking of London. You must extract him from behind enemy lines. The section of London, Camden Town, is a rough place, and the partisans there are armed. The turncoat was supposed to get to Axis lines yesterday, but failed to show. You've been given an experimental urban walker for this mission.

The agent's last message indicated he was in Camden Town. What he didn't mention was that he is leading the team into a trap. It turns out the turncoat is a triple agent, and the Allies really want their hands on the new walker.

London is falling, and they're desperate to prevent the rest of England's cities from following. You're walking right into an ambush set by Red Devil commandos. Before this mission is over, you'll have to shoot your way out of Camden Town and protect the walker. Meanwhile, the clock is ticking as Axis air power is about to bomb Camden back to the Stone Age.

THROUGH THE SCOPE

In a nod to the legendary sniper war that took place in Stalingrad, your team of elite snipers has been sent to kill the top marksman Jnetzi in the ruins of Zverograd. You'll have to use all your wits to find him. He's got a kill ratio unparalleled on any front.

It's a game of cat and mouse and, if you aren't quick and clever, you might find out you're the mouse. One more thing. That sniper? He's just a kid, all of 13 years old. Can you kill a kid? War is hell, but this is something else.

THE LONGBOAT

Iceland is something of a forgotten front. The winters are inhospitable and the lines static. Most of you stationed there don't even know what you're fighting for. Who would want this godforsaken frozen hell? You were just rotated out of the trenches. You're cold, you have trench foot, and you need rest. Last night, an SSU charge nearly overran your position.

As soon as you're about to bed down, your Oberleutnant assigns you to a mission behind SSU lines. What's more, an archaeologist from Blutkreuz is going to accompany

you. He isn't much by the look of him, something like a clerk. He's liable to get you all killed. Bad enough you have to babysit him, but your mission sounds ridiculous.

A communication intercepted from SMERSH indicates the Soviets have come across a Viking longship almost completely preserved in thick ice. The SSU is already digging it out. You have to get there first and secure the ship. Then, the archaeologist will tell you what to do next. He won't tell you now. That's need to know information. Right. Sure. This is a swell plan. Now, you have to hump it across the ice at night, get through enemy lines, and find a damn boat that hasn't been seaworthy for 1000 years? You sometimes wonder what idiots are in charge of this war.

RENNES-LE-CHÂTEAU

A small town in France and home to a local legend. In the nineteenth century, Father Bérenger Saunière was renovating the local church when he stumbled upon something extraordinary. No one recorded what it was he found, but he and the church suddenly came into a great deal of money. The church was restored and expanded and it has been a place of mystery ever since a deathbed confession suggested that something terrible was behind his wealth.

It's the Second Battle of France, and the country is in chaos. Your Blutkreuz Korps Kommando squad is supposed to enter the area of the church, then secure and hold it. Reinforcements will come, but the Allies are preparing to blow up the entire church. Why?

In the sixth century, Visigoths supposedly buried treasure in the area, but a bit of gold, or even a lot, isn't worth a risky mission like this. Something else is going on. Blutkreuz believes the priest possessed documents which led to the discovery of a series of underground caves used by the Visigoths. The "treasure" they hid was not gold, but something to do with VK. Is there a VK deposit there? You've heard a rogue Axis commander named "The Wolf" is active in the area, looking for nothing less than the Ark of the Covenant. Does that somehow relate? Blutkreuz isn't sure. You'll need to hold the church and the town for a day. Rangers are on their way to stop you from doing this. Stalingrad had better odds than this.

THE SSU

Formed at the end of 1945 as an alliance between Communist China and the U.S.S.R., the SSU controls more territory, and can field more troops, than any other bloc. The Red Tide is moving quickly in 1947, pushing back against Axis aggression and Allied betrayal.

No other bloc has taken such punishing losses as the SSU. The fronts in Russia and China have been wars of attrition, meat grinders into which Stalin and Mao have sent men, wave after wave, to die. Russia herself was desecrated by the Nazis and now by the Axis. China was ravaged by the Japanese at the start of the war in Asia. The SSU is roused to anger, and they're now in a position to exact revenge on the world.

For the SSU, the war has been about defending home. They have been at war longer than the other blocs and have suffered the worst incursions. In 1947, they attempt to retake lost ground, while expanding in other areas. The SSU is also united by an ideal. The communist revolutions of Russia and China promised a new world, one in which the shackles of capitalist greed were thrown off and men could make their way through their own labour.

This ideological bond cannot be underestimated. The Axis is an alliance of convenience, and the Allies are an alliance falling apart. Only the SSU remains dedicated to a single vision for tomorrow. Men and women alike fight and die for this ideal. While America has its liberty, and England its stiff upper lip, Russia and China have hordes of troops who fight and die for the homeland.

Such ideals have proved as decisive and world changing as the war itself. In South America, Marxist revolutions have spread like wildfire, followed by troops from the SSU to bolster these new regimes. Suddenly, America finds the oceans no longer protect her from the Red Menace so derided in U.S. newsreels. Brazil and Argentina alone remain out of SSU hands. The front has come to America, and the SSU will strike at Germany next.

The Sino-Soviet Union is vast, full of natural resources, and more tenacious than any other bloc on Earth. Only the SSU could have weathered such horrors as Stalingrad and Nanjing. While The Axis offensive is currently steamrolling the Allies, it has largely halted against the wall of the Russian "General" winter. Now, even some of the Allied bloc believe that the SSU is the only hope the world has of escaping being enwrapped in the Knight's Cross. These same folk know that such a victory would only mean trading one flag for another. The SSU is prepared to make this fear come true.

OPERATIONS

Russia is not the focus of this volume, since the ETO is the main area of play, to date, in *Dust*. China and her fronts will be covered in a later supplement. Suffice it to say, the SSU are operating in Mainland China, Southeast Asia, and even making incursions toward Siberia.

Russia herself is fighting on all fronts. While Mao is bogged down fighting the Japanese, the Russians have been better able to resist the invasions they've suffered. Retaking the city of Kharkov after seven separate battles, Russia now has an important source of oil back in its hands. With fuel comes mobility, and the SSU has used that mobility to spread across the globe.

As mentioned, the SSU has bolstered—some say ignited—communist revolutions throughout South America. They have pushed the Germans out of Kharkov, but halted immediately after. It appears the SSU is considering its options—a very deadly, hibernating bear that wakes as winter breaks. They could easily reopen the German front in the East (their West) and push into Europe itself. Everyone is waiting to see what the SSU does next.

A Viking longship sounds like something counter-intel would cook up to throw ASOCOM off, but it's not. Natalya saw one buried in ice deep into the North Arctic. It had VK aboard it, Edward. This idea that the Germans were the first to discover VK? That's just B.S. I can personally vouch for at least three other ancient cultures being aware of the crystal and its properties. The Vrill must have been here a long time ago. Whatever they got up to, we aren't the first culture to look into it.

When most Americans hear SSU, Russia comes to mind. Don't ignore the Red Chinese threat, though. I saw them in their infancy back in Shanghai. They're as fervent as the Russkies about communism and there are a whole lot of them. Chiang Kai Shek and his nationalists aren't as clever as Mao, and ASOCOM isn't spending near the amount of resources on them.

The Chinese have seen various foreign powers meddle in their affairs since the Opium Wars, Edward. They aren't going to stop even if Russia somehow falls. Their culture is among the oldest on the planet. They were the masters of their corner of the world for a long time. They aim to reclaim that role. Their intelligence network isn't as good as ASOCOM, but they learn fast. You get yourself face to face with an attractive dragon lady, you be sure to suspect she's a femme fatale. I know of at least one besotted British flyer that spilled the beans on an op to his darling "taxi dancer." Wound up with his throat cut in an alley near the Bund. What I'm saying is, don't underestimate them.

In Africa, the SSU has already taken Madagascar and has joined the battle for the Middle East. While China fights against the Japanese on Chinese soil, Russia is taking on the Americans on their own land. In the dense Everglades of Florida, Soviet troops learn the ways of jungle warfare. In Alaska, they prove their acclimatization to harsh Russian winters makes them outperform the Allies in the cold. Still, they are unable to push back the Marines stationed in that northern clime...for now.

Zverograd continues to plague an otherwise robust 1947 for the SSU. Whatever secret the Russians hide under the city is intact—neither the Allies nor the Axis have discovered it for themselves. But Russia is herself an invaded nation, and Stalin will not cease pouring troops into the Battle of Zverograd. The SSU has lost enough territory in this war. They will lose no further.

For some significant SSU forces and their locations, see the table below.

ORGANISATIONS

SMERSH

The SSU's intelligence apparatus is a vast, and often bureaucratic, machine. State security is centralized in SMERSH, which has superseded all previous intelligence groups in the SSU. Those intelligence organisations deemed still viable were subsumed into SMERSH. This has necessarily created an apparatus that is Byzantine in complexity and foreign to outsiders. Indeed, the very complexity and protocols inherent in SMERSH are a kind of protection against infiltrators and spies. SMERSH, AKA "Death to Spies," is itself proof against espionage by virtue of the Russian State's predilection for bureaucracy. Just try navigating the route a particular piece of intel takes from field agent to analysis—you'll be lost.

Yet it works for the SSU. SMERSH is an extremely effective, if sometimes heavy-handed, intelligence gathering operation. SMERSH agents have helped start revolutions in South America, unlocked secrets of Vrill technology, and broken Allied codes in preparation for Operation Red Sun (the invasion of Alaska).

Significant SSU Forces

Name	Estimated Current Location
9 th Guards Heavy Tank Division	Zverograd
3 rd Special Duty Division, SMERSH	Zverograd
3 rd Guard Assault Aviation Division, 2 nd SSU Air Fleet	Zverograd
13 th Red Banner Army	Zverograd
1 st Red Guards Motor Rifle Division	Zverograd
10 th SSU Rifle Division	Zverograd
2 nd SSU Air Fleet	Zverograd
666 th Separate Special Purpose Brigade	Zverograd/Alaska/North Africa

The Red Army depends on SMERSH to inform its commanders. Secrets are kept by those at the highest levels under the classification of Extreme State Security (ESS). This is equivalent to Above Top Secret in ASOCOM. A further level of classification is rumoured to exist solely for the likes of Stalin and General of Intelligence Rasputin.

While SMERSH is an ordered, if somewhat Kafkaesque, organisation, it also possesses an ultimate chief in the form of General Rasputin. It is wise to remember that Rasputin came not from the Bolshevik Revolution but from the Romanov Dynasty it overthrew. In many respects, Rasputin is the last person who should be in charge of state security, and yet he is. How this came to be is a closely guarded secret, possibly known only to Rasputin and Stalin himself. Sometime after Rasputin's "assassination," he reappeared in the Kremlin and somehow gained a toehold in the government to come.

SMERSH has Rasputin's fingerprints all over it. There are those in the apparatus who are loyal to the man first and the state second. Stalin is not unaware of this but, for now, Rasputin holds enough power that Stalin is leery of making any open moves against him. Rasputin, ever the survivor and manipulator, no doubt knows that when the war ends, he will be living on borrowed time.

DIRECTORATE OF PSYCHOENERGETICS

Created by Rasputin as a directorate under SMERSH, the Directorate of Psychoenergetics is devoted to the study of psychic and paranormal phenomena. In this way, it bears similarity to Blutkreuz, but has only a fraction of the Vrill technology at its disposal. Separate directorates research and fund the weaponisation of Vrill technology itself. The Directory of Psychoenergetics uses VK and Vrill technology only for psychic research.

Men and women selected for the directorate are drawn from the finest ranks of SMERSH. Psychics are trained according to a program developed by Rasputin himself. They are indoctrinated into the mysteries of Theosophy—a pseudo-religion popular in the nineteenth century (see Madame Blavatsky on p. 174). The NKVD (see below) is uncomfortable with this, as they believe it belies the communist indoctrination to which they are dedicated.

Yet the directorate has great autonomy, at least for now. Rasputin has focused the organisation on exploiting latent psychic ability. The Directorate discovered certain locations around the globe that seem to amplify some of these abilities. They are investigating how and why these locations have these effects.

The Directorate's most successful research comes in the form of remote viewing, or clairvoyance. SSU psychics are able to predict—with a statistically significant amount of accuracy—enemy troop movements. (Take note that statistically significant does not mean often.) Still, some very real operations have been exposed by Russian psychics which otherwise would have remained secret. Operation Red Sun may have benefited from the psychic probing of the minds of captured spies.

NKVD (PEOPLE'S COMMISSARIAT OF INTERNAL AFFAIRS)

Propaganda is integral to the communist ideology. First used to counter what they saw as bourgeoisie propaganda, it has evolved into the NKVD. This organisation is dedicated to promoting communism, loyalty, and patriotism throughout the SSU. If SMERSH is the official guardian of state security, the NKVD is the unofficial sentinel of internal security. They also operate within the Red Army. Military and political commissars are assigned to every unit and constantly watch both commanders and their troops.

The NKVD approves all mail transported back and forth from the various fronts, often redacting so much of the message that little remains other than "Dear" and "I love you." It's such a pervasive practice that soldiers, with typical gallows humour, have begun sending only those four words to their loved ones back home.

While prohibiting behaviour contrary to the interest of the state, the NKVD is also responsible for promoting the ideals on which the SSU is founded. It isn't enough to prevent dissent; one must actively encourage wilful enthusiasm in the system. To this end, a vast Directorate of Propaganda has developed inside the NKVD. It sponsors films, radio shows, leaflets, meetings, and the ubiquitous giant-sized propaganda posters looming over SSU cities.

Often featuring young men and women gazing out across fertile fields of wheat, or gloriously charging with the Hammer and Sickle in hand, this propaganda is well known everywhere from Murmansk to Mongolia. The NKVD makes sure that when waning rations do not fill the Russian belly, cheap vodka and jingoistic ideas do. The NKVD is responsible for cheerleading the cause, enforcing the ideals of equality, and advancing the promulgation of the people's will over all SSU territory.

YOUNG PIONEERS

One of the pet projects of the NKVD is the Young Pioneers. Similar to the Boy Scouts of America, the Young Pioneers are boys and girls who join the communist cause

early in life. They go on camping trips and hikes, all the while learning why communism is the only way labour can truly be free.

The Young Pioneers also prepare young people for military service. Marksmanship, survival, and tactics are laid out to Young Pioneers. Some of Russia's best snipers have begun as Young Pioneers and honed their eye hunting game on authorized outings. Young Pioneers are loyal, fervent, and often more zealous than their elders. Truly, they are a product of complete ideological control as demonstrated on pliable minds.

JNETZI

These elite snipers use the famed Widowmaker rifle to stalk their prey. They are quiet, patient, and lethal. First tested in Stalingrad, the Jnetzi has become feared in all theatres. Currently, they are most active in Zverograd where the bloody war of attrition, both above and below ground, carries on.

Selection became more formal as the war went on, but many are taken from either the Young Pioneers or the military academy ranks known as the Red Cadets. Even Angela Wolf, widely believed to be the best sniper alive, respects the Jnetzi.

SSU PERSONS OF NOTE

CAPTAIN KOSHKKA RUDINOVA

Daughter of famed U.S.S.R. hero Colonel Mikhail Rudin, Koshka became a people's hero as well. Photogenic and an expert walker pilot, Koshka drives her own specially outfitted walker called Grand 'Ma. She served as a tank commander before being transferred to SMERSH.

Koshka is known to have a relationship with Joe Brown, though specifics are hard to come by. She is a passionate patriot and defender of the Motherland, but she harbours demons related to her father's death. Rumours circle that he still lives and has turned on the Motherland. Koshka is determined to defeat the Germans and extract the truth from them.

Characteristics			
MB 3	MD 2	PH 1	PR 3
Movement 4	Capacity 4	Initiative 5	
Skills: Athletics 3, Attack: Firearm 2 (Grenade Pistol 1), Attack: Melee 2, Attack: Gunnery 3 (Grand'Ma 1), Awareness 2, Black Ops 2, Interaction 3, Knowledge: Language 2 (English, German), Knowledge: Military Tactics 2, Pilot: Walker 3 (Grand'Ma 1), Medic 1, Radio 2, Survival 3, Willpower 2, Special Ability 2 (Gizmotec 5, Gizmotec 1)			
Special Abilities: Gizmotec (30 Gizmo Points: Grand'Ma)			
Special Powers: None			

THE SECRET CITY

Howard Hughes and Majestic 12 built the Secret City under contract from ASOCOM. The Allies desired a facility to train troops for the cold weather conditions in the U.S.S.R. prior to invading Zverograd. Thus was the city known as "Labyrinth" born in the wilds of Alaska.

Modelled on the best intelligence ASOCOM had on Zverograd, the Secret City is a near-perfect copy—at least above ground. Underground, in the maze-like tunnels built to represent the Zverograd Metro, they had to improvise where intel was not up to date. Allied troops were successfully trained for the Rattenkrieg prior to reaching Russian soil. This helped them immensely.

However, Majestic 12 abruptly shut down the city of Labyrinth in early 1947. The reasons for the shutdown were lost in the bureaucratic tape MJ-12 habitually generates. The Allies moved on, and thought little more of Labyrinth.

The real reason for the city's closure was the beginning of another experiment. Called Project Whale, research obtained by Majestic 12 agents in Berlin gave some insight into the process by which the Axis created Ubermensch and Kampffaffen. In Labyrinth, Hughes began to develop his own hybrid version of both these unnatural pursuits. Unfortunately, Hughes' information was incomplete, and the resulting horrors his scientists produced quickly overran the city.

The city has been abandoned since. Yet the war shifts ever closer to Labyrinth and Hughes, using resources outside Allied purview, intends to retake the city under Operation Minotaur.

Not even Hughes knows what he might find there.

Natalya is Russian by birth. Her father's theories about Atlantis eventually ruined him in the academic world and they were forced out. Eventually, they wound up in the Russian Ghetto in Shanghai, which is where I first met her. Her father took me under his wing because I was one of the only people who didn't laugh at his theories. He was convinced that Tibet and the legendary city of Shambhala were Atlantean colonies.

Natalya was too young. Our love affair shouldn't have been. That drove a wedge between her father and me. He's dead now, but Natalya said goodbye to him years ago when she decided her Russian heart needed to defend the Motherland in the Great Patriotic War. I think she really wanted to restore the family name. Anyway, she fought at Zverograd.

She was a soldier before they realized her archaeological experience was valuable to them. She knows how they think and, let me tell you, the Russians are clever. They know their terrain and have exploited it as part of the strategy for hundreds of years. Just look at Napoleon. SMERSH, their intelligence wing, is not to be underestimated either.

Equipment

Grand'ma				
Type	Vehicle-Walker (Medium) [Cost:2]			
Handling	0 [Cost:0]			
Speed	16 (27km/h / 17mph) [Cost:7]			
Range	420km / 250miles			
Weight	16.15 tonnes			
Length	2.28 (7' 6")			
Width	3.36 (12')			
Height	3.75m (14' 4")			
Capacity	10 [Cost:5]			
Armour	4 [Cost:4]			
Crew	1 (pilot) [Cost:0]			
Weapons	45mm Howitzer [Cost: 9.5], Sulphur jet [Cost: 7]			
Sensors	Standard [Cost:0]			
Other	Smoke Launchers [Cost:1]			
Flaws	Bulky 2, High Maintenance 1, Skill Based 2 (Pilot, Attack) [Total Flaws: 5]			
Weapon	Rng	Dam	Rank	Special
45mm Howitzer	A (25)	3/2	1	Indirect
Sulphur Jet	10	3/4	1	Incendiary, Spray, Ammo 6

SERGEANT DIANA BONDARENKO

A friend and surrogate little sister to Koshka Rudinova, Diana grew up an orphan in state run facilities. After serving with Koshka for many years, she was promoted to SMERSH, where she leads from the front as part of the "Red Yana" 3rd Special Duty Division.

Part of Red Yana's duty is the field-testing of new weapons. Diana herself carries a special automatic grenade launcher. She feels at home in the Red Army, a substitute for the family she never had. Diana would do anything to protect Russia and kill anyone who threatened Koshka.

Characteristics

MB 3	MD 2	PH 2	PR 2
Movement 5	Capacity 4	Initiative 5	
Skills: Athletics 2, Attack: Firearm 1 (Auto Grenade Launcher 2), Attack: Melee 2, Attack: Gunnery 3, Awareness 2, Black Ops 3, Interaction 2, Pilot: Walker 3, Medic 1, Radio 2, Survival 2, Willpower 1, Special Ability 1 (First Strike 2)			
Special Abilities: First Strike 2			
Special Powers: None			

COMMISSAR CAPTAIN NIKOLAI DIMITRIEVICH STARINOV

Supervisor of all armoured operations around Zverograd, Commissar Captain Starinov is the commanding officer for the 9th Guards Heavy Tank Division, AKA "The Steel Cossacks." He has fought since the beginning of The Great Patriotic War and attained the almost unheard of rank of both political commissar and military officer. This unique position gives him great influence above and beyond his titled rank.

Starinov is a more than able commander, and is very popular with the men. There's been more than one occasion in Zverograd where morale was faltering and only Starinov's word—backed up by his pistol—turned the day.

Characteristics

MB 2	MD 2	PH 3	PR 2
Movement 5	Capacity 6	Initiative 4	
Skills: Athletics 2, Attack: Firearm 2 (Grenade Pistol 1), Attack: Melee 2, Attack: Gunnery 4, Awareness 3, Black Ops 2, Interaction 2 (Command 2, Intimidation 1), Knowledge: Language 2 (English, German), Knowledge: Military Tactics 3, Pilot: Walker 3, Medic 1, Radio 3, Survival 2, Willpower 1 (Badass 3), Special Ability 1 (Rank 2)			
Special Abilities: Rank 2 (Commissar Captain)			
Special Powers: None			

Equipment

Weapon	Rng	Dam	Rank	Special
TT-46	5	2	0	None

THE BURYAT

His real name is unknown, but he is called The Buryat because he is of those people. Indigenous to Siberia, The Buryat is a shaman from Lake Baikal. He accompanies Rasputin almost everywhere the general goes. The Buryat rarely speaks except in his native tongue. Many members of SMERSH are afraid of The Buryat, but few would say so aloud.

This shaman has powers he's displayed on a handful of occasions. People claim to have seen him teleport, levitate, and summon fierce winds to attack enemy troops. None of this has ever been proven, and Allied intelligence thinks he is a mesmerist like Rasputin rather than a genuine psychic.

Characteristics

MB 1	MD 3	PH 1	PR 3
Movement 2	Capacity 4	Initiative 4	
Skills: Athletics 1, Attack: Melee 2, Awareness 4, Black Ops 1 (Stealth 2), Interaction 2 (Intimidation 2), Knowledge: Language 2 (English, German), Knowledge: Occult 3, Medic 1 (First Aid 3), Survival 3, Willpower 4, Special Ability 1 (Special Power 2), Special Power 2 (Vrill Magic 4*, Flight 1)			

Special Abilities: Special Power 2 (Vrill Magic 4*, Flight 1)

Special Powers: Flight 1, Vrill Magic 4*

*Vrill Magic is optional and a GM may rule against its existence or use.

WINTER CHILD (COLONEL IVAN VASILEV)

The only successful product of the SSU's superhuman program (see sidebar on the next page), Winter Child was a volunteer from the Red Army who somehow passed the trials and biological alterations that turned him into a strange, post-human creature. Winter Child constantly wears special armour to protect him from damage, but also to protect those around him from the strange energy he radiates. Blue in colour, this energy is believed to come from VK, though by what process VK was introduced into Winter Child's cells is unknown.

He is a hero of the SSU, a propaganda icon and a man who has become something more than other men, leaving him forever alone.

Characteristics			
MB 3	MD 3	PH 5	PR 4
Movement 8	Capacity 9	Initiative 6	

Skills Athletics 1, Attack: Melee 3, Awareness 3, Interaction 1 (Command 1, Intimidation 1), Knowledge: Invention 3, Knowledge: Language 3 (English, German, Italian), Knowledge: Science 3, Knowledge: VK 3, Medic 3, Radio 2, Repair 3, Survival 2, Willpower 2, Special Ability 5 (Rank 3, Special Powers 4)

Special Abilities Rank 3, Special Powers 4 (Damage Resilience 3, Flying 4, Radiation Beam 3(range 9 damage 3/3), Enhanced Strength 1)

Special Powers Damage Resilience 3, Flying 4, Radiation Beam 4, Enhanced Strength 1

THE RED DRAGON (MAJOR GENERAL ARKADY DRAGUNOV)

Known as "The Red Dragon" among both SSU and Allied troops on the Alaskan Front, Major General Dragunov has been a terror to the Marines and Rangers desperately holding off the Red Tide there. The Red Dragon is a merciless foe, having learned the hard way that mercy brings one nothing in war.

He has pushed the front as far as anyone in Alaska. Inuit natives to the coast have also come to fear him as their villages were razed to the ground.

To the Dragon, this is appropriate treatment for people living in Russian territory without permission. The sale of Alaska by the Tsar is no longer recognized. These are foreigners on Russian land. Like the Germans on the Eastern Front, they must be forced off at all costs and The Red Dragon does so with great enthusiasm.

Characteristics			
MB 2	MD 3	PH 3	PR 3
Movement 5	Capacity 6	Initiative 5	

Skills Athletics 2, Attack: Firearm 2, Attack: Melee 2, Awareness 2, Black Ops 3, Interaction 2 (Command 1, Intimidation 3), Knowledge: Language 3 (English,

While it looks like a Marx Brothers picture to western eyes, that is one dedicated operation. They rival ASOCOM, though ASOCOM would never admit this.

Russian agents are very good at what they do. We paint them as Keystone Cops in newsreels and propaganda, but that's all bullshit. Do not think for a moment they aren't as clever, resourceful, and ruthless as anyone in ASOCOM or Blutkreuz. They reverse engineered the German walkers faster than we did and Winter Child isn't a one-off. They have other superhumans too. The process isn't perfected, but Natalya told me enough about it that I can say they are on the right track. If they can mass-produce soldiers like that, we are in deep and serious trouble.



This is top secret. Hell, most of what I'm telling you is top secret, but I'm not officially working for ASOCOM again. At least not yet. The Soviets are mad about psychic research. Rasputin is a huge influence, and I think the program is largely his idea. Obviously, this manual mentions that. What it doesn't tell you and what we haven't told ASOCOM yet, is that Natalya has some of these "powers." Psychic abilities are real, though rare. I'm not sure how it works, but the feats Natalya is able to perform seem somehow tied in with the Vrill. Alan Turing has a computer he swears only works along ley lines. Natalya seemed to be better able to see clairvoyantly around intersections of these points. She tried to explain what happened when we were in—No. I swore I wouldn't breathe a word of that. Look, Edward, I'd have dismissed all this as pulp magazine bunk, the kind of thing you'd read in *Weird Tales*, but there's something to it. Natalya knew things for which there is no explanation. Whatever this Soviet program is about, I think they know more about this phenomena's connection to the Vrill than ASOCOM does.

Superhumans

Every bloc has experimented with the creation of super soldiers, men who neither tire nor succumb to the elements. These programs trace their lineage back to the Nazis and their Ubermensch project (see p. 177). The Nazis were the first to realize that Vrill technology might alter the human body in desirable ways. The master race might at last be achieved.

But the Nazis are gone, and only rumours of their failed project remain. Blutkreuz gained some of the research the Nazis left behind and used it to found the Ubermensch program. Initially, the Axis tried to create a human super soldier, but multiple failures resulted in them settling for upgraded apes and so-called zombies. This is not to suggest that they gave up entirely.

The SSU and Allies are some ways behind the Axis on almost all technological fronts. Supersoldier engineering is no different. After repeated failed attempts to create more durable, self-healing infantry, the SSU only managed to create Winter Child. His power is so unpredictable that they must contain him in special armour lest he kill everyone around him, enemy, and friend alike.

The Allies, primarily the Americans, have undertaken their own superhuman projects with varying effects. It is believed Howard Hughes and Majestic 12 may have finally unlocked the key to engineering a superior genetic soldier, though he has yet to make an appearance on the battlefield.

Of special note is Baron Leopold's eugenics program that may have also been a precursor to the Axis supersoldier program. Whether Sigrid is simply a product of selective breeding, or has been altered with Vrill biological material, is the subject of much speculation.

Regardless, there is a new arms race going on, one not of steel and machines, but of biology. The bloc that cracks this new frontier may dominate the globe.

German, Chinese), Knowledge: Military Strategy 2, Knowledge: SMERSH 2, Knowledge: Spetsnaz 2, Medic 1, Radio 2, Survival 2, Willpower 2, Special Ability 3 (Assassin 1, Berserk 3, Rank 2)

Special Abilities: Assassin 1, Berserk 3, Rank 2

Special Powers: None

SSU MISSION SEEDS

KHYBER PASS

You've been in Afghanistan for two months. It's supposed to be a quieter front, but those don't exist in this war. The Allies are making a push through the Khyber Pass—the only passage between the mountains that border Afghanistan and Pakistan. You're on the line. It's been hellish fighting them, but the pass is a natural choke point. Alexander the Great came through here, the British Empire came through here.

Now, the Allies are trying.

You've kept their waves at bay, but today they're rolling up something new. They've got some sort of super weapon, something that just fried half your friends. The native troops have broken and fled. It's just your small team versus the Allied assault. . . But where did that super weapon come from? What is it? If you make it back to friendly lines, no doubt your commissar and commander are going to want you to return here to find out.

THE KHAN'S TOMB

Mongolia is steppe, scrub, and tundra as far as the eye can see. It's much warmer than Zverograd would be this time of year. Why they pulled you—a Spetsnaz unit—out of there to come to this hole-in-the-wall country must be an interesting story. When they loaded you up on the Tupolev to fly here, they told you you'd get your orders when you hit the ground.

IT'S PERSONAL

Marshall Reichart Holtz is known as The Butcher of Kharkov. During the first two battles for the city, this man was responsible for the deaths of thousands of surrendering Russian soldiers. Stalin has wanted him dead ever since. You work for SMERSH, and a communiqué has been decoded regarding this hated figure. The Marshall is going on leave in Istanbul. He wants to see where the old Byzantine Emperors once sat. No doubt, he fancies himself in their league.

You are there to remind him that he is not. You are there to avenge what he did. You are there to assassinate him for Stalin and the Motherland. He will be well protected, but you can do this. However, there is one snag you won't find out about until you get to Istanbul—Holtz is defecting to the Allies. You don't know why, but he's changed sides. That means tangling with ASOCOM as well. Two groups of spies are after this guy. Only one group will be successful. Make sure it's you, because Stalin takes out his anger on those who fail him.



Natalya served with Vasilev's sister when she trained briefly as a Night Witch. According to her, Vasilev isn't entirely happy with what SSU scientists did to him. He can't touch anyone. He can't even get out of the suit unless he's in a special room. While he plays the dutiful propaganda icon, I got the impression from Natalya he's very unhappy. I mentioned this to ASOCOM in one of my many, many debriefings. You might score points if you can find out if he's ripe to be turned. That would be quite a feather in your cap, little brother.



CHAPTER 11:

RUNNING DUST ADVENTURES

FOR THE GM'S EYES ONLY

Many of you are familiar with RPGs. Many of you are more familiar with historical wargaming. While we won't re-tread the tired, "What's a roleplaying game?" section, we will show you what makes *Dust Adventures* unique and, how you as the GM, can get the most from the game.

The *Dust Universe* is part alternate historical simulation and part pulp adventure. In *Dust Adventures*, super science, via alien technology, meets the very real actions of World War II. Broadly speaking, the RPG you have in your hands can be played in either style. If you want something realistic, the rules allow for that kind of play. If you want freewheeling pulp style adventures in the vein of Indiana Jones, you may do that as well.

The models you already own, and the background behind them, are battle ready for *Dust Adventures*. So, whether you're a long time collector of *Dust* miniatures and games, or just looking for a new RPG, you should find something unique inside this book.

CAMPAIGN TYPES

While your campaign can take any form you wish, below are examples of campaign themes with appropriate characters and adventure seeds. You have the scope of an entire war and the technology of an alien race to play with—have fun!

THE MILITARY CAMPAIGN

The default setting for *Dust Adventures* find the characters in the military. They could be frontline grunts or Special Forces. As GM, this type of campaign gives you the most control over the sort of adventures the characters have. As members of the military, the characters must follow orders. As GM you, through the NPCs, issue those orders. This style of play also lends itself best to the military realism side of *Dust's* DNA.

If your game focuses on frontline infantry, your characters are going to be in the thick of combat. Life is going to be

periods of boredom punctuated by heart-stopping terror. The soldier's life falls into a routine. Your adventures will be about those times when the routine breaks. The great battles of the *Dust Universe* are fodder for ideas. Play in Zverograd, the invasion of Dover, or the battle in Antarctica. The default timeline opens in April, 1947, but you're free to set your game anytime you like. Your players may be the first to discover Vrill tech, or the first men and women who helped Captain Joe Brown steal it from the Axis.

You could even play out the entirety of the war to date, beginning with the first Allied invasions in Italy and North Africa, and continuing all the way to the Allied defeat in 1947. That might make for a downer of a campaign, but war isn't meant to be a real pick-me-up.

One decision you'll likely want to make is the nature of the character's unit. Are they the aforementioned grunts, or are they an elite squad of Rangers? The latter gives the players a higher degree of control over their missions. They'll get their assignments and have objectives, but you can fudge some of the strict rules of engagement and protocol in favour of having a good time. Alternatively, you might want your game to reflect military reality. You might be in the military, or a vet, yourself. If so, make them stick to the rigorous rules and standards the actual military demands.

You may also decide on a particular Theatre of Operations. This book covers Europe, but later supplements will cover other areas of the war. Especially as grunts, the characters are going to fight on a particular front at a particular time. Do you want to fight on the streets of Rome, or the forests of Bastogne? In the special ops version of a military campaign, your characters may be a good deal more mobile. Rangers and frogmen operate all over the world, clandestinely carrying out some of the most dangerous missions.

CHARACTER TYPES

In a military campaign, the characters are obviously going to be soldiers. Everyone's wearing the same olive drab or field grey, and differences come from specialization and

Styles Of Play

The *Dust Universe* is not wholly our own, but it is not so far from the history we remember as to be truly alien. A fusion of pulp science fiction and military realism, the game straddles the fence between high adventure and gritty combat realism. Your games can lean to one side or the other.

ALTERNATE HISTORY

Dust has its roots in many of the real events of World War II. While our timeline diverges from the actual war—and continues years after the real war ended—units, battles, and the like are all based on, or inspired by, real events. There are many historical gamers out there who want *Dust* to remain a military simulation. This game allows for that, without delving into the level of complexity that games such as *Twilight: 2000* once did.

You're welcome to run a military-focused campaign adhering to realism rather than high adventure. In this sort of game, soldiers die, the heroes don't always win, and, like the real war, the fate of the world is uncertain. Characters are going to face challenges that real soldiers would. The elements, supplies, and fatigue come into play. The real heroes of WWII didn't do it alone, they fought in companies of heroes, and many of them never made it back. If you love *Dust* for the realistic approach to alternate history the universe takes, a historically realistic style is likely for you.

PULP ADVENTURE

The other side of *Dust Adventures* is pulp action and story lines. The term "pulp" comes from the kind of cheap paper used to print lurid and thrilling magazines. The works of Robert E. Howard, H.P. Lovecraft and, Lester Dent fit into the pulp genre. So do films like the *Raiders of the Lost Ark*, *The Rocketeer*, and *The Shadow*. Pulp is a

high-octane environment where the action is fast and furious and escapes are narrow and exhilarating. *The Dirty Dozen* is closer to a pulp style WWII film than it is a historical simulation. If it's accuracy you want, *Saving Private Ryan* is likely the film for you.

Heroes in pulp are larger than life. They're the individual figures like Sigrid von Thaler and Bazooka Joe. Rosie is a perfectly realized pulp trope: the sexy gadgeteer and all-American girl. In a pulp style of play, players will take on the role of heroes such as these. You might find that scientists, archaeologists, and two-fisted heroes populate your team. As GM, you keep the pace moving and employ many of the secrets found in the Super-Science, Archaeology, and Parapsychology from A to Z chapter. Here, the Vrill tech and its effect on the war are given primacy. The science fiction elements of *Dust* come to the forefront in pulp campaigns. The world might be full of strange, alien mysteries of your own invention. Outer space is the limit.

THE HYBRID GAME

Combining both styles, the hybrid game is the one you've already been playing if you enjoy the miniatures. *Dust* is neither rooted in science fiction or military realism completely. The world is a mélange of both gaming genres. There's every reason to go the same route with *Dust Adventures*. In this style, the players are heroes, but vulnerable ones—more Indiana Jones and less Superman. Missions range from realistic military actions and reconnaissance to over-the-top encounters with nefarious mad doctors and their horrific inventions. Just as in the *Dust* miniatures line, you'll have uplifted gorillas fighting against hardened U.S. Marines. You'll see zombies take on under equipped Russian troops in the tunnels of Zverograd. Realism and science fiction merge to create something that is wholly, and completely "*Dust*."

personality. If you've ever seen *Band of Brothers*, you have a sense of how different personalities come out in combat. That's what you want to evoke here. Allow the players to customize their characters. Create the group as if they were a single unit. You might have a sniper, a demolitions expert, and leader. Everyone has his or her role to play.

Dust units of particular interest here include Combat Rangers, Blutkreuz, Recon Grenadiers, SSU, Jnetzi [snipers], or even an Axis gorilla squad—now that definitely leans pulp.

TYPICAL MISSIONS

This campaign closely adheres to actual military operations. Characters are assigned to take particular topographical objectives, rescue POWs from an enemy camp, capture a new weapon the other side is using to change a battle, and other sorts of military-specific missions. You might have an entire adventure evolve from what looks like a normal patrol, or you could find your unit having to link up with another unit in your bloc about which you know very little. Soldiers go where they're told. So will you. Ideas to get you started follow below.

LRRP

LRRP stands for Long Range Recon Patrol. You're an elite squad operating far and away from safety. In this scenario, a group of Recon Grenadiers is dispatched out in front of the main line if the Axis thrust in 1946. The Allies are being hit with a counter offensive that eventually pushes them back across the English Channel. The Grenadiers have to work out what kind of frontline defences the Axis will encounter in their push. They'll also have to avoid being captured. Once you've spotted and recorded your intel, you just have to go back to friendly lines. Unfortunately, the battle has shifted and you're now completely cut off and on your own side.

The Great Raid

This time, you're Allied soldiers on the verge of pulling out of continental Europe. The brass, in an uncharacteristic display of concern, wants to leave no prisoners behind. The Axis has held a POW camp just over the German border since the Normandy Invasion. You're team is tasked with rescuing those left behind. You don't have much time, and even less support, as the Allies try to re-enact the Miracle of Dunkirk and get out of Europe while the getting's good. You'll be operating behind enemy lines with only an escaped POW as your guide. He's eager to rescue his mates, but maybe he's too eager. You've never been a POW, so it's hard to say if this fellow is in his right mind. You are beginning to suspect he's not.

Sacrifice

London is about to fall. There's nothing Allied command can do to prevent this. Your unit is one of many who volunteered [or were ordered] for a delaying manoeuvre designed to give the citizens of the great city time to evacuate. You aren't expected to come back. The best you can hope for is being taken prisoner. This mission has a *Dirty Dozen/Saving Private Ryan* vibe. Not everyone is going to make it out alive and those who do find themselves either on the run in occupied England or having to escape from a prisoner camp in the next adventure. Historically, citizens took on disproportionate casualties during WWII. This is one time when the men and women in uniform have a chance to redress that.

THE ESPIONAGE CAMPAIGN

Casablanca, *The Third Man*, and other film noir movies make for great inspiration if you're planning to run an espionage campaign. Characters have a great deal more autonomy than in a military campaign. They might be former military, or temporarily assigned, but they're going to be operating outside the reach of their superiors. In a deep cover scenario, the only contact the characters may have is with their handler—a spy who gives them their missions in secret and periodically makes contact.

You might have characters who trot the globe like a WWII James Bond, or more realistic spies who work tirelessly in a single locale. Settings could include occupied France or London. Istanbul, a hotbed of espionage

because it's in the Neutral Nations Organisation state of Turkey, is a particularly suitable city for this type of game.

Intrigue and combat share the spotlight in an espionage game. Your characters need as much skill in the art of deception as they do with a gun. Meetings in dark alleys, deciphering codes, and helping enemy agents defect are just some of the missions you might undertake. You serve in secret and in silence, but your actions have the chance to change the course of entire operations.

CHARACTER TYPES

Spies are the backbone of any espionage campaign, but they come in many flavours. Some are well-trained, field-tested operatives, while others are recruited civilians in a unique position to gather intel. You should decide as a group what sort of agents or assets you want to play.

This isn't to say you all need be spies. Fixers, arms dealers, and mercenaries are a few of the other archetypes that crop up in an espionage game. Femme fatales mix with the owners of expatriate nightclubs in the smoky, jazz-laden nights of Istanbul, Berlin, London, and elsewhere.

As GM, you should create a cast of recurring characters, many in shades of grey. Espionage has fewer clear lines than the field of battle. Agents turn on each other and their countries, men are after fortune for themselves. This moral grey zone is where you operate, doing what your country, conscience, and, sometimes, worst nature demands.

TYPICAL MISSIONS

Double Play

England, 1947. Dover is about to be invaded but, as an Axis agent, it's your job to convince Allied intelligence that the initial air drops are going to occur at Leigh-on-Sea and then proceed directly to London. This delay, if bought by the Allies, will provide a needed division of resources away from Dover. You have to plant intelligence on the corpse of a known double agent [whom you also have to kill] in time for the SOE to find it. Once this is done, you must use your contacts to back up the fake scenario.

Unfortunately, you aren't alone in knowing about this diversion. Somehow or another the SSU has found out and one of their agents is deciding how to proceed. Will they sell the Axis out, or is the SSU still bitter enough to turn a blind eye to the invasion? You'll have to uncover the Soviet agent in London and deal with him or her anyway you see fit.

Defection

As members of the Soviet Intelligence machine known as the SMERSH, you've been ordered to help a member of the famed Bletchley Park group defect. This individual has worked with Alan Turing and the others who first helped decode the Enigma machine. You're bloc isn't after that code anymore though; you're looking for the next step in computational machinery. The would-be defector claims



she knows exactly how Turing's latest machine works. SMERSH will stop at nothing to bring her over to the communist side.

But so will the Axis. They aren't sitting this one out. The woman in question has played both sides and will go with whoever pays her best or coerces her first. You are going up against a team of the Axis' best agents while trying to avoid British Intelligence. If they get wind of any of this, you're all dead. Find the woman, bring her back to Moscow, and the Order of Lenin may be yours—at least posthumously.

The Grey Zone

One of your team is a double agent. He doesn't do it for the money, he was brainwashed. It seems the Axis have developed psychic and psychological means of perverting one's loyalty. Working from post-hypnotic suggestion, your friend has crossed over into Germany. Your job is to either bring him back or neutralize him before he can do any more damage.

A hard enough choice, but that's only the first you'll encounter as you slip into Germany. The secrets that your friend is about to deliver to the enemy will, ironically, spare an entire French villa from destruction by Stuka bombers. That's over 1,000 souls you could save by just letting him go, by letting him betray the Allied cause. Yet, if you do, the Axis will have a detailed idea of how Allied

intelligence operates. Many covert agents could lose their lives. The stakes are a village against the possible future damage a traitor might cause. Hinging on all of it is a friend you may have to kill.

ARCHAEOLOGICAL ADVENTURES

Ancient ruins, the lore of lost cultures, and secrets kept by societies few have ever heard of—these are just a few of the tropes of the archaeological adventure campaign. Characters might work for Clio or Blutkreuz, scouring the world for evidence of previous Vrill visitation. Oh, yes, the Vrill have been here before. You didn't think 1936 was their first appearance, did you? Earth is a VK rich planet. That didn't happen overnight.

The focus of this campaign is to search for information long lost to human memory that may lead to VK deposits or recoverable Vrill technology. Over the long course of the war, all blocs have realized that technology will be the key to supremacy. You and your team are likely to be a varied lot. Some of you will be soldiers, while others are linguists and archaeologists. A pilot to get you in and out of hotspots would be good too.

The world is your campaign setting for archaeological adventure. From the jungles of South America to the farthest reaches of the arctic, your missions will take you

ISTANBUL

Topkapi Palace, the Hagia Sophia, the last vestige of the Roman Empire, Istanbul has a storied history. Situated on the Bosphorus River, Istanbul is neither an Eastern nor Western city but a mixture of the two. Her tall, Arabic spires mix with columns as old as the Roman emperors.

In this city of deception and intrigue, people of all stripes jockey for advantage. You may be a spy, or merely someone who uses their presence to your advantage. Every bloc has agents here and, much like Casablanca of the real world, it is a neutral city where no one is in control. This agreed upon neutrality casts long shadows over Istanbul in which spies like you hide.

It is said that no plot is ever spun whose web does not reach Istanbul. Information is bought and sold in the suks, along with spices and textiles. Marco Polo might have seen. This is an old city, and her secrets are deep. If the covert war has a frontline, Istanbul is it.

anywhere a hint of Vrill activity was recorded by man. Perhaps there's even more than one species involved? It's your campaign after all. This type of game is pulp by its very nature. You're evading ancient death traps, tangling with Ahnenerbe scum and racing enemy agents to the great treasures man never knew existed. For more ideas, and a selection of potential artefacts and sites, see the Super-Science, Archaeology, and Parapsychology from A-Z chapter of this book.

CHARACTER TYPES

Typical is a relative term when it comes to archaeological adventures. Adventuring archaeologists in the Indiana Jones mould work with pure academics, soldiers, and former stunt pilots. The team needs to be flexible, because they never know what they'll uncover. Your enemies aren't just soldiers, like in some campaigns, but the technology you're trying to recover itself.

You'll need scientists, professors, and gadgeteers alike to find and utilise the technology your bloc needs to win the war. Civilians are common in Clio, as are outsiders. Criminals may not be who ASOCOM wants to deal with, but war makes strange allies of us all. The thief that would otherwise see jail time is useful to an organisation like Clio or Blutkreuz. The pirate, who knows the ins and outs of the world's ports—and how to hide—becomes someone you might do business with. Like espionage-focused games, low characters of all sorts may be played or encountered. The unusual is on offer too. It is rumoured that Blutkreuz' newest field archaeologist is an uplifted gorilla! Then again, that could just be misinformation.

TYPICAL MISSIONS

The Left Paw

Edgar Cayce, noted American psychic, claims there's a secret chamber located under the left paw of the Great Sphinx. He says that inside lies proof of a lost continent. Clio isn't given to pursuing such vaporous legends, but Blutkreuz seems to be making a push for the Giza Plateau where the Sphinx is located. Your team has to find out if this secret chamber actually exists as the front lines grow closer and closer to the Pyramids and the Sphinx.

What item or items you find inside this chamber, if anything at all, is just the first step on your mission. The British are pulling back and you've got to find a way to get this artefact back to Clio before Blutkreuz finds you. Oh, yeah, there's some VK mutated mummies active down there too. Have been for more than three millennia. They didn't tell you about that at the briefing, did they?

BEHIND ENEMY LINES

Some of the greatest war stories take place behind enemy lines. An entire campaign could be so focused. Characters may find themselves trapped behind in France after the Allies pull out. Now, they have to gain the help of the local Resistance in order to survive. Perhaps their goal is to

make it back to friendly lines. Or, maybe, their superiors want them to stay and harass the Axis as much as possible.

You might be in enemy occupied Zverograd, snipers for the SSU who have become lost in the war. You could even be children; trying to survive the war as best you can while scrambling for survival. *Empire of the Sun* [novel and movie] as well as *The Painted Bird* can fuel nightmares of war as seen through a child's eyes. This is a combination of behind enemy lines and the grim reality of war.

Alternatively, you might be members of the resistance in your occupied country. There's nothing that demands you play a military unit. Members of Nov. 5 in London or the Resistance in Paris could all make for great games. There are enough shifting lines in the war that you have ample territory from which to pick.

CHARACTER TYPES

Units cut off that can operate relatively on their own are a good place to start. Whether this is a tank or walker group or a Special Forces squad is up to the players and the GM. As mentioned above, children could provide a very intriguing window into the war, though you'd probably only want to use them with adult players. Nationalists under Chiang Kai Shek could fight for China in and around Shanghai, while a lone patrol of British Desert Rats might be harrying the enemy in North Africa. Polish resistance could be found at the war's beginning, as Inuit resistance might play out in Alaska now.

The characters need to feel alone, in constant trouble, and always just about to be discovered or captured. Think of a *Red Dawn* style game in which your local school children have decided to fight back against the SSU invasion of Florida. That could provide many sessions worth of alternate history entertainment.

TYPICAL MISSIONS

School's Out

You and your friends didn't intend to be trapped behind Axis lines in England, but that's what happened. Your parents didn't have time to get you and, now, you've heard London has fallen. The only friendly units you know about are far to the north. Meanwhile, the Axis is herding up all kids and putting them in civilian camps until the war is over. Do you fight back, or merely try to survive? Can you make it home and find your families? You're only kids, but you have one advantage—the Krauts aren't paying attention to anyone your age.

France Redux

The second Fall of France was inevitable when you and your team were inserted in this small French villa. You were picked precisely to stay behind. You speak fluent French and German. You are to organize the Resistance under a single command—yours. You receive orders on your encrypted radio and help delay the Axis from further pursuit into



England. Once that is achieved, you must mount an all out attack on the Axis from inside their territory.

You aren't the only team left behind to do this, but you have no communication with the others. That way, should one cell get captured, you all won't wind up in an experimental Axis psych lab.

Werwolves of Germany

It is after the first Battle of France and you have been left behind to hurt the Allies. You need to sabotage their efforts to re-unify France while holding out for the Axis return. You've been doing it well for half a year when Blutkreuz sends an agent to make contact. There's a French scientist that needs to be found at all costs. His insights into VK technology surpass even those of Blutkreuz. The thing is, though, he's a pacifist. He refuses to work for any side. You must find him and bring him back to Germany any way possible. You have to do all this while avoiding a nation of citizens who want revenge on soldiers like you for the occupation from which they've just been liberated.

MERCENARIES

Since man first made war, there have been those who fight not for country or ideals, but for pay. You are such men. Experienced, but tired of the ideologies of the three blocs, you fight for the side that's paying you right now. You aren't alone. Many mercenary companies have popped up the longer the war has dragged on.

Many have tired of fighting for ideology and turned to fighting for money. Soldiers of fortune have abandoned their original units and banded together in mercenary companies. Traitors in their homelands, they are the men and women without countries, expatriates living in NNO states and, sometimes, avoiding entanglements with their previous lives.

A mercenary campaign can be the most eclectic of all. You are not bound to using one nation or bloc to supply characters. Everyone has abandoned their countries, for one reason or another, in favour of fighting for their own piece of the world pie. Everyone's dying, might as well make some money at it, right?

CHARACTER TYPES

The mercenary campaign can include anyone—soldiers of any nation, spies, scientists, archaeologists, and anything else under the sun. Their common bond is that they are all exiles. Home is no longer an option for them. Each character has either had their fill of war or turned their back on their nation's call from the war's inception. These are men and women who may have radically different agendas. One may want revenge, while another seeks some religious artefact. A man might be fleeing a bad love affair, while a woman finds her opportunities are greater in a unit with no sexual discrimination—women serve in all nations, but the military is still a chauvinistic entity.

The characters will need a base of operations. This could be an NNO city such as Istanbul or Saigon, or it might be a captured U-Boat, or plane. The characters should find themselves in all corners of the globe taking on missions that run the entire gamut listed above.

The unit may even have a common purpose. The Sisters of Demolition, for example, purport to be mere mercenaries, but they secretly work against the war itself. Thus far, no intelligence operation has penetrated their ranks to find out how they hope to fight that which they openly participate in. Your players are welcome to create a group of their own. They may be the leftovers of a secret society dedicated to finding Vrill secrets, or an organisation dedicated to protecting them from mankind.

TYPICAL MISSIONS

Assault in Argentina

The team of mercs is hired to locate a former Nazi SS scientist and retrieve him—alive. To do so, they'll have to gain confidantes inside the Ahnenerbe and find out where the scientist is living. Once the characters have him, they need to get him out of the country. Hard enough, considering NNO organisations typically arrest all former Nazis, but the Axis, Allies, and SSU have also discovered the scientist's location. What does the man know? What secret formula might he possess? It's certainly something nations are willing to kill for, but are the PCs being paid enough to die for it?

No Honour Among Thieves

Times have been lean. After the incident in Dubai, your reputation is less than pristine. So, when the job offer comes through, you take it. It's a simple proposition; hunt down some of your own. A group of mercs you already know has a huge bounty on their head. The SSU wants them dead for something they pulled in Siberia. SMERSH figures the best people to find them are other traitorous dogs. Some of these people you might have once called friend, but your war no longer has a place for such loyalties. The team you are to terminate was last seen in Saigon. Off to the hot, steaming capital of Vietnam for you. You hear it's nice this time of year.

FUBARed

Operation Babylon is tearing apart the Middle East once again. The *Neue Deutsche Afrika Korps* has broken through the Allied lines you were fighting in, and you were the only survivors of the last battle. You haven't gotten your pay and feel it unlikely you will considering the circumstances. There are choices to be made. Do you want to hump it back to Allied territory and try to collect? Maybe you could sign on with the NDAK? Hell, maybe it's time to chuck it all and venture to Tripoli and that lost city full of treasure you kept hearing Jack Donnelly going on about in 'Stambul. What the hell was the name of that place again?

CAMPAIGN SEEDS

In running *Dust*, you'll most likely want to run a campaign—a series of linked adventures. These do not have to have a unifying theme or goal, but individual stories are often more compelling when they do. If you wish to run something episodic, the ideas listed above for different kinds of play are enough to get you started. In an episodic game, the characters are the through line. The plot is about their continuing adventures, not an overarching plan by one of the blocs.

If you're looking for something on a grander scale, something comparable to one of the great miniatures Operations such as Hades, Cerberus, and Babylon, the first thing you need to decide as GM is the scope. Are you looking for something global, or would you like to confine your game to one theatre of operations or even a single country?

Once you determine the geographic scale, determine the stakes. They'll be more on this under GM Advice but for now, you just need to decide how much of an impact on the war your campaign might have. Getting input from your group is usually helpful as well. While you're all sitting down creating characters, you can get their feedback as to what kind of campaign they'd like to play. Are the heroes saving the Allies from the nefarious plans of the Blutkreuz or are they just G.I.s trying to get by in embattled England? Below are some campaign examples to get you started.

ALL QUIET ON THE ALASKAN FRONT

This is a realistic military campaign. You're infantry on the front lines of the war in Alaska fighting to keep the Japanese at bay. You're often under-equipped as trains and convoys frequently get stuck in the terrible snows of the Canadian winters. You've been assigned to the Aleutian Chain, on an island called Attu.

Attu is the site of a Japanese invasion. Not only is the Red Tide sweeping Alaska, but the Emperor's finest are all over this island. You have to root them out. It's fighting as brutal as any in the PTO, but cold. So damn cold.

The Japanese do not quit. In the fog-shrouded nights you hear their Banzai cries as they charge, wave after wave, against your machine guns. There are not enough of them to keep it up. You are executioners in a strange land. This isn't home. You're from Tulsa, for God's sake. The Japanese die for their Emperor, but what are you dying for?

You had a friend since Basic; he was skewered by one of their samurai swords last week. The soldier that killed him then blew himself up with a grenade. You were wearing bits of your buddy on your face.

There's no hope here. The sky is perpetually grey and the only time the white fields take colour is when they're drowned in blood. When you arrived here, you often thought of home. You don't do that anymore. You cannot

imagine what home would be like now. How would you tell anyone about the things you saw and did on Attu?

This campaign paints a picture of war that is not pleasant. It is, for all intents and purposes, a depressing campaign. But it is realistic. As soldiers watching a determined enemy suicide themselves against you, it's the mental strain and moral anguish that hurt you as much as the biting cold. You're unlikely to find Saturday matinee heroes in this game. Everyone is simply trying to survive and bring some semblance of who they were back home should this war ever end.

THE FILTHY FEW

ASOCOM has lost many special operations troopers in the field. As soon as more are trained, they wind up being killed. Vets are highly prized for their experience and skills. You are not.

Oh, you're vets alright. You've seen combat and returned to talk about it, but all of you are convicts. You've been in prison for some of the war. Maybe you killed an officer, maybe you looted, and maybe you did worse. It doesn't matter. ASOCOM has a new program to get pariahs like you back into the field. You'll be trained like special ops soldiers. You'll take on the toughest missions. You aren't expected to return. Hell, they don't care if you return, so long as you get the job done.

It's better than prison, and the chance for escape is greater. It's much easier to disappear in the thick of combat than it is behind the razor-wire fences at the prison.

This campaign offers an interesting dynamic. Most players will take on the roles of criminals who, quite likely, are constantly at odds with each other. One or more players play the ASOCOM commanders who are in charge of this motley crew. The enemy here is not simply the men in the different colour uniforms; the enemy is each character's nature, fighting against the rest.

YOU DAMN DIRTY APE!

Without a doubt, this is the weirdest idea of the lot. You're playing Kampfaffe. You're gorillas given the intellect of humans and trained for war. You aren't merely the rank and file gorillas, but a special group designed to replace special operations Werwolves. Troops are the one resource the Axis in Europe lacks. You're part of the solution to that problem. You weren't born for this. You were forced into it. In your minds, you still smell damp forests and hear the song of multi-coloured birds. You don't have war in your society, not like this. Being human isn't anything you'd wish on any animal.

This campaign draws drama from the tension the characters face in their struggle to understand what has happened to them and how they feel about the war. They've been conditioned to obey their Axis handlers, but what happens when they find free will? What happens to these characters when they decide to turn their weapons on those who uplifted them? What happens when they



decide to take off in hopes of freedom somewhere else? An interesting dynamic to be sure, and one encompassing the grey morality of war, the ethics of animal experimentation, and what it means to be a conscious being, human or otherwise.

HEROES CAMPAIGN

You've read about their exploits in various *Dust* products, so why not play them in the RPG? Bazooka Joe, Rosie, Sigrid von Thaler, Winter Child—these heroes have been turned into icons by their various media departments. You navigate two worlds when you play heroes like this—war and fame. It's not enough to just fight, you have to come back and sell war bonds, inspire the Red Cadets, and help recruit for Blutkreuz. You're crazy stars of an even crazier war. Oddly, you've all tangled in the past. Some of you have even developed relationships that might be considered forbidden by your superiors.

War is often a faceless machine that grinds the individuality out of every soldier. That is the way most soldiers survive—by being the same. This is different. This time you are the face of war, and you carry that weight on your shoulders. The only time you don't feel that weight is in the thick of combat. Then, you're too busy trying not to die.

THE CIRCUS

You aren't soldiers. Maybe some of you were, but that was in a different life. Some of you worked under the big top before the war. Others came as refugees, escaped prisoners, and deserters. The circus takes you all. You travel from one ruined town to another, putting on your show. Maybe you take side jobs along the way. Times get lean. You've eaten rats and horses.

Being part of the circus is being part of a dysfunctional family. You are each other's brother and sister, best friend and worst enemy—but you stick together. You will survive. The war will end some day. It has to, doesn't it?

This campaign offers a civilian look at the war. You have no one giving you orders, equipment, or even food. You're scrambling for your every meal. The people who are kind enough to toss you a coin or two are usually soldiers themselves afflicted with the same dead stare as everyone else. The group's goal may be to traverse Europe and get to Spain. Perhaps they merely travel the roads of the ruined theatre finding strange adventures along the way. This is a sandbox campaign for *Dust*. Europe is your map. Go where you please.

ADVICE TO GAME MASTERS

Some of you are old hands at RPGs, and a few of you might even be old school grognards (Google it, kids!) The rest of you might be very experienced with miniatures games but have only a casual acquaintance with RPGs. *Dust Adventures* is battle ready for either type of GM. This section gives some basic advice on running your individual sessions and campaigns by focusing on something many games overlook—the structure of narrative.

CHARACTER IS PLOT

That's a core maxim in writing fiction, and it applies almost equally to RPGs. While you are the GM, and therefore in charge of a great many things, the players experience the game through their characters. The game is, therefore, all about them. As well it should be. You aren't here to force a story on them. Sure, they're likely under orders, giving you some control, but remember it's their game. PCs should be encouraged to develop distinct motivations and objectives. Not everyone wants the same thing. One soldier is just trying to survive while the fresh recruit is eager to win the war just like John Wayne.

The same goes for your NPCs. They come to life if they have motives of their own—if only in the GM's mind. People act irrationally, sure, but they usually think they have a rational reason for doing so. Every NPC who's going to see significant game time ought to have their goals and persona. These colour what they tell the PCs, and what they're trying to get out of them. There are very few altruists in this war. Everybody wants something.

Characters drive the game if you let them. As you watch the players make their alternate selves, take some time to figure out what these ego-puppets want in their imaginary world. That will take you some way toward fleshing out your campaign.

PLOT IS ALSO PLOT

OK, I just told you character is plot and that's true—mostly. Plot is also plot, especially in an RPG like *Dust Adventures*. This isn't a collaborative narrativist game, but a more traditional RPG. You, as GM, make up the broader story. The characters will help define it. Their choices will guide it, but you have to lay out what would happen if the PC team never intervened. This starts at the grand scale and drills its way down to the individual adventure and scene.

The story usually boils down to something simple like this: somebody wants something and something else stands in their way of getting it. We could discuss the various iterations of this found in literary theory, but for an action-focused RPG, it's much simpler. The PCs have a goal and there's an enemy standing between them and said goal. Along the way, you can also toss in environmental difficulties, red herrings, and twists at them, but the plot remains basic: the players want "A," and the antagonists want to prevent them from getting "A."

A is what's known as the MacGuffin. The term comes from Hitchcock and is used to describe the thing everyone in the movie wants. It's the Ark of the Covenant in *Raiders of the Lost Ark*, the suitcase in *Pulp Fiction*, and the beaches of Normandy in *The Longest Day*. In your campaign, it might be the defeat of the Allies in Florida, or even the defeat of a particular unit in the Everglades.

Your MacGuffin can be whatever you choose: person, place, or thing. Maybe Alan Turing has gone missing, and the focus of the game is to find him. Each session would then contribute to that goal. The campaign is made up of smaller episodes that we call adventures. Each of these is modelled on the same basic structure as the overall campaign as noted below.

BEGINNING, MIDDLE, AND END—REMEMBERING ARISTOTLE

Aristotle, in his classic work *Poetics*, first codified these three classic elements of drama. While there's a lot more to it, for our purposes we can reduce drama [the game] to some basic elements with which you can create infinite combinations. The most obvious are the three above. You need a beginning, middle, and end to your tale. You need each for your adventures and each for your campaign. Say you're running a campaign of nine sessions. Your first two might be your beginning, the next five your middle, and the last two your climactic ending.

Drilling down from there, each adventure has its own beginning, middle, and end. While these are self-explanatory, there are some specifics that bear mentioning. First, you want your hook, the inciting incident, or whatever it is that gets the PCs into the adventure. In a military style

campaign, you can simply issue orders to the PCs. Some top brass rep tells the PCs to go there and do that, and they have to figure out exactly how to do it. In a pulp campaign, your hook might be a message delivered by the classic man with the dagger in his back, or what we call *in media res* whenever we writers like to be all fancy. That means “in the midst of things.” You open by throwing the PCs in the deep end—a car chase, in a foxhole taking a barrage of mortars, hanging from an Axis Zeppelin by their fingertips while the big bad rockets toward them with the Axis’ latest jet pack technology strapped to his back.

You get the idea. You’re using the hook to do exactly what the word describes. You want your players to be immediately intrigued. This can come from mystery, action, or the ordinary suddenly turned to anything but. This starts the game session, or campaign, and gives a hint of what’s to come. The basic objective learned at the beginning shifts toward the middle. In the middle there’s often what’s known as a reversal. Your PCs thought they had one mission, but now there’s another. The spy they contacted in Istanbul turns out to be a *femme fatale* working for the enemy. The secret weapon that ASOCOM sent them after turns out to be armed and about to explode. It doesn’t matter what the twist is, so long as it’s believable within the context of the story. Your job as GM is to provide the players with the notion that their job is going to look like a straight line when in fact it really looks like the EKG of a monkey on speed—lots of peaks and valleys to cross before reaching the end.

And so we come to the ending. Everything has been leading to this and you and the players really want it to pay off. Maybe the game goes out in a blaze of glory where the team makes their last stand against all odds. Perhaps it ends on a quiet note where the nature of war is not given to heroes and villains but the people who live between. Whatever it is, it should reinforce the theme you’ve selected. Mercenaries might settle down, troops trapped behind enemy lines escape, or spies find the secret plans for the re-taking of England just in time to warn the Axis. While your individual adventures can end on a cliffhanger or a “to be continued,” the end of the campaign should deliver on the promise of resolving the story.

PACING

Dust Tactics is all about combat. Your *Dust Adventures* game can be quite similar, but if you never do anything but fight, there’s little point in roleplaying. Your characters should investigate, cajole, bribe, charm, steal, plot, argue, and fight. Since the game is set in an alternate World War II, fighting is going to be at the core. Pulp, likewise, is rooted in action. There will be chases and death traps and impossible odds but, between them, there need to be moments to take a breath, learn more about what’s really going on, and call for that medic you’re now in desperate need of.

The point is to vary the pace. Speed things up when the play drags, and slow them down right after an intense scene. The campaign itself uses the same kind of pacing, just teased it out over a longer timeframe.

NPCs

As mentioned before, your NPCs need their own motives and personalities. Like in any book or film, we remember characters by the way they’re introduced and the way they act from then on. If it’s an important villain, give them a big entrance. If they’re a minor bit of comic relief, introduce them with a suitably funny situation.

Just as the characters are the heroes of the game, the NPCs are the heroes of their own mental worlds. No one is the bad guy in their head. Sigrid von Thaler is the foil for Joe Brown, but each is fighting for their respective nations. Who is going to be your Sigrid von Thaler? Or, to turn it around, who’s going to be the Joe Brown the Axis has to defeat?

Recurring characters help tie the individual sessions together. Villains that appear again and again give the players a real motive to finally get them in the end. This certainly applies in the pulp style of play. In the historical style, you’ll want to tone this down. There aren’t necessarily “good guys” and “big, bad guys.” There are merely antagonists, other soldiers, and citizens trying to survive. War isn’t pretty and it doesn’t conform to narrative. The life a soldier lives is often nasty, brutish, and tragically short. Gallows humour abounds. Commanding officers, fellow men in your unit, and civilians you come to know, will flesh out the space left by the larger than life characters seen in pulp fiction.

THE RULES

Rules are there to help you run the game. Nothing more. If something is slowing you down or you don’t like it, toss it out. Make up your own rules if you want more detail in certain areas. The system is designed for a fast-paced action style of play but, with additional work, can become a tactical combat simulation RPG. Do what you want.

The rest goes for everything else in this book. All the backstory and ideas, while tied to cannon events and future releases, don’t have to mean anything in your game. All or none of the things listed here might be true. Once you buy the book, it’s your world. Paolo Parente may have his name on the cover, but he’s unlikely to show up and run a game for you. [I have his private number if you really want him to. Let’s talk].

This is the beauty of roleplaying that isn’t always reflected in board and miniatures games—you are co-creator. While you’ll only ever see officially released miniatures and vehicles [unless you’re into kitbashing] the RPG doesn’t have to adhere to anything that’s come before or will come after. This book exists for two reasons—to expand the *Dust Universe* in a number of directions, and to provide a new kind of way to play within that universe. While we’re hinting at things that you’ll see in future products, don’t let the idea of canon keep your imagination leashed. This is your world. Brand management isn’t going to sue you for making a certain iconic animated mouse switch over to the bad guys’ side.



CHAPTER 12: ENCOUNTERS & ADVERSARIES

ENCOUNTERS

The following chapter outlines some possible encounters the GM can drop into the game or build a scenario around. Each offers a few plot threads as well as a setting. The GM is free to modify these, as they like. This section presents stats along with some ideas to make your own *Dust Adventures*. The rest of the stats included here have no encounter examples. Those are left entirely to the GM's imagination. The end of the chapter details the secret Axis base in Antarctica where the Vrill spacecraft remains for study.

UNTERTOTEN

This encounter takes place in any sort of subterranean tunnel system. It might be London, Paris, Zverograd, or anywhere else Axis zombies might have been deployed.

The characters are traversing these tunnels for one reason or another, when they come upon a body. It looks like the bones have been gnawed and much of the flesh has been eaten away. Anyone familiar with Axis zombies recognizes their handiwork. The body is that of a male in civilian attire. A satchel is strapped across his chest. Inside, along with field glasses and sundry items, is a map. The map appears to be a tunnel system, possibly this one. In English, where an X appears, it reads, "The Library!" Notes in the margins are numbers, something that looks like a version of the Dewey Decimal System. Any scientist recognizes this.

As the team examines the body, they hear the unmistakable groans of more zombies approaching. They may retreat but will only find more zombies behind. A run and gun chase takes place, with the team fighting living dead while attempting to navigate out of the tunnels or toward the library indicated on the map.

The zombies have no handler. They lost their master weeks or even months ago and have been wandering the tunnels ever since. They are hungry, angry, and ready to smash friend or foe alike with their Panzer Fists. The encounter should play out like some of the tense scenes in *Aliens*,

with the team standing in for the space marines and the zombies for the xenomorphs. The number of zombies increases as the GM sees fit. The point is to get the heroes lost in the tunnels while running from these unnatural terrors. Somewhere, on the map, is the way out...but there's also that library. What might it contain?

Characteristics

MB 3 **MD** 0 **PH** 3 **PR** 0
Movement 7 **Capacity** 3 **Initiative** 3

Skills: Athletics 1, Attack: Melee 1, Interaction: Intimidation 1

Special Abilities: Special Power (1, Zombie)

Special Powers: Zombie 2 (Damage Resilience 2, Fast 1)

Equipment

Weapon	Rng	Dam	Rank	Special
Panzer Gloves	C	3/1	1	None

Description

These are fallen soldiers resurrected by the Wiederbelebungs serum concocted by Blutkreuz. Mindless, such horrors are often corralled by a handler who orders them to charge the enemy with their metal fists. Sometimes, if one looks closely, you can see that not all the tattered, bloodstained uniforms are Axis. More than one G.I. has fallen into shock upon discovering the name of a dead friend on the olive drab uniform of a twice-killed zombie.

KAMPFAFFE (AXIS GORILLAS)

Kampfaffe, as they are known among German units, were originally created to work on rocketry projects. Since the fall of the Nazis, they have largely been repurposed as combat troops. In this role, they are fearsome opponents. But this particular group of gorillas has no desire to fight. When you uplift an animal to sentience, you must expect some of them get rebellious. That's the case here.



The encounter can take place on any terrain or country where Axis gorillas would have been deployed or could have made their way to after being deployed. After harsh fighting on more than one front, this band of upgraded apes has had enough. They no longer call the Axis their masters. Instead, they have struck out on their own with the intention of making it back to Africa where, they hope, they can bring sentience to their brethren. To do that, they need to capture one of the Axis scientists responsible for their modifications.

Their current goal is up to the GM. The gorillas may have already captured the scientist, be on their way to doing so, or attempting to find out where he is. As gorillas, they can't very easily conduct espionage, so they may have a human sympathizer or two along with them. This could be a strange, Dian Fossey type by way of *Dust*.

The PCs have several options in dealing with this motley crew. They might assume this is an automatic combat situation, in which case things could turn tragic rather quickly. They might elect to approach the gorillas. Recon reveals they aren't wearing any Axis ID or markings nor are they being led by any sort of handler. If the gorillas have the scientist, he or she is definitely a high value target for the Allies. Capturing him could be quite a coup for either mercs or Allied soldiers. If the team is feeling like the war provides nothing of worth, they may decide to help the gorillas out, a little bright spot in the otherwise unending tragedy of war.

Characteristics

MB 3	MD 1	PH 4	PR 3
Movement 9	Capacity 9		Initiative 4
Skills: Athletics 3, Attack: Melee 1, Interaction: Intimidation 2			
Special Abilities: Special Power (1, Gorilla)			
Special Powers: Gorilla 2			

Equipment

Kampfaffe are armed either with a pair of Panzer Gloves or the combination of *Flammfaust* and jackhammer. However, rumours have spread about apes with machine guns and lasers, so anything could be possible.

Weapon	Rng	Dam	Rank	Special
Panzer Gloves	C	3/1	1	None
Flammfaust	5	2/3	0	Spray, Reload 2
Jackhammer	C	3/2	0	Penetrating 2

Notes: Kampfaffe with special weapons have the appropriate Attack skill at 1-2.

Description

Originally designed by Nazi scientists to operate in outer space, the Axis repurposed this program to make soldiers. Blutkreuz further developed the top secret technique

which “uplifts” gorillas to the intelligence of man. The war gorillas generally obey their masters, charging headlong into combat wearing Panzer Fists that crunch armour and bone alike. However, they sometimes rebel against their conditioning. There are rumours of actual deserters among the war gorillas. Some have even attacked their masters. While the Axis’ goal was merely to create viable soldiers, they may have accidentally created a new, free-willed species.

AXIS GRENADIERS

Axis Grenadiers are moving through Allied occupied territory, seeking their own line. This encounter takes place not long after an engagement. The scale of the battle is up to the GM. It could be a minor firefight all the way up to a major operation. During the battle, these Grenadiers became separated from their unit. They know they are behind enemy lines and, through the fog of war, became lost.

Spotting a small group of Allied soldiers (or mercs) provides an opportunity for the Grenadiers to gain some intel. If the PCs are in uniform, it also provides an opportunity to acquire disguises. Of course, blood-spattered uniforms stand out, so the Germans want to take the team intact. Failing that, they need at least one prisoner to tell them where the hell they are.

The Grenadiers set up an ambush once their scout spies the PCs. The scout carries an StG 47. Other members of the team are equipped with Panzerschrecks and Panzerfausts. As these weapons attract a lot of attention, the Grenadiers try to avoid using them unless absolutely necessary. PCs have a chance of spotting the enemy prior to the ambush as determined by the GM. How the ambush plays out determines the rest of the encounter. If the PCs lose, the survivors are captured. The Germans are not shy about employing harsh interrogation in getting back to friendly lines. They may decide to execute survivors after, or take them along as prisoners and possibly hostages.

If the PCs win, one of the prisoners claims to know where a Nazi treasure trove is hidden. This treasure may be located in current Allied territory if the GM desires. The prisoner claims to have been a former member of the SS and therefore privy to such information. If the PCs let him and his friends go, he can draw them a map. Quite possibly, the PCs want more assurance than that. In that case, he agrees to accompany the team to the treasure trove.

Is the prisoner telling the truth or leading the team into some sort of trap? What sort of gold and valuables are located there and, more importantly, who else might be after them?

Characteristics

MB 2 MD 1 PH 2 PR 1
Movement 4 Capacity 3 Initiative 3

Skills: Athletics 1, Attack: Melee 1, Attack: Firearms 1, Attack: Heavy 1

Special Abilities: None

Special Powers: None

Equipment

A Grenadier’s basic equipment includes Sturmgranadiere Ausf. A, a rigid set of personal armour made up of plates covering the chest, back, and shoulders, in addition to the ubiquitous steel helmet (Armour 2). *Sturmgewehr 47* assault rifles are standard issue, along with knives for close-quarters combat, and often— but ironically, not always —grenades. Specialized troops may also carry a Panzerfaust with some having access to a Panzerfaust 100. About one in five (or 10) will have a MG 48, Panzerschreck, or Flammenwerfer 40. Specialized squads, units, and missions may vary.

Weapon	Rng	Dam	Rank	Special
Panzerfaust	10	1/2	0	Reload 2, Penetrating 2
Panzerfaust 100	15	1/2	0	Reload 1, Penetrating 2
MG 48	15	2/1/2	0	Autofire, Rapid Fire, Ammo 6
Knife	C	1	0	None
StG 47	15	2/1	0	Rapid Fire, Ammo 5
Panzerschreck	15	1/3	0	Reload 1, Penetrating 1
Sniper Gewehr PSG1	35	1/1	0	Ammo 1, Penetrating 1
Flammenwerfer 40	5	2/3	0	Ammo4, Spray

Description

The hard-core elite of the Axis Army, Axis Grenadiers are comparable to Allied Rangers. Both are broken down into even more specialised units and use the best equipment at their disposal. Axis Grenadiers go through intense training, so that even a new recruit is well prepared for combat. Many Axis Grenadiers are long-time combat vets as well. Some previously served in the early years of the war. The Blitzkrieg, Stalingrad, and many more battles festoon the chests of these men in their dress uniforms. Of course rare is the time any soldier has to wear a dress uniform after nine years of unrelenting war.

LASER GRENADIERS

A unit has just taken out an Allied or SSU walker or walkers and the crew is currently behind the wreckage trying to fight their way out of the situation. It’s immediately clear they won’t be able to do so on their own. The PCs must choose whether or not to intervene.

If the unit taking fire is on their side, they most likely pitch in to aid in the fight. If it isn’t their own, they can choose without remorse—any bloc that isn’t yours is an enemy. The Laser Grenadiers have cover as well. The PCs can flank the Germans and, possibly, drive them off. The enemy is very well-armoured and armed, however. This encounter should take place in any war zone.

If the rescued crew is on the Allied side (and the PCs are as well), they are badly wounded. In this case, multiple light walkers were deployed to take a message to another unit cut off from the rest of the main Allied battle group in the area. The unit cannot be reached by radio due to a new piece of Axis jamming technology. The walkers were supposed to go in, find out the unit's situation, then come back to deliver help. It's not up to the PCs to do so, as the walkers were destroyed and the crew wounded.

If the surviving crew is SSU, they are not as grateful as they ought to be. In fact, they are downright stand-offish. They are hiding a secret—their mission. This wasn't a random skirmish. The SSU is ferrying a high-ranking psychic to a secret meeting in Allied territory. This meeting is top secret. The Allies and SSU are at war, but Rasputin decided to make an overture between the two groups with psychics. The Allies have a nascent psychic warfare program. Rasputin wants to see what might come of an alliance, as he believes psychics are somehow "plugged-in" to lost Vrill technology. The Allies, to date, seem better able to find that technology.

The psychic is in uniform and pretends to be a common pilot. The team must decide what to do about the situation. They can turn the SSU over to their superiors, or they might interrogate them on their own. It's clear the Russians are hiding something. Finding out about a potential alliance between Rasputin and elements of the Allies could lead a campaign in all sorts of different directions.

Characteristics

MB 2	MD 1	PH 2	PR 1
Movement 4	Capacity 3	Initiative 3	

Skills: Athletics 1, Attack: Melee 1, Attack: Firearms 1 (Laser-Gewehr 2) Attack: Heavy 1 (Laser-Werfer 2)

Special Abilities: None

Special Powers: None

Equipment

A squad of Laser Grenadiers is typically armed with Laser-Gewehr with one in five (or 10) carrying a Laser-Werfer. They are occasionally joined by a senior NCO or officer armed with a Laser-Pistole B. They are also outfitted with Sturmgnadiere Ausf. A armour (Armour 2) and specialized gas masks that provide a +2 dice bonus to resist any type of chemical or gas attack, or attempts to suffocate. These masks also have low-light vision lenses reducing vision penalties by 1.

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None
Laser-Gewehr	10	2/1	1	Laser
Laser-Werfer	15	2/2	1	Laser
Laser-Pistole B	10	1/1	1	Laser

Description

Feared by Axis and SSU alike, the Laser Grenadiers carry the most sophisticated laser weapons in the world. Teams hunt tanks and infantry alike, but their primary prey is the walker. Even the VK alloy used in some walker's armour melts under the high intensity beams that Laser Grenadiers wield. Hulking figures in power armour, their silhouette against the light is enough to send lesser troops running. At HQ, Laser Grenadiers tend to group together in the same way many snipers do.

SPY

This encounter takes place in a neutral city such as Istanbul or Saigon. The PCs are minding their own business or, more likely, getting involved in someone else's, when a man enters the bar or café in which they sit. He's perspiring and doesn't look at all well. He coughs a couple times, then engages with the girl at the counter who nods, looks at him knowingly, and slides him some cigarettes. At this point, the PCs are watching closely enough to see that a key has been concealed under the pack of smokes. The man takes it and heads out the back way.

If the team follows, they find an unlocked door. The key was used to open it. Opening the door, they find the man slumped against the wall of the alleyway. His coughing is growing worse. Perhaps he reaches for a gun. In any case, he is much too feeble to do so. The PCs, should they examine him, discover that he is mortally wounded. He has taken a round to the chest. Someone patched him up enough to stop some of the bleeding, but he isn't long for this world.

If the GM decides the spy trusts the PCs, he passes them a coded communiqué. If he doesn't trust them, he tries to dump it down a nearby sewer grate. If neither of these options suits the GM, the spy simply dies and the characters discover the communiqué on his person.

Who was he? What nation did he hail from, and what does the code say once broken? The PCs don't have time to find out now, because another group of rival agents suddenly appears at the end of the alley. They, too, were after the spy. Whatever the PCs just inherited is valuable, and others want it. The team needs to evade the rival agents and find a way to decode the communiqué. Who can they trust? If the GM wishes, the spy might tell them they cannot trust their own faction right before he dies. That puts an interesting wrinkle in things.

Characteristics

MB 2	MD 2	PH 1	PR 3
Movement 3	Capacity 4	Initiative 4	

Skills: Athletics 2, Attack: Melee 1, Attack: Firearm 2, Awareness 2, Black Ops 3, Interaction 3, Survival 3

Special Abilities: None

Special Powers: None

Equipment

Spies use a wide range of weapons, but they prefer to use smaller weapons, ones that they can easily conceal, obtain from their contacts, or steal from unobservant citizens.

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None
Heavy Pistol	5	2	0	Ammo 6
Light Pistol	5	1	0	Ammo 4

ASSASSIN

The characters are on leave in a NNO city. This is a much needed rest, and they're meeting an old friend. Perhaps this friend was previously part of their unit. The friend is across the street and waves at the team. Just then, the friend is taken down by a sniper's bullet. One of the PCs has a pretty good idea where the shot came from. The chase is on!

Through narrow alleys and crowded streets, the team chases the assassin. Meanwhile, their friend is dead. If the team catches up to the assassin, they find he is a freelancer killer, a merc. He was paid in gold to take the hit. He neither knows who his employers are or why they wanted the target dead. The assassin can be from any country the GM wishes.

The PCs are left with a body they may not want to explain and a mystery. Who killed their friend? The more they dig, the more complicated the web gets. Their friend was into some nasty business, smuggling military items on the black market in this city. If the Allies find out, his reputation is over. Then again, is revenge and helping the memory of a dead friend enough to die for?

Characteristics

MB 3 MD 2 PH 2 PR 2
Movement 5 Capacity 4 Initiative 5

Skills: Athletics 3, Attack: Melee 2, Attack: Firearm 2, Awareness 2, Black Ops 2, Interaction 2, Radio 1, Demolitions 2, Survival 1, Special Ability 2 (Sniper 1, Assassin 2)

Special Abilities: Sniper 1, Assassin 2

Special Powers: None

Equipment

Assassins may use any weapon they see fit to accomplish their mission.

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None

ALLIES

ALLIED OFFICER

Note: This is a modifier package. Add the skills and extra characteristics to the base abilities of the entry the officer leads. The officer may be an actual officer or a noncommissioned officer of extreme skill. ASOCOM officers have Willpower 2 instead of 1.

Characteristics

MB — MD +1 PH — PR +1
Movement — Capacity +1 Initiative +1

Skills As standard plus Interaction 2 (Command 1), Willpower 1, Radio 1

Special Abilities: None

Special Powers: None

Equipment

Allied Officers are usually armed with a pistol or other small arm such as a .45 SMG M4. However their exact weapon may vary based on the mission and the unit they lead. It is not uncommon for senior officers to use Phaser Pistols.

Weapon	Rng	Dam	Rank	Special
.45 SMG M4	10	2	0	Rapid Fire, Ammo 4
.45 Auto Colt Pistol	5	2	0	Ammo 5
30 W Phaser Pistol	5	2/1	1	Phaser
Knife	C	1	0	None
M1-AR	15	2/1	0	Rapid Fire, Ammo 5
M47 BAR	15	3/1	0	Rapid Fire, Ammo 5
Shotgun	5	3	0	Ammo 4
Grenade	T	2/2	0	Spray

Description

Some Allied officers hail from West Point or the Naval Academy at Annapolis, while others went through Officer Candidate School (OCS). Some are green second lieutenants relying on veteran sergeants, while others have combat experience going back to 1942. All are dedicated to the Allied cause and counted on by the men they lead. As with the other blocs, as the war grinds on, officers are killed along with their men. Those that stay alive are highly valued for their experience. Those just out of West Point have to learn quickly or be killed in action (KIA). From generals to lieutenants, these are the men (and sometimes women) executing the orders handed down by those above them. The Allied army fights for democracy, but the army is not a democratic organisation. There is

no time to vote when German 88s are raining hell down upon you. Being an officer carries its privileges, but the burden of responsibility far outweighs the perks of rank.

ALLIED TROOPER (INCLUDES USMC)

Characteristics

MB 2 MD 1 PH 1 PR 1
Movement 3 Capacity 2 Initiative 3

Skills: Athletics 1, Attack: Melee 2, Attack: Firearm 2, Awareness 2*, Interaction 1, Survival 2 (Navigate 1), Medic 1, Willpower 1 (Badass 1)*

*USMC have Willpower 1 (Badass 1) and Awareness 1, all other service members have Awareness 2.

Special Abilities: None

Special Powers: None

Equipment

Typical Allied Troopers are armed with a knife, a shotgun or M47 BAR and grenades. Many units have specialists (Attack 1 or 2 with specialist weapon) wielding Victory MGs or flamethrowers.

Weapon	Rng	Dam	Rank	Special
M47 BAR	15	3/1	0	Rapid Fire, Ammo 5
.45 Auto Colt Pistol	5	2	0	Ammo 5
Shotgun	5	3	0	Ammo 4
Grenade	T	2/2	0	Spray
Knife	C	1	0	None
.30 Cal Victory MG	15	2/1/2	0	Autofire, Rapid Fire, Ammo 5
Flamethrower	5	2/3	0	Spray, Ammo 4, Incendiary

Description

These are the rank and file “grunts,” the G.I.s who hold the line day by day. Troopers fight in all climes and fight well. From the Battle of the Bulge to the Island of Peleliu, these troopers hump it in the boonies carrying a full pack, dig their own foxholes, and hope they get a chance to write the next letter home. While *Dust Adventures* focuses on Special Forces more than the typical G.I., these are the troops who make up the bulk of the Allied army. A grunt can take it. A grunt can take anything. They have to. They don’t have a choice in the matter.

ASOCOM RANGER

Characteristics

MB 2 MD 2 PH 2 PR 2
Movement 4 Capacity 4 Initiative 4

Skills: Athletics 2, Attack: Melee 2, Attack: Firearm 2, Attack: Heavy or Thrown 1, Awareness 1, Black Ops 1, Medic 1, Survival 1 (Navigate 1), Special Ability 1 (Fast 1)

Special Abilities: Fast 1

Special Powers: None

Equipment

A Ranger’s basic equipment includes the Ranger Armour, a lightweight composite body armour and helmet that have become an iconic symbol of the Rangers. All Rangers receive standard issue M1 assault rifles, along with hand grenades for some squad types and knives for all. Many units have specialists (Attack 1 or 2 with specialist weapon) wielding Victory MGs, flamethrowers, or Bazookas. Most M1-ARs are equipped with UGLs.

Weapon	Rng	Dam	Rank	Special
M1-AR	15	2/1	0	Rapid Fire, Ammo 5
Shotgun	5	3	0	Ammo 4
Grenade	T	2/2	0	Spray
Knife	C	1	0	None
.30 Cal Victory MG	15	2/1/2	0	Autofire, Rapid Fire, Ammo 5
Flamethrower	5	2/3	0	Spray, Ammo 4, Incendiary
M9 Bazooka	15	1/3	0	Reload 1, Penetrating 1
UGL	10	2/1	0	Spray, Reload 2

Description

The most famous special operations forces in the world, in most cases, Rangers take orders directly from ASOCOM. From reconnaissance to POW camp liberations, the Rangers have yet to find a challenge they are unwilling to take on. This is not to say they are always successful, no special ops group is, but Rangers are known for taking risks that would make the average grunt go pale just hearing about it. Well armed, Rangers carry the best, and most advanced equipment the Allies provide. The legendary Bazooka Joe is a Ranger and, somewhat reluctantly, serves as a representative of the entire group.



THE AXIS

AHNENERBE OPERATIVE

Characteristics

MB 2 MD 2 PH 2 PR 2
 Movement 5 Capacity 4 Initiative 4

Skills: Attack: Melee 1, Attack: Firearm 2, Awareness 1, Demolitions 2, Interaction 2, Radio 1, Knowledge: Occult 2, Pilot 2, Survival 1, Special Ability 1 (Gizmoteer 2)

Special Abilities: Gizmoteer 3 (10 Gizmo Points)

Special Powers: None

Equipment

Ahnenerbe Operatives are usually lightly armed, however a pistol or other small arm may occasionally be replaced by a submachine gun or, on rare occasions, a larger weapon. Their weapons and gear may vary depending on how they use their Gizmo Points and the goals of the mission.

Weapon	Rng	Dam	Rank	Special
MP 46	10	3	0	Rapid Fire, Ammo 4
Knife	C	1	0	None
Luger	5	2	0	Ammo 7
Mauser	5	1	0	Ammo 5
Laser-Pistole B	10	1/1	1	Laser

Note: Their Gizmo Points are usually sunk into captured or stolen Axis or Allied technology with a rare artifact of unknown origin being utilized. Typically an Ahnenerbe Operative will be in charge of or escorted by a handful of Ahnenerbe troops, which for all purposes have stats identical to Wehrmacht troops.

Description

Officially, the Ahnenerbe is no more. In reality, much of this Nazi organisation survived and escaped justice via the Odessa organisation. Their operatives are most often former SS or Gestapo, making them both skilled and ruthless. Their interrogation methods are the stuff of nightmares. While the Ahnenerbe do not have the resources and numbers they did under the Third Reich, they possess a good deal of Vrill secrets they took with them when the Reich fell. In some ways, they are more advanced than even Axis scientists. Without the money and facilities needed to maximize these secrets, the Ahnenerbe have focused on finding more Vrill technology they might be able to exploit. This means their operatives are scattered all over the globe, chasing down secrets and rumours they hope might lead them to a discovery that could resurrect the Reich. More than a few Blutkreuz operatives and scientists are secretly members of this group. As for intelligence gathering, they are as good as their counterparts in all three blocs. Not surprisingly, all three blocs want them hunted down and captured for the intel they possess. In a world at war, the one thing the three blocs agree on is that a surviving Nazi group is bad for the entire world.

AXIS OFFICER

Note: This is a modifier package. Add the skills and extra characteristics to the base abilities of the entry the officer leads. The officer may be an actual officer or a noncommissioned officer of extreme skill. Blutkreuz officers have Willpower 2 instead of 1.

Characteristics

MB — MD +1 PH — PR +1
 Movement — Capacity +1 Initiative +1

Skills: As standard plus Interaction 2 (Command 1), Willpower 1, Radio 1

Special Abilities: None

Special Powers: None

Equipment

Axis Officers are usually armed with a pistol or other small arm such as a MP 46. However their exact weapon may vary based on mission and the unit they lead. It is not uncommon for senior officers to use Laser Pistols.

Weapon	Rng	Dam	Rank	Special
MP 46	10	3	0	Rapid Fire, Ammo 4
Knife	C	1	0	None
Luger	5	2	0	Ammo 7
Mauser	5	1	0	Ammo 5
StG 47	15	2/1	0	Rapid Fire, Ammo 5
Laser-Pistole B	10	1/1	1	Laser

Description

Axis officers, like those of other blocs, come in two different stripes—the green officer just out of training, and the war-hardened vet who has seen combat in multiple theatres. Current Axis officer training was designed directly by Rommel, and the difference has cut the time needed to train and field an officer dramatically. Where SSU officers often rely on numerical superiority, and Allied officers on sheer bravado, Axis officers are selected for their deep, tactical prowess.

AXIS SNIPER TEAM

Characteristics

MB 2 **MD 1** **PH 2** **PR 1**
Movement 4 **Capacity 3** **Initiative 3**

Skills: Both: Athletics 1, Attack: Melee 1, Attack: Heavy 1
 Spotter: Attack: Firearms 1, Awareness 1 (Sight 1), Black Ops 1, Radio 1, Special Ability 1 (Spotter 1)
 Sniper: Attack: Firearms 3, Black Ops 1 (Stealth 1), Special Ability 1 (Sniper 1).

Special Abilities: None

Special Powers: None

Equipment

Axis sniper teams wear Sturmgnadiere Ausf. A armour (Armour 2). The spotter is armed with a Sturmgewehr 47 assault rifle while the sniper is armed with a Sniper Gewehr PSG1. Both carry knives and grenades. The spotter is also outfitted with a pair of binoculars and a radio while both have standard survival gear.

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None
StG 47	15	2/1	0	Rapid Fire, Ammo 5
Sniper Gewehr PSG1	35	1/1	0	Penetrating 1

Note: A variation of the sniper team is the Beobachter Observer team. These replace the sniper with a second spotter. In this case, swap out the sniper rifle for a second StG 47 and replace the spotter's special ability of Spotter 1 by increasing their Radio skill to 2.

Description

Consisting of a spotter and a shooter, Axis sniper teams cut their teeth in the Battle of Stalingrad where they went head-to-head with Russian snipers. These skilled soldiers are patient, ruthless, and deadly. Using cutting edge technology for night vision and telescopic sighting, they mix traditional sniper skills with the edge granted from Vrill resources. Even so, Axis snipers have not yet caught up to the reputation of their SSU Jnetzi counterparts.

AXIS WALKER PILOT

Characteristics

MB 2 **MD 1** **PH 1** **PR 1**
Movement 3 **Capacity 2** **Initiative 3**

Skills: Athletics 2, Attack: Melee 2, Attack: Firearms 1, Attack: Heavy 1, Awareness 1, Interaction 1, Repair 2, Attack: Gunnery 2, Pilot: Walker 2, Radio 1

Special Abilities: None

Special Powers: None

Equipment

The Axis Pilots are usually armed with a pistol and a knife. They also often carry a personal Repair Kit, a First Aid Kit, binoculars, and communication gear such as a short range radio.

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None
Luger	5	2	0	Ammo 7
Mauser	5	1	0	Ammo 5

Description

Highly trained, Axis walker pilots are selected for candidacy from the ranks of new recruits based on visual spatial ability and agility. Not every candidate makes it through walker training—the washout rate is roughly 70%. Only the best continue through Basic Walker Training and move on to Advanced Walker Training. Early pilots were taken directly from the ranks of the best German tankers, as the Axis needed pilots immediately. Once trained, these pilots hit the field with a walker assigned directly to them. Often, they paint shark-like mouths on their cockpits and even name the machines. Having first invented the walker, German Axis pilots are unparalleled in the field. They did it first and, more often than not, they do it best.

BLUTKREUZ SCIENTIST

Characteristics

MB 1 **MD** 3 **PH** 1 **PR** 1
Movement 2 **Capacity** 2 **Initiative** 4

Skills: Awareness 1, Interaction 1, Radio 1, Knowledge: Science 3, Medic 1, Repair 2, Special Ability 1 (Gizmoteer 3)

Special Abilities: Gizmoteer 3 (15 Gizmo Points)

Special Powers: None

Equipment

Blutkreuz Scientists are usually unarmed, however a pistol or other small arm may occasionally be used (but rather ineffectively). Their weapons and gear may vary depending on how they use their Gizmo Points.

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None
Luger	5	2	0	Ammo 7
Mauser	5	1	0	Ammo 5
Laser-Pistole B	10	1/1	1	Laser

Description

The most advanced scientists in the world work for Blutkreuz. The Germans were already ahead of most other nations prior to the reverse engineering of some of the

WV spacecraft. Since then, the gap between Axis technical innovation and that of the other blocs has increased. However, both the Allies and the SSU are catching up. Axis scientists are bold, and their theories push the current edge of physics, engineering and aerodynamics. There are even scientists attempting to reboot the Nazi's plan for space travel by rocket. The V series of guided bombs that fell on London during the Blitz (and fell again just before the Axis invasion of that city) all began on a chalkboard and in the mind of an Axis genius. They are high priority targets for kidnapping or assassination by both the SSU and the Allies.

FAIL SAFE ZOMBIE OR MINDLESS ZOMBIE

Characteristics

MB 3 **MD** 0 **PH** 2 **PR** 0
Movement 6 **Capacity** 2 **Initiative** 3

Skills: Athletics 1, Attack: Melee 1

Special Abilities: Special Power (1, Zombie)

Special Powers: Zombie 1 (Damage Resilience 1, Fast 1)

Equipment

While typically still wearing any protective gear they wore in life, Fail Safe and Mindless Zombies are incapable of using weapons effectively and are only armed with their inhuman strength and clawlike hands.



Weapon	Rng	Dam	Rank	Special
Claws	C	2	0	None

Description

Unlike other zombies, fail safe zombies are troops resurrected right on the field of battle. These are men and women who have just died. Normally, Blutkreuz selects who shall be resurrected as undead. These zombies are “field expedient.” As such, the quality of the soldier is not always up to the usual standard. Further, it unnerves living soldiers to see their friends, just killed by Allied bullets or shrapnel, fighting alongside them mere hours later. While their utility in the field is indisputable, their effect on friendly morale is still under evaluation.

HEAVY AXIS GRENADIERS

Characteristics

MB 2	MD 3	PH 3	PR 2
Movement 4	Capacity 3	Initiative 3	

Skills: Athletics 1, Attack: Melee 1, Attack: Firearms 1
Attack: Heavy 1

Special Abilities: None

Special Powers: None

Equipment

A squad of Heavy Grenadiers is always outfitted with Sturmgranadiere Ausf. B armour (Armour 3, Damage Resistance 1). Some, like the dreaded Faceless Death unit, are also equipped with specialized gas masks that provide a +2 dice bonus to resist any type of chemical or gas attack, or attempts to suffocate. These masks also have low-light vision lenses reducing vision penalties by 1. Heavy Grenadiers usually arm themselves with the same weapons throughout a squad, though specialized squads may exist that use a variety of weapons.

Weapon	Rng	Dam	Rank	Special
Flammenwerfer 47	10	2/3	0	Spray, Ammo 5
Fliegerfaust	15	2/3/2	0	Spray, Ammo 3
Laser-Gewehr	10	2/1	1	Laser
MG 44 Zwei	15	3/2/2	1	Autofire, Rapid Fire, Ammo 6
Combat Knife	C	2	0	None
Grenades	T	2/2	0	Spray

Description

Heavy Grenadiers are equipped to tangle with both man and armour. Teams arm themselves for what is expected, but always carry enough small arms to hold out in a sustained firefight. Typically deployed alongside lighter

infantry, they also serve as support squads for advances. In rare instances, they venture out on their own to hunt walkers or tanks, but such missions usually fall to the Laser Grenadiers.

TOTENMEISTER

Characteristics

MB 3	MD 3	PH 3	PR 2
Movement 7	Capacity 6	Initiative 6	

Skills: Athletics 2, Attack: Melee 3, Awareness 2, Interaction 2

Special Abilities: Special Power (2, Zombie, Resurrection)

Special Powers: Zombie 4 (Damage Resilience 4, Fast 1, Flight 1), Resurrection 3

Equipment

It is unsure if there is more than one Totenmeister or not, or if it is male or female or “other”. However, at least one of them uses the dreaded “Blut Kreuz.”

Weapon	Rng	Dam	Rank	Special
“Blut Kreuz”	C	3/2	1	Penetrating 3

Description

If even half the rumours about Totenmeister are true, she is a formidable foe unlike any yet seen. Reports indicate she floats above the battlefield wielding a fist-like weapon sheathed in eldritch energy. If there is more than one Totenmeister, they have never been seen together. One, certainly, is alarming enough. Always seen in her leather trench coat and mask, the identity of this individual or individuals is unknown. At least one ASOCOM analyst fell into despair and madness after viewing footage of this enemy in action.

UBERTOTEN

Characteristics

MB 2	MD 1	PH 3	PR 1
Movement 6	Capacity 4	Initiative 3	

Skills: Athletics 1, Attack: Melee 1, Attack: Firearms 2, Attack: Heavy 1

Special Abilities: Special Power (1, Zombie)

Special Powers: Zombie 3 (Damage Resilience 3, Fast 1)

Equipment

Usually armed with a MP 46 and a knife. Not uncommon for them to use Panzerfausts, Panzerfaust 100s, MG 48s, or specialized Magnetic Mines.

Weapon	Rng	Dam	Rank	Special
MP 46	10	3	0	Rapid Fire, Ammo 4
Panzerfaust	10	1/2	0	Reload 2, Penetrating 2
Panzerfaust 100	15	1/2	0	Reload 1, Penetrating 2
MG 48	15	2/1/2	0	Autofire, Rapid Fire, Ammo 6
Knife	C	1	0	None
.30 Cal Victory MG	15	2/1/2	0	Autofire, Rapid Fire, Ammo 5
Flamethrower	5	2/3	0	Spray, Ammo 4, Incendiary

Description

Unlike their mindless brothers, the Ubertoten retain enough sentience to wield weapons. If the living dead were not bad enough, Blutkreuz made a refined serum allowing the dead to retain their faculties. The results are fully equipped soldiers who know neither fear nor fatigue. The only thing that stops them is complete evisceration. Many an Allied platoon has broken under an assault by such machine gun wielding zombies. An equal number have broken upon defences in which such undead troopers were deployed. One wonders how differently D-Day might have unfolded were the German soldiers already dead.

WEHRMACHT

Characteristics

MB 1	MD 1	PH 1	PR 1
Movement 3	Capacity 3	Initiative 3	
Skills: Athletics 1, Attack: Melee 1, Attack: Firearms 1, Attack: Heavy 1			
Special Abilities: None			
Special Powers: None			

Equipment

Wehrmacht troops use a wide range of weapons. The most common are listed below. Typically they are armed with a MP 46 or StG 47 and a knife. Specialized troops may also carry a Panzerfaust with some having access to a Panzerfaust 100. About one in five (or 10) will have a MG 48. Specialized squads, units, and missions may vary.

Weapon	Rng	Dam	Rank	Special
MP 46	10	3	0	Rapid Fire, Ammo 4
Panzerfaust	10	1/2	0	Reload 2, Penetrating 2
Panzerfaust 100	15	1/2	0	Reload 1, Penetrating 2
MG 48	15	2/1/2	0	Autofire, Rapid Fire, Ammo 6
Knife	C	1	0	None
Luger	5	2	0	Ammo 7
Mauser	5	1	0	Ammo 5
StG 47	15	2/1	0	Rapid Fire, Ammo 5

Description

These are the grunts. The ground units that make up the bulk of the German Army. While special forces, gorillas, and power-armoured units get most of the glory, at the end of the day, it is the common Wehrmacht soldier that holds the ground and does most of the dying. Many of these soldiers once served with a Swastika on their arm, but that does not mean they shared any of that foul ideology. In fact, morale and patriotism are actually higher since the fall of the Third Reich. Many more soldiers would rather fight for Dönitz and Rommel than for the mad Führer.

THE SSU

AGENT OF SMERSH

Characteristics

MB 2	MD 2	PH 1	PR 1
Movement 3	Capacity 2	Initiative 4	
Skills: Athletics 1, Attack: Melee 1, Attack: Firearm 2, Awareness 2, Demolitions 2, Interaction 2, Survival 3, Special Ability 1 (Gizmoteer 1)			
Special Abilities: Gizmoteer 1 (5 Gizmo Points)			
Special Powers: None			

Equipment

As with most secret agents, the SMERSH agent uses easily concealed weapons and gadgets to accomplish their mission. The SMERSH agent prefers a planted explosion or knife in the back over a full-scale attack during the day. They also like to use unique gizmos, the more painful the better.

Weapon	Rng	Dam	Rank	Special
TT-46	5	2	0	Ammo 7
Demolition Charge	P/T	3/3	0	Placed 1, Penetrating 2
Knife	C	1	0	None

Description

Officious and totally dedicated to the communist ideology, these agents can navigate the intricacies of bureaucratic red tape as readily as they can navigate the cloak and dagger world of espionage. SMERSH operatives orchestrated the revolutions that swept South America in the last few years. They also have assets in most intelligence organisations relied on by the Allies and the Axis. The spy game is a secret war running parallel to the war depicted in the newspapers. While they do not share the glory of “war celebrities” such as Winter Child, the intel that SMERSH agents obtain no doubt kills more enemies than any superhuman could ever hope to.

SSU SPETSNAZ

Characteristics

MB 2 MD 2 PH 2 PR 2
 Movement 4 Capacity 4 Initiative 4

Skills: Athletics 2, Attack: Melee 2, Attack: Firearm 2, Attack: Heavy 2, Attack: Thrown 2, Awareness 2, Black Ops 2, Demolitions 2, Interaction 2, Survival 3, Special Ability 1 (Assassin 2)

Special Abilities: Assassin 2

Special Powers: None

Equipment

Spetsnaz are trained to use pretty much any item as a weapon, though they prefer machetes, AK-45s, and explosives.

Weapon	Rng	Dam	Rank	Special
AK-45	15	2/1	0	Rapid Fire, Ammo 5
TT-46	5	2	0	Ammo 7
Demolition Charge	P/T	3/3	0	Placed 1, Penetrating 2

Description

The SSU equivalent of Allied Rangers, Spetsnaz (a Russian abbreviation of “Special Purpose Forces”) training is probably the deadliest in the world. No other special operations group so frequently uses live ammunition in training. A good many Spetsnaz never make it to the battlefield but instead die in exercises. From the Florida Everglades to the deserts of Operation: Babylon, Spetsnaz are crack troops. Back home in the USSR, they are held up as heroes and help drive fresh conscripts and recruits to aspire to the ideal of the great proletariat warrior.

MERCENARIES & UNAFFILIATED GROUPS

CULTIST OF BAPHOMET

Characteristics

MB 2 MD 1 PH 1 PR 2
 Movement 3 Capacity 3 Initiative 3

Skills: Attack: Melee 1, Attack: Firearm 1, Awareness 1, Interaction 1, Radio 1, Knowledge: Occult 1, Survival 1



Special Abilities: None

Special Powers: None

Equipment

Believing in more ancient traditions, Cultists of Baphomet that characters are likely to encounter will be carrying simpler weapons. Crossbows, knives, swords, and the like are far more common than machine guns and phasers. Though higher ranking members of the cult vary dramatically.

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None
Heavy Pistol	5	2	0	Ammo 6
Light Pistol	5	1	0	Ammo 4
Sword	C	1	0	Penetrating 1

Description

These cultists believe that the Vrill are an angelic manifestation and therefore worship them as gods. They venerate the severed, mummified head of a Vrill in the way occult societies venerate the head of John the Baptist. Fervent in their beliefs, these cultists have an intelligence network that stretches back to at least the twelfth century. It is, perhaps, only their mysticism and ceremony that prevents them from dominance. Cultists are willing to die for their Vrill gods and fight with a fanaticism similar to Japanese practicing bushido. Fortunately, their numbers appear to be small. Unfortunately, they may know more secrets of the Vrill than any other group in the world.

FIFTH COLUMNIST

Characteristics

MB 2 MD 1 PH 1 PR 1
Movement 3 Capacity 2 Initiative 3

Skills: Attack: Melee 1, Attack: Firearm 1, Awareness 1, Interaction 1, Radio 1, Demolitions 2, Survival 1

Special Abilities: None

Special Powers: None

Equipment

Fifth Columnists are typically armed with personal pistols or other small hand weapons, as well as explosives.

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None
Light Pistol	5	1	0	Ammo 4
Grenades	T	2/2	0	Spray
Dynamite	P/T	3/1	0	Placed
Demolition Charge	P/T	3/3	0	Placed, Penetrating 2
Molotov Cocktails	T	1/2	0	Spray, Incendiary

Description

Fifth Columnist is a catchall term for various organisations resisting authority across the globe. Named for the group made famous in the Spanish Civil War, Fifth Columnists practice sabotage, terrorism, and insurgency to forward their goals. Many oppose the war but, ironically, are willing to take violent action to end it. Occasionally, the blocs temporarily ally with Fifth Columnists in enemy territory, trying to foment rebellion. Nowhere was this more evident than in the South American revolutions.

HIRED THUG

Characteristics

MB 2 MD 1 PH 3 PR 1
Movement 5 Capacity 4 Initiative 3

Skills: Athletics 1, Attack: Melee 1 (unarmed 1), Interaction 1

Special Abilities: None

Special Powers: None

Equipment

Hired Thugs usually employ simple weapons, such as crowbars, clubs, and brass knuckles. These weapons all function simply as knives.

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None

Description

These are the goons and mooks that are a staple of pulp fiction. Not overly bright, they tend to follow orders to the letter. Brawn, not brains are their usual strength. These toughs range from cheap hoods to experienced criminals. Employed by all three blocs, as well as criminal masterminds, the chief talent a thug can possess is the ability to follow orders. Most aren't a danger to a PC one-on-one, but thugs rarely attack in small numbers.

MERCENARY COMMANDER

Note: This is a modifier package; add the skills and extra characteristics to the base abilities of the entry the officer leads. The officer may be an actual officer or a noncommissioned officer of extreme skill. Mercenary Commanders are some of the most dangerous and depraved individuals on the face of the earth.

Characteristics

MB +1 MD +1 PH +1 PR +1
Movement +2 Capacity +2 Initiative +2

Skills: As standard plus Interaction 1 (Command 2), Willpower 1 and Black Ops 3. They also have Special Ability 1 (Assassin 3)

Special Abilities: Assassin 3

Special Powers: None

Equipment

Mercenary Commanders are usually armed with a pistol or other small arm such as a .45 SMG M4. However their exact weapon may vary based on the mission and the unit they lead. It is not uncommon for senior officers to use Phaser Pistols or Laser-Pistole Bs.

Weapon	Rng	Dam	Rank	Special
.45 SMG M4	10	2	0	Rapid Fire, Ammo 4
.45 Auto Colt Pistol	5	2	0	Ammo 5
30 W Phaser Pistol	5	2/1	1	Phaser
Knife	C	1	0	None
Laser-Pistole B	10	1/1	1	Laser
Grenade	T	2/2	0	Spray

Description

A mercenary commander has usually seen service in one of the three blocs. Tired of propaganda, these men and women decided they might as well make money from the chaos around them. They tend to be tough and have a real knack for survival. If they lack either of these traits, they generally don't remain in command (or alive) for long. Some few mercenary commanders are even famous, though not as idolised as heroes such Bazooka Joe or Action Jackson.

MERCENARY TROOP

Characteristics

MB 2 MD 1 PH 1 PR 2

Movement 3 Capacity 3 Initiative 2

Skills: Athletics 2, Attack: Melee 1, Attack: Firearm 1, Attack: Heavy 1, Attack: Thrown 1, Awareness 2, Demolitions 1, Interaction 1, Medic 1, Survival 2, Willpower 1

Special Abilities: None

Special Powers: None

Equipment

Mercenaries use a wide range of weapons and gear from across the factions. They are generally armed with one main weapon, either a MP 46, AK 45, StG 47, or shotgun. They typically use TT-46s, Lugers, or Mausers as side arms as they are easily obtained in Europe and North Africa where laws are easier to avoid. Occasionally a single squad member or two will be armed with a flamethrower, M9 Bazooka, or machine gun such as the .30 Victory MG or a MG 48. Those with a M1-AR may be armed with a UGL or grenades, while others will be armed with grenades or demolition charges. In close combat, mercenaries prefer machetes, but a trusty knife is not uncommon. However, any weapon could possibly be used by mercenaries.

Weapon	Rng	Dam	Rank	Special
MP 46	10	3	0	Rapid Fire, Ammo 4
AK-45	15	2/1	0	Rapid Fire, Ammo 5
StG 47	15	2/1	0	Rapid Fire, Ammo 5
M1-AR	15	2/1	0	Rapid Fire, Ammo 5
Shotgun	5	3	0	Ammo 4
TT-46	5	2	0	Ammo 7
Luger	5	2	0	Ammo 7
Mauser	5	1	0	Ammo 5
Grenade	T	2/2	0	Spray
M9 Bazooka	15	1/3	0	Reload 1, Penetrating 1
UGL	10	2/1	0	Spray, Reload 2
.30 Cal Victory MG	15	2/1/2	0	Autofire, Rapid Fire, Ammo 5
MG 48	15	2/1/2	0	Autofire, Rapid Fire, Ammo 6
Flamethrower	5	2/3	0	Spray, Ammo 4, Incendiary
Demolition Charge	P/T	3/3	0	Placed 1, Penetrating 2
Machete	C	2	0	None
Knife	C	1	0	None

Note: Mercenaries do employ both snipers and saboteurs. For stats covering these types of mercenaries use Axis Snipers (without armour) and Fifth Columnists. Mercenary vehicle pilots are identical to Axis Mech Pilots but with skills geared toward their particular vehicle.

Description

These troops and companies go by many names, but they have one thing in common—they all fight for money. Mercs supplement troops all around the globe and have some of the most experienced men and women among combatants in the war. These troops are versatile and, often more importantly, expendable. That's all right by the mercs, they know they're being paid to take heavy risks and still maintain plausible deniability.

SISTERS OF DEMOLITION

Characteristics

MB 2 MD 2 PH 1 PR 1
 Movement 3 Capacity 2 Initiative 4

Skills: Athletics 2, Attack: Melee 1, Attack: Firearm 1, Attack: Heavy 1, Attack: Thrown 1, Awareness 2, Demolitions 1, Interaction 1, Medic 1, Survival 2, Willpower 1

Special Abilities: None

Special Powers: None

Equipment

Sisters of Demolition like to use a variety of weapons. Some units such as the Cleaners prefer weapons of area destruction, such as grenade launchers and sulphur throwers. Sisters of Mayhem teams of three prefer automatic weapons especially SSU DShK 12.7mm machine guns, Axis MP 46 submachine guns and allied M47 BARs. It is also not uncommon for the Sisters to field snipers.

Weapon	Rng	Dam	Rank	Special
M47 BAR	15	3/1	0	Rapid Fire, Ammo 5
MP 46	10	3	0	Rapid Fire, Ammo 4
Auto Grenade Launcher	15	3/1	0	Spray, Reload, Rapid Fire
Grenade	T	2/2	0	Spray
Knife	C	1	0	None
DShK 12.7mm	15	3/2/2	0	Autofire, Rapid Fire, Ammo 5
Sulphur Thrower	5	2/3	0	Spray, Ammo 4, Incendiary

Note: It is not uncommon for mercenaries from the Sisters of Demolition to actually be more constructive and serve as Maintenance Contractors. In these situations the Sisters replace Attack: Heavy and Attack: Thrown with Repair 2. They are also typically unarmed. Another variation of these mercenaries are the Sisters of Death, a team of two mercenaries that act as a sniper and spotter. For Sisters of Death use Axis Sniper stats without any armour.

Description

Something of a paradox, the Sisters of Demolition are a destructive, battle-tested mercenary company who claim to oppose the war. That curious ideology aside, the Sisters prove that women are as effective in combat as men—sometimes more so. These ladies carry heavy weapons and have a penchant for sulphur throwers. Present since early in the war, their exploits in North Africa, under Operation: Babylon, pegged them as a rising star among mercs. Girls in Allied nations read comic books about the Sisters of Demolition and listen to their exploits on the wireless. The blocs don't have any hesitancy hiring them, though there is some concern regarding their anti-war stance.

ANIMALS

ALLIGATOR/CROCODILE

Characteristics

MB 2 MD 0 PH 4 PR 0
Movement 6 Capacity 6 Initiative 2

Skills: Athletics 1 (Swim 3), Attack: Melee 1 (Alligator: Bite 1, Crocodile: Bite 2), Survival 1, Special Ability 3 (Armour 2, Natural Attack 2, Extra Capacity 2)

Special Abilities: Armour 2, Natural Attack 2, Extra Capacity 2

Special Powers: None

Equipment

None

Weapon	Rng	Dam	Rank	Special
Bite	C	2	0	None

Description

Alligators and crocodiles are a staple of pulp. They hide in moats, swim through swamps, and serve as guardians for places adventurers aren't meant to go. In the Florida Everglades, crocodiles and alligators take down nearly as many SSU soldiers as the Marines. Back in Mother Russia, they aren't used to the swamps or the denizens that lurk within. There are even rumours that a less-than-sane Axis commander keeps several of these beasts as pets.

CANINE, AGGRESSIVE

Characteristics

MB 2 MD 1 PH 2 PR 1
Movement 4 Capacity 3 Initiative 3

Skills: Athletics 1, Attack: Melee 1 (Bite 1), Awareness 1 (Smell 2, Hearing 1), Survival 1 (Track 1), Special Ability 1 (Natural Attack 1)

Special Abilities: Natural Attack 1

Special Powers: None

Equipment

None

Weapon	Rng	Dam	Rank	Special
Bite	C	1	0	None

Description

Man's best friend can also be his worst enemy depending on the circumstances. Feral dogs run the streets and alleys of ruined cities looking for food. Whether it's scraps left by people, or people themselves, is of no concern to a hungry pack. Not all aggressive dogs are feral though. All blocs employ dogs as part of special units. War dogs are trained to attack, sniff out mines, and track the enemy. Some have even been implanted with VK reinforced

teeth. That expensive armour you're so proud of? A good war dog might be able to bite right through that.

CAT, GREAT

Characteristics			
MB 4	MD 0	PH 3	PR 1
Movement 7	Capacity 3	Initiative 4	

Skills: Athletics 1 (Jump 1, Climb 1) Attack: Melee 1 (Bite 1), Awareness 3, Black Ops (Stealth) 1, Interaction (Intimidation) 2, Survival 1, Special Ability 2 (Natural Attack 2, Fast 3)

Special Abilities: Natural Attack 2, Fast 3

Special Powers: None

Equipment				
None				

Weapon	Rng	Dam	Rank	Special
Bite	C	2	0	None

Description				
-------------	--	--	--	--

Most great cats stay well away from the sounds of war. That does not mean that man doesn't occasionally venture into their territory. While they aren't liable to attack a company, a few lone soldiers may prove suitable prey. Lions, tigers, and jaguars often lurk in the far-flung jungles and savannahs. Clío send their agents. Looking for ancient remnants of Vrill visitations rarely takes place on a city street, after all. Worried about getting that bullet with their name on it, leads a soldier to ignore the equally deadly forces of Mother Nature.

HORSE

Characteristics			
MB 4	MD 0	PH 3	PR 1
Movement 7	Capacity 3	Initiative 4	

Skills: Athletics 1 (Jump 1)

Special Abilities: None

Special Powers: None

Equipment				
None				

Weapon	Rng	Dam	Rank	Special
Kick	C	0	0	None

Description				
-------------	--	--	--	--

Horses saw much use in the First World War. By the time the Second World War rolled around, most "cavalry" had become mechanized and horses took a back seat to Jeeps, APCs, and half-tracks. Yet, as fuel supplies are becoming harder and harder to come by, horses are once again becoming useful to the war effort. The war has been raging for nearly a decade. Many theatres have either resorted to horses or have used them all along. Poverty

certainly doesn't make a nation immune to invasion by a technologically superior force. In South America, Southeast Asia, and even parts of war-ravaged Europe, the horse is the most reliable means of transport. While the notion of a cavalry charge may be futile in the face of modern weaponry, horses serve to carry ammunition, rations, and other supplies to many fronts. The technological advances in World War II have come in leaps and bounds, but war itself has changed very slowly. Territory once fought over by Alexander the Great once again sees dispute in places like Egypt and Afghanistan. In locales like these, the horse has been a fixture of combat for thousands of years.

SNAKE, CONSTRICTOR

Characteristics			
MB 1	MD 0	PH 1	PR 0
Movement 4	Capacity 3	Initiative 1	

Skills: Attack: Melee (Grapple 2), Black Ops (Stealth 2)

Special Abilities: None

Special Powers: None

Equipment				
None				

Weapon	Rng	Dam	Rank	Special
Grapple	C	0	0	None



Description

Not all snakes bite. A constrictor is just as deadly as a venomous viper. The anaconda is feared throughout the Amazon, and constrictors by other names are found in many parts of the world. A classified report made by the sole survivor of a Clio expedition relates how the entire team died under the powerful coils of such beasts. Marines fighting in tropical theatres carry their machetes to both clear flora and lop the heads off these lethal predators.

SNAKE, VENOMOUS

Characteristics

MB 1	MD 0	PH 1	PR 0
Movement 2	Capacity 1	Initiative 1	
Skills: Attack; Melee (Bite 2), Black Ops (Stealth 3), Special Ability 1 (Venom)			
Special Abilities: Venom			
Special Powers: None			

Equipment

None

Weapon	Rng	Dam	Rank	Special
Bite	C	0	0	None

Description

Snakes, why did it have to snakes? Man's oldest atavistic fears know the danger of serpents. Even a battle-hardened soldier will instinctively fear a snake. It's part of our legacy as human beings. Snakebites are generally easily treated in the field if the snake is not venomous. When it is, things become far more precarious. The average medic doesn't carry around a supply of antivenin. If you find yourself fighting in the Pacific, watch out for more than just the Japanese—snake venom kills as readily as a bullet.

THE AXIS BASE IN ANTARCTICA

Perhaps no location is more iconic or influential to the world of *Dust* than the Axis base in Queen Maud Land. It is here, still partially buried in the ice, that the Vrill spaceship still rests. The lone pilot, Kvasir, spent some time here before his death. The base represents the beginning of a new chapter in this alternate World War II. Thus far, the Axis has been unable to move the ship away from Antarctica, but the remote nature of the site also makes it a perfect location to conduct secret research. Both the Allies and SSU have tried, and failed, to penetrate this enigmatic base. Would that they could, the technological edge held by the Axis might quickly evaporate like ice under a warm sun.

BASE OVERVIEW

The base in the arctic is referred to as *Geheimsten* or "Most Secret" by those who work there. Its official designation is

Base X-1, but almost everyone uses the former in conversation. There are two levels to the base and a submarine pen. Most visitors arrive via U-boat. Walkers patrol the perimeter and several outposts serve as further sentinels. The base itself hosts a special company of Blutkreuz Korps elite troopers drawn from the ranks of combat veterans. It is considered quite an honour to serve at Geheimsten.

The portion of the base above the ice looks like a small hill. Snow covers it, and further camouflage is employed when winds cause snowdrifts. Looking at it, one would never suspect a base lay underneath. Both the SSU and the Allies have tried to gain intelligence about the base via moles, but none have made it back to tell what they saw. The outposts, too, are likewise camouflaged and purposely set without a pattern so as not to indicate where the actual centre might be.

Secrecy was one of the base's primary defences, but now that Bazooka Joe and his team discovered its location in January of 1947, that protection is gone. Blutkreuz is desperate to find a method of moving the ship to a new location and destroying the base afterwards.

Each perimeter outpost is manned by four soldiers who work in eight hour shifts. These guards typically serve for three to four days at a time. The outposts are therefore outfitted with tight sleeping quarters and necessary supplies. Radio contact is nearly constant on coded frequencies. This radio contact is also undetectable, to date, by anyone but the Axis—another product of unlocked Vrill secrets. There are nine of these outposts, but walkers and troops often scout even farther out. These roaming walkers are of the "Luther" and "Loth" variety. Given conditions at the bottom of the world, light to medium walkers function best. Heavy walkers find themselves sinking in deep snow.

Major entrances are constantly guarded by two to three guards when the base is not on high alert. These numbers double when high alert is in effect. Two man teams also patrol near these entrances. Internally, guards are posted in vital areas and additional patrols roam the halls on a constant basis. In total, 160 elite Blutkreuz soldiers defend the base.

In addition to the company known as the Arctic Wolves, a support and scientific research staff lives at the base. There are normally 40 such people on the premises. When high command luminaries such as Sigrid von Thaler are present, these numbers increase.

The sub pens house a total of three submarines at any given time with space for two more. A VK mining operation is near the base, and a secret tunnel with a special tram connects the two. The mining operation is also sub rosa, but is not detailed here.

All of this extreme security exists to guard one thing: the Vrill spacecraft. While parts of it were previously removed and shipped off to secret locales in Germany, the bulk of the craft remains. In point of fact, Axis scientists have yet to discover a way of completely disassembling the ship. Keeping it where it crashed is the only option...for now.

There is one more form of protection housed inside the base—a VK-enhanced nuclear bomb. While research and use of such devices is banned by the Axis, they initially built more than one bomb. This bomb serves as insurance. No matter what happens, the alien ship cannot fall into enemy hands. If it comes to it, the base commander will detonate the device and obliterate the base, the outposts, and the ship itself. Only a select few even know of the bomb's existence.

Below is a map of the base and a map key detailing specific locations:

GEHEIMSTEN BASE

QUARANTINE & SYSTEMS: LEVEL 1

1. MAIN ENTRANCE

To the naked eye, this looks like nothing more than a snow-covered hill. In reality, this entrance serves as the primary means of accessing the base from the surface. (The sub pens offer an alternate method of course). Four guards are present around the clock.

1A. DECONTAMINATION AIRLOCK

As a precaution, anyone coming in from outside must pass through a decontamination chamber. As elsewhere in the base, the door leading to the chamber resembles the doorways on a ship or submarine. A wheel is used to open and close the door. Inside, men in protective suits stand by with a special mixture of soap and zeolite, with which they scrub down those who enter. Guards posted at the main entrance do not go through this procedure unless they have first ventured outside. A heavy, double glazed glass window set into the wall allows observers to view the process.

2. INTERNAL COMMUNICATIONS

Two communications specialists staff this room. They oversee all internal communication throughout the base. A control console the size of meeting room table dominates the room.

3. HABITAT LEVEL MONITORING

Three specialists monitor the heat and energy levels of the entire base. They also have a back-up radar array in this room used in case anything goes wrong with the main radar room on Level 2. Grainy, black and white cameras feed directly to this room on huge television sets fitted with tiny screens. While the technology is advanced, it is also unwieldy.

4. LOBBY

This unassuming lobby leads to the elevator that transports people deeper into the base. Two guards are posted here at all times. There are seats and various pieces of propaganda along the walls. Before anyone is allowed

inside the elevator, they must pass a screening interview conducted by a Blutkreuz scientist. This applies not only to guests, but also to people posted on this level that have been outside. The Axis fears that one of their own men might be captured and influenced secretly by one of the other blocs. The interview is designed to expose inconsistencies in memory and the like.

A special, odd-looking key calls and operates the elevator. Without the key, the doors will not open. Another heavy glass window allows the interviewer to observe the subject or subjects entering. This, too, is part of the screening process. A waiting time of varied length allows for such observation.

5. OBSERVATION ROOM

The interviewer watches visitors from this room. When necessary, a doctor is also posted here. Interviewers are only present when a patrol or other group is expected. This happens three times daily.

HABITAT: LEVEL 2

This level offers living quarters, a canteen, and a recreation center.

6. SECOND LOBBY

This area is rarely used unless a group travelling to the surface needs to wait for a command level officer who possesses one of the keys. When high-level visitors are not expected, saucy pin-ups dominate the walls. In fact, these pin-up girls are printed on the back of propaganda posters, so soldiers merely need turn them over when such visitors come to inspect. It's lonely in the arctic.

7. BARRACKS

There are eight barracks actively used and two that are not. Each barracks sleeps 10 soldiers—half the company stationed here. Because of the remote location and issues of space, each man is allotted eight hours sleep time in the barracks. The remaining 80 men are on duty or at a recreation location.

Since the beds are shared, two footlockers are found at the base of each bunk. The owners' names are stencilled on the side in an erasable paint, allowing for a new name to be applied when a tour ends. Typically, the tours are six months long—the edge of what a soldier can take in such a remote posting before falling subject to “cabin fever.”

8. COMMON AREA

This large room is a social gathering area. A few pool tables and card tables are scattered about the room. The ceiling is stained with nicotine and one can smell the cigarettes from the walls. At any time, 10-15 Grenadiers are enjoying free time here.

9. SWIMMING POOL

While not full size, a pool (with warm water!) allows soldiers and staff to relax and exercise. The deep end is six metres deep to allow for diving. Sometimes games, like water polo, are played between soldiers and staff. A six month tournament caps off the end of most tours.

10. SHOWERS

This area is a divided, gender neutral space offering 15 showers on one side and toilets on the other.

11. CANTEEN

Breakfast, lunch, and dinner are served daily. Chefs prepare the most diverse meals they can given the conditions, but base personnel joke that everything is made up of no more than four ingredients. The food is better than field rations, but not by much. Soldiers are used to this, but new civilian personnel often complain. The soldiers and civilians who've spent any length of time here ridicule these green staff members.

11A. KITCHEN

What serve as "meals" are prepared here. Officers dine along with the rest of the staff and, unless they have made special dietary arrangements, eat the same food. A well-stocked pantry is located in the back as is cold storage. Prepared meals are high in calories along with a serving of carbohydrates for energy.

12. BATHROOMS

This room features twenty stalls and twenty urinals. As with other shared facilities, this room is gender-neutral.

13. SICK BAY

There are fifteen beds here. Nurses and on-staff doctors treat ailments and injuries. Everyone stationed at the base receive a series of shots at the start of each tour to minimize the chances of viral infection. Given the cramped quarters, a bout of the flu sweeping through the ranks could seriously jeopardize security.

14. STAFF HOUSING

As there are approximately 40 staff at any time, these housing units are a bit more spacious than the barracks. Scientists have a single roommate only. Other staff housing sleeps five to a room and have to trade out bunks as the soldiers must.

15. GYMNASIUM

Used for relaxation as well as mandatory fitness regimes, the gymnasium has an array of dumbbells and weight benches as well as an area to play games. The space does not allow for a full football pitch, but the residents make do.

16. ELEVATOR

This second elevator requires two keys to operate and visual recognition from a sentry below before the doors open. Only authorized personal are allowed access to this room.

RESEARCH & DEVELOPMENT: LEVEL 3

This is where everything happens. All scientific endeavours are kept to this level. Not everyone has access, and the penalty for unauthorized personnel can mean death. The Vrill spaceship is located on this level. An access tunnel leads to the submarine pens.

17. SECURITY CHECKPOINT

Five guards are posted here around the clock. They check identification of anyone passing through. Even high-ranking officers must present the necessary ID each time they enter. Losing one's credentials is often cause for removal from the base and an unfavourable entry in the subject's dossier.

A VK and steel alloy door ten inches thick is set into the wall. It requires two keys to unlock. Two of the guards have these keys around the necks.

18. REVERSE ENGINEERING

The science level of the base is dedicated to research and development. While testing is almost always done in Germany, the initial stages of new weapons and technology begin down here. A full complement of scientists numbers around 15 of the brightest minds in the Axis bloc.

Reverse engineering is the chief pursuit of Base X-1. With the ship located here, there is no other place on Earth so suited to such research. Walkers began initial development here as well as new rocket technology. Weapons and medical devices are analyzed, though many remain a mystery. The Holy Grail for the reverse engineering group is unlocking the secrets of the Vrill engine. Theories are rampant. Some insist the engine warps space-time, while others think it is a fusion-based system that cannot defy the laws of physics.

Every device taken from the ship is first analyzed here. As with Kvasir's organic material (see below), some devices appear to function differently when near the ship. Items that do not evidence such a reaction are often sent to Germany.

19. METALLURGY

This area is thick with analytical devices designed to probe, examine, and attempt to unlock the curious metal of which the Vrill craft is built. While the Germans have had some success creating alloys with VK, they have been unable to replicate the specific alloy of which the craft is made. Two scientists, plus assistants, work here. They typically work eight to ten hours a day, with one day off.

31 - Gehirnstern





20. XENO-BIOLOGY

Genetic samples taken from Kvasir when he was first discovered remain in this lab. While his autopsy was conducted in Germany, scientists noted the organic material of Kvasir appears different when near the ship. They have no explanation as to why, but the Xeno-Biology department is dedicated to discovering the answer. Blutkreuz has other facilities in Germany where the actual body is preserved in a frozen tank.

21. ARCHAEOLOGY

In the kilometres of ice covering Antarctica, Axis archaeologists have found items suggesting the existence of an ancient Vrill base. Further, certain maps secreted away in dusty libraries show Antarctica as it would have looked without ice. That means someone mapped the continent many thousands of years ago. The two archaeologists here conduct digs on the surface and study what they find. They are in contact with other Axis archaeologists who have made similar discoveries all over the world.

22. CONFERENCE ROOM

This room is spacious enough to allow seats for thirty individuals. When not being used to present something to an official from Germany, a long table at the centre of the room hosts various experts who compare notes. Often discoveries made by one group assist or spur ideas in another group. A movie screen can be lowered from the

ceiling along one wall, and an overhead projector can be used to display images on this screen. Several chalkboards are constantly filled with equations and notes that are all but indecipherable to anyone without a genius level IQ and background in disparate scientific disciplines. In this otherwise unremarkable room, the future of the Axis technological war effort is birthed.

23. COMMANDER'S QUARTERS

Spartan by general's standards, the Commander's quarters house dressers, a phonograph, and a private bathroom, but no bed. Instead, a large steel tank with a porthole at head level is present. The Commander always wears a gas mask-like facial apparatus. No one on the base has ever seen the Commander's face. He, or possibly she, wears a suit similar to that of Winter Child. It is unknown why this person is so armoured. The purpose of the tank appears to be for rest but, again, no one can say for sure. The Commander is simply referred to as "Commander." Speculation suggests there has been more than one over the base's history.

What is known is that Sigrid von Thaler visits the Commander privately anytime she visits the base. What they speak of is among the most closely guarded secrets in the war. A few rumours, told only in whispers between staff, suggest the Commander may actually be a Vrill, but surely this is nonsense.

24. THE VRILL SPACECRAFT

This is *the* room, the reason for the entire base's existence. A cavernous chamber carved out of the ice itself with scaffolding hugging the walls, allowing scientists to gain access to the various parts of the ship's exterior. These scientists also go inside the vessel.

The ship crashed nose-down, if "nose" can even be applied to the configuration of this strange craft. Various tubes, coils, and mysterious devices litter the room. The chamber is 30 metres high. The ship nearly touches the ceiling. Ten elite guards in Grenadier power armour are on guard at any one time. The door leading into this chamber is a metre thick and made of an unknown VK alloy.

Anyone going inside the ship must wear a protective suit. The craft itself emits a greenish, pulsating glow. Researchers have determined that, while the ship is damaged, its power systems still function. As yet, they have been unable to understand how to switch the power on or off. The engines themselves are not active to the best of anyone's knowledge, but several scientists have reported time anomalies while inside the ship, as if time somehow passed slower inside than out. There is no hard evidence to support this, and the possibility of the ship causing hallucinations has not been excluded.

25. SUBMARINE PENS

A total of five pens lay under the icy, dome-like ceiling of this chamber. Deeper than the ship itself, the pens access the liquid water located under the many kilometres of ice above. Three submarines are here most of the time. The other two pens are reserved for visitors and supplies.

26. THE BOMB

This small room is accessible only by the Commander (and possibly Sigrid von Thaler when she visits). Tubes and wires snake from the bomb to other pipes running along the walls of the base proper. Should the Commander die, any enemy accessing the ship activates the detonation countdown on the bomb. The clock is set for one minute. Should the bomb go off, no one in or near the base could survive. Scientists on base argue whether or not the nuclear detonation would actually destroy or even scratch the Vrill ship.

27. TUNNEL TRAM TO THE VK MINES

A thick door similar to that on Level 1 allows access to the tram that leads directly to the VK mines. These mines are guarded by a platoon of elite Blutkreuz Grenadiers. An airstrip was built several kilometres from the mines and base after the discovery of the location of Geheimsten in January of 1947.



CHAPTER 13:

TRAVEL & ADVENTURE

GETTING AROUND IN THE WORLD OF DUST

TRAVELLING IN A WORLD AT WAR

In *Dust Adventures*' 1947, World War II has reached every corner of the globe. There is not a single country that isn't affected by the shifting battle lines and threats from enemy activity. Even the Neutral Nations Organisation (NNO) countries are not immune. Booking plane, train, or ship passage is not as easy as it was prior to the war. All borders are diligently patrolled with papers reviewed with a suspicious eye.

For military characters, this presents less of a problem than for groups not tied to a specific bloc or military Branch of Service. While a group of Rangers can most often circumvent travel restrictions—since they are travelling via military craft—a group of mercenaries or spies does not have the same luxury. Even military characters, if travelling incognito must face the increased security and bans in place around the world.

This section focuses primarily on travel that does not directly involve the military.

LEGAL TRAVEL

Travelling by following the rules is a genuine headache in 1947. Any nation, which is an enemy of the bloc from which a passenger departs, is strictly off-limits. If your point of origin is an Allied nation, and your destination is Tibet, you cannot simply book passage on a ship or plane for your destination. Let us suppose an SSU spy needs to get to Axis controlled Tibet. The passenger in question would need to book passage to a Neutral Nation such as Thailand, then book a direct flight to Tibet. This would require the needed documentation and if you do not have access to forged documents, you are not likely to be allowed.

However, this is still 1947 and computers are primitive and not widespread. "No fly" lists are, literally, paper lists against which customs officials check the name on a given passport. For a traveller who has no ties to a bloc apart from being a citizen of said bloc, travelling to a Neutral Nation and then moving to the banned destination is legal. However, if one does this often, the traveller is liable to wind up being watched by one or more of the expansive intelligence agencies the three blocs rely on. Put simply, travelling back and forth from Neutral Nations is also monitored. Gone are the days of travelling for pleasure outside your own neighbourhood. Cruise ships may fall victim to submarines, and vacationers are in almost as much danger as a soldier if their itinerary takes them near a point of conflict. In 1947, people tend to stay put if they aren't directly involved in the war. Some rare few attempt to vacation as if the war is but a minor inconvenience and they rarely find the reality of their travels matches this wishful ideal.

ILLCIT TRAVEL

This is how most PCs get around if they aren't being spirited to exotic and dangerous locales by military means. Legal transport is bound to take a PC only so far. The alternative is travelling by various illegal methods. While the risk of being caught on such a journey is higher, sometimes it's the only way. Where the war has hurt many businesses around the globe, illegal trafficking of all sorts has experienced a boom. Merchant seamen, fishermen, and bush pilots have all turned to smuggling people and cargo to supplement lost income. The fisherman who once worked the Sea of Japan has become the smuggler running the illegal cargo to Chinese nationalists.

While there are no doubt a myriad of ways to travel outside the law, we focus on only a few here. No doubt, the creative player devises methods not thought of by either the writers of this book or the GM. After all, that's part of the beauty of roleplaying—players always come up with ideas the GM hasn't considered!

TYPES OF TRAVEL

TRAVELLING BY AIR

This is the riskiest method of illicit travel, simply because a plane is liable to be shot down if it crosses into a bloc's territory without permission. Radar has advanced quickly with the injection of VK technology, and it is becoming more and more difficult to slip over borders unnoticed. There are several incidents of civilian planes being shot down by sentinels guarding the borders of their nation.

Even so, civilian pilots are often hired to run supplies into, and out of, combat zones. The military air forces of all three blocs are stretched thin. In China, for example, the SSU and the Axis hire daring pilots to move cargo over the "hump"—between India and China. While many military craft make this dangerous journey, the expansion of the war makes it unfeasible for all cargo to be flown under a nation's flag. Further, all three blocs move items to which they would rather not be directly linked. This is where civilian pilots come in.

The "hump" is only one of many dangerous routes that planes fly over and through. ASOCOM supplies both the French Resistance and the new English Nov 5. Often launching sub rosa from Spain, these pilots and their planes attempt to fly what is known as "nap of the Earth" (NOE). This strategy involves the pilot flying as close to ground level as possible to avoid radar. Of course, avoiding radar does not mean the plane avoids eyes on the ground. Borders are still watched by anti-aircraft, or ack-ack units.

Booking a trip on one of these planes is itself a tricky business. These pilots don't advertise in the paper and are always on the lookout for travellers pretending to be anything other than they are. Entrapment is a common ploy used to nab these rogue pilots. Having contacts is one of the chief methods for finding a pilot willing to take a PC into a dangerous area. If your contact vouches for you and your team, that goes a long way. Meetings take place in pubs, private residences, and anywhere else the pilot is familiar with. Trust is hard to come by but can be bought. You'll need cold, hard cash. These men and women do not deal with checks or credit of any kind. That said, they need work, and ferrying suspicious characters is well within their wheelhouse.

When calculating the price of such a trip, multiply the legal cost by 1.5 and, at the GM's discretion, add on extra for areas that are notoriously dangerous. Remember, too, the pilot you're making arrangements with might himself (or herself) be a spy trying to ferret out secret missions. The underworld is thick with such undercover agents.

TRAVELLING BY SEA

As the war effort for all sides requires the movement of massive amounts of supplies, troops, and equipment, legitimate business still takes place. NNO flags help a ship pass without incident but far from guarantee it. Aboard an otherwise legitimate vessel, there is often illegal cargo

or personnel. The three blocs board such vessels when possible, but the sheer manpower required makes this universally impossible. Characters travelling by ship ought to have either forged documentation stating they are part of the crew or be a legitimate passenger on the given vessel. Most of the time, there is a 50% chance of being boarded and a 10% chance of an outright attack. World War II sees the highest ratio of civilian to military deaths in human history. U-Boats patrol the Atlantic, Japanese subs patrol the Pacific, and SSU and Allied submarines watch their own coasts and travel lanes. As GM, you do not want to make every trip into a side adventure, but you do want to impress upon the players the danger merely getting to the mission poses.

The above percentages are there for the GM to use or ignore as they see fit. If you want to get the team into the mission proper ASAP, fake a die roll and tell the players everything went smoothly. At the same time, roleplaying a boarding by an Axis team provides a different kind of threat from the usual battle. Of course, such a boarding can quickly devolve into a firefight.

Military sea transport typically occurs in convoys. Destroyers and, sometimes, submarines protect cargo vessels. Civilian ships have adopted the same strategy, but the goal is more often to rescue the crew of a vessel than actual defence. If destroyers accompany a civilian convoy, it tends to stand out as a target.

You're going to find that getting around as an ASOCOM agent isn't always easy. You no doubt imagine parachuting out of the back of a DC-4, or being smuggled via the Red Cross. While this sometimes happens, for most ops you're given a contact and left to your own devices to reach the target area. When you can, Edward, legal travel is the best route to go because the SSU and the Axis don't put as hard an eye on civilian transport simply because it's already so restricted.

Legal travel works best once inside the target nation. Getting yourself across a border or two, well, that's another story.

The Price of Travel

There are no typical prices for travel anymore. The war shifts local economies weekly. What something cost last week is no guarantee of what it might cost this week. By and large, travel for leisure has come to a standstill. The expense is too great for most families, and the three blocs have put some effort into advertising campaigns telling citizens that it's their civic and patriotic duty to travel only when absolutely necessary. In major cities, trolleys and metros may or may not continue to run. If they do, those prices also fluctuate. Anyone taking a train is liable to find standing room only, as cars are packed with soldiers and seamen either returning to the front or coming back for an all-too-brief leave. Families often take the train to meet their loved ones rather than the other way around. Leave is sometimes measured in hours, so it makes sense not to waste that time making the soldier travel to his loved ones. This new reality has become normal for the world of *Dust*, and most citizens are happy to pitch in however they can for their nation's war effort.

TRAVELLING BY RAIL

Rail travel between countries has all but ceased in most instances. In a nation proper, travel by train is still viable, but many lines have been taken over by the military. The Trans-Siberian Railroad, for example, ferries SSU troops and supplies to various hotspots. In the SSU particularly, it is difficult to find rail passage anywhere. By 1947, the famed Orient Express has been completely shut down.

Rail lines are also, understandably, a high priority target for bombers. A rail cannot move position. Overland, rail is also the quickest way to move men and supplies. Many lines have been bombed so heavily that parts of them are no longer useable. Those that are useable do not often cross over to non-affiliated nations. Thus, a rail line, which once let people travel between two nations now part of separate blocs, likely no longer, makes the passage across the disputed border. There are, however, exceptions.

Germany reopened lines between France and Germany following the successful ejection of the Allies. One can now travel from Austria to France by rail again. The journey is one with many stops at which *Vormund* agents board the train to check documents. This is the case in all lengthy rail journeys that cross borders, even if that border is internal for a given a bloc.

TRAVELLING BY CAR & TRUCK

Roads are one of the more porous routes between borders. While roadblocks are common, not every road is covered. There simply isn't enough manpower. Because of this, smuggling via car and truck are relatively common. In Italy, now roughly divided in half between the Axis and the Allies, trucks and cars of non-military nature make frequent and dangerous crossings. Families separated by the war insist on remaining in contact. Oddly, neither the Italians nor the Allies have banned this. For the Allies, it's a way to get spies behind the border. For the Italians, the mafia surely has something to do with the border

Flying in 1947

One of the Golden Ages of commercial flying began in the post-war period of the late 1940s. With the war still going on in 1947, commercial flights are much rarer. It is an unusual thing for a civilian to travel by plane. While certainly not unheard of, most citizens make long journeys by rail or ship.

Aviation fuel is heavily rationed, and non-essential flights must go through a host of approvals. The great airlines are in their infancy and, for now, are stuck there. The world simply doesn't have enough fuel to keep the fires of war burning and people hopping around the globe.

remaining semi-open. Once across the border, an agent has access to the transportation networks afforded internally by the Allies or the Axis.

Of course, for this very reason, the roads are watched carefully. Speculation suggests the porous nature is an intentional oversight by both parties—it allows a method for getting inside the other bloc. No doubt, those who cross over are carefully watched. Such a crossing allows a unique opportunity to trail an intelligence network back to its source.

Europe itself is veined with a vast network of roads, many of them small and absent from most maps. The Allies and Axis patrol these roads, but there are too many to properly control. Getting across a border by land is possible by wheeled vehicle if one has the audacity to do so. License plates are recorded at roadblocks if the vehicle is allowed to pass at all. The shifting borders in other areas of the world also make it difficult to track every vehicle that passes between borders.

In South America, roadways are not as rigorously patrolled. The various SSU-backed revolutions have caused most governments a great deal of disruption. One is more likely to be stopped by a would-be warlord's goons than by any official military. The SSU aims to change this, but it isn't happening fast.

In North America, there is virtually no military presence on the roads except for Alaska and Florida where the SSU invaded. One can easily drive from California to the depths of Canada with only a minimal check at the U.S./Canadian border.

The SSU itself has a thorough patrol of all inner borders. Stalin verges on paranoia when it comes to internal security, and SMERSH reflects this. Moreover, cars are not as common in the SSU as they are in the Axis and Allied blocs. That makes it easier to control what and who flows where.

Africa is patrolled sketchily in the north since the reopening of hostilities. In sub-Saharan Africa, there is little if any border patrolling at all. These nations tend to be poor and are of a lower priority to the blocs themselves. Trains, too, also continue to run more reliably here than elsewhere.

GLOBETROTTING ADVENTURE

The bulk of *Dust Adventures* focuses on military action throughout the world, but, as this RPG also has roots in the pulp genre, globetrotting adventure in the vein of Indiana Jones also has its place. Your team might be comprised wholly of Allied Rangers, or it might have a mixture of archaeologists, scientists, soldiers of fortune, and spies. The GM is welcome to set the entirety of their campaign in a specific theatre, but they might also choose to use the globe as the setting. Characters might take on one mission in Istanbul with their next leading to

Back in '45, I was on an op for Strafe. I needed to get arms to Chinese nationalists on the island of Taiwan. Japanese were all over the place. I came in with some pirates I knew. Might have worked, if we'd been boarded, but we weren't. I saw the contrail cutting through the clear dawn sea like a shark fin. Straight at our boat. There's no way you can manoeuvre out of the way of a torpedo. Forget the movies with John Wayne playing skipper. This torpedo hit us on the bow. Explosions rocked the bulkheads. You could hear them bending and wailing like hungry babies.

Water must have started coming in like Niagara Falls because we listed but quick. No honour among thieves, so it was every man for himself. I happened to be on the port side and saw the second torpedo telegraph its path toward our aft. I dove in the water and hit hard. Air knocked out of my lungs like a fat man had fallen on me, but I avoided the explosion. The shot hit the munitions we had been carrying, and the ship became a corona of white heat. Gulping for air, I swam toward any bit of floating debris. The Japanese sub had surfaced by now. The gunner on their bow stitched a wall of lead death across all of us in the water. The man next to me took one in the face, removing most of his head. As he sank, I swam into the blood trail he left behind, took a breath, and floated face down like I was dead.

Zverograd. As the war is a conflagration whose flames have spread everywhere, any place you can imagine is a setting for adventure. The following section includes a tool-kit for GMs to use for such campaigns.

HOTSPOTS

Obviously, in 1947, certain parts of the world are more dangerous than others. Eight long years of war—10 in the Pacific Theatre of Operation (PTO)—witnessed the shifting of borders and battle zones. For example, North Africa has gone from a warzone, to a relatively stable part of the Allied bloc, and then back to a warzone. South America was largely neutral at the war's outset, but has since become disputed territory thanks to SSU-backed revolutions. Below you'll find a short description of such hotspots around the globe. Some are detailed more thoroughly in the entries for specific nations, while other are intended for expansion in later products.

NORTH AMERICA

UNITED STATES & CANADA

Of all the territory in the developed world, North America remains the least affected by the war. Until recently, enemy forces hadn't made any incursion into Canada or the United States. That changed when the SSU simultaneously invaded Alaska and Florida. Canada itself has yet to defend its borders against similar attack. American cities such as Washington D.C., New York City, and Los Angeles all host foreign spies. There are even rumours of SSU sleeper agents inside the U.S. Whether this is true, or part of the current "Red Scare" sweeping the nation is not known. Native American tribes may have had contact with the Vrill in the remote past, and this is a possibility no bloc can ignore.

MEXICO

A member nation of the Allies, Mexico is largely unaffected by direct attacks. The SSU has threatened to move into Central America following its success in South America, but that has yet to happen. Because Mexico retains a good deal of sovereign status despite being in the Allied bloc, Mexico City sees spies entering from other blocs who want to cross the border into the United States. Mexico is home to a great many Aztec ruins. Who knows what one might find inside?

SOUTH AMERICA

BRAZIL

The largest nation in South America, Brazil is also an Allied partner. Now surrounded by collapsing regimes in other countries, the SSU makes a push to foment rebellion in the poor *favelas* of Brazil's largest cities. Crime is rampant in these shantytowns and illicit goods often make a stopover in Brazil before moving on to their final destinations. Mayan and Incan ruins are found throughout South America.

Rationing

Most nations practice some form of rationing during the war. Nylon, metal, gasoline, rubber, and much more are all rationed. This necessarily reduces the ease of transportation by wheeled and other vehicles. New cars are rare, and gassing up an old jalopy is increasingly hard to do. Nearly every nation in each of the three blocs has curtailed citizen's travel by either direct laws or rationing.

A car is a luxury, not something the ordinary person can afford to maintain under such circumstances. Likewise, even coal for trains is rationed to some degree, and thus rail travel is more limited than prior to the war. The U.S. highway system we know today does not exist, and many of the roads in Europe are patrolled or too dangerous to use. The average person in 1947 does not travel much outside a 20-mile radius of home. This is the new reality.

ARGENTINA

An independent nation, and a member of the NNO, Argentina tries to stay out of the war. Secretly, however, Nazis fled en masse to this nation following the collapse of the Third Reich. From Argentina, these nefarious fugitives plot the return of the Reich and continue with abominable experiments. Were they to get their hands on a VK nuclear bomb, they would have no qualms about using it.

EUROPE

FRANCE

With the Second battle of France going to the Axis, all-out warfare has left most of France. However, pockets of the Resistance are active everywhere, and more than a few Allied units did not make it back across the Channel. Missions to contact the Resistance, find treasures such as the Holy Grail, and explore the dreaded Forbidden Zone, make this a place for grand adventures.

GREAT BRITAIN

Once the lone bastion against the Axis in Europe, Great Britain is now occupied up to Hadrian's Wall. London has fallen and the new front is one of the hottest spots on the globe. The Axis continues to push north, while the Allies attempt to stop them. Ireland has thrown in with the Allies out of necessity, with Belfast quickly becoming the new capitol. Spy missions, military excursions, and archaeological quests to places such as Skara Brae make Great Britain a common place for missions of all kinds.

I could hear the bullets slap the water all around me as the Japanese gunner made another round of reaping. Pure luck I didn't buy the farm that way. Satisfied they'd killed all aboard, the sub dove to continue its hunt for pirate prey. I spent most of a day in the water, watching sharks take down the remains of the crew with feral gleams in those coal-black eyes. There were enough dead and bleeding that they weren't interested in me.

I would have died if it weren't for a passing fisherman who hauled me out of the water. At that point, I could hardly stand.

The mission was a total failure and my partner must have died with the rest of the crew. This is the life you've signed up for, Edward. Be very goddamn sure you know what you're doing out there, because lady luck is a fickle mistress.

ITALY

Divided by Axis and Allied forces, Italy is a major point of contention. Now that the Allies have been pushed out of France, their gateway to Europe lies in Italy. If the Allies can capture Italy, the rest of Europe could fall. The Axis does everything and anything to prevent this. Great battles are always on the verge of igniting and spies are aplenty. In addition, Italy is home to such ancient ruins of past cultures such as the Etruscans. VK was allegedly discovered in both their ruins and those of the Roman city of Pompeii.

ASIA

RUSSIA

The largest nation on the planet is the backbone of the SSU. The entire Eastern Front is one huge hotspot. Lines settled in the winter of 1947 are beginning to be contested again. Some of the worst fighting on the planet takes place along this front as well as Zverograd. Vladivostok is a known haven for mercenaries and spies of all sorts. In the deep Siberian tundra, proof of previous Vrill visitations have allegedly been found.

CHINA

Split between the SSU and the Axis, China is an ever-shifting morass of conflict. The Japanese push inward against SSU defenses. Shanghai, currently under Axis control, is a city targeted by the SSU. Shanghai was once a spy's nest of grand proportions, but the Japanese have cracked down. China has one of the oldest continuing cultures in the world, and that past is rich with legends of mythical creatures and places that might tie to the Vrill. Embattled since 1937, Asia has also suffered tremendously during the war. Mercenaries are routinely applied by both the SSU and the Axis to supplement troops on this front.

JAPAN

Japan is the only core nation that has yet to see an invasion of its territory proper. Insular prior to the war, the island nation has become more so since. The ancient Jomon people allegedly have links to the Vrill, though this has never been proven. An American raid once hit Tokyo, but that was years ago. Neither SSU nor Allied troops have yet made it to Japan. Spies are present, but in much fewer numbers than elsewhere. Mercenaries are not tolerated, and any light-skinned foreigner stands out. If someone could penetrate Japanese intelligence, though, it would be quite the coup.

SOUTH EAST ASIA

Once subject to foreign colonies, South East Asia currently makes strides toward independence. The NNO is in Siam and Free France is partly based in Bangkok, Thailand. The steaming jungles and monsoons make adventuring here a harsh prospect, but ancient ruins long lost in the thick flora call to anyone with an eye toward fortune and glory.

AUSTRALIA AND PACIFIC ISLANDS

Nowhere is there more bitter fighting than the various islands of the Pacific warred over by the Allies and the Axis. Japanese troops are dug in on any of a host of small islands the Allies need to capture to launch an invasion of Japan itself. This hotspot is among the most dangerous on earth, but tales of Japanese gold secreted away in caves and tunnels brings many fortune hunters despite the risk.

Australia finds itself defending its coasts, and portions of its interior, from the Japanese Imperial Army. The continent nation is also home to the oldest continuing religion on Earth, that of the Aboriginal population. For some 50,000 years these unique peoples have held fast to oral tradition. What secrets they may keep is anyone's guess, but they do not share them with outsiders. Perhaps the Japanese Imperial Army wants something only the Aborigines know is valuable? Some of Japan's moves in the region suggest more than conventional strategy is at play.

ANTARCTICA

The most desolate of all continents, Antarctica is, ironically, one of the most contested. This is due to the deposits of VK located on the frozen wasteland as well as the crashed Vrill ship discovered in 1938 in Queen Maud Land. Currently, the Axis dominates the region, but the Allies have made a full-on invasion called Operation Highjump. The unforgiving nature of the terrain leads both blocs to hire mercenaries for some of the most dangerous tasks. An Axis base and airfield protect the site of the first Vrill discovery. What else may lay buried beneath thousands of years of ice appears worth dying for, if the battles in Antarctica are any indication.

MERCENARIES

The bastard children of proper soldiers, mercenaries nevertheless have their place on the battlefield. All three blocs use mercenaries to supplement regular troops and take on missions that need expendable manpower. The life of a mercenary in 1947 is never boring. There is always work to be had, but fighting for money is different than fighting for one's homeland, and a mercenary's life is also lonely.

THE LIFE OF A MERC

Pulp magazines glorify the life of the mercenary and even follow the adventures of infamous mercenary companies. The actual life of a merc is a bit different. Those in their bloc's uniform look down upon these men and women who fight for profit. Many mercs used to fight for their country and are now seen as traitors. In short, mercs no longer have a home. Some few hail from NNO territory, but they are rarely welcomed back. This leaves a mercenary in limbo. With no real home, the profession of arms becomes their stand-in identity. They usually follow a simple code: take care of your own, never turn against the bloc you're working for, and keep secrets to yourself. Of course, not every mercenary follows these rules, thus further damaging the entire profession's reputation.

Travelling illegally, now that's something I know a good deal about. After mom died, I took off. Now I know your feelings about that, Edward, but I did what I felt I had to do. Part of that time, I was smuggling various cargo throughout Asia and Southeast Asia. ASOCOM has contacts but what they don't tell you is, you need your own. Cultivate a network of people you more or less trust. (In our business, you should never fully trust anyone).

Theodore Hillarie is an old friend. He flew in the First World War then turned to flying cargo all over Asia. He's in Vladivostok, last I heard, and he could probably get you further into Russia. In France, contact Celine Cortere. She works at a café popular with Axis officers. She, too, can get you in and out of some places in Europe. ASOCOM often uses the Red Cross, or used to, but the other blocs are long since wise to that gambit.

If you have no other options, throw your lot in with smugglers. Jarvis, who I mentioned before, can get you aboard one of their ships or on the back of a truck. Getting caught is still a big risk, but you can play yourself off as a smuggler rather than a spy. Your fluency in French and German will serve you well. Anytime you can, if questioned or caught, remember not only the legend ASOCOM provides, but also your secondary, underworld identity. There are a lot of people profiting from the war on the black market.

Mercenaries often base themselves in the cities of NNO countries. Istanbul is one of the most popular havens for mercs. While they are usually tolerated, anyone with strong patriotic feelings tends to look askance at them. Therefore, mercs tend to gather at bars run by ex-mercenaries or those sympathetic to their way of life. For the merc, war is a business, and business is booming.

A MERC'S JOB IS NEVER DONE

War doesn't end; it just changes forms and locations. In the World War II of *Dust Adventures*, there is no end in sight to this conflict. From one battle to the next, one front to another, the merc is never out of options provided they haven't screwed anyone over too badly.

There is an unspoken agreement between the three blocs that the pool of mercenary companies working today is more or less neutral. What this means, practically, is that a bloc is willing to overlook what a mercenary company did against them, so long as they will stay bought when that bloc hires them. It is a curious relationship, but one that proves beneficial to both sides.

Mercenaries are expected to do the job they are hired to do. Once that's over. They are free to take other employment. It is not uncommon for a mercenary company to fight for all three blocs in a given year. The war has outlasted anyone's expectations, and there are many places where reinforcements are running thin. There are also many jobs to which a bloc would prefer not to be directly tied. While ASOCOM Rangers might be well suited for a given mission, ASOCOM might prefer to keep their name, and the Allied bloc, out of the operation entirely.

Mercenaries are especially popular in the newly reopened front in the Middle East. Typical mercenary operations involve specific tours with a given unit, a single mission, or obtaining a hard to get artefact. The latter mission employs mercs so as not to attract attention from other blocs. If Clio learns the location of a Vrill artifact, they know their involvement could leak and then suddenly the Axis and SSU are on the trail too. However, if Clio hires mercenaries, it's less clear that the mission is of great importance.

Anywhere there is conflict there are mercs. While no nation likes to resort to hiring these soldiers of fortune, all must do so from time to time. A few mercenary companies propped up the Marines holding off the SSU in Alaska, though this never made it into the newsreels. Some of the snipers in Zverograd are mercenaries, but the host nation gets all the credit for the kills. Majestic 12 is even experimenting with a mercenary organisation, but thus far, they only hire them out to the Allies.

Mercs helped foment rebellion in South America and formed the spearhead for a failed Chinese nationalist assault to retake Shanghai. They don't get much of the glory, but they are always there doing their job. There are, however, exceptions. ASOCOM is worried about a disturbing trend in pulp magazines and comic books—the idolatry of the mercenary.

FAMOUS MERCENARIES & COMPANIES

Most mercenaries shun the spotlight. After all, it can be more difficult to get jobs if one is well known outside certain circles. Still, some mercenaries have openly welcomed the media attention, and a cottage industry of mercenary tie-ins has cropped up all over the world, though mostly in the United States. The Allied government doesn't want kids pretending to be mercenaries when they ought to be playing as Bazooka Joe. For now, famous mercenaries don't come close to such fame, but that could change the longer the war goes on.

SISTERS OF DEMOLITION

The Sisters of Demolition are famous for A) being an all female mercenary company, and B) Claiming to fight against the war. How they do this while bringing destruction everywhere they go, is a conundrum. They compare themselves to the suffragettes of the First World War, but the suffragettes didn't wield flamethrowers and high explosives. Young girls in American cities and small towns have given up dreams of being a fairy princess in favour of fantasies in which they join the Sisters. Many a parent tries to discourage this.

THE FILTHY FEW

Made up of former members of the Allied program of the same name, The Filthy Few are former military convicts who escaped while on dangerous missions. For this reason, the Allies won't hire them. They are, after all, convicted felons technically AWOL from the Allied military. Their familiarity with the Allies and their missions makes them invaluable to the Axis and SSU. In America, they are labeled as traitors, and kids love reading about the exploits of heroes such as Joe Brown who fight them. Elsewhere, their name is known, but often derided. No side likes a group of criminal traitors.

Still, their notoriety keeps them gainfully employed. The Filthy Few do ugly work, work that would turn the stomach of most soldiers. If it's dangerous and morally ambiguous, the Filthy Few are willing to take the job... for the right price.

MAD MAC'S MARAUDERS

Made up of former special ops soldiers from all three blocs, Mad Mac's marauders have the reputation for being crazy. They once stormed Parliament prior to the Axis invasion and, a mere week later, stole the prototype for an Axis urban walker for the very government they had just attacked. Mad Mac was an ANZAC prior to going freelance, and people say he isn't quite sane. That's as may be, but he and his Marauders have an eerily high rate of success. This has led some to believe they use the "mad" moniker as a cover and that they are, in fact, actually double agents for one of the blocs.

If you can convince an interrogator that your only motive is profit, they'll treat you like scum, but hand you off to local authorities most of the time. It's much easier to escape the police or constabulary than it is an Axis facility. Have a lie under the first lie. Make them think that lie is the truth they beat or sweat out of you.

Juarez is a one-horse shithole, as dad used to say. Unsavory characters mix with unsavory narcotics and other drugs. Business for that sort of thing is booming. The war has everyone looking one way and, like a magician using misdirection, criminals are sneaking contraband across the border. The SSU has caught on to this little gap in American border security. They've moved saboteurs across the border from Juarez into El Paso disguised as drug runners.

Most are selected from the SSU's new South American friends, so they don't stand out, but I came across intel suggesting Spetsnaz got across the border even before Stalin broke all ties with the Allies. That means there are Soviet Special Forces sleeper agents in the US. What their targets might be, I don't know, but ASOCOM is keeping a tight lid on it out of fear of public reaction.



Just two months ago, I would have told you that archaeology was a waste of time in war. But, after what I've seen I know it's not. Clio is vital. I thought it was more of an egghead pet project, but the Vrill have been here for a very long time. I really wish I could give you specifics, but it's way above top secret. Besides, knowing what I know would only put you in danger. Just listen to me on this, Edward—the past we were taught in school is but a shadow of the truth. No matter how wild a theory you hear relating to space aliens, do not dismiss it out of hand.

There are a half dozen organisations willing to kill for this kind of information. If aliens come up on a mission, even in passing, be alert for other parties lurking in the shadows, ready to pounce. I know I wasn't there for you as an older brother ought to be. I know dad wasn't really there for either of us. This is me trying to make amends. Perhaps it's too little too late, but these notes I've made could save your life.

The world of *Dust* is separated from the World War II we remember by advanced, alien technology. History, in this world, took a different course due to the discovery of the Vrill spacecraft in Antarctica. While walkers, laser weapons, and jet technology are readily found on the battlefield, there are other secrets to *Dust*, secrets lost in hidden labs and ancient tombs. These mysteries are outlined below. Hints, ideas, and suggestions lay ahead, but no hard and fast facts. The *Dust* timeline has just begun, and it would be no fun to spoil it all now. That said, some tantalizing clues are embedded in this section and should be read only by personnel so authorized. Each category below has a corresponding symbol in the alphabetized entries. These are the weird, the anomalous, and the outright fringe theories that make this version of World War II a strange reflection of the one remembered in our current world.

SUPER-SCIENCE

Nothing advances technology as quickly as war. Throughout history, the necessity to commit and defend against violence has propelled some of mankind's greatest technological innovations. While peacetime inspires inventions all its own, technological progress during wartime is unparalleled. From the invention of the chariot, to the development of the firearm, to the creation of duct tape, man has advanced by leaps and bounds paid for in blood.

The world of *Dust* is no different. If anything, *Dust* is but an exaggeration of how technology affects, and sometimes prolongs, war. The *Dust* war continues on two full years after our own World War II ended. This is largely due to the advanced technology reverse engineered from the alien spacecraft recovered in Antarctica. Beginning with Germany, this technology was integrated into war machines of the day. Before long, the technology escaped the privacy of German hands. Today, in 1947, all three blocs have innovated and invented new and fearsome weapons to use against one another. With no sign that the limits of the Vrill tech are remotely close to being fully mined, the war goes ever on... and on... and on...

CHAPTER 14: SUPER-SCIENCE, ARCHAEOLOGY & PARAPSYCHOLOGY

ARCHAEOLOGY

Some legends are true. Mysterious tombs, lost civilisations, and artefacts of great power do exist. Many are related to previous Vrill visitations to Earth. This is the pulp side of *Dust Adventures*. Entries marked with the pyramid symbol provide locales and ideas for archaeological adventures. In the desperate race to technologically one-up the enemy, the three blocs scour the globe in search of any hint of past Vrill activity. Some are false leads, while others are secrets lost to man for countless millennia.

He who finds the past may own the future.

PARAPSYCHOLOGY

The world has always been a strange place. In *Dust Adventures*, some of this strangeness is real. From alien spaceships to the mystery of Loch Ness, there is no shortage of the weird to fascinate, threaten, and inspire your adventures. Each major bloc has resources devoted to studying unexplained phenomena—most often to see if it can be weaponised. Entries with the Zener Card [cards to test for ESP] mark mysteries, mythologies, people, and places that are enigmatic and potentially dangerous. Proceed with caution.

A-Z A LIST OF THE WEIRD AND ANOMALOUS

AGARTHA

A legend in Tibet, Agarthia is supposedly a city that rests at the heart of the Earth. Modern science suggests this is likely impossible, but the myth refuses to die. Nikolai Roerich, a once prominent Russian archaeologist, ruined his career searching for the city. He never found it, though the SSU has shown interest in Tibet. Maybe that's simply because the Axis is there. Perhaps Rasputin knows something the rest of the world does not. If such a place does

exist, how can it be located at the centre of the Earth? If there's a way to get there, could the Axis have used that path to get to Tibet?

AKHENATON

Born as Amenhotep IV, an 18th Dynasty Egyptian Pharaoh, Akhenatenofficially changed his name in the fifth year of his reign. The Pharaoh attempted to end the polytheistic Egyptian pantheon in favour of a monotheistic sun god named Aten. Akhenatenhimself changed the official religion of Egypt to Atenism but after his death, Egypt returned to their traditional religion. Akhenatenhimself displayed odd cranial deformities and elongation of his limbs, as seen on surviving carvings. Fringe theorists in pseudo-archaeology have suggested he might have descended from the Vrill, though there is absolutely no proof this is the case. Renegade theologians have even suggested Akhenatenmight have inspired the story of Moses, or have been Moses himself. Certainly monotheism would sweep the Middle East in time. Clio has its ears open for mention of the Pharaoh, or his titular city, in enemy transmissions.

ALCHEMY

A magical tradition tracing its roots to Ancient Egypt, alchemy is best thought of as part superstition and part proto-science. Some of the most famous men in history have dabbled in alchemy, from Isaac Newton to John Dee. The knowledge has always been secret, passed down in coded books and symbols such as the Tarot deck. Few believe there's anything legitimate to the study of alchemy, but recent researchers of VK have theorized that VK might have been the long sought after Philosopher's Stone. The stone, an alchemist treasure, was supposed to turn lead into gold and impart eternal life. Certainly, the VK *Totten* program used by Germany is a kind of eternal life. VK does have applications in transmuting elements. A famous alchemist, Nicholas Flamel, supposedly found the Philosopher's Stone and continues to walk the Earth today. No serious scientists give credence to such stories.

ANUNNAKI

In Sumerian mythology, the Anunnaki created man after descending to Earth from the stars. These creator gods then left the Earth to return to their home planet called Nibiru. A typical creation myth, the Anunnaki have only recently appeared on the radar of intelligence circles. It seems the three blocs, independently, have sent military escorted expeditions to Sumerian and Babylonian ruins. With the war newly reopened during Operation Babylon, one must wonder if the blocs are fighting over something more than the rich oil resources in the region.

AREA 51

Located somewhere in Nevada, Area 51 is a top secret Allied facility currently controlled by Howard Hughes and Majestic 12. Residents of nearby towns report strange

lights in the sky as well as symptoms similar to influenza. What goes on there is most likely aviation testing of cutting edge design. When Hughes lost his contract with the Allies, he didn't stop designing new and envelope-pushing planes. Of course, as with anything involving Hughes, there's more to the story. Folks say that there's another alien craft out there in Area 51. Maybe, but it's more plausible that folks out in the desert, very far away from the war, like to spin yarns comparable to the soldiers coming home.

THE ARK OF THE COVENANT

Nearly three millennia old, the Ark of the Covenant is one of the best-known religious artefacts in the world—assuming it exists. Designed by Moses according to God's precise specifications, the Ark contains the fragments of the Ten Commandments, but Biblical text goes on to say that the Ark was a fearsome weapon, one priests had to approach wearing special clothes. Moses himself came down from Mount Sinai with a strange glow about his person. Is the Ark an ancient super weapon left behind by the Vrill? Perhaps the tablets placed inside the Ark were not made of stone, but some extra-terrestrial element unknown at the time. Mussolini, upon seizing Ethiopia, allegedly sent a cadre of elite commandos into the small town of Axum. There, these commandos raided a church and took from it a great prize. Was this the Ark of legend or merely some hoax? Perhaps the Ark still rests under the Temple Mount in Jerusalem as it once sat in the Temple of Solomon. Clio is interested in anything pertaining to the Ark. One can safely assume the other blocs are as well.

ATLANTIS

One of the oldest and most frequent stories told in cultures around the world is that of a great flood. Nearly every major culture in antiquity has some variation of this legend. In the west, it is known as Noah's Flood or, perhaps, the legend of Atlantis. Supposedly a technologically advanced society that, according to Plato, existed some 12,000 years ago, Atlantis endures in the human mind as a utopia gone wrong. The likelihood of such a place actually existing is dismissed by respectable archaeology. If it is more than a story, where was it? Various legends depict it as a city, an island, and an entire lost continent. Decrypted chatter from the Axis suggests they have some interest in pursuing the lost city, as did the Nazis before them. If Atlantis is real, and was cast into the sea 12,000 years ago, there is probably little to salvage. Still, the hope for finding new Vrill technology in the remains of this civilisation is something many would kill for. It is known that a number of Nazis who fled Germany under a project known as Odessa, left with books and maps supposedly linked to Atlantis itself.

CAPPODOCIA [DERINKUYU]

Located in the Cappodocia region of the Neutral Nation of Turkey, Derinkuyu is an underground city of amazing technological sophistication. Attributed to the Median

Empire by traditional academics, this multi-level city held space for up to 20,000 people who could have resided there for long periods of time. Food stores, living quarters, and temples have all been found, suggesting the city was once inhabited. How it was made remains a mystery, but more than a few military folks have noted how similar it is to modern day bunkers. Were the inhabitants of Ancient Turkey worried about aerial warfare and bombings? The idea seems silly, until one thinks about what the Germans uncovered in Antarctica. The entire facility stretches for miles and is similar to underground structures often found beneath megalithic sites. Was there once a complex system of tunnels and redoubts running through Europe and the Middle East?

CAVE PAINTINGS

The world is full of paintings preserved in caves that date to the earliest rise of modern man. These caves display animals and shamans, mysterious outlines of hands and, sometimes, things that look like aircraft or vehicles from space. From Europe to Australia, strange beings are depicted in what look like suits designed for combat. These pictures of both craft and armour would not be out of place on today's battlefield. Were these just the imaginings of primitive men with no knowledge of science, or did our forebears render things they had actually seen? A Nazi scientist, who defected to the U.S. rather than be hanged, swears that the suit Kvasir was wearing is identical to drawings found in the American Midwest. A tall tale, especially coming from a man who'd say anything to save his life.

CAYCE, EDGAR

A simple man at birth, Edgar Cayce never intended to become the great American psychic of his day. Known as the "sleeping prophet" because he slips into a trance during his psychic episodes, Cayce is America's answer to von Thaler and her ilk. The problem is, Cayce wants nothing to do with the military. He is a deeply religious man and a pacifist. His "readings" are given for free. While in a trance, he seemingly diagnoses and provides treatment for all sorts of otherwise incurable medical conditions. While in these trances, he can sometimes read the past lives of his subjects as well as his own. Many of these so-called prophecies relate to Atlantis, a society he claims had laser weapons and flying machines long before the 20th Century. Whether a fraud or genuine phenomena, the U.S. Military has failed to recruit Cayce. That is not to say that other blocs might go to greater lengths to compel him to join their cause.

CRYSTAL SKULLS

The exact number of these skulls is unknown. The Mitchell-Hedges skull went missing from the British Museum when London fell. Other skulls have found their way into museums around the globe. Modern testing has indicated the skulls are likely fakes, but psychics insist they are real. What's more, clairvoyants and ESPers claim the skulls speak to them. Analysis made at official military facilities is closely guarded. Stories have nonetheless escaped. A working theory, pioneered by Bletchley Park cryptographers, is that the skulls may be some kind



of informational storage device. If so, they'd be far, far more advanced than even Turing's experimental beast Prometheus. If they are some kind of ancient record, what stories could they tell us about our past and, possibly, our future?

DIE GLOCKE

A Nazi *wunderwaffe* called "the bell" was supposedly developed in Germany around 1943. The bell, if it existed at all, has since vanished. The Axis may have continued the experiments. An alternative theory suggests Nazi loyalists spirited the device away to Argentina. But what is it?

The most common theory concerns an experiment with either trans-dimensional travel or time travel. *Die Glocke* is almost certainly based on Vrill technology. If it were able to perform such paranormal travel as witnesses claim, the implications would be staggering. Already, Allied scientists have failed to explain the propulsion of the Vrill craft—though they have little to go on—and hope capturing a device like this might provide answers. The question then becomes who possesses the craft and what are they currently doing with it. Though the Axis publicly dismisses a continued Nazi conspiracy as a fantasy, they privately take it quite seriously. If the Nazis do still have an underground network, and have technology such as this, they would be a grave threat indeed.

DOGGERLAND

Discovered during the early 20th century, Doggerland has come to be known as the "Stone Age Atlantis." At first, only strangely sharpened antlers were brought up by fisherman out of the North Sea. Soon, skull fragments dating to 40,000 years ago appeared. Doggerland was a land bridge that once connected England with mainland Europe. It submerged around 6,500 B.C. and would likely be no more than an academic curiosity in the current climate of war, were it not for an intel interception decoded by Turing's Prometheus machine. The Axis communique indicates a U-Boat operation at the bottom of the area where Doggerland sank. What did the Axis want with a Stone Age culture at the bottom of the sea? Given the invasion of England, exploring the reason for the Axis mission has been de-prioritized.

DROPA STONES

716 stones which date back some 12,000 years—there's that number again—have been lost to history. Originating in China, the stones were probably taken by the Japanese during their invasion, though intel reports they may have been taken to Russia. Circular discs, the stones are grooved like records. Inside these grooves appears Hieroglyphic-like writing. Research documents indicate the stones may contain some form of recording. Whatever was on them has been lost along with the stones themselves. A Tibetan monastery in the Himalayas possesses similar artefacts though theirs are made of bronze. Possibly, they are a copy of the original, but with the Axis occupation it's impossible to get to the monastery now.

GARDEN OF EDEN

The Biblical Garden of Eden has fascinated archaeologists and theologians for centuries. Its precise location has never been determined but, during the early days of Operation Babylon, an SSU team seems to have sought the legendary location for the birth of mankind. While Axis and Allied intelligence would otherwise ascribe this mission to disinformation, Rasputin's alleged interest lends some degree of credulity to the story. If the SSU is looking for Eden, what do they hope to find there? In April of 1947, all eyes have turned to the Middle East, the very birthplace of civilization. Why?

GILL MEN

Allied scientists have acquired intel recovered on the Axis gorilla uplift program and begun to experiment with genetics themselves. The result is a person called the "Gill Man." Human in appearance, the Gill Men have fish's gills in addition to lungs, allowing them to operate underwater. They've also been given special treatments allowing them to operate at extreme depths. While down in these abysses, the Gill Men volunteers have reported seeing vast ruins and creatures that are part-man and part-fish. The Allies have largely decided these are hallucinations brought on by the extreme depth and/or the genetic modifications. The Gill Man project has not yet been implemented in the field.

GIZA PLATEAU

The Giza Plateau in Egypt is home to the most famous, and impressive, ancient achievements of man—the Sphinx and the Great Pyramids. There are three pyramids on the plateau, each built by a separate Pharaoh. The pyramids appear to align with the belt in the constellation of Orion. Other ancient sites, likewise, have structures that align to Orion as well. While written off as tombs by traditional Egyptologists, the Pyramids may have another purpose entirely. The British Museum was investigating the possibility when Operation Babylon began. What they determined is a closely guarded secret.

Along with the Pyramids, the mysterious Great Sphinx resides on the Giza Plateau. This monumental statue depicts a lion with a man's face. Debate continues over whose face is portrayed on the statue. It is known that, following a British geologist's observation of water erosion on the Sphinx, the Sphinx was re-dated to nearly 10,000 years old. That's some 7,000 years older than it is supposed to be. An American expedition, guided by a reading given by Edgar Cayce, left to explore the possibility that a secret warehouse of knowledge lies under the Sphinx's left paw. Due to Operation Babylon, the expedition never reached its target. Who can say what they might have found if they had?

GÖBEKLI TEPE

The oldest structure known to man was only discovered by accident. Located in Turkey, army engineers uncovered the site while digging fortifications. Archaeologists dated

Saigon in monsoon season is not a good place and time to die. I was moving a double agent through the city when Japanese intelligence made their move. The asset was a poet of all things, who had come across sensitive information through a lover. Soaked, in the pounding rain, we were making our way to a safe house when those Japanese killers jumped us.

They should have done it when we were in the house. We'd have been cornered that way. The agents weren't actually Japanese, though; just hired thugs and they jumped the gun. They had old French pistols that cracked right behind the thunder in the sky as they emptied clips at us. Thing is, in that kind of visibility, it's hard to hit what you're aiming at.

I emptied my .45 behind me just to keep their heads down, grabbed my charge, and dragged him back the way we came. Yes, that's right, into the line of fire. Why? Because if the goons had half a wit between them, they'd have had another ambush waiting at the end of the street. Flush your target toward where you want them. Just like duck hunting with dad, remember?

Pistol empty, I gutted the first one with my USMC knife. The other tried frantically to reload. Big mistake. While I couldn't get the blade out from the ribs of the first guy, I remembered the unarmed training I ran through with the Red Devils.

the discovery to 12,000 B.C. Göbekli Tepe consists of an unknown number of stone circles not unlike Stonehenge in Britain, yet they predate Stonehenge by up to 9,000 years. The megaliths found at Göbekli Tepe are carved with precision not found at Stonehenge. Animals, birds, and human figures appear on the L-shaped stones. What's more, its builders purposefully buried the site, presumably, 8,000 years ago. Göbekli Tepe pushes back the date for the development of "civilization" by some 7,000 years. A sophisticated society with artists superior to those of the Neolithic Age make this site a wonder.

Turkey has denied access to all blocs, and the site is protected by the Turkish military. What other secrets may have been uncovered is the subject of many espionage operations in Istanbul.

HOLLOW EARTH

Once a theory believed by such great men of science as Edmund Haley (whose famed comet graces earth every 76 years), the Hollow Earth theory has long since been dismissed as pseudoscience. The idea that Earth is hollow, and possibly populated by strange beings, seems ludicrous. Yet again and again, cultures in the remote past have referenced such a place. Further, intel from both ASOCOM and the SSU indicates that the Axis used ancient tunnels to invade Tibet and Nepal. There's even a missing report allegedly recovered from a fleeing Nazi stating that the alien Kvasir supposedly avers the existence of a Hollow Earth. Both the document and the Nazi have never been seen again.

THE LADY BE GOOD

This B-24D Liberator from the 367th Bomb Group disappeared while on a mission over Libya in 1943. There the story would have ended were it not for reports by Bedouins that the craft was found, mysteriously intact, in the vast Libyan Desert. No trace was reported of the pilots, but the Lady Be Good is not the only plane lost over the area. A particular sliver of the desert has become known as the Devil's Trench, because so many planes have disappeared while flying over it. ASOCOM dispatched a team to recover the plane and its crew, but this team did not return either. Whatever lies in the desert of Libya seems to swallow men and machines whole.

LEY LINES

These lines supposedly connect ancient pagan sites and modern churches throughout Europe. Often, medieval churches were built on spots held sacred long before. A theory has cropped up suggesting these lines form a web across the globe, tapping into some sort of energy unknown to modern man. Believers insist that standing at the intersection of two or more of these lines fills them with a strange euphoria. Where the story gets more interesting is in Baron von Thaler's—and Sigrid's—interest. Apparently, the von Thalers have expended substantial money researching this phenomena. Not to be outdone, Rasputin has begun his own research into ley lines. The

central conceit seems to be that the ley lines enhance psychic ability. How this happens is unknown, but both parties are racing to discover the reason.

LOCH NESS

The Loch Ness monster has been an enduring myth for hundreds of years. Seen in the fog-shrouded loch by various witnesses, no definitive proof of the creature's existence has yet been found. Cryptozoologists suggest that "Nessie" may be some kind of leftover dinosaur, while others attribute the "monster" to strange magnetic activity in the Loch itself. Prior to the invasion of England, Allied military personnel closed the loch to the public. Frogmen have been seen diving into the loch, and the military remains around the perimeter. Whatever they are doing there must be important, since the invasion would otherwise take precedence.

MADAME BLAVATSKY

A prominent 19th century mystic and psychic, Madame Helena Blavatsky's work influenced modern psychic research. She founded a religion known as Theosophy—an occult paradigm of philosophic, scientific, and spiritual exploration. Her opus, *The Secret Doctrine* was influential on spiritualism and the acceptance of Buddhism in America.

It is her secret work—astral travel and other such unscientific pursuits—that currently interests Rasputin. It has even been said the general once studied under Blavatsky herself, for she, too, was Russian.

Though she died in 1891, people close to Rasputin claim he communicates with her still today. Only Rasputin himself knows what wisdom or blasphemy she may or may not impart from beyond the grave.

MEGALITHS

Scattered throughout the world are monolithic structures created prior to the rise of civilization. Often associated with pagan religions, these megalithic structures—such as Stonehenge—have obsessed and mystified mankind for thousands of years. How could such massive rocks have been moved prior to the invention of modern machinery? And why were they constructed to begin with?

While they dot the globe, Stonehenge and Nabta Playa are of particular interest. Stonehenge, in England, is the better-known monument. Dating back some 5,000 years, Stonehenge has been variously ascribed to the Romans, the Druids, and even Merlin the magician. Located at the nexus of several ley lines, Stonehenge appears to be some sort of astronomical calendar. However, Alan Truing visited the site prior to the invasions at Dover and Winston Churchill himself accompanied him.

Nabta Playa is located in the Nubian Desert south of Cairo. It, too, looks like some sort of calendar. It predates Stonehenge by thousands of years. Who built it? Why?

No one knows for sure, but both the Allies and the Axis have made expeditions to the site prior to Operation Babylon. Like Stonehenge, Nabta Playa appears at the confluence of several ley lines.

MOHENJO-DARO

Part of the Harappan civilization in India, Mohenjo-daro is a city destroyed by some sort of Biblical level catastrophe. Skeletons found at the site appear in states of disorder like those in Pompeii. Radiation levels in the city are still strong some 4,000 years after the city's destruction. According to an ancient Hindu religious text called the *Mahabharata*, flying vehicles known as *vimanas* made war against each other in the skies above Harappa. These vimanas spewed forth "iron lightning" bolts which levelled cities and left those in their wake sick, their hair and fingernails falling out. Survivors of Ceylon experienced similar sickness. Was Mohenjo-daro the target of an atomic weapon 4,000 years ago? The devastation, while vast, does not approach the complete destruction of Ceylon. Perhaps there is another nuclear device, less powerful but still awesome that the blocs have missed in their pursuit of VK technology. It is said the atomic scientist J. Robert Oppenheimer quoted from the *Mahabharata* when the Allies tested their first atomic device. He said, "I am become death, shatterer of worlds." He did not believe modern man was the first to unlock such strange and horrible power.

MOON BASE

After the fall of the Nazis, and the chaos that ensued, some of their secret plans were leaked. One such proposal was for a base on the moon. The Axis, having already experimented with rocketry in their Gorilla uplifting program, are rumoured to continue this Nazi goal. Allied intelligence thinks it unlikely such a base is feasible at this time, but a British futurist named Arthur Clarke suggests geosynchronous satellites orbiting the Earth could be within the Axis' reach. What sort of spying devices or weapons they could embed in these platforms is unknown.

Another, no doubt more apocryphal tale, suggests that the Nazis did make it to the moon, but established no base there. Instead, they found one already intact, older than any manmade structure on Earth. Such ideas are easily dismissed by rational minds.

NABONIDUS

The last king of the Neo-Babylonian Empire, Nabonidus was also the world's first archaeologist. He excavated the ruins of Naram-Sin, a temple dedicated to Sargon. Nabonidus' daughter collected various artefacts uncovered there, and elsewhere, into the world's first museum. These items were displayed and tagged not unlike those in modern museums today. A tablet uncovered in a 1929 expedition to Ur points at the possible existence of a second, larger museum in the city itself. This museum has never been found, but Clio is very interested in its location. Babylon is



one of the oldest civilizations on Earth, and Clio explores any possible connection to the Vrill.

NOSTRADAMUS

Prophet, healer, or charlatan, Michel de Nostredame was a 16th century historical figure. As a healer, he allegedly developed a treatment for bubonic plague. As a prophet, he predicted the death of kings and the rise of tyrants born centuries after his death. Hitler himself used Nostradamus' prophecies to bolster his propaganda machine, though it is unclear if he actually believed in the man's prophetic ability. It is far more likely that Heinrich Himmler did.

Himmler, it is known, disappeared during the fall of the Nazis and is still unaccounted for. One trail traced him to Italy, where he is said to have explored the Vatican archives prior to the Nazi's end. Surviving members of the SS swear Himmler recovered a lost manuscript by Nostradamus in the Vatican. In this book, the Nazi's fall and Hitler's assassination were supposedly predicted. Himmler, believing in Nostradamus' prophetic powers, prepared for the end and made arrangements for significant figures and resources to be brought to Antarctica and Argentina via U-Boat. Both the Allies and SSU are actively investigating both possibilities.

Man had his head down, looking at his gun. I drove the edge of my hand into his throat, shattering his larynx. He didn't worry about reloading after that.

Our exfiltration was probably blown, and I didn't have a fall back exit. Don't make that mistake. ASOCOM gives you a way out, but there can be moles. That safe house was no longer safe. Don't get caught with your pants down like I did. Plan a second way out and tell no else about it.

PROMETHEUS

Named for the Titan who stole the gift of fire from Zeus and bestowed it upon man, Prometheus is the most complex computation machine the world has ever seen. Built by Alan Turing in Bletchley Park using Vrill technology, this card-coded machine of vacuum tubes and wires is capable of encryption that would take human minds decades or even centuries to complete. Prometheus is supposedly the first such machine to pass the "Turing Test." This test, created by Turing, determines whether or not a machine is sentient. If the rumour is true, Prometheus would be the first thinking machine man has ever known.

Prior to Prometheus's activation, Turing visited Stonehenge. It is not recorded what he did there, but when he came back to Bletchley Park, Turing was filled with ideas on how to build the machine. It is said Winston Churchill accompanied him along with a Belgian psychic. Whether or not Prometheus does indeed "think," the machine is a miracle of modern science. Prediction, analysis, and statistical computations coming out of Prometheus have all aided the Allies in the war. Turing's Bletchley Park Group claims the machine predicted the invasion of England at Dover and the subsequent Fall of London, but top commanders ignored those warnings.

RASPUTIN, GRIGORI

In addition to being the General of Intelligence for the Soviet Union, Rasputin is a powerful psychic. His background is shrouded in mystery and conjecture. It is known he worked his way into the favour of the Romanov court prior to the Bolshevik Revolution. Given that, and the fact that he was supposedly assassinated, it's curious that he's risen to such power under the Soviets. Rasputin is nothing if not adaptable.

The powers he possesses rival those of Sigrid von Thaler's mother. Rasputin has begun training other psychics as part of a clandestine service loyal to him. Allied and Axis intelligence suggest that a rift has formed between Rasputin and Stalin, though the extent of the division is not clear. Rasputin is heavily invested in the occult, while Stalin is prone to rely more on the scientific value of Vrill technology and VK alone. According to Rasputin, as overheard by an Allied spy, the difference between the two is only in the human mind.

Rasputin has enough power that Stalin has not yet made a move against him despite reports he's negotiated with the Axis, possibly Sigrid herself. This is an untenable position for both men, and it is certain they will square off eventually.

RENDELSHAM FOREST

Located in Suffolk, England, Rendlesham Forest is located next to a RAF airbase constructed in 1943. The base and forest would have passed without note were it not for a crash that took place there in early 1947. Late at night, something streaked across the sky and landed in the Rendlesham woods. Three airmen were dispatched to

investigate and came back with a story that defies belief. No official records or intel has since been located.

According to the witnesses, a diamond-shaped object crashed in the woods. Covered in strange hieroglyphics, the men claim the object tried to communicate with them telepathically. One of the men, a Sergeant, claims the object was bell-shaped rather than diamond-like and had a Swastika on its side. The airfield was taken out by an Axis bombing campaign during the invasion of England, yet an Axis battalion was sent to secure the forest afterward. Whether they found anything is classified above top secret. The three witnesses have since disappeared.

ROSWELL

A small town in New Mexico previously notable only for being in proximity to the 509th Bomber Group—from which the bomber that dropped the VK atom bomb on Ceylon originated—has since gained curious attention. In private intel circles at ASOCOM, it's become apparent that some sort of craft crashed at Roswell in July of 1947. Majestic 12 currently controls the facility.

Whatever was recovered may have been spirited away to one of Hughes' many airfields. ASOCOM has no idea where it is. What's more intriguing are the reports that another space being was also recovered at the site—one that isn't a Vrill. No one has confirmed either the craft of the alien. It could all be an elaborate hoax perpetrated by the increasingly erratic billionaire.

SHAMBHALA

A spiritual paradise in Buddhist texts, Shambhala became known to the western world via the success of James Hilton's novel *Lost Horizon*. In that book, Shambhala was called Shangri-La. This idyllic lost land is supposedly the home of seven great kings and a treasure known as the Cintamani Stone. Experts have located the lost civilization everywhere from Tibet to the heart of the Gobi desert; however, the Axis invasion of Tibet brought new interest in the idea that such a paradise might be real. Who dwells there? What secrets do they keep? There are monks high in the Himalayas who may have answers should anyone be able to find them.

SQUATTING MAN

A petroglyph (rock carving) phenomena known as the "squatting man" has appeared in primitive art all over the world. It wasn't until plasma experiments conducted at Alamogordo in 1946 that anyone had any idea what they might represent. It seems that the squatting man, a picture of a man that literally appears to be squatting, might be a representation of a plasma field seen in the atmosphere. But what would have caused plasma fields so powerful that ancient people the world over could see and record them? Was it a discharge from the sun or a weapon more powerful than the VK atom bomb? Clío is very interested in finding out.

Edward, the reports of Hughes' sickly condition have to be false. I've been to this base and, while I won't tell you what I saw there, I can tell you Hughes, or someone very loyal to him, plans to unlock the secrets of other, non-Vrill, alien technology. I'm certain Hughes has moles inside ASOCOM, so check your six, brother.

Like I said earlier, Edward, I think Tesla is alive and the SSU have him. ASOCOM may have written this entry to pretend otherwise should it fall into enemy hands. They may also be intentionally deceiving new recruits with their own narrative. PsyOps is all over seeding disinformation through new recruits who tend to talk more than they should. The spy game has gotten more and more complex. I don't know if half the people at the top even know what's a lie or the truth anymore.

TESLA, NIKOLA

Possibly the greatest inventor of his day, Tesla lost the war of popularity to Thomas Edison. Tesla's genius, and possibly even the man, lives on...or so it is said. Technology pioneered by Tesla is supposedly incorporated into new Allied weapons at a place called Area 51. What these weapons do, or even if they exist, is a matter of national security.

Serbian by birth, Tesla came to America and made a name for himself before his death in 1943. Yet SSU agents have pictures of a man who looks very much like the late Tesla walking the streets of New York City as late as 1946. If he were still alive, he'd be a prize for either the Axis or the SSU. If he isn't, why is someone posing as him?

THE COMING RACE

Edward Bulwer-Lytton wrote *The Coming Race* in 1871. In it, Bulwer-Lytton spoke of a master race living within the Hollow Earth [see above]. This race was called the Vril-ya. The book was a work of fiction, but Theosophists [see Madame Blavatsky] took the book as truth, and may have led to the founding of the Vril Society in pre-Nazi Germany. That's one theory.

The other theory is that *The Coming Race* was not written in 1871, but in the 1930s as a cover for the discoveries Germany made in Antarctica. If this theory is true, the book is nothing more than a disinformation campaign designed to discredit the notion that an alien had been found. Since old copies of the book exist, this would have been a very elaborate hoax.

If the book isn't a hoax, where did Bulwer-Lytton come up with the Vril name some sixty years prior to their discovery in 1936? Why did the Germans add a second "L" to their name? Did the writer know something or possess some rare and secret knowledge? No one knows. The man himself died two years after the book was published. He may have taken his secrets to his grave.

THE HOLY GRAIL

The cup that Christ used during the Last Supper has been the object of a quest for Christians for nearly 2,000 years. While various stories suggest different locations for the Grail, the most common narrative says Joseph of Arimathea took the Grail from the Holy Land to France. From there, some say it went to Scotland, England, or even on to the Americas. Arthur's knights supposedly quested after the Grail, and, according to legend, found it.

Another story, written by Wolfram von Eschenbach, suggests the grail is actually a stone that fell from heaven. Could it be a piece of Vril technology? Why has it obsessed so many for so long? The Celts, predating the Christians, have their own legends of sacred vessels—which Himmler was after—that may have mutated over time into the story of the Grail. Is there any more validity to these Celtic myths than there is to the medieval romances in which the Grail appears? Whether it is an

item of power, a fantasy, or an actual religious artefact is uncertain, but Himmler wanted the Grail. He believed in its power. Likely, there are those who still do.

USS ELDRIDGE

During an Allied project called The Philadelphia Experiment, the USS Eldridge and her crew were supposed to be rendered invisible using a theory pioneered by Einstein. The technology, based on reverse engineered Vril tech, did disappear but it didn't become invisible. It simply vanished from Philadelphia Harbour only to reappear hundreds of miles away in Norfolk.

Along the way, some of the crew appeared to patrons of a bar hundreds of miles away. The sailors were described as translucent, as if out of phase with this reality. Other crew, when the ship appeared in Norfolk, had fused with the hull and bulkheads. If there were any survivors, no one has seen them. The ship itself is still missing, perhaps hidden away or even shifted out of our dimension and into another. What did the experiment unlock, and is it replicable?

UBERMENSCH PROJECT

The Nazi project took eugenics to the logical [if you're a Nazi] conclusion—genetically modify citizens to create the perfect Aryan. The first experiments involved Nazi

You can see what lengths the intelligence community might go to in an attempt to fool the enemy. If this is a Nazi hoax, it isn't half as elaborate as gambits I've taken part in myself. Be sure you want to do this, Edward. Once you dive into this world, you start suspecting everyone and everything around you. Paranoia is a trait ASOCOM actively cultivates in its operatives, and there is no "off switch" for it in your regular life. Hell, will anyone of us have a regular life again? This seems never ending.



They exist, Edward, and they are tough as nails. God knows what other monsters the Nazis are hatching down in Argentina. If this war ever ends, I fear what the human race might look like if these experiments were applied by a capitalist-minded entity like Majestic 12.

What I wouldn't give to be after a lost city and some regular old terrestrial gold. Look, Edward, I don't know if any of these notes are helpful. I like to think they are, but everyone of us fights their own war. Signing on to ASOCOM is like signing on to a whole new life. If the war ever ends, your role at ASOCOM probably won't.

By the time you get here, to the Octagon, I'll probably have moved on. The last op has more than a few loose ends that need tying up, and I think I either sign back on with ASOCOM, or Natalya and I get "disappeared" into a secret prison on the ass end of the planet. We simply know too much at this point to just walk away.

I wish I could talk to you in person. I wish I could tell you I was sorry for taking off on you and dad like I did but, honestly, if I had it to do over again, I'd probably do the same thing. We are who we are, and I'm not a man who can stay rooted for long. I never was. I know I haven't been much of a brother, and this peace offering isn't doing much to fix that.



prisoners. Eventually, these horrific trials met with success, or so the records say. Vormund possesses files speaking of the project's results, but no solid proof. If an *Urbemensch* was created, they have escaped the fate of those who created them. Are they still out there, or are they merely another hyperbolic tale told in times of war?

VK

VK stands for VrillKultur, originally named such by Baron Leopold von Thaler. VK itself is a crystal, usually blue-white or red-black in colour. They are very small—only several microns across and are found in VK ore in the form of rocks. This ore is located in a few known spots around the globe. VK is a source of energy that enhances explosives, serves as fuel, and exhibits other unusual properties including strengthening and lightening metals. Whether it is naturally occurring on Earth, or seeded by the Vrill long ago, is of much debate. For the war, it is essential.

A miracle power source, VK has a much better energy conversion rate than a nuclear reaction. The bomb dropped on Ceylon shows just how much a difference that makes. It radiates an eldritch colour, often blue, which is radioactive but, apparently, harmless to humans. Ground into a fine powder, it has the ability to resurrect dead flesh. Mankind has only begun to discover its many secrets. What lies beyond may be more than man was meant to handle.

VOYNICH MANUSCRIPT

Believed to date from the 15th century, the Voynich Manuscript is a codex written in an unknown language—possibly a cypher. Cryptographers of many nations have attempted to break the language and failed. No one knows what it says or who made it. Along the margins are drawings of astrological, botanical, biological, and other significance, yet these curious illustrations shed no light on the text. It is said that Alan Turing has tried to crack the code using the same team he used to break Enigma, and even they failed. What it contains may be mundane or revelatory. No one can be certain until someone develops a method for translating the book.

VRILL

An alien species possessing extremely advanced technology including spacecraft. The only Vrill ever found alive called itself Kvasir in honour of his German hosts. He appears to have crash-landed on Antarctica in 1936. However, Kvasir's interviews with his Nazi allies indicate his race had been to Earth before. No one knows why they came. Either the alien declined to say why his people visited Earth, or the records are incomplete.

Intelligence chatter indicates all three blocs believe there is more VK that remains undiscovered. Chatter also suggests Vrill technology, aside from the craft in which Kvasir was found, also exists. A worldwide race is on to find this tech and these deposits. While man might, given enough time, unlock the secrets of the Vrill on its own, the war cannot wait. Therefore, any advantage in figuring out their technology is a prize every bloc will kill, invade, and butcher for.

As for the Vrill, one is known to have been here, are more to follow?

ZERZURA

A lost city or an oasis in the deserts east of Egypt, Zerzura appears in several tales. The first, historically, is that of a camel driver who appeared before an Emir in Benghazi around the 15th century. The camel driver was questioned by the Emir and confessed he had found a lost city full of white men with straight swords—unlike the curved scimitars of the Arabs. These white men did not answer the muezzin nor pray to Mecca. They treated him well, but he finally escaped. When asked why he had to escape if the white men treated him so kindly, the camel driver did not answer. The Emir suspected the man a liar and, when searched, a strange gold ring of European design was found on his person.

Since that time, others have sought the lost city of Zerzura. The most notable among them are several members of what came to be called the Zerzura Club. These men crossed the desert between Libya and Egypt prior to the war, searching for the lost city. Many now serve in the famous Long Range Desert Patrol employed by the British in North Africa. One, a count, serves with the Axis. None of the men have given up finding this white city in the desert. It haunts their dreams and fuels their imaginations. One day, if they survive, they will go in search of Zerzura again.

I'm not sorry I'm the man I am. I can no more change my ways than dad could. He and I are a lot more alike than I wanted to admit in the past. If I get a chance, I'm going to leave a notebook of my contacts under that old tree. You know the one I mean. It'll be filled with people I trust. You dig it up and you use it. Maybe someday we'll get the chance to meet again. Maybe someday the war will end. I know that's what most of the world hopes for but, if I'm being honest, I can't imagine living without it anymore. I love this bloody mess, even as I hate it. There's some of me in you too. Don't mistake an addiction to chaos as patriotism. I did that for a long time. America IS worth fighting for, but the kind of citizens who would enjoy the victory aren't the kind of people ASOCOM can most utilise. You're a tool in their arsenal now. Like me. In a post-war world, I don't think there's a place for me. Try to make sure you do. Try to build a life, meet a good woman, and retire back to dad's cabin. Me, I'm all-in. I've always been playing poker against fate. It's my fate. I don't think it has to be yours. I hope you get a chance to read this, Edward. You're my brother, and I love you. I'm just not meant to be the big brother type. I'm too much like dad. Considering he and I were your only role models, you turned out pretty good.

I hope we'll meet again.

—Your brother, Jack



CHAPTER 15:

OPERATION: APOCALYPSE

YOUR FIRST MISSION

This introductory adventure is designed to boot a campaign that continues in its own separate book. The encounters herein are of a wide variety so as to allow players and GMs a chance to see what parts they like best. It may be that your group is all about the combat, and less about the roleplaying. That's fine. You'll find plenty of opportunity to be in the thick of it here.

The entire mission takes place sometime in 1947 after the Second Battle of France. France has been retaken by the Germans, and the PCs must operate behind enemy lines. Things are bad for the Allies. Having been pushed out of continental Europe, they now face the very real possibility of losing all of Great Britain. Any edge they can obtain is vital for the war effort to continue in Europe.

BRIEFING

The team is ordered to facilitate the defection and extraction of a notorious former Nazi—Dr. Udo Sprecht. Dr. Sprecht was responsible for experiments performed on prisoners in POW camps prior to the fall of the Third Reich. Now, Sprecht claims to possess valuable medical and scientific knowledge he wishes to bring to the Allies. While the Allies do not trust Sprecht, ASOCOM confirms that the doctor is in charge of a facility inside reoccupied France where he has made progress on Hitler's long abandoned *Urbemensch* project. The Allies cannot afford a gap in the super soldier race after having so recently lost France to the Axis again.

The team's orders are to jump over France, make contact with the local Resistance, and arrange an ambush to take Sprecht while he travels between the town of Angers and a POW camp in the Loire Valley. Once they have their man, the team is to proceed to an extraction point, where the same stealth aircraft that brought them in is waiting to take them out. This small field is controlled by the Resistance and used to move weapons and intel between the Allies and Occupied France.

Unfortunately, like many things in war, the plan is not nearly as straightforward as it seems.

GM'S BACKGROUND

Dr. Udo Sprecht was indeed part of Hitler's *Urbemensch* project, but that endeavour never found any traction. Despite the medical "research" conducted in the camps, nothing came of those horrors. It was not until the discovery of the Vrill and VK that any progress was made in creating a super soldier. The Axis' primary vector of research has been the reanimation of dead flesh. What Sprecht has created is vastly different.

Sprecht took the DNA of the Vrill, synthesized it, and combined it with human tissue to create living, breathing hybrids. While still in its early stages, the technique promises entirely new fields of scientific research. Sprecht was happy to continue under Blutkreuz command until very recently.

Not long ago, Sprecht's daughter became terminally ill. With little recourse in traditional medicine, Sprecht applied his technique to her—with astounding results. The girl took the hybrid DNA with no signs of rejection, something of a first for his project. Not only was her illness cured, she began to exhibit signs of prognostication and past life reading. Blutkreuz immediately ordered more research be paid to her condition, and effectively removed her from her father's parental control. All of this occurred in the current headquarters for Sprecht's research inside Angers Castle in the Loire Valley. Following his success, the Axis plans to move him back to Germany.

The doctor knows that his only recourse is to somehow break his daughter out of the facility. However, he likewise knows that he does not possess the trust among the Blutkreuz to arrange any sort of an escape. His time in the concentration camps and his past as a Nazi makes him a pariah among the men. He thus turned to the idea of Allied aid but quickly realized Allied Command would not risk a jailbreak for a little girl. He thus concocted the

defection idea. He knows the Allied team only want him. To force their hand, he has ingested a poison for which the only prepared antidote is inside Angers Castle. The team either gets his daughter out, or the doctor will be dead within 48 hours.

The ASOCOM agent who served as liaison between Sprecht and Allied Command (codename: Osprey) does not trust the former Nazi, but has no knowledge of his plans either. What's more, during their insertion, their stealth craft is shot down. The team is stranded inside occupied France with no help and no way home. Only an experimental German VTOL offers a means of escape. Upon rescuing Sprecht's daughter, the team must steal the aircraft and fly it out of France.

OCCUPIED FRANCE

The team is aboard a stealth modified DC-4 over France. Thus far, they have avoided detection by German forces, but that is about to change. A half-dozen kilometres outside the drop zone, the plane comes under fire from German fighters.

Suddenly, the pilot is killed, the co-pilot wounded, and the plane is dangerously out of control. A character able to pilot a plane must step in and save the day. He or she must evade the German fighter planes while the rest of the team scrambles for a way to either shoot them down, or level out long enough to jump. However, jumping with two bogies on their tail is a hazardous proposition.

The GM plays the scene suffused with tension. Appropriate skill rolls need be made for the pilot and the jumpers but, ultimately, the PCs need to succeed in this scene for the mission to progress. How they deal with everything is up to them, but it is highly unlikely that they can make it to the ground with the plane intact. Right from the start, their mission hits a serious snag. Their original exfiltration arrangements are no more.

The team bails out in darkness over the French countryside. Once they land, they find they are several kilometres away from their intended landing zone. They now have to hump it through open countryside to the town of Angers to meet their Resistance contact. This contact, Cecile, is to provide the team with additional supplies and men to ambush the doctor's convoy as it moves between Angers and the POW camp located well away from the town. There, the doctor collects genetic samples and prisoners to bring back to Angers Castle. At this point, the castle should be no more than background, something medieval where locals say the famed Apocalypse Tapestry is located.

The first priority is avoiding Axis patrols. The fighter planes have alerted ground forces of the Allied incursion and they have sent men to search for survivors. The incident is not unusual though, as Allied planes supporting the Resistance frequently drop supplies. In reoccupied France, there are pockets of the Resistance as well as entire Allied units who did not make it out. They harass the

Flying By The Seat of Your Pants

If a PC has the Pilot skill, they may attempt to pilot the aircraft themselves. Pilot skill rolls are all made at a Difficulty of 2. Each successful skill use (once per round) lets the pilot gain more control over the aircraft, thus enabling the other PCs to jump safely. The airborne jump is an Athletics (Air Cavalry) skill test that initially has a Difficulty of 3, but this Difficulty is reduced by 1 per each round the aircraft is kept in the air. Failed Pilot rolls increase the Difficulty of the airborne jump by 1. After four rounds (or three failed Pilot rolls) the aircraft crashes. If any characters are still aboard when the plane crashes, they suffer an attack roll of 8 dice against a Difficulty equal to their PH with a base damage of 1. The pilot must jump no later than round four (and will be unable to make a Pilot skill roll during this round). If the pilot does not jump, he or she takes the same damage attack, but if they are wearing their harness and seat belts, the base Difficulty of the damage roll becomes 2.

The airborne skill test is made using the Athletics (Air Cavalry) skill, and this lets the characters land safely on a successful skill use. If the test failed the character suffers damage of 1 per Difficulty of the jump.

Axis forces as guerrillas, preparing for the time when the Allies can retake France. As such, the Germans are not unduly concerned about the DC-4, though Blutkreuz has increased security and doubled the number of guards accompanying Sprecht to the prison camp.

In order to make it to the village, the characters must make a Survival (Navigation) roll with a Difficulty of 1. This means they may choose to automatically pass the test if they desire. However, if they decide to chance it with a roll, only one player can make the roll (preferably the player with the highest dice pool). Taking the automatic success takes longer and as a drawback, there are less Maquis available to help them later (they will move out on their own missions not waiting for the PCs). Make sure to tell the PCs that time is of the essence and the sooner they get there the better chance they have of getting full support from the Maquis. If they fail, they will still find the village, but only after finding the main road.

A successful Survival (Navigation) roll causes them to encounter one patrol of German soldiers, which they can

avoid by making Black Ops (Stealth) rolls at a Difficulty of 1 (the soldiers are very lax and overconfident). Again, as with the first Survival (Navigation) roll, the PCs can choose to have an automatic success, but it means going slower, and staying put and actively avoiding patrols with recon scouting and counter maneuvers. Much like the delay from careful navigation this affects their timely arrival. If the PCs make the rolls instead of taking automatic success, they are not delayed (even if they fail and have to fight Axis patrols).

If they failed the Survival (Navigation) roll, they run into a second patrol and their Black Ops (Stealth) Difficulty for that patrol is 2 (3 if they actually had to fight the first patrol, 4 if someone escaped that encounter).

If the team makes their Stealth rolls, the GM can rule that they successfully avoid German patrols. If not, the group soon becomes engaged in combat. It's best if they can take the Germans out quickly, before they can radio in the team's position. On the upside, the German patrols are expecting a couple of downed pilots, not a group of hardened Special Forces operatives. This encounter is designed to test general combat and Stealth skills, as well as getting the group used to functioning as a ground tactical force. The patrol consists of only six German soldiers and should not be too difficult to overcome.

Once combat is over, the team would do well to bury the bodies and make haste toward the outskirts of Angers.

THE TOWN OF ANGERS

Angers was once the historic capital of Anjou, but has since been hard hit by the war. One of the great battles to retake France from the Allies was launched at Angers. As a consequence, the village itself is largely destroyed. The once-flourishing population is vastly reduced. Like many towns in France, Angers has felt the full brunt of the war.

The primary tactical importance of Angers is the Verdun Bridge. The Allies used the bridge during their campaign after D-Day, and the Germans retook it in their push back into France. In the 13th century, Angers castle was built and has since served many counts and nobles. Today, the Blutkreuz who oversee Sprech's experiments occupies it. However, it was briefly used as an Allied and German depot on either side of the Normandy invasion.

The team needs to gain access to the village and, in particular, a certain bar called The Dauphin where their contact waits. The Resistance have had a roller coaster of successes and failures since the German invasion in 1940. While they struggled against their oppressors for many years, 1944 brought them what they thought was the end of their troubles—liberation. Unfortunately, the Allies proved to be only temporary liberators.

Their contact is Cecile Cousineau, a Resistance operative who assisted her father during the Normandy invasion. Now, at nineteen, she is in charge of operations in the area. Mostly, these consist of intelligence gathering and

guerrilla harassment, but none suspect that Cecile—the beautiful and flirtatious barmaid at The Dauphin—is behind any of it. She maintains the demeanor of a reckless teenager in public, but is actually a brooding, solitary character. Her short life has been dominated by war.

The team was provided with civilian clothing and chosen for their fluency in French. They may enter the town via the main road, or follow the river. Inside, they find entire blocks of crumbling, bombed-out ruins. Villagers make do with bicycles and horse-drawn wagons. There is nary a civilian vehicle in sight. Axis transports are plentiful and the bridge is very well guarded. People shun Castle Angers because of the foul experiments conducted there.

Finding Cecile is a simple Difficulty 1 interaction test, or the GM can handle this through roleplaying. Both options are time consuming and may attract attention. If the players opt for automatic success against the Difficulty 1 roll a single die, on a Shield result, someone reports them to the local Axis patrols and they encounter three Axis Soldiers in the morning.

The difficulty of finding Cecile is increased by 1 if the PCs took the automatic Survival (Navigation) success earlier. They arrive in the village much later than planned and the Maquis and Cecile have other matters to which they must attend.

Once the team makes contact with Cecile, she takes them to a Resistance meeting in the basement of The Dauphin that night. According to their ASOCOM contact, Osprey, Sprech is expecting the team to extract him the day after tomorrow when he makes his trip to the POW camp. However, the team soon discovers that Cecile's brother, Jonas, wants to raid the prison camp instead.

The bulk of the Resistance here are young, as the Germans have rooted out their elders. Those not killed were interred in POW camps much like the one in town. However, the Resistance knows that their elders are not being held there. What Jonas and his faction wants is to free the prisoners, many of them Allied soldiers, and use them as a fighting force against the Germans.

Jonas rejects the idea that Sprech is worth the weapons or blood that would spill in extracting him. He is tired of playing the same waiting game the Resistance did prior to D-Day and feels the Allies are no longer their salvation. The team must determine how much of a threat he poses to their mission.

Overall, this is a roleplaying encounter. Jonas represents a threat only inasmuch as the GM wishes him to. He is not, by the overall plot of this adventure, going to betray the team. However, if an individual GM wishes to add that twist, they are more than welcome. Social skills and leadership are tested here, and the better a PC roleplays this encounter, the more men the team has for the ambush.

If the team is forced into a skill roll, the attempt to convince Jonas that Sprech is the main target is a Difficulty 2 Interaction Test. He will never be fully convinced, but failure here will result in him not coming along. Instead,

he opts to protect the Maquis left behind during the raid. If the players took the automatic success on any Black Ops (Stealth) rolls earlier to avoid Axis patrols, the Difficulty of this Interaction Test becomes 3.

After the meeting, Cecile and Jonas take the PCs to a destroyed farm outside of town where they have a secret cache of weapons. There, final plans can be made. Cecile also reveals that the Germans are now on higher alert and have doubled the number of men they are sending in the convoy. The area of the Loire Valley is dangerous to the Germans as guerrilla groups of Resistance, and the remnants of Allied units, are active in the general vicinity. Since the Germans are always careful in this region, the added security should tip off any PC with the Black Ops skill, that Blutkreuz likely suspects some sort of attempt may be made on the doctor or the facility.

If asked about transportation out of France, Cecile mentions that an aircraft taking off vertically, but flying like a rocket-plane, has been seen above Castle Angers.

THE AMBUSH

The team has the choice of hitting the convoy either before it reaches the POW camp or after. The only real difference is that one truck in the convoy is loaded with eight prisoners on the way back. The team may reason that having these prisoners would boost their forces. This is true, but the team would need to be careful that these prisoners aren't hit in the ensuing firefight. They already have to worry about Sprecht. For roleplaying potential, the GM can play up the presence of Allied personnel in the camp that would necessarily be left behind.

If the team was successful in convincing Jonas to help them, they have a team of six Resistance members with them including Jonas and Cecile. If not, they have three Resistance operatives including Cecile. If the team decides against risking Cecile, she sends another in her place.

The camp is located approximately five kilometres outside of town. A common "L-shaped" ambush at a turn in the road by a small hill provides the clearest tactical advantage. Unless the PCs concoct something ingenious—which should certainly be rewarded—this is a straight-up firefight. 20 Axis Grenadiers accompany Sprecht including one MG 48. They are arranged into four vehicles as follows:

- One staff car carrying Sprecht, his driver, and an Axis Grenadier bodyguard.
- One jeep carrying an Axis Officer, the MG 48, and Axis Grenadiers.
- One truck carrying Axis Grenadiers, two in front and 11 in back.
- One truck carrying Axis Grenadiers in front, but empty in back (unless the eight POWs are present).

The vehicles travel close enough together that an explosive device is likely to hit a vehicle other than the one intended. A Difficulty 3 Demolitions roll is needed in order to hit a single vehicle. Otherwise, consider half the damage from any charge spills over onto the vehicles in front and behind the target.

Overall, it is a Demolitions roll against a Difficulty 2. For simplicity sake, a successful Demolitions skill test removes 10 German soldiers. The ambush is easy to set up (some form of Knowledge: Military Science, Military Tactics, or similar skill at Difficulty 1), and all attacks in the first round have their Difficulty reduced by 1 provided the demolitions went off as planned. German troops in the jeep have the Difficulty to hit them increased by 1, while troops in the truck have their Difficulty increased by 2. However, while in these vehicles the Germans can only take one action (either attack or defend) unless they exit the vehicles.

Sprecht is expecting the ambush and will make all efforts to protect himself. The PCs must contend with the German soldiers as quickly as possible without killing Sprecht. The radio is in the jeep. Taking that out ensures that no message gets back to Angers.

Assuming no radio call for help is made, the PCs have about an hour before the convoy is declared overdue. This allows them to make good time toward an exfiltration, but Sprecht has other plans for them. Besides, it is likely they no longer have a functioning plane. Not only can't they simply run away with their prize, the doctor wants them to go into the lion's den.

Sprecht explains his situation plainly. He cares nothing for casualties the team may suffer and believes he is of extreme importance. He is important, insofar as the war effort and this mission is concerned. However, if the PCs decide to scrub the mission here, Sprecht should not be left alive. The Allies want him, but killing him is a better option than leaving him for the Germans. The player's should come up with this on their own. It would mean mission failure, but the choice is theirs. If they kill Sprecht, or decide to bring him back poisoned, they still need to get out of France and that won't be easy.

The only clear method the adventure provides to escape is the experimental craft in Castle Angers. However, GMs should allow the team the freedom to make the choices they wish. An extended side-adventure might be played in which the team secures other transport out of France.

Sprecht can offer an entrance to the castle through the old sewer system. A rusted grate blocks off the entrance, but the PCs can obtain a blowtorch from Cecile or Jonas.

CASTLE ANGERS

Either by the direction of Sprecht or, in trying to secure escape, the PCs are led to Castle Angers. Their likely point of entrance is via the sewers, but the castle is outlined below should they attempt another route. Much of the premises are in disuse. The castle was damaged when



Chateau d'Angers

- | | |
|-----------------------------|-------------------------|
| A - Porte de la Ville | G - Grande salle |
| B - Porte des Champs | H - Chapelle |
| C - Tour du moulin | I - Logis du gouverneur |
| D - Logis royal | J - Cour Seigneuriale |
| E - Chatelet | K - Jardins |
| F - Galerie de l'Apocalypse | L - Jardins en terrasse |

an ammunition depot exploded while under German occupation pre-1944. During the Second Battle of France, it was damaged again.

In fact, it does not look like the sort of place where top secret experiments would be conducted. That is for good reason. Sprecht was basically exiled here. Still valued for his knowledge, Blutkreuz did not hang him with the other Nazis. However, they do not trust former Nazis and have kept such scientists on the fringe except where necessary. Sprecht obtained the genetic samples from the Vrill on his own, using connections deep within the old structure of German command. It is only now, as they see fruition, that he has drawn attention again.

The Germans are already moving his facility, piece by piece, back to Germany. There, it will be far more secure. However, for the time being, Sprecht is stuck in the Loire Valley and vulnerable to the Allied attempt to capture him. Likewise, Blutkreuz has only delayed moving Sprecht's daughter to better facilities at Wewelsberg Castle because of constant protestations by the doctor.

She displays burgeoning precognitive abilities that could be extremely valuable to Blutkreuz. Sprecht knew he had to move fast. Once secured in Wewelsberg, it will be nigh impossible for him or his daughter to ever escape. Castle Angers is dark and gloomy with a poor electrical system running the lights (the primary power is focused on the labs and command sections). While sneaking around the hallways and darker areas of the castle, all Black Ops (Stealth) rolls benefit from a 1 die bonus.

Castle Angers is broken up into several large areas outlined below. The current troop strength inside the castle is 40 Axis Grenadiers, with another 60 Grenadiers garrisoned in town. Those men can arrive within 10 minutes time if alerted.

A. LA PORTE DE LA VILLE

This is the main entrance. Two towers flank the road leading in. There are two guards in each tower as well as an MG 48 in each.

B. LA PORTE DES CHAMPS

This entrance leads to the southern access road and is guarded as above.

C. LA TOUR DU MOULIN

This tower was rebuilt following damage during one of the many battles. No guards are posted in here, though patrols do watch the walls around the castle.

D. LE LOGIS ROYAL

This is the living area for the royals who once ruled from Castle Angers. It is now where Sprecht lives along with the commanders of the German army for the area. The first floor is given to Sprecht's experiments and looks something like any castle converted to convalescence during wartime. 20 prisoners are kept in the castle, 10 of which are in beds here. They are clearly sick, their bodies rejecting the alien DNA.

One prisoner, a German volunteer, is held in a special dungeon below. His transformation was successful—to a point. He is alive and stronger than 10 men, but full of rage. His anger is difficult to control. The Germans loose him upon the PCs as soon as the situation turns against them. The *Urbemensch* stands over seven feet tall and wears specialized power armour sporting two machine guns.

On the middle floor, in a locked room guarded by two *Blutkreuz* soldiers, is Sprecht's daughter, Ilsa. Once rescued, she will begin to spout the personal histories of the PCs as well as strange, seemingly random elements from their futures. "You're with a young woman. The war is over. You are in Dover. I see white lilies growing over the soft grass of your grave in a field somewhere in America." She should creep the team out.

Ilsa has trouble focusing her powers, but they can aid the team. If they think of using her powers to preview what lies ahead in the mission, the GM may give the PCs descriptions of the movements of the Germans. In this way, the team might learn when the garrison is alerted as well as precise enemy positions and movements.

Successful use of her precognitive abilities is not really governed by rules, but clever (and persistent) players may find (or insist on finding) a way to use them. If forced into that situation, it is a Difficulty 2 Interaction skill test with success giving the character a bonus die on his or her next action.

On the third floor, in his quarters, is the antidote to Sprecht's poison.

E. CHÂTELET

This area was destroyed and has yet to be rebuilt.

F. LA GALERIE DE L'APOCALYPSE

This is the grand gallery where the *Apocalypse Tapestry* is hung. It is a 20' tall by 78' wide depiction of the Revelation of St. John. It is filled with appropriately

Captured!

The characters have been captured! You now have to deal with what happens next. Most probably, they are interrogated inside the castle before being sent to a POW camp. At the POW camp, you could run an entire mini-mission in which escape is the goal.

Think about movies such as *The Great Escape* and *Stalag 17* for inspiration. The Axis are NOT the Nazis. The prisoners are well fed and looked after. However, they also do not want the POWs getting out. Security is tight. If this sounds like an interesting side-trek, go ahead and jot down some details to fill it out. The guards will be regular Axis soldiers, and the internees may provide for some colourful NPCs. In fact, if one of the PCs bought the farm on the way here, a POW gives you an easy way to introduce a new character.

macabre imagery. In many ways the war the team is living through might be seen as the realization of this Biblical prophecy. The tapestry is the oldest known surviving French medieval work of its kind. See more on the tapestry, as well as pictures, here:

en.wikipedia.org/wiki/Apocalypse_Tapestry

G. LA GRANDE SALLE

The Grand Room is now being used for the storage of supplies for the garrison and the castle.

H. LA CHAPELLE

A German Army chaplain uses this church for services. At any time during the day, 10 war-weary soldiers with thousand-yard stares may be found here seeking respite from the seemingly unending conflict. These tired and broken troops have all Difficulties on any action they take increased by 1.

I. LE LOGIS DU GOUVERNEUR

This house is being used as barracks for the *Blutkreuz* as well regular army enlisted men.

J. LA COUR SEIGNEURIALE

This courtyard is littered with crates awaiting transport. In the centre of the court is a VTOL aircraft. The craft itself looks like a rocket with stubby wings and bears the Iron Cross on its camouflage fuselage. Designed for rapid movement of key equipment and personnel, this "plane" is little more than a guided weapon that can

land. It flies more like a missile than a plane, relying on pre-programmed flight plans. The team's pilot is going to have one hell of a time steering her. What's more, there is almost no room for personnel. The cockpit only allows for two—Sprecht and his daughter. The rest of the team will be staying behind.

The team must program this craft to fly to Scotland. The only designation on the craft aside from the Iron Cross is an "X" followed by a series of numbers. The pilots are housed on the middle floor of the former royal residence. Starting and programming the rocket requires a Repair roll with Difficulty 2. Each attempt takes one round, which may be fun during a battle as the rest of the team defends the rocket.

Among the cargo being set to be moved are Panzerfausts which may come in handy during battle.

K. LES JARDINS

These gardens were once trimmed and sculpted but now are overgrown and tangled. They provide good cover for the team if used.

L. LES JARDINS EN TERRASSES

Like the outer gardens, these are overgrown but kept in check by a fence winding around them.

TRAPPED

The PCs are now trapped inside the castle. No one in the Resistance knew how large the VTOL was, but the team could have seen the size prior to this point. Assuming they made the decision to launch anyway, they now have no easy transport out.

If you want to go easy on them, make sure the reinforcements are delayed. Surely, if they show up, the PCs are going to get captured. This might add to the roleplay value of this adventure. See Sidebar: Captured!

Assuming you want to skip a trip to a POW camp, you're going to have to make it possible for the characters to get out of Angers. There are a few ways to do this. First, a nice German staff car is parked not far from the VTOL. It's unarmoured, but very fast.

There's also a Kampfwagen available, should the PCs decide to they'd like a little armour between themselves and the Germans. Neither, obviously, will get them past a checkpoint unless the players speak fluent German and are wearing Axis uniforms.

Shooting their way out of the castle is the most likely option, as they've probably been involved in a running firefight up to this point. If they've snuck their way this far, they could use the sewers again. Either option leaves them stranded in France.

You want to make their escape seem more difficult than it is. Make the players sweat. Pour on the automatic fire, but allow most of it to miss. With some luck, the PCs have

already neutralized most of the soldiers inside the castle. With clever thinking, they've also destroyed the radio.

After a concluding firefight, the PCs are on the run. Jonas and his sister do not have the resources to get them out of France. Jonas, in fact, wants them to get lost lest they compromise the Resistance. Cecile, on the other hand, is more than willing to help. Unfortunately, that means making contact with those higher up in the Resistance in Paris. The Axis has broken all codes used by the Resistance, and thus only face-to-face contact or letters are currently used for communicating. That means the PCs will have to work their way to Paris. It's not far, about 200km, but the road is loaded with checkpoints.

Depending on wounds and fluency in French, it may be difficult for Cecile to pass the characters off as French citizens. Certainly, traipsing up to Paris in their military gear is out of the question if they take the roads.

Cecile can provide another option. There's an Allied unit who was cut off when the rest of the Allied Army evacuated. This unit is a ragtag group of tankers and walker pilots who have managed to keep hold on to two walkers. They're hiding out in a local forest, though they are constantly on the move. They, too, are a wanted target by Axis authorities, but at least they could increase the players' numbers and options while on the way to Paris. A point of note: the unit, part of the 9th Armoured Division, will not enter Paris in total. A few members will agree to go in with the PCs to get information on the unit's whereabouts back to the Allies. If all goes well, however, the PCs may find the whole unit making a run with them to Mont Saint-Michel (see below, p. 101).

On the way to Paris, the GM needs to make things tense. Call for Awareness, Survival, and Black Ops (Stealth) rolls, and have Axis troops coming down the road or moving over the countryside. Remember, this is occupied territory. The Axis knows that there are Allied troops still in France, and they've got an entire section of Vormund rooting them out. The PCs should not have an easy time of it. However, given the front in England is taking up a great many Axis resources, the troops the Allies left behind are more a nuisance than an existential threat. The Axis will shoot them on sight but many have other jobs to do. Mostly, the Axis keeps the roads secure so that troops and equipment can make it to the coast. Aside from that, they believe they have all the time in the world to hunt down and eradicate rogue Allied units.

At most, throw two combat encounters at the team. If they have the walkers, give the Axis some walkers in return. A sample patrol is shown below.

Sample Patrol

6-8 Wehrmacht plus walkers as appropriate. GM's choice. See *Adversaries and Encounters* section (pp. 142-163).

Remember, the team also has a chance to use stealth to avoid the Axis entirely—assuming they spot them first. If not, someone's opening up a can 'o firefight. This is, after all, an RPG set in World War II. Do whatever you think is going to be the most fun, so long as it makes sense in the context of the scenario. Don't, for example, have SSU troops suddenly drop walkers and Spetsnaz into France right on top of the PCs. Or, if you do, make sure your campaign is going in a very different direction from the canonical timeline.

After the player's tense time getting to Paris, they have to decide how to get inside the city itself. Once again, checkpoints are found at every road leading into the city. There are patrols that sweep the perimeter looking for Resistance and Allied units just like the PCs. The Seine might provide a way in, but it might also feature a German patrol boat, should you wish.

This is where you, as GM, need to exercise some judgment and do a little improvisation. If the team has had a relatively hard time getting to this point, give them a break. If they got here easily, throw something nasty in their way. The city isn't surrounded by Axis forces; there are always ways in. Make this as tense or as easy as you like. Part of being a good GM is thinking on your feet. You have to set the pace of the game, because every play-through of this scenario will be different for each group.

PARIS

The City of Lights has seen better days. Bitter fighting during the Second Battle of France is evident on the streets. The citizens, while in decent spirits, all things considering, are always suspect of newcomers. Anyone could be a Vormund spy after all. Paris has its own entry on p. 101, and the GM will want to consult that for a fuller picture.

This mission only details the NPCs and locations the team will need to visit to arrange a meeting with the Resistance and find a way out of France. What you, as GM, want to play up is that this is a city that has been occupied twice. The second battle to take Paris was a great deal more destructive than the first. The Axis did not just roll in this time. There are a lot of orphans on the streets along with pariah women who bedded with the Nazis and soldiers. Axis troops come here on leave every day. Paris is, after all, still one of the jewels of Europe, no matter how hard the war has been.

Life continues on—shops are open, dogs fight for scraps in the alleys, and everyone is using ration tickets for food. It isn't pretty, but it's a damn sight better than London is right now. If the PCs might have served in London, you can mention that. Part of *Dust Adventures* involves bringing some of the genuine consequences of war to the players. You don't have to depress them with horrid details—unless that's the sort of campaign you want to run—but the war should be more than just an excuse to shoot guns and blow things up. Paris reflects that.

SHAKESPEARE & COMPANY

This famous bookstore once saw the likes of the Lost generation—Hemingway, Fitzgerald, and Stein—thumbing through its stacks. In 1940, the shop closed during the Nazi occupation, but reopened after the liberation of the city. The Axis did not close the shop down during the current occupation. They are far less brutal than those who came before.

Located in 6th Arrondissement on the Left Bank, Shakespeare & Company is not a large shop. Its interior is packed tightly with shelves, and there's room for visiting authors to sleep upstairs. It's also a contact point for The Resistance. This fact is not well known, and notes are often passed through books at the till. Sometimes, certain passages of books are underlined in what seems a random pattern. They are not.

Cecile can give the girl at the counter a certain phrase she knows, "You're holding a copy of Nietzsche's *Ecce Homo* for my brother." Alternatively, the players could deliver the phrase themselves. Once this is done, the girl nods and says, "It is a fine book. I consider Nietzsche among the first existentialists." Then Cecile says, "I would give that position to Hegel," the girl smiles and hands over a copy of the book.

Have the players make some Awareness rolls to keep them on their toes.

THE FLAT

Once the book is obtained, the group can stay with a cousin of Cecile's, Simone Barba (see p. 103), who is also in the Resistance. Her flat is a short walk up along the Seine. It's relatively secure, and one of the flats above has been abandoned. That flat drips water when it rains and has some shell holes from the war. However, Simone has managed to keep it empty of squatters for occasions such as these.

Cecile is not familiar with the code used inside the book. She's out in the relative boondocks. Here, in Paris, the hub of Resistance activity, codes change all the time. The PCs need to help her out with the cryptography (By using Knowledge: Codes, Knowledge: Cryptology, both with a Difficulty of 2, or even Radio (Ciphers) with a Difficulty of 3, they may assist reducing the Difficulty by 1. If two of more PCs have the appropriate skills, they may assist each other, but the Difficulty is only reduced once). If none can, Simone may step in, possessing the requisite knowledge.

What the book's code says, after a long and diversionary red herring, is that the man they need to meet with drinks at a tavern called The Rue Morgue. One of the PCs who goes to meet him must wear a pink carnation bought from a street vendor. Another passphrase is given to the PCs. The street vendor then tells the contact whom to expect.

While all this is going on, a young boy named Guillaume (see p. 101) visits Simone. He's a street urchin with mended clothes and sharp eyes. Guillaume comes off as adorable, but he's really a survivor. These new folks staying

with Simone get his attention. He'll try to catch conversation as he can. He speaks English. If the PCs do not blow their cover another way, assume Guillaume sells out their meeting at the Rue Morgue.

THE RUE MORGUE TAVERN

This is a working class Parisian bar. Bread and food are served, and they are very good. Drink accompanies every meal. The men and women who hang out here are a tough sort. They're also very close. Strangers coming in arouse some suspicion. If one of the players or Cecile is wearing the pink carnation, then a man known as Louis will come up to them after they've been given the once-over by the crowd.

Louis used to run a bicycle shop, but now mostly works within The Resistance. He'll be very blunt—getting out of France is extremely difficult since the fall of England. The Axis controls the coasts and the airspace. This is why the stealth aircraft was the team's only way in or out. The one other option that Louis knows about—or anyway admits to—is via Mont Saint-Michel. It lies just off the coast of Normandy and is, remarkably, still free. Louis is hiding something. This is not the only way out of France. True, it's very difficult, but Louis wants the characters to go to Mont Saint-Michel because it is about to be invaded. There's an important item there (which he knows nothing else about) that he's been looking for some daring folk to spirit back to Scotland.

The monks at the abbey have protected this item for hundreds of years. If the PCs catch on that he's holding back, he will make this admission. The monks themselves are unlikely to get out with their lives, but an Allied submarine is being sent to retrieve the item before Mont Saint-Michel falls. That's the team's best bet for leaving France. Louis will give them details and the name of a monk to find, Brother Bernard, once they are on the island. He also hands them a phrase written in Latin to use as a password—"et ecce equus pallidus et qui sedebat desuper nomen illi Mors" ["And, behold, a pale horse, and its rider's name was Death."]

Naturally, the PCs will want to know how to get to Mont Saint-Michel, of which Louis will provide a simple map (actually it's a pre-war tourist guide to the French coast with coded entries detailing how to get to the island. The code is hidden in a series of journal entries detailing a family trip along the coast. The code is easy to crack, as long as someone can read French).

Whether it is via Guillaume, or because the Vormund has been watching this bar, an eager Vormund officer known as Hans Kaffler picks now to seize Louis and the characters. Having Allied spies in his possession will be enough of a coup to get him out of Paris and into England where the real action is. The PCs are not likely to be well-armed for this encounter. Kaffler has 10 men with him and two dogs. Five come through in each entrance—one in the front and one in the back. The patrons aren't going easily, and a firebreak breaks out in the bar. Granted, not all the

patrons are armed, but the staff keeps a few pistols and rifles hidden where they can get at them. Everyone here is fiercely loyal to Free France.

This is a shoot 'em up. Glasses and bottles will be breaking everywhere, while tables are overturned for cover. Escape looks pretty hopeless, but the Rue Morgue actually lies over an entrance to the old Paris' catacombs. Built during the time of the Romans, these labyrinthine passages can get the players out.

First though, they have to get to the back room where the entrance is found. Their table is as far away from that as possible. Axis troops might also be blocking their way. Make the fight intense, but give the PCs a chance to get out. Once in the catacombs, they have to deal with a squad of Axis troops, led by Kaffler, hunting them with dogs. Kaffler is bright, he thought the resistance might have a way out and prepared for such an eventuality. In any case, Louis takes a bullet at an appropriately dramatic moment. If he hasn't told the team about the item in Mont Saint-Michel, he does so now, saying, "Secure the treasure." He then tries to hold in his guts in while firing back at the Axis.

THE CATACOMBS

Twisting passages lined with the bones and skulls of countless generations, the catacombs have been sealed off by the Axis in many areas. This is not one of those, though the PCs have little idea of in which direction to go. Kaffler will have another team of five men plus the dogs entering from a different tunnel. The players must rely on some very good direction sense or luck to get out of here without hitting a dead end.

The GM should play this out randomly if they like. A character with Knowledge: Paris or Survival (Urban) or similar skill can make skill rolls to avoid getting lost. The players can only make one roll per round and only one player can make the roll. Keep track of the number of successes the player scores each round. When the PCs make 10 successes in total they find an exit. On the third round they hear barking. On the fifth, the Axis finds them. A shootout down here can be deadly. You'll want to make sure they get a good look at Kaffler, as he will reappear in the campaign as a recurring enemy. Don't allow him to be killed.

Once the PCs find an exit, they can get topside and tear off into the night. The journal and map Louis gave the PCs has all the information necessary to find transportation to the coast, and locate a secret entry site for ASOCOM spies used and run by the Operational Swimmer Group. This group experiments with LARU devices (Lambertsen Amphibious Respiratory Units, a precursor to SCUBA), in order to sneak spies and agents in and out of France. The ASOCOM agent here will assist them with getting to Mont Saint-Michel. The invasion of the island is fast approaching.

GETTING OUT OF PARIS AND OVER TO MONT SAINT-MICHEL

Simone Barba facilitates leaving Paris. However, if the GM chose Guillaume to be the rat, then he will likely betray them here, as well—unless he thinks there's something better in it for him otherwise. In this case, the PCs are likely to meet with Hans Kaffler again while trying to get out of the city.

All checkpoints have been alerted. It's going to be very hard to get out using a vehicle. Further, the PCs have no papers allowing them into Paris. Any papers the GM wishes to include with their kit at the start of the mission would be related to Angers. None of this part of the mission was planned for.

There are several options for leaving the city—the sewers, the roads, or simply by walking out at night. Patrols will be increased outside the city, as Vormund knows of the fire-fight in the bar. Still, after their narrow escape from Kaffler and his men at the Rue Morgue, it's entirely appropriate to let the PCs get away clean. Don't make them think that it's easy though. Make them come up with a plan, and then fake some patrol Awareness rolls to make them sweat.

Getting to Mont Saint-Michel is more difficult. It lies some 360 clicks away from Paris to the east along the coast. If the PCs made contact with the 9th Armoured, they can use their help to get there. In fact, having the remnants of the 9th Armoured with them will be an excellent advantage for the battle which follows in the adventure's climax.

If they decide to appropriate a vehicle, the road trip takes about four hours. However, they're back to the problem of checkpoints. Say there are three to five such points between Paris and Mont Saint-Michel. It is highly likely the team gets made at one such checkpoint. If they go overland, the trip takes much longer. Calculate based on method of travel. The team will logically want to expedite their arrival, given an invasion is about to begin on the island.

As the PCs get closer, they will see a large Axis force preparing to assault Mont Saint-Michel in the morning at low tide. This gives the team the evening to meet up with Louis' contact Bernard and get the LARU gear they need to swim to the island. Note that Axis *Kampfschwimmers* are also on their way to the island for a special ops mission. If the GM is feeling nasty, the group could run into them.

If not, getting to the island of Mont Saint-Michel only requires the team to listen to the old salt that has the gear. He'll explain how to use it, and the team will make some appropriate Black Ops or Athletics rolls to determine success (Difficulty 1). There is extra equipment for any elements of the 9th Armoured who are accompanying them. Most likely, the 9th will lay an ambush for the Axis outside the causeway leading to the island.

If all goes well, the PCs will emerge along the walls of Mont Saint-Michel.

Note: The PCs do not have to make rolls to succeed in using the LARU since the Difficulty is only 1. However, this represents taking extra time and energy to make sure they are using the equipment correctly and not rushing themselves. Drop hints that speed is of the essence. As a reward for actually making the skill roll instead of taking the automatic success, the PCs gain a bonus of 1 die to any Black Ops (Stealth) rolls required while on the island until they are detected.

MONT SAINT-MICHEL

A natural island whose causeway only appears at low tide, Mont Saint-Michel has been an excellent defensive position since the Middle Ages. Details can be found on p. 101. There is a town surrounding the monastery/castle, and people still live there.

Because of the "treasure" thought to be on the island, the Axis has not bombed the abbey. The causeway is an excellent choke point and defenders, including an allied platoon, have thus far been able to hold the island. Tonight, however, the Axis is launching a full-scale attempt to take Mont Saint-Michel. They have previously been willing to merely keep a naval blockade circling the island. The sub sent by the Allies is going to have a difficult time getting through. Previous attempts have all failed, but occasional air drops have been made while escorted by Allied fighters. In point of fact, the sub is unlikely to make it through the blockade. If the GM desires the sub to sink, the PCs are going to have to get off Mont Saint-Michel through the use of a skyhook (see below).

On the island are three primary groups: the Allied remnants of the 101st Airborne Fox Company, the townspeople, and the monks of Mont Saint-Michel. Each group is fighting together against the Axis and this is likely to be their final stand. It is the monks who are of most interest to the plot, and the Allied platoon (see sidebar) who are most useful in the battle which will soon follow.

The monastery has been home to the monks of Saint-Michel for generations. Throughout the history of the island, they have almost always had a presence in some way. They keep mostly to themselves and get along well with the town. They also harbour secrets (see sidebar).

Captain Settle is in overall command of both his people and the townsfolk. He does not expect the monks to fight, but has fortified the abbey for their final redoubt. Settle isn't a particularly religious man. His father was a preacher, and Settle got sick of hearing litany as a kid. He knows enough about religious types to reckon the monks of Saint-Michel give him a bad feeling. He can't say why, but they rub him the wrong way. They've been nothing but open and welcoming, though they will not let anyone into the inner sanctum. Settle and his men know nothing of the treasure the monks supposedly possess.

The monks of Saint-Michel are not, in fact, members of the order they claim. It has been hundreds of years since the actual monks were on the island. Every brother here now is a member of The Order of Baphomet (see p. 104). The Order continues to operate on the surface as if they are devoted to Saint-Michel, but they are actually devoted to worshipping the Vrill, who they think of as angels. They hide and protect Vrill artefacts and history until the time when these seraphim shall return and create a Kingdom of Heaven on Earth.

The sect on Mont Saint-Michel protects an ancient piece of stone they believe to be the Fourth Seal.

Until the climactic battle, there's plenty of opportunity for roleplaying. Settle, the mayor, and the head of the order may all be characterized. After the PCs have met with whomever they please, suggest it is time to decide on a plan. Captain Settle has good defences in place, but feel free to have the players make suggestions too.

THE MONKS OF SAINT-MICHEL

Father Gaspar Noet is chief of the Ordre de Saint-Michel. He is, of course, also the local head of the Order of Baphomet. In his possession is a flat, dressed rock that looks like it might be made of something akin to VK. It is three feet long by two feet wide and covered in strange symbols and sigils. Curiously, it weighs almost nothing.

Father Noet will protect this item with his life. He calls it the Fourth Seal and believes it is one of the Seven Seals described in the Book of Revelation. Noet has seen the preserved Vrill head his order carries, but that item is not here. These monks were long ago tasked with hiding the Seal alone.

He will do anything for the angelic beings he sees as gods, including murdering the PCs if he deems it

necessary. The other monks are likewise so dedicated. They have been scheming for the last year to move the Seal from the island, but have not been able to. If Noet believes the PCs can successfully get the item off, he would be willing to let them take it, so long as he can get a coded message out by pigeon first. The monks keep pigeons for exactly this reason. Noet is willing to die so that another member of the Order can retrieve the Seal from the Allies later.

His only other option is to let it fall into Axis hands or throw it into the sea. This latter may be his first choice, depending on how the GM wishes to play him. The monk whose name was given as a contact is called Bernard. He is a rogue member of the Order who believes the Allies need the Seal more than the Order needs to protect it. If exposed, his brothers will kill him. The PCs may attempt to get him to steal the Seal, but it's much better if they accompany him to do so.

The mayor is a pleasant woman named Françoise Jardin. Her husband, the former mayor, was killed during the initial Axis assault in 1946. She will help the PCs in any way she can. Jardin is tough, younger than she looks, and full of hate for Germany.



GETTING OFF THE ISLAND

The GM has two choices for getting the PCs off Mont Saint-Michel. The first is to ignore the sinking of the submarine. It's more realistic that it would be sunk, but it's also an easier solution to their dilemma if it is not. The second option is to use a skyhook atop the abbey. The 101st has a skyhook apparatus designed for a cargo plane to scoop a scout walker off the ground and drag it up into the sky. ASOCOM operatives have been similarly retrieved. If the sub does sink as written, the PCs will have to use the skyhook. That means when they contact ASOCOM via the island's radio, they'll have to suggest or be offered this fallback plan. It's a more cinematic escape, but presents the problem that Axis air power is going to have a good chance of shooting them out of the sky. For purposes of the mission, ASOCOM will send RAF fighters to fly interference. The 101st is hoping to get 10 of its men out via the sub. They drew straws. Only ASOCOM and the monks know about the Seal.

THE BATTLE FOR MONT SAINT-MICHEL

This is the climax of the entire adventure. The PCs have to hold off the Axis forces long enough for either the submarine or a cargo plane to reach the island. Ideally, you should use *Dust Warfare / Dust Tactics* to play this out. Fighting a battle in a besieged abbey on a small island cries out for a miniatures game. If, on the other hand, you wish to keep the entirety of the mission an RPG, the PCs should encounter some tough combat but ultimately prevail long enough to reach their goal.

If they have not secured the Seal—which ASOCOM will order them to do over the radio—the chaos of the ensuing battle may present an opportunity to try and collect it one last time. The monks will be distracted arguing over whether or not to toss the precious relic into the sea. The players should be able to take it from them by force, but the GM may want Father Noet to make a desperate run for the castle's wall to lunge the relic over the side. The monks have pistols they obtained while trapped here, but they are otherwise unarmed.

The team may decide to split into two factions—one to fight and one to get the Seal. Alternatively, they may stick together. The battle itself can be whatever scale you desire depending on the miniatures you have available. Certainly, the Axis will have enough reinforcements to eventually win the day. They were waiting for the fall of London before committing troops to this. Now that they are committed, Mont Saint-Michel will not hold.

Below are typical forces the Axis fields for the last battle for Mont Saint-Michel. RPG and miniatures options are included. Obviously, these numbers do not reflect the entirety of the battle unless you have enough miniatures.

The following battle is described using *Dust Warfare* and *Dust Tactics*. Simply substitute the appropriate NPCs if you do not wish to use those rules. The Battle may be run as an RPG. The GM may decide some of the battle happens abstractly, in the background, while the PCs star in the main show.

MINIATURES SCENARIOS

SCENARIO: THE BATTLE OF MONT SAINT-MICHEL

For use with *Dust Tactics / Battlefield*

FORCES

The Allied forces begin play with 75 AP. They may purchase up to one medium walker (Barking Dog, Cobra AMP, Cobra, Hotdog, Mickey, Pounder, Rattler AMP, Rattler, or Steel Rain) and one light walker (Wildfire, Honey, or Blackhawk) but are not required to have any walkers.

The 101st are represented by using Soldier 1 USMC units (Choppers, Devil Dogs, Leathernecks, Mustangs, Mavericks, Saints, etc). They may only have one Mustang squad.

The Allies may have one aircraft representing the RAF, but it will have the Delayed Reserves Scenario Special Rule.

The Axis forces begin play with 100 AP. They can choose any force composition they desire as long as there are more infantry units than vehicles, more vehicle units than aircraft, and at least one infantry command squad.

Neither side may use heroes or mercenary units (or captured vehicles).

SPECIAL RULES

See Forces, Deployment, and Winning the Game.

SETTING UP

The table should be set up to simulate a monastery as best as possible; walls, ruins, rubble, church-like buildings, should cover much of the table with more the closer the table gets to the Allied player's edge. The island the battle is fought on is also a hill so, if you can, put a hill or elevation leading from the Axis portion of the table to the Allied table edge.

At the center of the table there is a single building, roughly 8" x 8" x 8" in size. Inside this building is the Seal. The Seal is the objective. It follows all rules for objectives as normal, except for victory conditions.

DEPLOYMENT

The Allied player begins with all of their units (except aircraft) on the table with as many units in cover (behind walls or in area terrain) as possible. They must set up completely within 8" of the table edge.

All Axis forces are in reserves. They enter the table from the opposite long table edge as the Allied player sets up.

Elements of the 101st Airborne wound up stuck on Mont Saint-Michel. Among the first to drop into Normandy on D-Day, they were also among the last out. Some of them were trapped. There's less than a platoon of them left, mostly from Fox Company. They have one M1 light reconnaissance walker and one M2 series combat walker.

Known as the Screaming Eagles, these men have seen war since June 6, 1944. They've been in combat for more or less the last three years. They are tough, hardened, and ready to die if necessary. Few of them have any hope of ever seeing home again.

Axis assaults to take the island have been numerous but infrequent, constantly wearing away at the men. The commander of the group of the 101st is Captain Settle, formerly the company's intel officer until their CO died. He'd like to get his men off the island if possible, but there really doesn't look like any way to make this happen. A few can get out via the sub. For the rest, this is to be their final stand.

VICTORY CONDITIONS

The game finishes when the Allied player retrieves the Seal (objective), and the capturing unit makes its way back to the Allied player's table edge. The Allies have 8 turns to accomplish this deed. If the Seal is not captured and returned to the table edge, the Allies lose the battle.

SCENARIO: THE BATTLE OF MONT SAINT-MICHEL

For use with *Dust Warfare*

FORCES

The Allied forces begin play with 150 AP. They may purchase up to one medium walker (Barking Dog, Cobra AMP, Cobra, Hotdog, Mickey, Pounder, Rattler AMP, Rattler, or Steel Rain) and one light walker (Wildfire, Honey, or Blackhawk) but are not required to have any walkers.

The 101st are represented by using Soldier 1 USMC units (Choppers, Devil Dogs, Leathernecks, Mustangs, Mavericks, Saints, etc). Treat any unit the player wishes as the Command Section (though only a Mustangs unit will give the Allies the Command Squad benefits) and treat all USMC Soldier 1 Units (except Mustangs) as options for 1st, 2nd, 3rd, and 4th sections, as well as Support Units.

The Allies may have one aircraft representing the RAF but it will have the Reserves Special Rule and may not enter the game until turn two. This does not count as one of the platoon's two support unit options.

The Axis forces begin play with 300 AP. They can choose any force composition they desire as long as there are more infantry units than vehicles, more vehicle units than aircraft, and at least one infantry command squad.

Neither side may use heroes or mercenary units (or captured vehicles).

Unit and Platoon upgrades are available as normal, though the Allies may not take Air Superiority or give Air Drop to their walkers.

SETTING UP THE BATTLE

The table should be set up to simulate a monastery as best as possible—walls, ruins, and piles of rubble. Church-like buildings should cover much of the table with more the closer the table gets to the Allied players' edge. The island the battle is fought on is also a hill, so if you can, place a hill feature or indicate elevation leading from the Axis portion of the table to the Allied table edge.

At the center of the table there is a single building, roughly 8" x 8" x 8" in size. Inside this building is the Seal. The Seal is the objective. It follows all rules for objectives as normal, except for victory conditions.

FORTIFICATIONS

The Allied player has 75 AP of fortifications. These fortifications must be placed more than 18" from the Allied long table edges. Fortifications are deployed as if they were units during The Deployment phase. Fortifications are not worth any Superiority Points if destroyed. While the fortifications can be used to purchase bunkers, they cannot be used to purchase Strongpoint Units.

DEPLOYMENT

The Allied player begins with all of their units (except aircraft) on the table with as many units in cover (behind walls or in area terrain) as possible. They must set up completely within 9" of the table edge.

All Axis forces are in reserves and follow the rules for Unprepared Deployment (*Dust Warfare* core rulebook, p. 66). They enter the table from the opposite long table edge as where the Allied player sets up.

INITIATIVE

Initiative is determined as normal during each game turn. Regardless of the initiative roll during the first command phase, the Allied player can decide to go first or second during the first turn only. After this, normal rules apply.

GAME LENGTH

The scenario lasts for six game turns.

VICTORY CONDITIONS

If the Allied player has the Seal (mission objective) when the game ends, and the unit carrying it is back within the Allied player's deployment zone, then the Allied player wins.

Once out of danger, the team will be debriefed. The ASOCOM officer who does so tells them only the following—Ilsa and her father made it to Scotland. The team succeeded in their mission. The Seal is not to be discussed with anyone and is currently being analyzed by "top men." The rest is on a need to know basis. The team will be awarded medals that they cannot see until the war's end, as this entire mission has not officially happened. With that, they'll be thanked and sent back to their base to await their next mission. The follow up to this mission will come out in the campaign supplements to follow. Ilsa, Dr. Sprecht, Hans Kaffler, and the Seal will return but, for right now, the PCs should feel like they did their job only to find further enquiries blocked. Extra points if one of them says, "Fools. Bureaucratic fools!"

NPCS

CECILE COUSINEAU

19-year-old Maquis leader from the town of Angers. She lost her father during the initial German occupation.

Characteristics

MB 2 MD 2 PH 1 PR 3

Movement 3 Capacity 6 Initiative 4

Skills: Awareness 2, Attack: Firearms 1, Attack: Melee 1, Black Ops 1 (Stealth 2), Interaction 2, Radio 2, Survival 1 (Navigation 1), Knowledge: Language 2 (English, German), Medic 2

Special Abilities: None

Special Powers: None

Equipment

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None
Light Pistol	5	1	0	Ammo 4

JONAS COUSINEAU

Cecile's 17-year-old brother. He advocates for direct action rather than waiting for the Allied return. Jonas is rash and wants to free the prisoners in the camp to help build a guerrilla army.

Characteristics

MB 2 MD 2 PH 2 PR 2

Movement 4 Capacity 4 Initiative 4

Skills: Awareness 1, Attack: Firearms 2, Attack: Melee 2, Black Ops 1 (Stealth 1), Demolitions 2, Interaction 1, Radio 1, Survival 1, Knowledge: Language 2 (English, German), Knowledge: Angers castle 3, Medic 1

Special Abilities: None

Special Powers: None

Equipment

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None
Light Pistol	5	1	0	Ammo 4
Grenades	T	2/2	0	Spray
Dynamite	P/T	3/1	0	Placed
Demolition Charge	P/T	3/3	0	Placed, Penetrating 2

DR. UDO SPRECHT

Sprecht is a former Nazi who conducted bizarre experiments involving Vrill biology. Currently, he has pioneered a technique to combine living human DNA with that of synthesized Vrill DNA. His most successful subject has been his own daughter Ilsa. She represents the one unselfish aspect of what is otherwise a despicable human being.

Characteristics

MB 2 MD 4 PH 1 PR 2

Movement 3 Capacity 3 Initiative 6

Skills: Awareness 1, Interaction 1, Radio 1, Knowledge: Language 2 (English, French), Knowledge: Science 3, Knowledge: Vrill Xenografting 4, Medic 4, Repair 3

Special Abilities: None

Special Powers: None

Equipment

Weapon	Rng	Dam	Rank	Special
Scalpel	C	1	0	None

ILSA SPRECHT

Dr. Sprecht's 11-year-old daughter. She was terminally ill before Sprecht treated her with Vrill DNA. Now, she possesses the powers to read people's pasts as well as their futures.

Characteristics

MB 2 MD 2 PH 1 PR 2

Movement 3 Capacity 3 Initiative 4

Skills: Athletics 2, Awareness 1, Interaction, Special Ability 1 (Special Power 1), Special Power 1 (Precognition 4)

Special Abilities: None

Special Powers: None

Special Ability

Precognition: Successful use of her precognitive abilities is not really governed by rules, but clever (and persistent) players may find (or insist on finding) a way to use them. If forced into that situation, it is a Difficulty 2 Interaction test with success giving the character a bonus die on his or her next action. Feel free to roll random (large dice pools of 6-7 from time to time to simulate her prognostic abilities). Use her to creep out the PCs.

RESISTANCE MAQUIS

Use stats for the Fifth Columnists found on p. 154.

AXIS TROOPS

Use stats for the Wehrmacht found on p. 152. One in five has a special weapon; one in 10 has a radio.

THE UBERMENSCH AKA: SPRECHT'S MONSTER

"ROOOOOOOOOOOOARRR!!!"

Characteristics

MB 2 **MD** 1 **PH** 4 **PR** 3
Movement 6 **Capacity** 7 **Initiative** 3

Skills Awareness 1, Attack: Firearms 2, Attack: Melee 2, Interaction 1 (Intimidation 2), Willpower 1 (Badass 1)

Special Abilities: None

Special Powers: None

Equipment

Clad in a uniform made up of heavy metal plates (Armour 2 with Damage resilience) this psychotic creation is just waiting to vent its anger. If given the opportunity, it will rip its enemies apart with its bare hands, but when harassed by multiple opponents, it will let rip with its huge gun.

Equipment

Weapon	Rng	Dam	Rank	Special
MG 44 Zwei	15	3/ 2/2	1	Autofire, Rapid Fire, Ammo 6
Brute Strength	C	2	0	None

HANS KAFFLER

A member of Vormund—Axis intelligence, Kaffler is assigned to Paris to help root out The Resistance. Kaffler thinks this task is ill-suited for someone of his intellect and wishes to move to England where the real fight is going on. He is a clever and devious, but occasionally rash man.

LOUIS

He fought in the First World War and has seen his country occupied by Germans on three occasions. His hatred for them is strong. Suspicious and laconic, Louis has recently been assigned a task by The Resistance; retrieve an item of great importance, a "treasure," off Mont Saint-Michel. He has had few opportunities to do so until the PCs come in asking for his help out of France. Sometimes, synchronicity strikes even an old dog like him. He has been unable to contact Mont Saint-Michel and has no idea the 101st is there. ASOCOM jumps at the chance to use the PCs to obtain the Seal.

FATHER GASPAR NOET

A member of the Order of Baphomet, Noet is willing to throw the Seal into the sea if it comes to that. If he believes the PCs have a reasonable chance off the island, he will give it to them. He knows the Order has connections in ASOCOM through which they may retrieve the stone. He is a deluded but zealous man. He truly believes the Vrill are messengers from God.

Father Noet has Stats identical to a Cultist of Baphomet found on p. 153.

CAPTAIN NICHOLAS SETTLE 101ST AIRBORNE, FOX COMPANY

Formerly the company's intelligence officer, Settle is now in command. He and his men have been stuck on Mont Saint-Michel for the better part of a year. They are hungry, under constant threat of assault, and war-weary. Settle has done his best to keep them together after their CO was killed, but he and his men are worn out. He may opt to evacuate children off the island via the sub instead of his own men. This could cause issues in the ranks.

Captain Settle has stats identical to a standard Allied Officer as found on p. 146-147.



YOUR TEAM: THE 55TH ASOCOM "VIPERS"

LT. DARIAN ANDERSON

Rural/Ranger/Commander/Mech Driver
Age 28 / Sidney, Ohio

Lt. Darian Anderson never went through OCS and he never attended a military academy. He started his military service as a private, like so many others. Growing up in rural Ohio, his father's stories from the First World War haunted both son and father. In time, his father grew more and more troubled by his experiences in the Great War. During the Depression, the family farm's crops failed, and Darian's father disappeared, another vagabond lost to economic collapse. Darian became the "man" of a small family consisting of his younger brother and his mother.

By the time news of the Second World War reached the papers in Ohio, Darian had no intention of joining. He remembered his father's stories too well. Even after December 7, 1941, while millions of young men were signing up, Anderson refused. It wasn't until he was finally drafted that he answered the call, though he did so under duress.

Anderson did not serve with distinction, but with the single goal of keeping himself alive. Wars were nothing he wanted any part of. No hero, Anderson nevertheless found that his innate ability to survive the worst battles constantly found him promoted through the ranks. As a corporal, he was last surviving non-com in his platoon and promoted to sergeant. This continued until Anderson was "recruited" into the Rangers, something he still refuses to discuss to this day. He began to feel as if fate and the war were conspiring to kill him. Again and again, Anderson came through alive, where nearly everyone else died. Always succeeding when all others failed. His bitter resentment of war made him, ironically, an excellent commander, and he eventually received a battlefield promotion to officer.

Lt. Anderson never grandstands and he doesn't spend his men's lives in vain. The war is something to be survived, not a place to make your name. He has no time for anyone who thinks otherwise. At 28, Anderson is hardened.

He's seen combat in three different theaters, learned to pilot walkers and, ultimately, received his own team of ASOCOM operatives known as "The Vipers." Unlike "Bazooka" Joe and the war's heroes who appear in weekly newsreels, Anderson is more survivor than glory hound, more anti-war cynic than gung-ho, flag-waving warrior. He just wants to go home.

Characteristics

MB 2	MD 2	PH 2	PR 3
Movement 4	Capacity 5	Initiative 4	

Skills

Athletics 1

Attack: Firearms 1

Attack: Gunnery 1

Attack: Melee 2

Awareness 2

Interaction 3 (Command 1)

Knowledge: Language 2 (French, German)

Medic 1 (First Aid 1)

Pilot Walker 3

Radio 2

Repair 1

Survival 2 (Navigation 1)

Willpower 1

Equipment

Radio (short), map, survival kit, code book, radio kit, Ranger armoured uniform, knife, shotgun, grenade launcher.

Weapon	Rng	Dam	Rank	Special
Knife	C	1	0	None
Shotgun	5	3	0	Ammo 4
Grenade Launcher	10	3/1	0	Spray, Reload

NOTES

CHARACTER RECORD SHEET



Name _____ Branch of Service _____

Details _____ Specialist Packages _____

CHARACTERISTICS

MOBILITY

PHYSIQUE

MIND

PRESENCE

Movement

Initiative

CAPACITY

Armour

SKILLS

BASIC

Athletics

Attack: Firearms

Attack: Gunnery

Attack: Heavy

Attack: Melee

Attack: Thrown

Awareness

Black Ops

Demolitions

Interaction

Knowledge

Medic

Radio

Repair

Pilot

Special Ability

Survival

Willpower

ADVANCED

EXPERIENCE

Action

Improvement

EQUIPMENT

SPECIAL ABILITIES

NAME

DETAILS

WEAPONS

Name	Range	Damage	Ammo	Special



APPENDIX: DUST GLOSSARY

The following glossary is a list of terms related to both the rules of *Dust Adventures* and the setting of *Dust* in general. Familiarize yourself with this vocabulary and then burn after reading. Do not let this document fall into enemy hands.

ACTION POINTS

Action points are awarded to players for good roleplaying, in-game successes, and any for any other reason the GM sees fit. Action points are spent to alter die rolls and otherwise alter the course of a mission. These points allow players to have an active role in the epic pulp action taking place and are used whenever you want your character to do something truly heroic or nigh impossible. Once spent, action points become improvement points that allow a character to improve skills and attributes.

ADVANCED SKILL

Advanced Skills cover highly specialized forms of basic skills. An Advanced Skill represents a focus and often something a normal citizen would have no chance of accomplishing. See **Chapter 2: Characters** for more information on Advanced Skills.

ALLIES

One of the three blocs dominating the world in 1947. The Allies were the last bloc to form and are comprised of all western powers. Currently, the United States leads the Allies with President Truman in overall command. In 1947, the Allies are on the defensive and attempting to recover from the loss of France and much of Great Britain. One of the chief strengths of the Allies is the United States industrial base and economy. No one else can build walkers, tanks, and planes as fast, or in such numbers, as the Americans.

ASOCOM

Allied Special Operations Command. Headquartered at the Octagon in Kansas, USA, ASOCOM oversees all special operations for the Allies as well as intelligence. ASOCOM is made up of elements of the former OSS and SOE with many other intelligence organisations also under the aegis of this centralized command.

AXIS

The first bloc to form after the death of Adolf Hitler, the Axis is made up of Germany, Japan, and Italy. In 1947, the Axis is on the offensive in every theatre. Possession of the Vrill spacecraft in Antarctica gives them the technological edge...for now. One of the chief advantages the Axis holds is their cutting edge technology.

BASIC SKILL

A learned, rather than inherent, ability. Basic Skills allow characters to shoot, brawl, fix broken walkers, pilot them, and much more. While everyone in *Dust Adventures* shares the same four characteristics, not everyone knows the same skills. A scientist might be able to build a nuclear bomb but not know how to shoot a rifle.

BLOC

A formal alliance between nations creating power groups under single leadership. The Allies, the Axis, and the SSU are the three blocs vying for control of the world during the war.

BLUTKREUZ KORPS

An organisation founded by Baron Leopold von Thaler tasked with studying Vrill technology. Since its inception, Blutkreuz has amassed power and influence in the Axis. Rumours claim they are responsible for the assassination of Hitler and the purge of the Nazi Reich. Blutkreuz fields

its own troops and conducts intelligence operations. The baron's daughter, Sigrid von Thaler, currently leads them.

BRANCH OF SERVICE

The general category in which a character serves. Branch of Service applies not only to military character, but also to scientists and adventurers. Your Branch of Service forms the foundation on which your character builds skills and gains equipment during character creation.

CAPACITY

The amount of damage, both physical and mental, that a character can absorb before being rendered out of action. Capacity is a derived characteristic. NPCs also have capacity, as do adversaries.

CHARACTERISTIC

Any of four inherent numbers that represent a character's abilities. Characteristics break down into Mobility, Physique, Mind, and Presence. Unlike skills, every character possesses all four characteristics.

CLIO

A sub-section of ASOCOM, Clio is the historical and archaeological wing of the Allies. Clio agents search documents, legends, digging sites, and unknown places in search of clues about the Vrill or VK. Members are drawn from both academic and military circles. Clio agents typically specialize in one or more fields.

DERIVED CHARACTERISTIC

A characteristic that is the result of a combination of two basic characteristics. Movement, Initiative, and Capacity are derived characteristics.

DIFFICULTY

The number of successes one must roll on *Dust* dice to achieve their goal. Typical Difficulty numbers begin at 2. Successes may be Targets or other symbols depending on circumstance. Situational elements, as well as GM discretion, raise or lower the Difficulty needed for success.

FACTION SYMBOL

One of three possible results on a *Dust* die roll. Faction symbols are icons of one of the three blocs. The result of a Faction symbol varies by circumstance. Rules for various rolls differ depending on the kind of check made by the player or GM.

IMPROVEMENT POINT

Once an Action Point is spent during the game, it becomes an Improvement Point. Where Action Points

temporarily alter the number of dice rolled, Improvement Points permanently increase skills and characteristics. The cost for raising either depends, in part, on the current rank of that characteristic or skill. Improvement Points are similar to experience points in other roleplaying games.

INITIATIVE

Initiative determines who goes first in combat. Initiative order breaks down any combat into segments in which each character or NPC acts. Initiative may be modified by various circumstances and abilities. Often, the person who shoots first wins, because a well-aimed first shot doesn't give your opponent a chance to react. They're dead before they know what hit them.

JNETZI

Elite Russian snipers often recruited from the ranks of the Young Pioneers, Jnetzi are among the most lethal snipers on any front. They came to fame during the Battle of Stalingrad where their kill ratio was significantly higher than that of their Axis foes. Jnetzi are known for their signature rifle called "The Widowmaker."

KAMPFAFFE

Axis gorillas given human level intelligence by Blutkreuz scientists. These gorillas wield devastating metal fists that crush armour and bone alike. The inhuman nature of these sentient gorillas often inspires fear in those enemies standing in their way.

KVASIR

The adopted name of the now deceased alien Vrill found in the craft that crashed in Antarctica. Kvasir did not die in the crash.

For some time after, he worked with the Nazis who found him. Long transcripts made during interviews with Kvasir reveal a great deal about VK, Vrill technology, and the Vrill themselves. Unfortunately, Nazis fleeing the purge of the Third Reich took many of these documents. The Axis now guards closely those transcripts that remain.

MIND

One of the four core characteristics, Mind represents a character's ability to learn, retain information, think critically, problem solve, and a host of other factors. Characters with low Mind tend toward being dim, while those with very high Mind ranks might be scientific geniuses.

MOBILITY

One of the four core characteristics, Mobility represents a character's agility, speed, coordination, and the like. Characters with high Mobility are deft, quick and often crack shots. Those with low Mobility might be slow, clumsy, or otherwise a klutz.

MOVEMENT

A derived characteristic, Movement determines how far a character may move in a given period of time. Typically, this is the combat round. Vehicles also have a Movement number, usually faster than that of a person.

NOV 5

A revolutionary organisation, some say terrorist organisation, November 5th seeks to free Great Britain from both the Axis and the aristocracy. For now, they have a tenuous truce with the Allies. Both factions seek to push the Axis out of England and back across the channel. However, ASOCOM does not trust Nov 5, nor do they trust ASOCOM. If the Axis is defeated in England, an internecine war is bound to begin.

PHYSIQUE

One of the four core characteristics, Physique represents a character's brawn, physical stature, constitution, endurance, and the like. Someone with a high Physique might be very healthy, but not overly strong. Someone with a low Physique might be sickly, but otherwise strong-looking.

PRESENCE

One of the four core characteristics, Presence is a measure of a character's charisma, willpower, social status, and the like. A high Presence might indicate a natural leader, while a low Presence suggests a shy, furtive individual that does not like to interact with others.

RANGER

The go-to special operations force for ASOCOM, Rangers fight on all fronts and take on the most dangerous missions. Known for their famous motto, "Rangers lead the way," they were the first to land on D-Day and the last to retreat back across the channel. While there are other special forces within ASOCOM, Rangers are by far the best known and most versatile.

RANK

While rank refers to the actual rank of those in uniform, in game terms it means the number of points one has in any given skill or characteristic. A Rank 1 skill is competent, while a Rank 3 skill represents a master in that field. Improvement Points are spent to gain higher Ranks in known skills as well as buying new ones.

RATTENKRIEG

Literally translated as "rat war," Rattenkrieg first came into common usage in Zverograd. In the twisting Metro tunnels and sewers beneath the city, a battle of attrition rages. Cramped quarters and dim lighting drive some soldiers mad. Add to these conditions the presence of Axis zombies, and it is all a trooper can do to hold themselves together.

SMERSH

SSU intelligence organisation that is the conglomeration of three previously independent agencies. SMERSH conducts almost all SSU intelligence and counterintelligence. Aspects of propaganda and recruitment also fall to SMERSH. Its vast, seemingly maze-like structure, baffles most Allied and Axis intel operatives. This in itself is a form of "counterintel," for only a true, red bureaucrat could navigate the Kafkaesque nightmare of SMERSH procedure and protocol.

SPECIAL ABILITY

Neither a standard skill nor characteristic, Special Abilities go above and beyond the human norm. These abilities are the result of experimentation and advanced tech. Superhumans like Winter Child possess Special Abilities. Such feats range from the slightly unnatural to the truly alien.

SPECIALIST PACKAGE

Once Branch of Service is chosen, characters have the option to take a specialist package that offers different skills and equipment. Packages may be available to anyone or restricted to those with the prerequisite package. Specialist Packages offer an opportunity to flesh out a character's background as well as gaining more skills and equipment.

SPETSNAZ

Russian special forces that operate on all fronts. Spetsnaz training is the harshest of any elite operators in the world. Small units are tasked with the toughest missions and often find themselves up against ASOCOM Rangers. The two units have developed a grudging respect for one another.

SSU

The Sino-Soviet Union bloc is an alliance between the USSR and Red China. After feeling betrayed by the Allies who sought a separate peace with the Axis, Stalin launched attacks on several different fronts. The SSU has made significant progress in '46 and '47. Russia is the overall final authority of the SSU, as Red China battles the Japanese to reclaim large portions of its territory. One of the chief strengths of the SSU is the vast numbers of troops they can deploy.

STURMGRENADIERE

Crack German troops, or "Battle Grenadiers" are deployed in every theatre in which the Axis fights. Well trained, well equipped, and often battle hardened, Sturmgenadiere are a force to be reckoned with. When armed with anti-tank weapons, they are a lethal threat to both Allied and SSU walkers alike.

TARGET SYMBOL

A reticle on a *Dust* die almost always means a hit or success. When you roll the dice and see Target symbols, you've probably accomplished something unless the difficulty is very high.

UBERMENSCH

A Nazi goal dating to before the war, the Übermensch was supposed to be the ultimate soldier. Axis zombies and gorillas have their roots in what was once the Übermensch project. How far along the Nazis got before being overthrown is unknown.

VK

VrillKultur, or VK, is the crystal which powers the war's deadliest machines. The Vrill sought the fuel source on Earth long ago. Perhaps Kvasir's more recent visit indicates they've come back for more?

VORMUND

Made to replace the vanished Nazi intelligence network, Vormund finds itself in constant competition not only with foreign intelligence outfits but with Blutkreuz as well. Even among the same nations, different factions vie for power. Rumour suggests the head and founder of Vormund, a hero

of World War I, is but a figurehead, a puppet for another man with his own agenda and own secrets.

VOROVSKOY MIR

Translated as "thieves' world," Vorovskoy Mir dates to the time of the Tsars. Always rebels and always thieves, members of this criminal organisation reject traditional authority and the hypocritical opulence it visits on the lucky few. When the Great Patriotic War began, members of the thieves' world joined the Red Army to fight for the Motherland. This sparked an internal war between those who went to war and those who remained faithful to the old code. The Vorovskoy Mir has enjoyed a tremendous boost in power as Russian authorities are too busy with the war to worry much about what a group of criminals is up to. This could prove a fatal mistake.

WALKER

Perhaps the most recognizable vehicle in World War II, walkers are tanks on two legs. They can traverse any challenging terrain that infantry might slog through, and they bristle with advanced weapons systems. Their armour is an alloy of steel and VK, making it very hard to penetrate. Walkers are faster than tanks, more agile, and more versatile. While tanks still have a place on the battlefields of the war, most think they will soon be all but replaced by walkers.



INDEX

ASOCOM Ranger	147-148	Ahnenerbe	120
ASOCOM.....	113	Air Calvary.....	18
Accessories	50	All in One.....	39
Action Jackson	117	Allied Encounters.....	146
Action Points.....	48	<i>Allied Officer</i>	146-147
<i>Altering the Environment</i>	49	<i>Allied Trooper</i>	147
<i>Altering the Plot</i>	49	Allied Officer.....	146-147
<i>Gadgets</i>	49	Allied Order of Battle.....	114
<i>Gaining Action Points</i>	48	Allied Trooper.....	147
<i>Improving Dice Pool</i>	48	Allied Walkers.....	74-75
<i>Increasing Opponent Difficulty</i>	48	Allied Weapons.....	60-61
<i>Reducing Damage</i>	48	Alligator/Crocodile.....	157
<i>Temporary Skill</i>	49	Altering the Environment	49
<i>Using Action Points</i>	48	Altering the Plot.....	49
Action and Improvement Points	32	America.....	105-111
Adding Extra Skills.....	16	Ammo Rating	39-40
Advanced Reactive Fire (Special Ability).....	24	Anunnaki	171
Adventurer Package.....	12	Archaeological Adventures	135-136
Adversaries (Animals).....	157	Area 51	171
<i>Alligator/Crocodile</i>	157	Ark of the Covenant	171
<i>Canine, Aggressive</i>	157	Armour Save	35
<i>Cat, Great</i>	157	Artefact (Special Ability).....	24
<i>Horse</i>	157	Artefacts	51
<i>Snake, Constrictor</i>	158	Asphyxiation, Drowning and Suffocation	35-36
<i>Snake, Venomous</i>	158	Assassin (Special Ability).....	24-25
Adversaries (Mercenaries and Unaffiliated Groups) ..	153	Assassin.....	146
<i>Cultist of Baphomet</i>	153-154	Athletics	18
<i>Fifth Columnist</i>	154	Atlantis	171
<i>Hired Thug</i>	154	Attack (Firearms).....	19
<i>Mercenary Commander</i>	154-155	Attack (Gunnery) Pack.....	19
<i>Mercenary Troop</i>	155	Attack (Heavy) Pack	19
<i>Sisters of Demolition</i>	156-157	Attack (Melee)	19
Adversaries (The Axis)	148	Autofire.....	40
<i>Ahnenerbe Operative</i>	148-149	Automatic Actions.....	30
<i>Axis Officer</i>	149	Awareness.....	19
<i>Axis Sniper Team</i>	149	Axis Armoured Transport	83
<i>Axis Walker Pilot</i>	149-150	Axis Base in Antarctica.....	159-163
<i>Blutkreuz Scientist</i>	150	Axis Gorillas	142-143
<i>Fail Safe Zombies</i>	150	Axis Grenadiers.....	143-144
<i>Heavy Axis Grenadiers</i>	150-151	Axis Officer	149
<i>Totenmeister</i>	151-152	Axis Order of Battle.....	119
<i>Ubertoten</i>	152	Axis Sniper Team	149
<i>Wehrmacht</i>	152	Axis Walker Pilot	149-150
Adversaries (The SSU)	153	Axis Walkers	75-76
<i>Agent of SMERSH</i>	153	Axis Weapons	61-63
<i>SSU Spetsnaz</i>	153	Background Skills.....	11
Advice to Game Masters.....	140	Backgrounds	11
Agartha.....	170-171	Badass	23
Agent of SMERSH	153	Bazooka Joe	116
Ahnenerbe Operative	148-149	Behind Enemy Lines	136-137
		Berserk (Special Ability).....	25
		Black Ops.....	19
		Blutkreuz	119-120

- Blutkreuz Scientist 150
- Bondarenko, Diana 127
- Branch of Service 12
- Adventurer Package* 12
- Grenadier* 12
- Ranger Package* 12
- Scientist Package* 12
- Soviet Guard* 12
- Breaking Ties 31
- Campaign Seeds 138-140
- Campaign Types 132
- Archaeological Adventures* 135-136
- Behind Enemy Lines* 136-137
- Mercenaries* 137-138
- Military Campaign* 132-134
- The Espionage Campaign* 134-135
- Canine, Aggressive 157
- Cat, Great 157
- Catalogue of Skills 18
- Celebrity (Specialist Package) 13
- Character Generation 10
- Character Gizmos 52-53
- Character Improvement 17
- Character Interaction 44-45
- Character Out of Play 39
- Characteristics 10
- Capacity* 10
- Initiative* 10
- Mind* 10
- Mobility* 10
- Movement* 10
- Physique* 10
- Presence* 10
- Charge (Special Ability) 25
- Charismatic Manipulator (Special Ability) 25
- Chases 47-48
- Cheat Death (Special Ability) 25
- Clio 115
- Close Combat 33
- Defense* 33
- Grappling* 33-34
- Unarmed Combat* 33
- Combat Skill Tests and Attack Rolls 32
- Combat 32
- Combat Penalties* 32
- Cover and Motion* 33
- Cover Modifiers* 33
- Initiative* 32
- Line of Sight* 33
- Visibility and Range* 33
- Commander (Specialist Package) 13
- Commando/Partisan (Specialist Package) 13
- Common Military Equipment 64-65
- Converting Dust 90-91
- Cover Modifiers 33
- Cover and Motion 33
- Covert Equipment 66
- Covert Firearms 67
- Covert Melee Weapons 68
- Crew (Vehicle) 53
- Cultist of Baphomet 153-154
- Cutting Weapons 40
- Damage Resilience (Special Power) 26
- Damage Resilience 35
- Damage 34
- The Damage Tracker* 34-35
- Defense 33
- Defiant 23
- Degree of Success 32
- Demolitions 19
- Designing an Item 51-52
- Determining the Dice Pool 31
- Die Glocke 173
- Difficulties and Penalties 32
- Difficulty Modifiers (Damage) 38-39
- Diplomat 15
- Disadvantage 28
- Drafted (Specialist Package) 13
- Drakoni (Specialist Package) 13
- Dust Tactics/Battlefield Scenario 190-191
- Dust Warfare Scenario 191-192
- Dust, history 4-8
- Eldritch Energy (Special Power) 26
- Encounters 142
- Encumbrance 47
- England (People and Organisations) 94-96
- England 92-96
- Enhanced Characteristic (Special Power) 26
- Enhancements (Gadgets, Gizmos & Vehicles) 54-56
- Expendable Resources 68
- Example Expendable Resources* 68-69
- Experience Packages 15-16
- Diplomat* 15
- Gizmoteer* 15-16
- Jump Ranger* 16
- Prisoner of War* 16
- Super Being* 16
- Spy* 16
- Steel Guard* 16
- Explosive & Incendiary Devices 66-67
- Fail Safe Zombies 150
- Failed Experiment (Specialist Package) 14
- Falling 36
- Fast (Special Ability) 26
- Fear (Disadvantage) 29
- Fear and Insanity 36-37

Field Researcher Sergeant (Specialist Package).....	15	Mechanic Inventor (Specialist Package).....	13
Fifth Columnist	154	Medic (Skill)	21
First Strike (Special Ability)	25	Medic (Specialist Package).....	13
Flaws (Gadgets, Gizmos & Vehicles).....	56-58	Mental Defense.....	23
Flying.....	25	Mental Limitation (Disadvantage).....	30
France	101-105	Mercenaries, Life Of	168-170
French Resistance.....	104	Mercenaries	137-138
Gadgets	49	Mercenary Commander	154-155
Gaining Action Points.....	48	Mercenary Troop	155
Gear and Equipment.....	50	Military Campaign	132-134
Genius (Specialist Package).....	15	Mind Over Matter	23
Giza Plateau.....	173-174	Mind	10
Gizmo Construction Example	58	Mobility	10
Gizmos and Gadgets	50-51	Moscow.....	97
Gizmoteer (Special Ability).....	25	Movement Rules.....	46
Gizmoteer	15	<i>Chases</i>	47-48
Glossary	202-205	<i>Encumbrance</i>	47
Gorilla	27	<i>Jumping</i>	47
Grappling.....	33-34	<i>Terrain Table</i>	47
Grenadier Package	12	Movement	10
Grenadier X.....	121	NKVD	126
Heavy Axis Grenadiers	150-151	NNO (Neutral Nations Organisation).....	131
Heavy Grenadier (Specialist Package).....	14	Nations of the War.....	92
Heavy Ranger (Specialist Package)	14	New Vrill Society	120
Hired Thug.....	154	Operation Apocalypse.....	180
Hollow Earth.....	175	Outside London.....	93-94
Holy Grail	177	Overcharge Weapons.....	41
Horse.....	157	Paired Weapons (Special Ability).....	25
Hotspots, Global	166-168	Paired Weapons.....	41
Hughes, Howard.....	115-116	Paris	101
Improving Characteristics	17	Penetrating Weapons.....	41
Improving Dice Pool.....	48	Phaser Weapons	41
Improving Skills	17	Physical Limitation (Disadvantage).....	29
Improving Special Abilities	17	Physique	10
In Control	23	Pilot (Skill).....	21
Incendiary Weapons	40	Pilot/Mech Driver (Specialist Package)	15
Increasing Opponent Difficulty	48	Placed Weapons	41-42
Indirect Fire Weapons.....	40-41	Poison and Disease.....	42
Initiative	32	Pre-generated Characters	195-199
Initiative (Characteristic).....	8	Presence	10
Interaction and Combat.....	45	Prisoner of War.....	16
Jnetzi	127	Professor (Specialist Package)	13
Jump Ranger	16	Radio (Skill)	21
Jumping.....	47	Radioman (Specialist Package).....	13
Knowledge.....	20	Ranger Package.....	12
Laser Grenadiers.....	145	Rangers.....	114
Laser Weapons	41	Rank (Special Ability).....	25
Ley Lines	174	Rapid Fire.....	42
Line of Sight	33	Rasputin	176
London.....	92-93	Rasputin (Stats)	98-99
Lucky (Special Ability).....	25	Reactions	30
Majestic 12.....	113	Recon (Specialist Package).....	15
Marksman (Specialist Package).....	14	Recovering From Fear	39

- Red Guard (Specialist Package)14
- Reducing Damage48
- Reload Weapons42
- Repair (Skill)22
- Repair and Maintenance39
- Resurrection27
- Rosie117
- Roswell110
- Roswell178
- Rudinova, Koshka127
- Russia (People and Organisations)98-100
- Russia96-101
- SMERSH125-126
- SOE115
- SSU Order of Battle125
- SSU Organisations126-127
- SSU Spetsnaz153
- SSU Walkers77-78
- SSU Weapons63-64
- Salvo Weapons42
- Scientist Package12
- Scout (Specialist Package)13
- Sergeant (Specialist Package)15
- Sisters of Demolition156-157
- Skills18, 31
- Snake, Constrictor158
- Snake, Venomous158
- Sniper (Special Ability)27
- Social Limitation29
- Soviet Guard Package12
- Special Abilities24
- Special Attacks and Weapon Abilities39-43
- All in One*39
- Ammo Rating*39-40
- Autofire*40
- Cutting Weapons*40
- Incendiary Weapons*40
- Indirect Fire Weapons*40-41
- Laser Weapons*41
- Overcharge Weapons*41
- Paired Weapons*41
- Penetrating Weapons*41
- Phaser Weapons*41
- Placed Weapons*41-42
- Poison and Disease*42
- Rapid Fire*42
- Reload Weapons*42
- Salvo Weapons*42
- Spray Weapons*42
- Tesla Weapons*43
- Thrown Weapons*43
- Special Powers25
- Specialist Packages12-15
- Celebrity*13
- Commander*13
- Commando/Partisan*13
- Drakoni*13
- Drafted*13
- Failed Experience*15
- Field Researcher*15
- Genius*15
- Heavy Grenadier*14
- Heavy Ranger*14
- Marksman*14
- Mechanic Inventor*13
- Medic*13
- Pilot/Mech Driver*13
- Professor*13
- Radioman*13
- Recon*14
- Red Guard*14
- Scout*13
- Sergeant*15
- Spotter*13
- Unique Encounter*15
- USMC*15
- Veteran*15
- War Department*13
- Weapon-Specialist*15
- Specific Sport19
- Spotter (Special Ability)25
- Spotter (Specialist Package)13
- Spray Weapons42
- Spy16
- Spy (Stats)145-146
- Standard Action30
- Steel Guard16
- Stunts19
- Styles of Play133
- Super Being16
- Superhuman28
- Support Weapons54
- Survival22
- Sustained Action31
- Tank Head (Special Ability)25
- Tanks and Armoured Vehicles35
- Telekinesis27
- Temporary Skill49
- Terrain Table47
- Tesla Weapons43
- Tesla, Nikola177
- The Allies112-119
- Allied Order of Battle*114
- Allies (Organisations)*113
- ASOCOM*113
- Clio*115

<i>Majestic 12</i>	113	Vehicles	43, 53
<i>Rangers</i>	114	Vehicles (Chapter)	74
<i>SOE</i>	115	Veteran (Specialist Package)	15
The Axis	118-125	Visibility and Range	33
Axis Organisations	119-121	von Thaler (Stats), Sigrid	121
<i>Axis Order of Battle</i>	119	Vrill Magic (Special Power)	27
<i>Blutkreuz</i>	119	Vrill	178
<i>Ahnenerbe</i>	121	Vulnerability	29
<i>New Vrill Society</i>	120	Walkers Constructed as Gizmos	58
The Damage Tracker	34-35	Walker Tables	78-79
The Espionage Campaign	134-135	Walter, Lara	121
The SSU	125-131	Wanted	29
<i>Jnetzi</i>	127	War Department (Specialist Package)	13
<i>NKVD</i>	127-127	Weapon Gizmos	52
<i>SMERSH</i>	126	Weapon Specialist (Specialist Package)	15
<i>SSU Order of Battle</i>	125	Weapons Tables	70-73
<i>SSU Organisations</i>	126-127	Weapons and Equipment	60
Thrown Weapons	43	<i>Allied Weapons</i>	60-61
Totenmeister(Stats)	151-152	<i>Axis Weapons</i>	61-63
Totenmeisterin	122-123	<i>Common Military Equipment</i>	64-65
Totenmeisterin (Special Power)	29	<i>Covert Equipment</i>	66
Training Packages	11	<i>Covert Firearms</i>	67
Travelling	164-166	<i>Covert Melee Weapons</i>	68
Turing, Alan (Stats)	94	<i>Explosive & Incendiary Devices</i>	66-67
USMC (Specialist Package)	15	<i>SSU Weapons</i>	63-64
Übermensch	178	Wehrmacht (Stats)	152
Übertoten	152	Willpower	22-23
Unarmed Combat	33	<i>Badass</i>	23
Untertoten	142	<i>Defiant</i>	23
Untertoten (Special Power)	27	<i>In Control</i>	23
Unique Encounter (Specialist Package)	16	<i>Mental Defense</i>	23
United States Organisations	108-109	<i>Mind Over Matter</i>	23
Use (Vehicles)	43-44	Winter Child (Stats)	129
VK	177-178	Wolf, Angela (Stats)	122
Vampiric Drain	27	Wounds, Healing and Recovery	37-39
Vehicle Gizmos	52	Zverograd	97

IN THE HEAT OF BATTLE HEROES EMERGE.



www.dust-models.com
your source for DUST heroes.



ACHTUNG! Cthulhu™

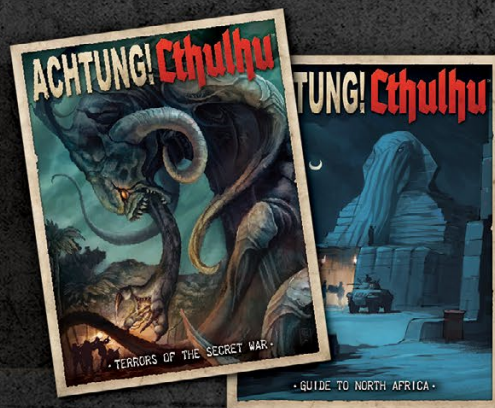


CORE GUIDES TO THE SECRET WAR

- Investigator's Guide
- Keeper's Guide
- Limited Edition Secret War Combined Volume

SUPPLEMENTAL SECRET WAR GUIDES

- North Africa
- Eastern Front
- Pacific Front
- Terrors of the Secret War



CAMPAIGNS & ADVENTURES

- Shadows of Atlantis Campaign
- Assault on the Mountains of Madness Campaign
- Zero Point Series
- Adventure Series

The Secret War Has Begun!

CROSS-OVERS WITH MAJOR GAMING WORLDS

- Secrets of the Dust (Paolo Parente's Dust)
- Power of the Gods (Godlike)
- Interface 19.40 (Interface 2.0)



BOARDGAMES

- Shadows Over Normandie Wargame
- Secret War Co-operative Game

GAME ACCESSORIES

- Full range of 28mm Miniatures & Skirmish Game
- Floor Tiles
- Secret War Dice
- Customisable GM screen



MERCHANDISE

- Secret War Patches
- Cthulhu Mug
- Nazi Zombie Mug
- Secret War T-Shirt
- Poster Set

THE FULL RANGE OF ACHTUNG! CTHULHU BOOKS, MINIATURES, GAME ACCESSORIES & MERCHANDISE IS AVAILABLE AT

www.modiphius.com