

Zuftwaffe 1946

ROLEPLAYING GAME



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ABOUT THE ACTION! SYSTEM

The *ACTION! SYSTEM* is a set of rules for role-playing adventure games developed by Gold Rush Games. It is designed to be easy to both learn and play, while offering flexibility for all types of players and genres. The *ACTION! SYSTEM* is written to emulate the same kinds of stories you might read in books or comics, or watch on television and movies. Using the *ACTION! SYSTEM* you can create characters and stories as fun and exciting as any you have seen, heard, or read. We think the most fun of Action! is to create wholly new stories, but no one kind of interactive storytelling is favored over another. With the *ACTION! SYSTEM* rules you can create characters and play games in nearly any setting, creating exciting adventures and interactive stories. You can play an honorable samurai, brave Musketeer, superhero, Wild West gunslinger, or just about anything else you can imagine. If you can imagine it, *ACTION! SYSTEM* gives you the tools to tell your story interactively.

ABOUT BATTLEFIELD PRESS

Battlefield Press is the publisher of the *Cityscape* and the *Trius Fantasy Campaign Settings* for the d20 system and the *Luftwaffe 1946 Role Playing Game* and Eric Flint's *1632 Role Playing Game* for the Action! System. The company has plans to publish several dual system books including *Pulp Fantasy* both using the Action! System and the d20 system. Battlefield Press is a privately held company with corporate offices in Shreveport, Louisiana.

ABOUT THE AUTHORS

Jonathan M. Thompson began his gaming career in 1980 with friends at his elementary school as a way to eliminate the boredom that was called the lunch break. He reads enough to own his own library (at least according to others) and is interested in many genres and systems owning at this time more than fifty individual core systems (which doesn't count supplemental material for those systems). He is the author of *Cityscape: Corporate Supers*, **Eric Flint's 1632 Role Playing Game**, *Trius Fantasy Campaign Setting* also a contributor to Eden Studios *Waysides: Book of Inns and Taverns* and the Sean K. Reynolds project *Hungry Little Monsters*. He also co-authored the book *Cityscape: City on the Nexus of the Omniverse* (for the d20 System) with B. L. Sisemore. Jonathan currently resides in Shreveport, Louisiana with his beautiful wife and eight year old son.

Michael Scott has been playing and writing games since the early 1970s. He began playing miniature games while he was in the USAF, based in California and Thailand and designed his first game, **Starguard**, shortly after he left the service and had returned to his native Utah. Shortly afterwards, he traveled to Biloxi, MS and began working with Lou Zocchi's Gamescience Corp. where he became the co-designer of *Star Patrol*, *MiG KiLLERS*, *Starfleet Battle Manual*, and **Strike Team Alpha**. Scotty is heavily involved in SF fandom and was one of the original committee members of Coastcon and is a member of Star One Delta in Baton Rouge, where he and his wife Jessica currently reside along with ten-plus cats. His daughter, Jessica LuAnne Styons, is a librarian and he has a wonderful genius granddaughter, Lucy Marie Ferry, whom he indulges constantly.



IN THE BEGINNING

I spent my first 10 years of my life in Japan and can only remember the second half of that in detail, yet a strong connection with my country of birth is still with me, and whenever people start to compare Japan and the United States on any given subject, I look upon both points of view equally.

I knew very little about the period called the Second World War when I was growing up in Japan. My first real indication that this important period happened was when I was in first grade in the elementary school, Fussa's Dai-Ichi Shogakko. I was helping other students carry out school supplies from an abandoned classroom converted into a storeroom when I noticed a poster showing a long list of Japanese chronology just above the chalkboard. What caught my eye was a puzzling period during Showa years 16-20 (1941-1945) called the "Pacific War." My first impression was that this was a time when the Japanese, Australians and the Americans fought against the island nations of the Pacific Ocean. I actually let it go at that assumption until I reached second grade, when I read a particular episode of "Obake no Q-taro" ("Q-taro the Ghost") in the weekly Shorten (Boys') Sunday anthology manga (comic book). In that episode, the friendly ghost Q-taro was playing baseball with the rest of the kids when he fell into a hole in the catcher's mound. When he woke up, he later found out he was in a duplicate of a town that was built underground during the "war" to avoid getting hit by enemy bombers. I didn't know who this enemy was until I read the "Tetsujin 28-go" ("Ironman #28") series, created by Mitsuteru Yokoyama, in the monthly Shonen anthology manga that the same year.

It was from this series that I realized that the "Pacific War" was bigger than I'd suspected because Japan had fought against the mighty America. For those who aren't familiar with Tetsujin 28-go, it's a fictional story about Japan's attempt to build a giant armored robot to defend against attack from the United States based on a popular Japanese political cartoon from the latter part of the war showing a supergiant robot walking over and crushing New York. Although the 1950s version of Tetsujin 28-go started as a large, human-type robot (about 15 feet tall) looking like a Frankenstein monster, the updated version was closer to the wartime cartoon style, though much smaller (about 35 feet tall). In the early 1960s version, Tetsujin 28-go began its life as a secret weapon project conducted inside a large bunker hangar on a remote island.



This idea may have been influenced by a real Japanese secret bunker hangar that was unknown to the Allies during World War II and was discovered after the war, in December 1945, by a surprised US Marine Corps study team on an remote island called Chichi Jima, which had been a target of many American sorties (including one by a young Ensign George Bush, who nearly lost his life when his Avenger torpedo bomber was shot down, killing his two other crew, in September 1944) against its above-ground radar station, which could track the flight of the B-29 bombers heading for Japan. The true nature of its existence was never revealed, yet the underground bunker hangar, named the Kiyose vault, was huge, measuring 120 feet long and 16 feet wide, large enough for stolen treasures, an idea popularized by the discovery of secret Nazi loot just a few months earlier, or an assembly area for a military secret weapon, as many Japanese hoped to believe. Such secret projects, in addition to the existence of the previously unknown giant battleships Yamato and Musashi only known as the Superbattleship Number 1 and 2 to a limited number of military personnel, not to mention the virtually unknown supercarrier Shinano, were enough to fuel the imagination of the postwar Japanese population.

Gojira, released in 1954, contained a hidden message against the American bombings of the war. It was obvious to the veterans, but when I saw it much later in the theaters, I was more fascinated by the details of the sets than the monster in a rubber suit. Of course, after it was revised and reintroduced in the United States as Godzilla in 1955 with the addition of Raymond Burr, much of the anti-war message was lost in the succeeding series of films. I was far more interested in the mechanical aspects of the story than the political message. The first real science fiction series that I was interested in was Tetsuwan (Mighty) Atom, better known as Astroboy in the United States, created by Osamu Tezuka. This was my first conversion.

Tetsuwan was cute enough for a youngster like me to enjoy without the fear of getting scared, and the best part of the series was the clever storyline. You really got to know the characters, especially the supporting ones like Ochanomizu Hakase and Hige-oyaji. This was when I was introduced to the wonder of "phony tech," technological drawings that looked good enough to be convincing but were realistically impossible. While both my younger sister and I enjoyed the Tetsuwan Atom series for years, I was beginning to grow out of it and started to look for something little more serious. I didn't have to wait too long because, in the same Shonen anthology series was aforementioned giant robot series "Tetsujin 28-go," better known to Americans as Gigantor.

This brainless giant robot, controlled by a kid, filled the average boy's fantasy of having a big brother and/or guardian to protect him. Since I myself never felt threatened during my childhood days, I saw Tetsujin 28-go as a mechanical fantasy, just like Atom. Mechanics that were involved in science-fiction interested me greatly, especially where internal and/or exploded views were profiled. The main difference was Tetsujin was based in the past (World War II history) and the present, while Atom was in the future. Ironically, in the

Gigantor version, the year is supposed to be 2000, while Tezuka's Atom was born on April 7, 2003.

Eight Man (Tobor the Eighth Man), Atom, Tetsujin, Submarine 707 and Super letter all provided me the will to draw my own mechanical designs. The only main drawback was that back then, when I was just 8-10 years old, I couldn't figure out exactly how Tetter's timewatch and Ryusei-go (Meteor) timecar worked.

My last mechanical task in Japan was when* my schoolmates and I were designing a five-foot-tall walking robot for our 4th-grade school project and I was the design leader. It was made of wood, rope and actual mechanical gears that I adapted from a walking Tetsujin toy by up-scaling them. When I was told that my family was moving to the United States, I thought it was temporary. So when I left, I also left my project by turning the responsibility over to my teammates. I thought that I would return in a week or two, but it turned out to be permanent. I never did find out if my teammates finished the project or not.

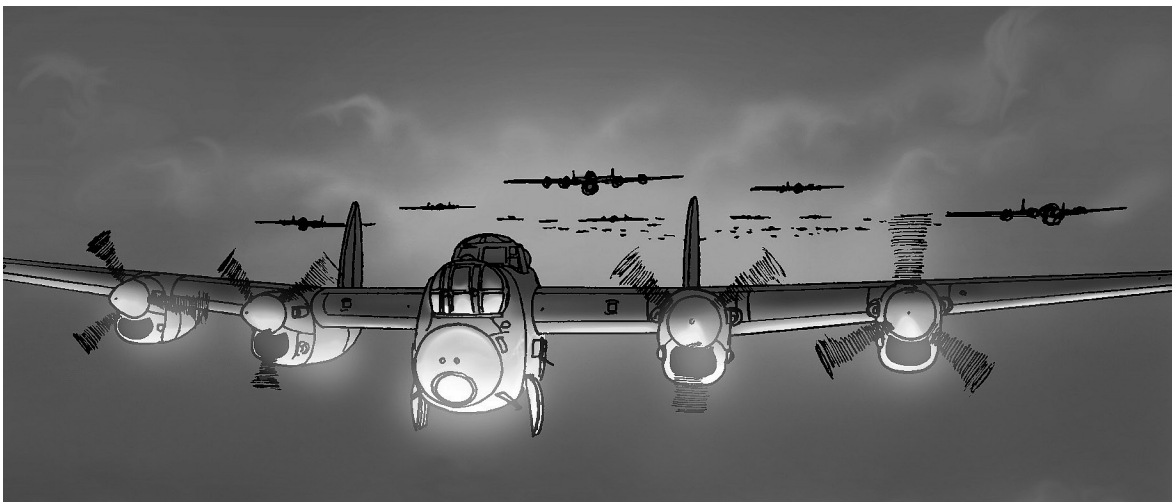
A year before our family's departure, a curious subject came to my attention: Germans. Called Doitsu-jin (Deutsch people) by the Japanese, to me they were no different from Igrisu-jin (English), Furansu-jin (French) or Roshia-jin (Russians). But when Tezuka created the V-3 series to counter the popular Tetsujin, I thought that since they built their own giant robot around the same time, they must be like us. This notion was reinforced when my cousin took me to a movie in 1965 (which became known as Frankenstein Conquered the World in 1966) in which Germans and Japanese share information by submarine. This movie also gave me the first clue that a massive explosion had occurred in Hiroshima. Little did I know that this subject of Germans, and Nazis in particular, would become a big deal in my lessons in history.

In my new life in the United States, I maintained my interest in Japanese manga, but it gradually changed, because at the height of the Vietnam War, there were far more war comics than science fiction ones. Some of the best artists were working on the subject at the time, and the one that really caught my eye was Russ Heath. His works became my second conversion.

Heath, who did most of his work in DC Comics' Sgt. Rock and G.I. Combat series, had mechanical detail, along with his human drawings, that looked far superior to those of any Japanese comics I'd seen. I was converted, and after that, my main drawing subject became the World War II era. Japanese manga became a secondary influence until 1973, when Kodansha introduced the "Ai to Makoto" (Ai and Makoto) series by Takumi Nagayasu in their Shonen Magazine weekly anthology manga. That became my third conversion.

Nagayasu's style was nearly as detailed as Heath's, but with more emotional scenes set in a high school drama that fit this teenager's imagination perfectly. Although my high school experiences were far milder than this fictional story, the characters were still a strong part of it, and as a whole, it became a prototype for my own style of drawing. My attention to female characters evolved from my girlfriends, and my mechanical interests were spawned again after I got my first motorcycle. Joining the USAF after that completed the circle. With new fighters being tested at my first base assignment at Edwards AFB, the subject of World War II almost took a back seat—that is until the subject, or more accurately, censorship of the swastika came up.

Originally, my main interest in World War II was the American warplanes. Compared to the dull-colored planes from other major nations, the Americans made theirs works of art. They were bright, colorful, and often decorated with pin-up art of jmlf-naked ladies. Even the B-29s, the very bombers that killed hundreds of thousands of Japanese, looked almost beautiful in the air, so much so that even the Japanese fighter pilots had respect for them. I started to buy mostly plastic models of the late-war American warplanes, but occasionally bought "enemy" ones to balance the play battle scenes, especially after I started to watch the Twelve O 'Clock High TV series.



The first plastic model of a German fighter I got was 1/48th-scale Monogram's Me-109 kit, which was based on the Bf-109E-3. I liked the toy-like foldable landing gear, but there were markings for just one aircraft (with a flight leader's single chevron) and no swastika! Since all the photos, TV shows and even comics depicting the Bf-109 showed the swastika, I thought this was a rare mistake. I ended up drawing the swastika by hand, but I was never satisfied with it. The Japanese Zero kit from the same company had incorrect, Army-type fin markings also, so I thought this was a common thing. After all, the models were still toy-like. Then I got their excellent Fw-190 kit. I was so amazed by their range of choices for weapon systems and markings that despite it not featuring the folding gear, I was very satisfied with its quality. And it featured an accurate-sized swastika! I took Monogram's kits more seriously and abandoned the less accurate Aurora and Lindbergh kits of the same scale. The quality of Monogram kits continued with their excellent Me-262 and Do-335 kits.

But size-wise, I still liked Revell's big 1/28th (actually closer to 1/27th) World War I and 1/32nd-scale World War II warplane kits.

The level of accuracy was not as good as Monogram's later kits, but at least their Me-109F and Me-109G kits had the swastika. Then came the big disappointment. The new Ju-87B Stuka kit had great-looking cover art, but no swastika! The kit cost \$3 back then, and since I didn't want to go through the hassle of drawing swastikas again, I dropped the kit from my list of buys. The same went for their Fw-190D kit. Then in mid-1970s, the Monogram Fw-190 kits had their swastikas removed! That was the final straw. I stopped buying Monogram and Revell kits and switched my choices to the slightly more expensive Japanese-made brands. At least they had the swastika, even though some of their kits were 1/50th rather than 1/48th as the labels claimed. During the 1980s, when the MFC brand (England's Airfix molds repacked in the USA) included the swastika on their German kits, they also include careful idiot-labeling indicating that this was for historical accuracy and not in support of its ideology. I bought many of their kits, but unfortunately their production didn't last long enough. By then, swastika decals had become more affordable and I was able to switch back to my favorite Monogram brand, but then they quit making German kits!

Being educated in America and thus thinking that we're a free-press society, I found the obvious censorship of history highly insulting to my intelligence. Thus at the beginning of the early 1970s, I made a more careful study of Nazi Germany and found out that their atrocities were not much worse than what other major countries had done to their people and their neighbors throughout the centuries of warfare. Focusing on only a selected few seemed not only unfair but inaccurate. Telling only half-truths was just as bad as telling half-lies. Hatred among people for others seems to depend on where you came from. Fortunately, I was not taught to hate anybody, and since you can't hate people that you've never met, I couldn't hate the bomber pilots who killed a lot of people. It wouldn't have made a difference if I had. Unless they've committed crimes personally, you can't blame others just by association. Unfortunately for many others, many innocent people have died throughout the centuries just because somebody told them that they should hate others. Stupidity is not□

For this reason, I started to create stories based on fact and not ideology. Since most of the famous works in books and Hollywood have fictional characters corrupting the accuracy of history, I decided to create a fictional history with fictional characters. The genesis of Luftwaffe: 1946 was born. The year was 1969.

It was in this year that I finally got to see two excellent movies, 2001: A Space Odyssey and Planet of the Apes. 2001 gave a glimpse of one possible future, though I was more fascinated by the concept of the "Monkey Planet." That movie made me wonder if some intelligent beings had lived before there were humans. The concept forced me to rethink our established history, and after only a little reading, I discovered that Earth is full of myths and misconceptions. The stories started to grow in many fragments. Then in 1981, it was decided to combine them all into what became part of the "Families of Altered Wars" concept, and first of the series, titled Tigers of Terra, was introduced in 1986.

The rest, as they say, is history—my history that is.

Ted Nomura



INTRODUCTION

Luftwaffe 1946 is part of Ted Nomura's arcing story of another universe; *Families of Altered Wars*. Ted is a Japanese-American who grew up with an avid interest in comic books, motorcycles, airplanes, and girls. He enlisted in the US Air Force and served in both the regulars and the active reserve. His Air Force exposure to hot aircraft only fueled his desire to create and publish a fantastic alternate universe in graphic form.

Families of Alternate Wars tells the story of our world, diverging from our familiar history with the mysterious Tunguska incident that occurred in 1908. In Ted Nomura's alternate history, this incident was caused by the destruction of an alien spacecraft. The repercussions of that destruction have had a domino effect down through the twentieth century and continue into the twenty-first, as the courses of lives and the historical impact of those lives change history irrevocably.

Ted Nomura tells his story through the history of several important pivotal families. His graphic novels touch again and again on these families down through the years, showing how they react and impact to the historical events of this and the next century.

Ted's love of airplanes led him to use them as the signposts of his alternate universe. *Luftwaffe 1946* and *Tigers of Terra* enabled him to showcase the most unusual and the most significant aircraft ever conceived- even those planes that only existed on paper or as wooden mockups. In the *Families of Altered Wars* universe they live anew and you get to see the Horton flying wings, the jet-powered Shinden, and the mach three F-108 Rapier.

Ted also loves to draw the female form. In his *Families of Altered Wars* world, men and women are equal in the skies over the battlefields, and in the future of *Tigers of Terra*, after a devastating biological attack, it

is the women who take on the primary responsibility for fighting in the conflict for the planet Terra on the far side of the Sun. While his stories have many important male protagonists, it is the women, such as Reina Siddely and Dora Oberlicht, which are the primary focus. In the *Luftwaffe 1946* stories, it is the Angels of the Luftwaffe, the Screaming Angels, and the Nightwitches, that provide the tense drama (and relieving comedy) for Ted's universe.

It is this mix of airplanes, women, and combat that are the hallmark of Ted Nomura's sweeping epic. I hope that we have conveyed some of that with this first book of role playing rules based on the *Families of Altered Wars*.

WHAT'S A ROLE-PLAYING GAME?

Many people think they don't know what a role-playing game is. We have all taken part in interactive storytelling in one way or another. As children we role-played "Cops and Robbers" and "Cowboys and Indians" along with other make-believe games. Sometimes a dispute would arise as to who could do what. As children, many of these issues worked themselves out. Adults are

often exposed to role-playing in improvisational theater, corporate and technical training classes, counseling sessions and so on. In fact, most law enforcement academies use role-playing to evaluate the performance of recruits as part of their "final exams," before they are allowed to graduate.

Simply put, a role-playing game (RPG) is a form of interactive storytelling with rules. The rules guide play, gauge the performance of our fictional characters, and provide a sense of "fairness."

During a game session, all of the players act, or "play," the roles of characters in the story. These roles are called Player Characters (or PCs for short). One player acts as a moderator or "referee" and is called the Game Master (or GM for short). The GM generally prepares the basic elements of the story ahead of time, describes the scenes and events of the story as they unfold, and tells the other players the results of their characters' actions.

In *LUFTWAFFE 1946 ROLE PLAYING GAME*, dice are used to generate random numbers to resolve certain events, such as whether a character can successfully navigate a car through an obstacle course or jump over a rolling barrel without falling.

The following section gives an overview of the rules. If you're new to role-playing, you should read through this section first.

WHAT DO I NEED TO PLAY?

The only things you need to play *LUFTWAFFE 1946 ROLE PLAYING GAME* are this book and three six-sided dice.

This Book

The rules of the game are found throughout this book. They describe everything from creating your character through how to resolve combat to the effects of falling. All of the essential tools you need to play a role-playing game are here. You should read

through the rules to become familiar with them and knowledgeable about how to play, especially if you are going to be the GM.

You can always refer to the book during the game if you have a question.

Dice

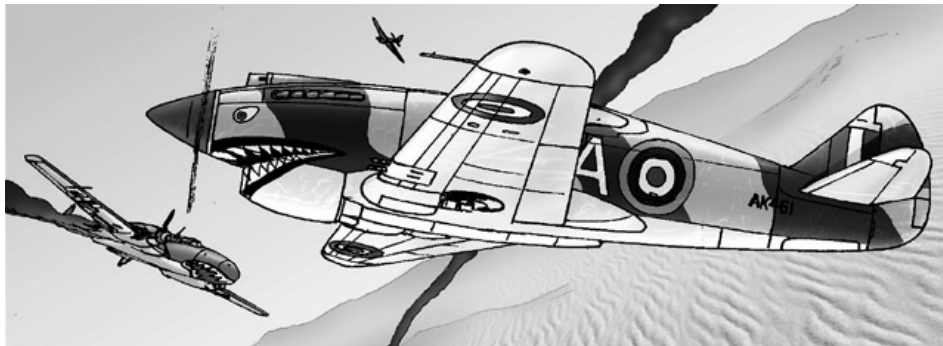
You'll need at least three regular six-sided dice to play the game. It's best if all of the players have their own set of three dice. Only one person will need to roll dice at a time, however, so if you don't have enough for everyone you can just use one set and share them.

HOW DOES ACTION! SYSTEM WORK?

In this section we present a quick overview of the most basic rules of the game.

Dice

ACTION! SYSTEM rules use three six-sided dice. It's traditional to abbreviate "three six-sided dice" by writing "3d6." In this custom,



the first number is the number of dice being used (in this case 3) and the second number represents the type of dice being used (specifically, number of sides they possess), so “d6” means “six-sided dice.”

Six-sided dice are the common, square-shaped dice that can be found in many board games. They can also be purchased in many general department stores, but chances are you have at least three of these dice somewhere in your house, in other games.

The GM

One member of the group assumes the role of moderator and controls the Non-Player Characters or NPCs for short. This player is known as the Game Master, or GM.

In situations when the rules are unclear or need to be applied in a new or unique way, the GM uses his or her best judgment. The GM also constructs the basics of the game. Basics include the setting, theme, NPCs and some goals for the players' group, normally called a Party, but also referred to as a Team, Troupe, Group, or Cabal. We'll talk more about what makes a good Game Master later in this book.

Players and Characters

Each player has a fictional character, called a Player Character (or “PC”), a made-up person that the player will use during the game. The player chooses what his character does and says during the game.

Players are in no way assumed to actually *be* their characters. Players are real people. Characters are pretend. Think of the player as an actor, and the PC as a role that the actor is playing in a movie or play, and you'll begin to get the idea.

Attributes & Skills

Each character has attributes and skills that represent the character's personal ability or aptitude in various areas or for performing certain tasks.

Each attribute and skill has a numerical score. This score tells you how strong or proficient the character is in that area. Most characters will have scores from 1 to 10, which represents the normal human range of ability.

Attributes

There are six attributes, which are arranged in two groups: Body and Mind.

Each group contains a Power Attribute, an Aptitude Attribute and a Resistance Attribute.

New attribute groups can be added, providing more variety and additional attributes for characters, but the basic *LUFTWAFFE 1946 ROLE PLAYING GAME* rules use only these two.

Skills

Each character also has skills, which represent the character's general ability or aptitude in various tasks. There are skills for arts and crafts, using weapons, and even diplomacy. Skills reflect how good your character is at what he knows.

Skills are also arranged into groups. Each group contains from 5 to 8 related skills.

Each skill is associated with a specific Attribute Group. Persuasion, for example, is associated with the Mind Group, whereas the Swords skill is associated with the Body Group.

When a character attempts a simple task, such as walking or opening an unlocked door, the player doesn't need to roll dice. But

when a character attempts an action that has a chance of failure (such as attacking an opponent or maneuvering a car through an obstacle course), the player must make a skill roll.

Skill Rolls

Skill rolls are used to determine if a character is successful at some attempted action or task.

Players decide if they want their character to perform an action. An action can be as simple as walking through a door, which would not require a skill roll. Sometimes there is a level of skill involved in performing the action, however, so the player may need to make a skill roll for his character. The GM decides whether or not an action requires a skill roll.

Attribute + Skill

If the GM determines that a player's chosen action requires a skill roll, the GM determines which Skill and which Attribute (from the Attribute Group associated with the skill) apply to the task.

If a character attempts to shoot an opponent with a revolver, the player must make a Pistols skill roll. Because the Pistols skill is associated with the Body Group, the GM must choose Strength, Reflexes, or Health as the attribute that the player uses with the Pistols skill. The logical choice is Reflexes, the Aptitude Attribute for the Body Group.

Difficulty Levels and Target Numbers

The GM then determines the Difficulty Level (or “DL”) of the action being attempted. Each Difficulty Level has an associated Target Number (abbreviated as “TN;” see the *Difficulty and Target Number Chart* on page 41). The more difficult the action being attempted is, the greater the Difficulty Level and the higher the Target Number.

The Target Number is the number that the player must meet or beat when making a dice roll in order for the task to be successful. A Target Number of 18 would be shown as “(TN 18).”

Making the Roll

To make a skill roll, a player rolls 3d6 and adds his character's attribute and skill scores to the number rolled on the dice. If this new total is equal to or more than the Target Number, the attempted action is successful. If the total is lower than the Target Number, the attempt fails.

Attribute Rolls

Attribute rolls are made much the same as skill rolls, with the GM determining a Difficulty Level and assigning a Target Number. The difference is that instead of adding an attribute score to a skill score, the player simply doubles the character's attribute score and then adds that number to the dice roll.

Damage

If a character suffers injury, such as from being hit by a weapon or falling into a pit, the injury is represented by *damage points*. Damage points are subtracted from the character's Life Points. When a character's Life Points are reduced to 0, the character is dying.

CHAPTER ONE: THE WORLD AT WAR

At first glance, history appears to be set in stone, and events happen because they are meant to...ordained to occur on an arbitrary date on a calendar by a supreme plan. This is entirely an illusion, and sometimes, like rolling dice, the fortunes of individual people--and even the destinies of nations and planets--make unexpected turns and run in unforeseen directions.

Such was the epic conflict of the Second World War.

The central character of this tragedy of nations was Germany. Defeated and destitute at the end of the "War to End All War", Germany plunged into chaos in the 1920s. The country's savior--and curse--emerged from this maelstrom, the National Socialist Party, better known as the Nazis, led by the Austrian-born German Adolf Hitler. Hitler, a soldier in the German Army, was assigned to infiltrate and report on the Nazis just after the end of the First World War. Instead of spying on them, he usurped the Party leaders, and transformed the Party from a mob of lunatic fringe misfits into a disciplined militant force. Hitler led an uprising to overthrow the German government in Munich in November of 1923--and failed.

Imprisoned briefly for his crimes, Hitler found a new vision for the Nazis and for Germany, and codified this vision into the book *Mein Kampf*. With the profits of the book's sales and the millions of new Nazi converts he transformed the Nazis again, making them a mainstream political force in Germany. As the Great Depression came and many ordinary Germans suffered from hardship, Hitler maneuvered the Nazi Party into becoming the perceived remedy for the nation's economic and political ills. By 1932, the Nazi Party has risen to the heights of supremacy, and Hitler was elected the chancellor of Germany, under the president Paul von Hindenburg. With the death of Hindenburg the following year, Hitler took the title of *Fuhrer*--becoming the supreme leader of the Germans.

As he transformed the Nazi Party, Hitler would transform the German people. He oversaw a massive military buildup and achieved a series of bloodless conquests of Germany's immediate neighbors. By the middle of 1939, Adolf Hitler had unified the entire German-speaking world under his swastika banner. The Nazis brought about a total restructuring of German society: all other social organizations were either banned and forcibly dismantled or co-opted by subsidiaries of the Nazi Party. The Nazis ran the legal courts, the schools, the medical system, and the civil service--and replaced the local police forces with the SS (a cabal that originally was merely the bodyguard force protecting the Nazi elite). One result was that the Nazi's anti-Jewish doctrine became law, and the Jewish minorities in Europe were stripped of their citizenship and property...and at first deported to other countries...until the

extermination camps for the "Final Solution" were established after the start of the War.

The rebirth of the German military machine was a particular triumph for Hitler, which he brought about in spite of the Versailles Treaty, which forced many limits on what Germany could with its Army and Navy. At first, the German generals and admirals found loopholes in the Treaty and exploited them. They embraced new technologies, especially in regards to tanks, submarines and air power. New machines meant new warfare doctrine, which they tested initially in military training exercises...and tested again under fire in a war that served the Germans as a combat laboratory--the Spanish Civil War of the later 1930s. When Hitler finally renounced the Versailles Treaty in 1935, the German war machine was rapidly becoming the best in the world.

Hitler's ambitions were of global scope, and he needed partners. He found them in dictatorial regimes like his own. His first and most important ally was Italy, led since the early 1920s by the Fascists under Benito Mussolini--Il Duce. The Italians received much of the territory ceded to the Allies from the Turks at the end of World War One, mainly in Africa and the Middle East. Italy accomplished an arms buildup of its own, with the excuse of policing its own empire. Together, the Germans and the Italians helped the "Nationalist" cause to victory in Spain. Like Germany, Italy won new lands in the Thirties by unprovoked invasions, namely Ethiopia and Albania--the latter with German diplomatic assistance. By the middle of 1939, the two nations formalized their relationship as the Pact of Steel--the Axis.



Germany's second ally was Japan, which had been conquering portions of the Asian mainland since the early Thirties. By 1937, while the Spanish Civil War kept the European nations occupied, Japan's war with the Chinese Republic escalated to full intensity. The Western powers were content to play both sides of the Sino-Japanese War against each other, often selling arms to both nations (in particular, the United States). As well, there was a border conflict with the Soviet Union in Outer Mongolia that led to a brief undeclared war. Finally, Japan was undermining the disarmament treaties the other nations in the world had imposed on one another, to the benefit of her navy. With her own territorial ambitions in conflict with Great Britain, France, the Netherlands and the United States--and in harmony with the Axis plans--Japan was a ready ally.

The democracies of the West were at first too much involved with internal problems to pay attention to the exploits of the Axis dictators. The Great Depression meant that politicians were forced to deal with domestic economics and social programs before the rebuilding of armies and navies. When press of the carnage and

horror in Spain and China appeared in the West, the shock brought about a call for rearmament--which was slow to find momentum.

The next point of conflict was Poland. Relations between the Poles and the Germans were turning sour fast, after the German annexation of Czechoslovakia. The Poles had a mutual defense pact with Great Britain and France--but Hitler's main obstacle was Russia. Even though the Nazis and the Bolsheviks were enemies in the contest for the German people, the current regime in the Soviet Union, led by Josef Stalin, had enough common ground with Hitler's that a diplomatic solution was possible. After months of high-level talks between Hitler and Stalin, Germany and the Soviet Union signed a non-aggression pact. Within days, a crisis on the German-Polish border broke--giving the Germans an excuse to invade Poland. Within 48 hours, the French and British declared war on Germany.

Poland was defeated in less than a month--divided between the Germans and the Russians. The speed and horror of the German side of the conquest brought a new word to the language: Blitzkrieg. But the greater war was mostly limited to sea battles between the German and British navies...and leaflet raids by the Royal Air Force on Germany. There was a bizarre dichotomy of events in Europe as 1939 closed; war in Poland--and later Finland, as the Soviets invaded there in a bid to consolidate their hold on the Baltic Sea; uneasy peace on the Western Front, as Britain and France braced for German action. The West tried to intervene in Finland, with the French and British raising expeditionary forces...but Sweden drew a line of death in the sea, threatening to join the Russians against the Finns if the West tried to send their forces through Swedish waters. The Russian invasion faltered for a while under tough Finnish resistance, but finally broke through in the early spring of 1940 and forced the Finns to surrender.



There were other sideshows to the war. In the Near East, the Turks and French Syria (which had been taken from Turkey as part of the partitioning of the fallen Ottoman Empire after the First World War) struggled over the hinterland of Hatay, claimed by both sides. When war was declared in Europe, the Turks took the opportunity to side with the Axis against the West. With material aid from Germany and Italy, the Turks drove through both Syria and British-held Iraq in their own blitzkrieg. The Turks made a new military alliance with the Shah of Iran, who was also in the Fascist camp.

The next high tide of the war came in spring of 1940. The German armed forces invaded Norway, the Low Countries and France, repeating the rapid success of the Polish campaign over Western Europe. By the end of June, the French were done with the war--and events would drive a wedge through what remained of the Anglo-French Alliance. Just when it looked like there would be a showdown between the German Luftwaffe and the British Royal

Air Force over England, the unthinkable happened--a cease-fire was announced in August and hostilities between Britain and the Axis tapered off. Once again, there was an uneasy peace in Europe, which the British took advantage of by rearming and by strengthening their political relations with America. The Germans seized the French fleet for its own--converting some of the capital ships into aircraft carriers to challenge the Royal Navy's air superiority.

With France and Holland conquered, the Axis could cede the vanquished nations' Eastern Asia colonies to Japan, who immediately took over French Indochina and now had its eyes on Dutch Indonesia and Malaysia. Before the war, the French were in another dispute--this time with the Kingdom of Siam. With the French removed from the table, the Siamese welcomed the Japanese as neighbors and allies.

The peace in Europe would break again--this time in the Balkans. Just as the British and the Germans were taking a breather from the chaos of the French campaign, the Italians invaded Greece from Albania--and were beaten. The Greeks even had the audacity to counter-invade into Albania and by the start of 1941 had seized a 30-mile thick area off the southern side of Albania. This left the Axis no choice but to plot new vengeance with the new year.

The Germans used the time of the Axis/Britain truce to move troops and materiel east, to the Axis satellite nations of Hungary, Rumania and Bulgaria. In April, they invaded Yugoslavia and Greece (the latter brokered a new defense treaty with Britain, who supplied an expeditionary force mainly made up of colonials from Australia and New Zealand) and conquered them both in about a month. (The excuse for the Yugoslavian conquest was a military coup by the Yugoslav army against its kingdom.)

With the truce now broken, the British retaliated in Northern Africa in the Libyan deserts and the Ethiopian mountains--and on the high seas of the Med and the Atlantic. The British also attempted an invasion of Iran--and failed, because of new German weapons in the hands of the Persians.

In May, the epic clash of the German flotilla led by the super-battleship Bismark against the cream of the British Home Fleet off the coasts of Ireland and France. As well, the German U-Boat war against British merchant shipping shifted into high gear--causing the United States to take a more active role in partnership with the British.

In the North African deserts, the British Army was soon challenged by the German Afrika Korps, now brought in to fight alongside the Italians. With terrain relatively easy to take but near impossible to defend, a "seesaw" war of mechanized forces attacking and counterattacking ensued for many months. The British succeeded

in ousting the Italians from Ethiopia, Somalia and Eritrea and returning the Ethiopian Emperor to his throne--with the help of thousands of black troops brought in from all over Africa.

The end of the truce also meant the start of strategic bomber raids between the Luftwaffe and the Royal Air Force. This spurred on the development of a new technology of the Germans'...jet and rocket propulsion. By the end of '41, both rocket and jet fighter planes were flying and being prepared for mass production. Several of these new planes were test flown by the expert woman pilot Hanna Reitsch. Because of her example, the Fuhrer would eventually allow the Luftwaffe to form elite combat units crewed by women.

The next phase of the War turned East, as the Germans began their assault on the Soviet Union at the end of June, across a 2000 mile front. The Axis invasion force numbered over three million men, with two and a half million Soviet men against them. Throughout the autumn, the advance of the Wehrmacht was near unstoppable. But then winter came. The Soviets learned well the bitter lessons of partisan fighting and winter warfare the Finns taught them the year before--now it would be the Axis' turn as students in the brutal classroom of the Russian Front. (The Finns returned to the War, and attempted to retake territory lost the year before.)

Out of desperation, the Soviets were forced to send women into combat, driving tanks and flying close-support aircraft. Even children were armed and sent to the front. But with little in the way of foreign aid, it seemed the Soviet cause was a lost one--and it would take the War transforming itself once again to even the odds.



With the Japanese now firmly in Southeast Asia, there was only one barrier between them and the oil-rich Dutch East Indies--the U.S. Pacific Fleet. Once again, there was a diplomatic crisis between Axis and the perfect victim. America was sending mercenaries into China to prop up the Republic of Generalissimo Chiang Kai-Shek. The Roosevelt government was demanding that the Japanese pull out of Indochina. The Japanese made their terms conditional that the American "Volunteers" also pull out of China. The talks broke down, and on November 30, 1941--The Date That Will Live in Infamy--the Japanese fleet attacked Pearl Harbor. The cream of the Pacific Fleet, including the flagship carrier Lexington, was caught in port and destroyed. Now America was in the War. Now America would claim the War as its own.

The meteoric conquests of the Japanese fired all along the Pacific Rim and into Australasia. By the end of 1941, the Japanese succeeded in taking Hong Kong, the Philippines, Borneo, Singapore, Guam, Wake Island and the Gilbert Islands. The Allies lost thousands of men in battle--and the survivors suffered again and again as prisoners of war, as the Japanese felt they could do as they pleased to their captives (because Japan had never been a party to the Geneva Convention).

The Japanese would continue to add territory well into 1942, taking all of Indonesia and Malaysia, Burma and the Solomon

Islands--and even took American soil, in the form of two islands in the Aleutian chain. Australia was threatened, as well as Ceylon and even the Persian Gulf, and the Allies sent in all the naval assets they could to block further advances by the Japanese fleet. In April, the British Eastern Fleet suffered a humiliating loss within sight of Ceylon--and only lack of fuel kept the Japanese from pursuing the survivors. But the political damage was done. Once Burma fell, the Indians rose up against their colonial masters and expelled the British, claiming their independence. Without the material support that Indian industry gave the Allies, the Chinese Republic was doomed--but managed to hang on. The supply lines were cut and the Allies were forced to fall back to East Africa and regroup.

Now that the German Army took the Caucasus passes (as part of its own Spring/Summer offensive in '42), an overland route between the German and Japanese spheres of influence had opened. Raw materials from the East would be exchanged for new war materiel from Europe. It was the Allies' darkest hour.

The Americans, needing a morale boost to back up their mobilization at home, sent a token bomber raid on Japan from the aircraft carrier Hornet. While militarily unsuccessful, it showed the Japanese military that while it could roam wherever it pleased, the homeland was still vulnerable and the Allied navies were still

a force to reckon with. The Japanese Navy was ordered to set a trap for the American carrier forces, and to this end, they sent a carrier force to Midway Island, an American outpost near Hawaii. But the Americans had broken the Japanese message codes and knew they were coming. The Americans sprung their trap first--and the Japanese lost four fleet carriers and many of

their best crewmen. With this sudden victory, the Allies now had the confidence to go on the offensive...in New Guinea and the Solomon Islands.

Another attempt at a morale-boosting quick victory was the disaster on the northern French coast around the town of Dieppe, as Canadian troops and British Commandos tried to destroy German defensive positions and were badly outgunned and outmanned.

In the Atlantic, the German Navy's U-Boats and surface warships were wreaking havoc on the Allied supply convoys. The Allies quickly developed countermeasures--mainly sonar technology, new maritime patrol airplanes and small aircraft carriers--but the U-Boats would continue to be a threat throughout the war. In spite of them, American materiel and troops crossed the oceans in great numbers and gathered in Britain and West Africa for the next phases of the war.

In the fall of '42, the Allies launched their next offensives...the Western Allies landed forces in Morocco and Algeria and routed determined French and German divisions there. The German Afrika Korps was now caught between two fires--the Americans and British to the West and the British advance from Egypt through Libya into Tunisia from the East and Southeast. Even though the Germans would introduce new weaponry--including

the latest tanks and “special tanks” (vehicles with legs instead of treads or wheels!), their days in Africa were numbered. With the Mediterranean Sea still contested by the British and Italian navies, resupply from Europe was becoming impossible.

At the same time, the Soviets were advancing on the Russian Front--they soon had an entire German army surrounded at the Volga city of Stalingrad. As winter came and the Germans failed time and time again to resupply or relieve them, their comrades starved, froze, and were killed in vicious street fighting. Radio Moscow would broadcast this message: “Every six seconds, a German soldier dies on the Russian Front...every six seconds...every six seconds...”

The Luftwaffe and the Royal Air Force now committed to strategic air campaigns over Europe, with both sides sending thousand-plane raids over enemy cities. American planes were now operating from English bases and adding their bombs to the fires in Germany--at great cost.

In the South Pacific, the Americans were beginning to gain the upper hand against the Japanese, despite losing two fleet carriers in as many months. In a desperate attempt to take the War to the West Coast of the continental United States, the Japanese sent a large scale flotilla east--which was met by an equally large American task force at Lousewake. The combination of dense fog and radar breakdowns meant a terribly confused fight, and some ships were lost to “friendly” fire. The Japanese were driven back, but the damage done to the Americans was enough to discourage any exploitation of the victory.

With the gamble of Lousewake lost, the Japanese were driven out of Guadalcanal. Australian airborne forces took the fight further into New Guinea. Finally, the Americans took a more personal revenge for Pearl Harbor and other defeats by assassinating Admiral Yamamoto, intercepting his plane and destroying it. Remnants of the Chinese Republican Army attempted a counterattack into Burma--they failed, but also weakened the Japanese grip on Burma and India.



In Russia, the Soviet and German armies fought each other to a stalemate in the spring of '43. In the Mediterranean theater, the Germans briefly took the British outpost island Malta, but then were forced to abandon Africa and prepare to defend Sicily and the Italian mainland.

The Axis nations were now at a precarious balance with one another. Mussolini was losing his grip on the Italian people as the Allies destroyed his military on the battlefield and through bombing raids against the mainland. But Germany and Japan both were sure of the inevitability of their own victory--at least in public. After all, even after counting the defeat in Stalingrad, the kill ratio on the Russian Front still favored the Axis 10 to 1, and the Japanese Navy was claiming that they had destroyed nearly 300

American, British and Dutch warships in the Pacific and Indian Oceans. However, Japan knew that the American industrial might they faced themselves was also helping Russia--since Japan wasn't at war with the Soviets, they could not stop Russian ships carrying American-made tanks and planes crossing the Pacific to the Soviet Union's Siberian ports. Some Japanese diplomats were talking about arranging an armistice between the Soviets and Germany, so the Germans could better aid Italy. Hitler and his ministers, now convinced that victory was theirs and soon, expressed their disinterest and planned the next offensive in the East.

The new German offensive would center on a town where the Soviets had driven a salient into the German lines: Kursk. Unfortunately for the Germans, the Allies had gotten wind of their battle plans. The Soviets sent massive numbers of troops and tanks to the area and fortified the lines. In a bizarre event of synchronicity, Luftwaffe and Soviet Air Force pre-emptive air strikes met head-on on the first day of what would become the war's most intense and vicious air-land battle. Like at Lousewake, the Axis gamble came undone, in spite of the fact the German Army sent in their best and newest tanks and ground-attack planes. The reversal of fortune was complete in a week; even though it cost the Soviets very dearly, they now had the Germans on the run. By September (two months later), the Soviets would have the Germans outnumbered 7 to 1, and by the end of 1943, the front had moved west to the Dniepr river.

In the Pacific, the Allies would make several advances against the Japanese in the South Pacific in 1943, but the effort at the time was more towards building forces for later efforts. Thanks to new ships and planes, the Allies won technical as well as manpower superiority in many battles. Admiral Halsey's forces drove through the Solomons, starting with Guadalcanal and then sweeping through the island chain before hitting Bougainville. The Solomons campaign would last into 1944, with the Japanese finally defeated in the spring. The Americans would also retake the Aleutians in a bloody infantry fight. Of the 3000 Japanese troops defending the outpost, less than 30 would leave the island alive as prisoners.

With the defeat of the Axis naval forces in the Mediterranean Sea, the Allies retook Malta and then made landings on Sicily. By the end of August 1943, the Allies had taken Sicily from the Italians and were now poised to strike the Italian mainland. At about this time, the U.S. Army Air Forces launched the first of a series of epic air raids on the Rumanian oilfields at Ploiesti, in an attempt to cut off Germany's main supply of fuel.

Mussolini's own Fascist Party turned against him, and allowed the King to appoint a new head-of-state in Italy. The new Italian government now made an armistice with the Allies, but this would save nothing as German troops poured into the country from Austria and France. By the end of the year, the country was split in two, with the Allies occupying the mainland south of Rome

and the Germans occupying the north. Mussolini himself was imprisoned--and an attempt to break him from jail was thwarted when British fighters intercepted the German planes and gliders sent for the "rescue". The struggle for Italy would drag on for many months, with each advance of the Allies eventually stalling at yet another Axis stronghold.

Back on the Russian Front, the Soviets started another offensive just after the start of 1944 and drove the Axis out of the Ukraine and into Rumania and Bulgaria by mid-spring. Rumanian, Bulgarian, Slovakian and Croatian units were pulled out of the Russian Front to shore up their defenses of the homelands--Allied air raids were now almost a daily occurrence over Europe. In addition to the many hundreds of Flying Fortresses, Liberators, Halifaxes, Lancasters, Stirlings and other bombers the Allies were deploying in the skies over Germany, Italy and France, newer and more advanced super heavies were being rushed into production: the Superfortress; the Dominator; the B-35 Flying Wing; the B-36 "Aluminum Overcast"; the Brabazon.

The Axis had their own way to up the ante of the air war--the jet and rocket planes and missiles they had been developing were now ready for mass production. In April of 1944, the Messerschmitt Me262 had its debut in combat, and the following month, its stablemate, the Me163 Komet rocket-powered interceptor appeared to challenge the Allied bombers. Finally, the Germans began sending an entirely new weapon--a jet powered cruise missile called the V-1--against cities in England from France and Holland.

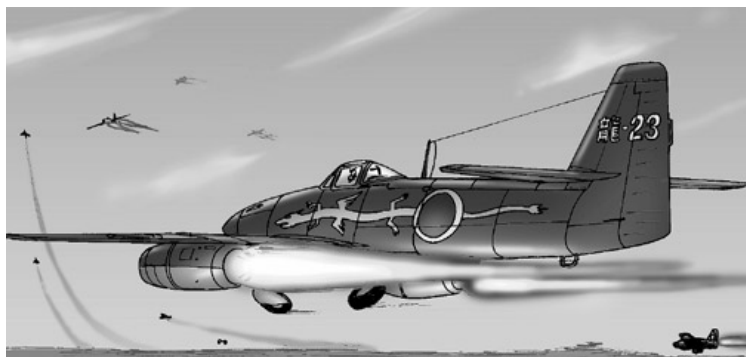
In spite of the continued difficulties posed by the German Navy in the Atlantic, the Allies built their forces in England for an invasion of France across the Channel. The new Supreme Commander of the Allied Forces in Europe--Dwight Eisenhower--would personally oversee the invasion from planning to execution. On June 6, 1944, the British, Canadian and American armies landed at Normandy and took a beachhead in the midst of vicious resistance from the Germans and their French comrades. Eisenhower's regard for his men and their plight under German guns cost him--his plane was intercepted and shot down in flames over the beaches on the seventh day of the battle. It took three months for the Allies to break out of the Normandy encirclement and fight inland.

(While the fighting was going on in Normandy, a cabal of German Army officers and other conspirators attempted to assassinate Hitler at one of his headquarters in Germany--and failed. Hitler rounded up the conspirators, had them tried in bogus court proceedings, and executed them all.)

A disaster of similar magnitude met the Allies in the Pacific two months later: after a series of bloody but otherwise successful island conquests, the Americans under Douglas MacArthur had come to the Leyte Gulf near the Philippines. In a brilliant stroke, the Japanese Navy decoyed the American heavy firepower ships away from the invasion fleet and then struck the rest with a force

of its best battleships, including all three of Japan's Yamato-class super-battleships! The Americans suffered extremely heavy casualties before the Japanese finally were forced to withdraw... and this would set back the Allies timetable for months. Even so, another more successful campaign in the Marshall Islands now gave the Allies bases from which to launch strategic bombing raids against Japan itself.

As the Soviet Army swept from its homeland into Poland in pursuit of the retreating Germans, the Poles themselves began to take matters into their own hands. There was a popular uprising in Warsaw, with citizens and underground soldiers fighting the German occupation force. The German response was simply to blast and burn the whole city to the ground with heavy artillery. The Soviet forces arrived on the riverbank east of town and could do nothing but watch--the Germans had fortified the lines to the point the Russians couldn't break them. The Rumanians changed sides when Luftwaffe planes bombed Bucharest; now the Ploiesti oilfields were in Allied hands, and the supply lines between Germany and Japan were jeopardized. Hungary was also under pressure to surrender or change sides, as was Finland. Hungary becomes a terrible battleground, but the Finns are able to negotiate a way out of the war, and expel their German ex-compatriots to Norway.



France was now a terrible killing field too, as a partisan fighting broke out between pro-Allied and pro-Axis factions and the Allied invasion slowly ground on. The Allies barely succeeded in reaching Belgian and Dutch soil by winter--and then suffered a terrible defeat at Bastogne, as the 101st Airborne Division was wiped out by the Germans. The Luftwaffe by

now was beginning to supplement the V-1 with the V-2 ballistic missile, and the air war and mass bombings were intensifying over Europe.

The Allies considered the Mediterranean sea war finished, so the British Navy sent its ships to the Indian Ocean, and soon had fresh troops brought from South Africa, Australia and New Zealand to land in Burma, in an epic attempt to break the German/Japanese supply lines and link back up with the Chinese Republic. This campaign would turn out to be one of the toughest and slowest of the war--and the fighting here would go well into 1945 and 1946.

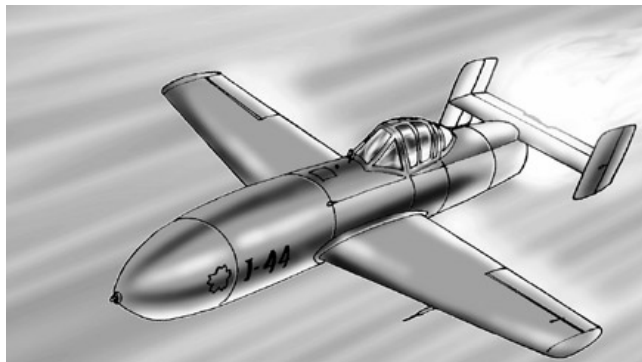
The American "liberation" of the Philippines would also drag on, but soon the Allies would drive their advances closer to the Japanese Home Islands. Even as fighting continued in Luzon, U.S. Marine divisions would conquer Iwo Jima and Okinawa in vicious combat with the Japanese. U.S. Army Superfortress bombers were now making raids on Tokyo and other Japanese cities--but the technical support Germany was providing meant Japan was now fielding jet interceptors--as well as jet-powered "Baka bombs" (human-guided cruise missiles) against the American ships.

The Atlantic Ocean was contested yet again--this time as new German U-Boats challenged ships bearing arms and reinforcements

to France. Each man, bullet and gallon of fuel lost in the North Atlantic was sorely missed on the front lines. The Allied advances in Europe ground to a standstill throughout 1945--and with that respite, the Germans won back air superiority. Now Hitler could contemplate his next gambit--taking the war to America herself! (The Japanese tried to do this already . . . an attempted bombing raid on San Francisco in August of 1945 that was intercepted by American night fighters!)

With sabotage (by Soviet agents) causing delays in the Manhattan Project, the Axis' and the Allies' atomic weapons were developing at about equal pace. Without any A-Bombs ready, the Allies were forced to invade Japan directly, which they did starting in the Spring of 1946. The horrible casualty rate forced the Allies to use weapons they hoped to avoid before--poison gasses.

At 1946, the war situation is thus: the Allies in Europe are deadlocked on three frontiers, a Western Front including France, Belgium, Holland and parts of Germany; an Eastern Front including Poland, Hungary and parts of Germany; a Southern Front including northern Italy and Austria. There is still a war going on for control of the Middle East, with the Allies in control of all of Africa plus Palestine, the TransJordan and Saudi Arabia, but with Axis forces in control in Turkey, Syria, Iraq, Iran, India and parts of Afghanistan. The Japanese still hold much of their vast Asian/Pacific empire, in spite of the Allied naval blockade (which is broken every so often by Japanese or German subs); they possess Siam, Indochina, Indonesia, Singapore and parts of New Guinea, as well as large chunks of China, which is still being contested by the Chinese Nationalists and Communists. The Soviets still have not declared war on Japan. The supply lines between Germany and Japan are still open and Japan is reaping the benefits of Germany's technical superiority. America, the Soviet Union and Britain are trying to close the technical gap with Germany, but it's coming to the wire. The fate of Earth history is on the table.



The tracking the history then jumped to August 27, 1939, at Leipheim Airfield, Germany where the prototype Me-262 jet is being demonstrated for Field Marshall Wolfgang Ritter, the leader of the Luftwaffe. This is also the first major divergence between recorded history and that of the *Families of Altered Wars*. Hermann Göring did not survive the Great War to become Reichmarshall for Adolph Hitler. Wolfgang Ritter is a much more capable leader for the Luftwaffe and insures that the new technology will be available when the Reich needs it.

In April of 1939 in Berlin, Germany, Adolph Hitler visits the home of Wolfgang Ritter and actually gets down on the floor with two adolescent boys and draws superhero comics with them before dinner. The vignette ends with Hitler revealing a new mission for Ritter; a trip to Antarctica.

The next major divergence occurs on June 13th, 1944, when the Commander of the Allied Forces, General Dwight D. Eisenhower, was being flown in a two-seat P-51 Mustang over the beaches of Normandy. He had been assured that the Allies have air superiority, but one of the new Nazi Me-262's roars down on Mustang and totally destroys it.

With Eisenhower dead, leadership of the Allied invasion falls to British General Bernard Montgomery and the Allies are unable to break out of Normandy until the end of September, 1944.

This greatly slows down the progress of the war and gives the Axis additional time for special projects. Also, the Germans split the allied forces in half at the Ardennes and manage to halt the Soviet advance on the Eastern Front- almost entirely due to the massive build-up of the Luftwaffe.

The next important point in the story of the *Families of Altered Wars* is May 15th, 1945, and a training session of the brand-new JG500 Jagdgeschwader, otherwise known as "The Angels of the Luftwaffe." This unit is Germany's first all-female fighter squadron, inaugurated under the command of famous test pilot, Hanna Reitsch. The unit is equipped with the He-162 Spatz jet fighter and the young women fighter pilots have their hands full with accelerated training.

Dora Oberlicht comes into the story again, in her new role as Reitsch's Adjutant and she is having much difficulty getting used to the new jet fighters. Another JG500 pilot is introduced, Lorelei Jungfrau. Lorelei hates the Nazi's so much that she paints out the swastika from the tail of her Spatz and cuts it off of her pilot wings. Since the Angels share the base at Leck with an SS Luftsturm detachment (Air Guard, flying Me-262's), this is particularly dangerous and soon Lorelei is in prison on charges of treason, despite her fervent desire to protect Germany and her extraordinary ability as a fighter pilot. Suddenly the base is attacked by British Tempest fighters and Dora roars into the air to defend the base, shooting down two Tempests in one pass and getting her fifth kill.

The next important happening is at Germany's 'Atlantis' Base in Antarctica on August 15, 1945. A second flying saucer, code named Wurfshelbe II, had been discovered in Antarctica in 1938. The disk is nearly identical to the one discovered in Manchuko in 1937 and also has swastika markings with a reversed image. The disks were discovered at almost exact opposite sides of the

Our story so far . . .

The first German aircraft carrier, the *Mackensen*, is launched on April 21, 1917. However, just as they are about to launch a strike against London, the war is over and Germany has surrendered. The end of the war comes before Professor Hermann Oberth is able to launch his experimental rocket plane from the carrier.

The story of the history of the *Families of the Altered Wars* began in April of 1937, when a joint Japanese-German scientific expedition in Tsitsihar, Manchuko (near the Mongolian border) made an astounding discovery. The dig has uncovered a flying saucer 44 meters in diameter, buried some 18,000 years previous. Astonishingly, disc is emblazoned with a swastika.

Meanwhile, in Germany we are introduced to several principles of the story at a local glider club. Here we meet Dora Oberlicht and Gustav Adler. We are also introduced to Elisabeth Hartmann and her son Erich, who will go on to become the greatest fighter Ace of the war, with over 350 kills. Dora is already an accomplished glider pilot and inspires Gus to become a pilot as well.

Earth from each other, on a slightly off-set axis, like the magnetic poles.

Adolph Hitler is taken to a hangar in the base and shown another alien craft, floating in the air on some sort of anti-gravity levitation. It had been discovered buried with the first flying disk in Manchuko. It began to hover when the Japanese tested their first atomic bomb near Korea on August 12th, 1945. Hitler believes that there is some connection between the swastika-marked saucers and mankind, but that the smaller craft is entirely alien. Test Pilot Hanna Reitsch claims that if they can get it open, she'll fly it straight into space!

The story next progresses to January 1, 1946. A Nazi six-engine Blohm und Voss BV238C (with HS132A Mistel jet fighter mounted above it) approaches a cliff of ice. Massive doors swing wide to reveal Atlantis; Hitler's Antarctic Redoubt. Behind those giant doors are docking bays filled with German battleships, carriers, submarines, and destroyers.

On March 21, 1946. Hauptman Dora Oberlicht is flying a TA-152T fighter high over a massive task force of five battleships, seven heavy cruisers, and all four of the Kriegsmarine's aircraft carriers. She lands her machine on the aircraft carrier *Europa* with a live torpedo and meets up with some resistance from the German pilots she is to train in carrier operations. Major Gustav Adler sets them straight about Dora's abilities, but then the Germans are criticized by one of the Japanese pilots sent here to help prepare the Kriegsmarine for carrier warfare. Dora challenges Commander Jiro Mikasa to a mock dogfight and the two take off; Dora in her Ta-152 and Mikasa in his A6M8 Zero.

Meanwhile a special twin-hulled, seven-engine, version of the B-29 Superfortress is tracking the Axis fleet, and a Sto I-400 class aircraft carrier submarine rendezvous with a German Type XXVII sub. The German sub launches a navalized version of the Me-163 rocket fighter and invites the Japanese sub to follow them to join the fleet.

Dora and Mikasa put all of their skills to the test in their mock dogfight and things are starting to get out of hand when Dora suddenly spots an Allied submarine stalking the task force. She promptly attacks it with a torpedo and Mikasa follows up her attack by dropping his spare fuel tank on the sub.

With the German and Japanese fleets detected in the South Atlantic, J.J. Condorcet convinces President Roosevelt to assemble a fleet to meet the Axis threat and prepares to take out an experimental submarine, the *USS Hunley*.

The Germans and Japanese deploy from the Atlantis base in Antarctica and the Germans launch a DFS 428 jet reconnaissance aircraft to search for Allied ships. Suddenly, from out of nowhere, the *Hunley* fires torpedoes and hits the battleship *Tirpitz*. The engagement has begun.

On April 1st, 1946, at the Wizernes II Launch Complex, A4 rockets (otherwise known as the V-2) sit on their launch pads, ready to take off and deliver high explosives against England. Hitler is being briefed about the ongoing programs which include the A9m manned rocket and multi-staged rockets. Dr. Werner Von Braun explains how soon they will be able to put pilots into orbit and eventually on the Moon.

The A9's test pilot is visiting Lorelei Jungfrau, the top German female Ace, in prison. She refuses to recant her stand against the Nazi's and tells Hauptsturmführer Wagner goodbye.

In another part of the world, Operation Jupiter is progressing with the German and Japanese fleets meeting to confront the Allied forces in the South Atlantic. J.J. Condorcet's *Hunley* continues

engage the German fleet and damages the *Admiral Raider* and the cruiser *Blucher*. The DFS 428 recon plane locates the Allied fleet and the Axis forces prepare to launch air strikes.

Back at Wizernes, Von Braun continues to brief Hitler on the rocket developments including a three-stage combination capable of placing a weapons platform in orbit to strike a target anywhere on the Earth.

In the South Atlantic, the air and sea battle has become the largest naval engagement in the history of warfare. On April 2nd, 1946, the Allied fleet is fast approaching the German surface fleet when an atom bomb detonates, destroying many ships.

In Wizernes, the three-stage rocket is launched, placing the first satellite in orbit. The launch is observed by Soviets who are flying the new MiG I-270 rocket fighter, using female test pilots. The orbiting rocket fails to relight its engine, but the test is generally considered a success. Hitler promises Von Braun the resources necessary to continue testing, but without the use of Jew slave labor.

Adolph Hitler orders the launch of Plan Taurus and a huge four-engine carrier bomber takes off, carrying a hybrid rocket and jet fighter bomber under its belly.

High over the North Atlantic Ocean, on April 2nd, 1946. A massive Nazi bomber fleet of six-engine, twin-tailed, long-range bombers is headed for America. In the South Atlantic, Hauptman Dora Oberlicht has finally located the lost reconnaissance plane and guides it back to the carrier *Peter Strasser*. Dora informs the young pilot, Karl, that the *Europa* and the other two carriers were destroyed by the atomic bomb and that only three ships from the German fleet were unscathed. Karl tells her what it was like to see the atom bomb detonate, saying that it was, "...as if I was looking into Hell!" Dora and Gus Adler wonder how the German fleet was used as bait to draw the Allies in and then destroy them with the atomic bomb. Then Dora faints and Gus catches her. She reveals that she isn't hurt; she's just pregnant.

In Leck, Germany, Lorelei's fate is being discussed. There is nothing to be done, apparently, since she is now in the hands of the SS and not even her status as an Ace with 88 kills will save her.

At the same time, above the New Jersey coast, Jennifer Dare is flying a highly modified XP-47H Thunderbolt. J.J. Condorcet contacts her and tells her that they have picked up a formation of unidentified contacts headed in. Jennifer Dare asks what she can do about it, since her fighter is unarmed. Plan Taurus Luftwaffe bombers approach rapidly. Suddenly a Dare's lone fighter hurls straight at them. One bomber veers to avoid collision and collides with another to fall into the ocean.

Despite the massive Allied bombing campaign, the Luftwaffe is stronger than ever. The new classes of electric U-Boats have effectively cut off England's shipping routes, forcing Churchill and his fleet to retreat to Bermuda. Luftpanzer units are preparing to occupy England and heavy Wehrmacht armor has managed to halt the Allied advance near Silesia. The Luftwaffe's long-range bombers have not been very effective against the United States because of the heavy fighter defenses there and the lack of adequate long-range escort fighters. Hitler explains that the sacrifice of the Kriegsmarine was a psychological ploy and hints that there are weapons far stronger than the "puny atomic bomb."

Above Silesia on April 4th, 1946, Hauptsturmführer Reinhard Wagner is shot down by a female Soviet pilot flying an advanced twin-engine jet fighter.

On April 13th, 1946, Dora and Gus return to Leck, Germany. Dora finds out that Reimar and Emil Ritter tried to rescue Lorelei

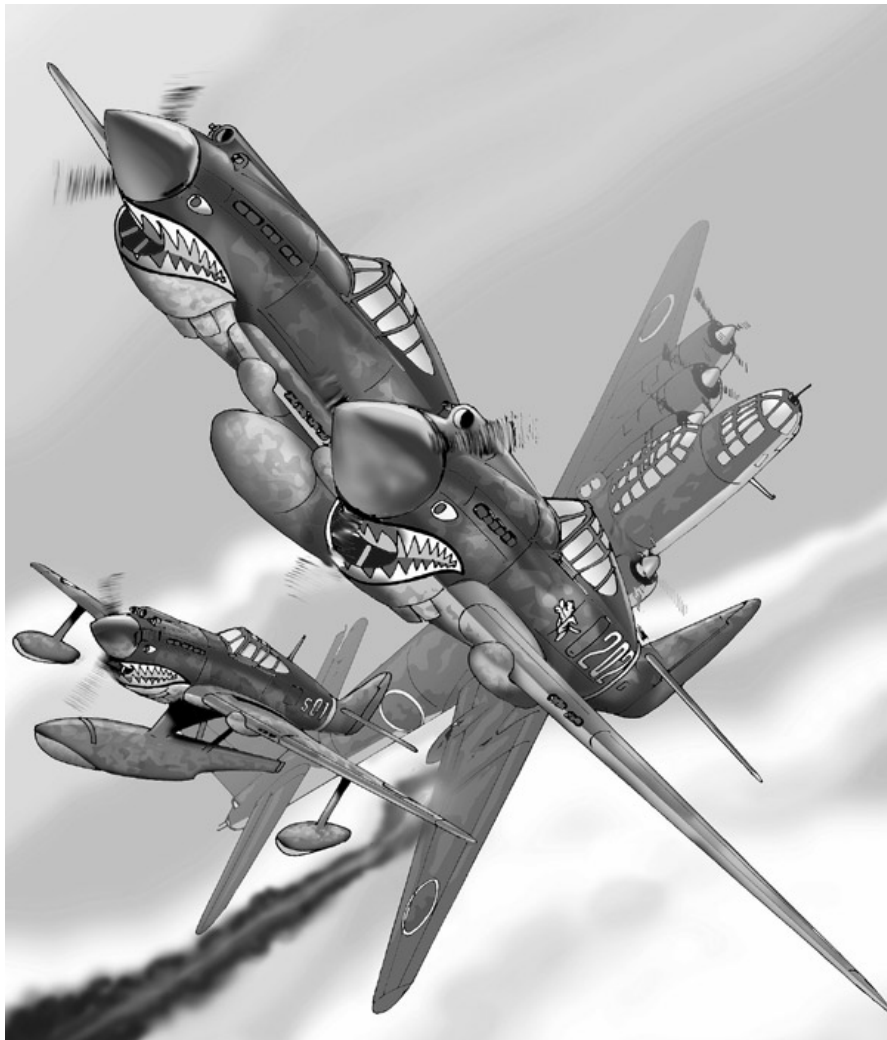
from the SS prison. Reimar and Lorelei made it to England, but Emil was killed during the rescue, shot by SS guards while Reimar and Lorelei escaped in a two-seat Ho 229.

Adolph Hitler has set in motion the final actions of the war on August 27th, 1946, a massive combined attack involving rocket launches, aircraft carriers, the invasion of England, and the atomic bombing of the Soviets. Gigantic Daimler-Benz/Focke-Wulf Projekt 'C' carrier bombers lift off and head for America. As they launch a massive Allied air raid of B-35 flying wings attacks. The Luftwaffe launches waves of Natter wooden rocket fighters, but the bombs rain down, destroying many of the Projekt 'C' carriers before they can take off. Despite the setback, Hitler orders the attacks to continue with a-bomb attacks on American cities and even more launches of the Projekt 'C', 'D', and 'B' carrier bombers. Atomic bombs detonate over New York. Rommel and Donitz attempt to assassinate Hitler, but only kill his double.

Dora has had her baby, Emily. She leaves the baby with Gustav Adler, telling him that she has always loved him. Then she takes off to defend Germany against the oncoming Russian bomber fleet.

Then it appears that Hitler has become insane. There were no atom bomb attacks on America. A lone bomber that did get through was stopped by the brave sacrifice of Jennifer Dare. Time has somehow reset itself with the detonation of the atomic weapons over the South Atlantic and on the Eastern Front. Instead 1946 will play out again, still different from the recorded history of the world.

In 1996, Gustav Adler and Emily Oberlicht eventually made it to the United States and, Gus meets Deanna Pearl, Dora Oberlicht's granddaughter. She tells him that Dora still lives and they walk off arm-in-arm, with Gus Adler telling Deanna about her great fighter pilot grandmother.



CHAPTER TWO: ATTRIBUTES

Attributes are scores that reflect the character's basic physical and mental abilities. In short, the core attributes define the character's "body and mind."

BODY GROUP

The three attributes that define a character's "body" or physical being are Health, Strength, and Reflexes.

Strength (STR)

Strength (abbreviated STR) is the "Power" attribute for the Body Group. STR represents raw physical prowess, including the ability to lift, push and otherwise exert force.

The total weight that a character can lift to waist level without moving (i.e., dead lift) is shown on the *Basic STR Table*. A character is able to carry (lift and move) weight equal to half his lift capacity. A character can drag or pull twice his lift capacity.

Basic STR Table				
Score	Drag	Dead Lift	Carry	Damage
0	0	0	0	0
1	10 kg	5 kg	2.5 kg	1d3
2	50 kg	25 kg	12.5 kg	1d6
3	100 kg	50 kg	25 kg	1d6+2
4	200 kg	100 kg	50 kg	2d6
5	300 kg	150 kg	75 kg	2d6+2
6	400 kg	200 kg	100 kg	3d6
7	500 kg	250 kg	125 kg	3d6+2
8	600 kg	300 kg	150 kg	4d6
9	700kg	350kg	175kg	4d6+2
10	800kg	400kg	200kg	5d6

Reflexes (REF)

Reflexes (abbreviated REF) is the "Aptitude" attribute for the Body Group. REF covers the character's agility, coordination, reaction, and overall speed. The higher a character's REF, the more dexterous and agile he is, and the better his sense of balance is. A REF of 0 represents total lack of control over one's muscles and movement (e.g., severe palsy or total paralysis).

Health (HLT)

Health (abbreviated HLT) is the "Resistance" attribute for the Body Group. HLT reflects the character's overall constitution, general health, resistance to disease, and overall fitness. The higher a character's health, the more resistant he is to illness and physiological degradation and injury. A HLT of 0 represents an absence of life (i.e., death).

MIND GROUP

The three attributes that define the character's "mind" or mental and emotional being are Presence, Intellect, and Will.

Presence (PRE)

Presence (abbreviated PRE) is the "Power" attribute for the Mind Group. PRE represents the character's general personality, charm, charisma, and innate persuasiveness. The higher a character's PRE, the more influential he can be. A PRE of 0 represents a total lack of personality, charisma, and emotion (e.g., a brick or a wall).

Intellect (INT)

Intellect (abbreviated INT) is the "Aptitude" attribute for the

Mind Group. INT represents the sharpness of the character's mind, clarity of thought and overall alertness. The higher a character's INT, the brighter and more perceptive he is. An INT of 0 represents a complete lack of intelligence and thought (e.g., brain death or an inanimate object).

Will (WIL)

Will (abbreviated WIL) is the "Resistance" attribute for the Mind Group. WIL reflects the character's mental strength, ego, and force of conviction. The higher a character's Will, the greater his resolve, focus, and level of concentration. A WIL of 0 represents no resistance to emotional influence and/or a complete lack of self-awareness (e.g., an automaton, robot or zombie).

ATTRIBUTE SCORES

All attributes are based on a scale of one to ten (1-10), denoting the normal human levels of possibility. Characters in certain types of *LUFTWAFFE 1946 ROLE PLAYING GAME* MAY have attributes with scores higher or lower than humanly possible.

The higher an attribute score the better the character is in that area. For example, a character with a Strength of 3 is average, whereas a character with a Strength of 1 is roughly equivalent to an infant or small animal.

A score of 9 or 10 represents the pinnacle of human achievement. It should be rare to encounter someone with an attribute or skill at this level (at least among NPCs), and such a person may be well-known for his ability.

A score of 0 means the character has absolutely no capability in that area. Generally, if a character's attribute drops to 0 for any reason, the character is completely impotent in that area.

BUYING ATTRIBUTES

Characters in *Luftwaffe 1946 Role Playing Game* have numerical scores that define their basic capabilities, called Attributes. Each character can also have traits, benefits, and skills. These are described in detail later in their own sections.

Attributes cost 1 Attribute Point for each level in an attribute. Buying a STR of 5 for a starting character, for instance, has a cost of 5 Attribute Points. Each player gets 35 points to divide among the character's attributes.

Attributes can be improved after character creation by spending Experience Points (see *Experience*, page 75). To increase an attribute by one level costs 5 times the new level in experience points.



Maximum Attribute Scores

The recommended maximum score for any attribute for the *Luftwaffe 1946 Role Playing Game* is 8. Players may purchase up to the maximum score for any primary attribute. This limit does

not include any bonuses for applicable Advantages (see the chapter on *Traits*).

Using a Single Point Pool

GMs who wish to use a single pool of points for character creation may do so. Simply multiply the number of Attribute Points allotted times 10 and then add those points to the Character Points to form one pool of points used for character creation. The cost of attributes is also multiplied by 10. Thus, when creating a new character, it costs 10 Character Points to buy 1 level in any primary attribute. The cost of increasing Derived Attributes remains the same.

Unspent Attribute Points

Any unspent Attribute Points may be converted to Character Points at a rate of 10:1. Character Points are used to buy advantages, benefits, or skills. This means that for every 1 Attribute Point that a player wishes to spend on something besides his character's attributes, the player can "exchange" the Attribute Point for 10 Character Points. Character Points can't be used to increase a character's attributes, however.

DERIVED ATTRIBUTES

There are a few special attributes in the *LUFTWAFFE 1946 ROLE PLAYING GAME*. They are not assigned points during character creation like the core attributes. Instead, the following attributes are derived from attributes in the Body or Mind Group.

Derived attributes in the *Action! Core* rules are Defensive Target Number, Initiative, Toughness, Life, and Move. You can create new derived attributes in addition to these.

Some special attributes can have scores higher than 10; derived attributes are not necessarily scaled the same as a character's attributes, such as STR, INT or REF.

Derived attributes can be increased using Character Points (but not Attribute Points). The cost for increasing each Derived Attribute above its base score is given in the description.

Defensive Target Number (DEF)

A character's Defensive Target Number (abbreviated DEF) represents how difficult it is to successfully hit the character in combat. DEF becomes the base Target Number (TN) needed for any skill rolls made to hit the character in combat, for hand-to-hand, melee and ranged attacks. A character's DEF score may be modified up or down for variables such as distance, armor (heavy armor lowers a character's effective REF) and so on.

A character's DEF equals his **REF + 10**.

The Defensive Target Number may be increased at a cost of 5 Character Points for each additional point of DEF

Initiative (INI)

Initiative (abbreviated INI) represents how quickly a character can act in a turn.

A character's Initiative equals his **(REF + INT)/2**, rounding up. At the beginning of each turn of combat (or any other time the GM calls for the players to determine initiative), each player rolls 1d6 and adds the number rolled to his character's INI score.

The character with the highest INI total acts first in a turn. In cases of a tie, the character with the higher INT goes first. If both characters have the same INT, then the characters act simultaneously.

For more information about how Initiative works, see *Combat*,

on page 65.

Initiative may be increased at a cost of 3 Character Points for each additional point of Initiative.

Toughness (TGH)

Toughness (abbreviated as TGH) represents a character's resistance to blunt force damage, such as from a punch, a baseball bat, or auto collision.

A character's starting TGH equals **(STR + WIL)/2**, rounding up.

When a character suffers damage from a pummeling, bashing, or blunt attack, subtract the character's TGH score from the damage, then subtract the remaining damage (if any) from the character's Life points (see *Life*, below). If a character suffers an amount of damage that does not exceed his TGH score, he suffers no loss of Life; he has completely shrugged off the attack.

Toughness may also be used to decrease the damage suffered from some forms of *Special Damage* at the GM's discretion (see *Damage*, page 68).

Toughness may be increased at a cost of 5 *Character Points* for each additional point of Toughness.

Life (LIF)

Life (abbreviated as LIF) points are used to keep track of damage a character suffers during an adventure. Any time a character suffers damage, he temporarily loses a number of Life points equal to the points of damage inflicted.

A character's LIF points equal **(HLT x 3) + (WIL x 2)**.

Stunning and deadly damage are both subtracted from a character's LIF (see *Damage*, page 68). When a character reaches 0 LIF from lethal damage, they are dying. If a character suffers combined stunning and deadly damage that exceeds the character's LIF, the character is unconscious but not dying.

A character may also be stunned or knocked unconscious by one mighty blow. Any time characters suffer an amount of damage from a single event or attack that exceeds half their LIF score (round up), after subtracting TGH (if applicable), they are stunned. A stunned character's STR, REF, PRE, and INT all drop to 0 for as long as the character is stunned. In addition, stunned characters lose their next action, which is spent "recovering from being stunned." On the subsequent turn, the character has recovered and may act normally.

If a character has not yet acted in the turn in which he is stunned, he loses his action for that turn but may act normally on the next (second) turn. If a character has acted in the turn in which he is stunned, he loses his action for the next (second) turn and may act normally on the following (third) turn.

At the GM's discretion, a stunned character may go completely limp, fall down, or otherwise lose the ability to maintain his current action (for example, hold a rope, stay in the saddle, etc). A stunned character has a base DEF of 10, with no bonus for REF.

Life may be increased at a cost of 2 *Character Points* for each additional point of Life.

Move (MOV)

Move (abbreviated as MOV) represents the distance a character can move in a single action. A character may move up to his MOV in meters each turn, as a normal Move action or, if running, up to 2x his MOV in meters per turn. A character may also sprint, moving up to 3x his MOV in meters per turn, but a character can only sprint for a maximum number of turns equal to his HLT, after

which time he must rest for one minute for each turn spent sprinting (see *Taking Actions*, page 60).

A character's MOV is **REF + (STR+HLT)/2**, rounding up.

Move may be increased at a cost of 5 Character Points for each additional point of MOV.

Cool (Cool)

Cool (abbreviated as COOL) represents your courage under fire. In a crisis inevitable there are people who freeze and panic. This ability represents your ability to operate under pressure. The GM can require you to make a save versus your cool to determine how you act in a hostile situation when you are first exposed to such a situation. On later exposures you either would not make a Cool check or you would make one with a positive modifier of the GM's choosing (probably +2 per exposure) reflecting your experience. If you fail a Cool check, there are two possible results. One result is that you freeze in place, and not move until you do make a

successful Cool check. If you fail the Cool check by 4 or more, you will break and run in panic at twice your MOV score towards the nearest cover, until you make a successful Cool check. Cool is treated like the control score in a Control Roll (pg. XX). The player rolls against the character's Cool and if the roll is a failure, the character "loses his cool" and freezes up during a combat situation. This paralysis lasts for 1d6 Turns. Further, after failing a Cool Roll, the character is at -3 for *all* rolls until his "nerve" has been regained by a full night's worth of sleep or some similar method as determined by the GM.

Any character who repeated fails Cool Rolls in a session risks the danger of developing a Psychological Disadvantage at the Inconvenience or Hardship level.

A characters COOL is **(REF + PRE + WIL)/3**, rounding up.

Cool may be increased at a cost of 8 character points for each additional point of COOL.

Attribute Values							
Score	Description	PRE	INT	WIL	STR	REF	HLT
0	Null	Autistic	Brain dead	Automaton	Paralyzed	Severe palsy	Dead
1	Invalid	Dull	Handicapped	Indecisive	Infant	Trembling	Infirm
2	Weak	Impressionable	Slow	Gullible	Adolescent	Clumsy	Sensitive
3	Average	Average	Average	Normal	Adult	Average	Average
4	Good		Bright	Self-assured	Amateur athlete		Fit
5	Very Good	Personable	Cunning	Confident	Boxer	Nimble	Healthy
6	Impressive	Charismatic	Gifted	Motivated	Football line-man		
7	Great	Charming		Driven			
8	Outstanding	Enticing			Power-lifter	Olymp. Gymnast	
9	Amazing	Enthralling	Brilliant			Martial arts star	
10	Legendary	Beyond words	Genius				Peak of health



Chapter Three: Traits

ABOUT TRAITS

Any time a situation occurs in a game that is covered by a character's trait, it automatically comes into play and will affect the character, influencing his behavior or actions, or otherwise limiting or expanding that character's choice of actions.

It is important to note that not all Traits may be appropriate for all game settings. The GM should decide which Traits will be allowed in his or her game before the players create their characters.

There are two basic types of traits: *Advantages* and *Disadvantages*.



Control Rolls

Some Disadvantages (such as mental and some social traits) have a score associated with them. This is the Control Score (or CS) for the trait. This is the target number that the player must match for the character to overcome the trait if/when it comes up during play. If a player wants his character to do something that contradicts the limits described for the trait, the player must make a control roll for the trait. The higher the control number, the more difficult it is for the character to control or overcome the trait.

To make a control roll, the player rolls 3d6. The roll must be equal to or greater than the control score for the trait.

The control score for inconveniences is 5. The control score for hardships is 10. The control score for perils is 15.

Level of Disadvantage	Control Score
Inconvenience	5
Hardship	10
Peril	15

Buying Traits

Advantages are purchased with the pool of Character Points available for skills (see *Buying Skills*, page 40) or with Experience Points (with GM's permission). The cost (for *Advantages*) or the value (points gained for *Disadvantages*) is listed in the description of each.

Characters can buy innate traits only during character creation, except with the permission of the GM.

Detailed description of each trait is listed below. Guidelines for creating new Traits for your game are outlined at the end of the trait descriptions.

ADVANTAGES

Advantages provide some benefit to the character in the game and thus cost points to "purchase" when the character is created.

Most Advantages have a related and opposite Disadvantage.

A player may not buy an Advantage that is the opposite of a Disadvantage that his character already possesses without special permission from the GM.

Many Advantages have a mixture of positive and negative effects on the character, and this should be reflected in game play. For example, a character who is wealthy and well-connected can enjoy those benefits easily enough, but he is likely to attract bandits and thieves, who might want some (or all) of that money for their own. It is up to the GM to weigh the pros and cons of each benefit and, in the appropriate game circumstances, introduce them to the game.

Advantages cost 2, 5, or 10 points. These are bought during character creation when an Advantage is selected, using Character Points. The point cost of an Advantage is determined by its usefulness or level of benefit to the character in the game. A convenience, impacting or benefiting the character slightly or providing a bonus of +3 to one or more skill rolls (see *Using Skills*, page 40), costs 2 points. An edge, having a moderate to strong impact on a character or providing a bonus of +6 to one or more skill rolls, costs 5 points. A gift, which has a significant positive impact on the character or provides a bonus of +9 to one or more skill rolls, costs 10 points.

Description	Cost	Effect
Convenience	2 points	Slight; +3 on one or more skill rolls
Edge	5 points	Moderate-strong; +6 on one or more skill rolls
Gift	10 points	Significant; +9 to one or more skills

Acceleration Tolerance

This is the ability to withstand the sudden high-G forces of extreme acceleration for short periods. It is most useful for fighter pilots, especially those pilots that fly jets like the ME-262 and ME-163. This advantage gives a bonus on HLT rolls to avoid the effects of acceleration.

The opposite of this Trait is the Acceleration Intolerance disadvantage.

The character's bonus to skill rolls involving sports or athletic pursuits is:

Convenience (2)	+2 to HLT rolls
Edge (5)	+4 to HLT rolls
Gift (10)	+6 to HLT rolls

Acute Sense

One of the character's senses is sharper than normal and receives a bonus on all Awareness skill rolls, as well as other skill rolls involving that sense (GM's discretion). This Trait may be purchased for each of the following senses—hearing, sight, smell/taste (counts as one sense), and touch.

The opposite of this trait is the Impaired Sense disadvantage.

The character's bonus to skill rolls involving the acute sense is:

Convenience (2)	+3
Edge (5)	+6
Gift (10)	+9

Ally

Allies are people or forces that are willing to aid, defend or otherwise assist the character. An ally can be an individual (such as a contact within an organization, confidential informant, and so on), a small group, or even an entire nation. The ally should make sense for the game campaign or story, however. The player should also define the origin or basis for the ally, even if the character himself is unaware of it (roleplaying a “surprise discovery” of one’s ally and/or the reasons for them being the character’s ally can make for a dramatic moment in a game).

An ally should show up only when requested or when needed (GM’s discretion). If the character calls upon the ally in advance, the ally will provide whatever assistance he can. No roll is necessary; if aid is requested and the ally can provide it, he will. This aid may be in the form of financial assistance, special equipment, or direct assistance from the ally personally.

The opposite of this trait is the Enemy disadvantage.

Overall, your ally is:

Convenience (2)	less powerful than you, able to provide minor assistance, or is limited to a relatively small geographic area
Edge (5)	as powerful as you, able to provide moderate assistance, or is limited to a county, province, or region
Gift (10)	more powerful than you, able to provide major assistance, or has access to powerful weapons, supernatural abilities, or other resources

Ambidextrous

Using your off hand normally incurs a -3 penalty to the character’s skill roll (see *Off Handed*, page 42). Ambidextrous characters can use the off hand with a reduced penalty or no penalty at all, depending on the level of the trait.

The opposite of this trait is the Bad Hands disadvantage.

The character is able to use his off hand at:

Convenience (2)	only a -1 penalty
Edge (5)	no penalty

Athletic

The character is a natural athlete, gaining a bonus to all skill rolls involving sports, athletic pursuits, or personal physical exertion (GM’s discretion).

The opposite of this trait is the Out of Shape disadvantage.

The character’s bonus to skill rolls involving sports or athletic pursuits is:

Convenience (2)	+3 with all Athletic Group skills
Edge (5)	+6 with all Athletic Group skills
Gift (10)	+9 with all Athletic Group skills

Attractive

The character is exceptionally attractive and others take notice, to the character’s advantage. An attractive person receives a bonus on all skill rolls involving situations in which his or her feature is important (GM’s discretion).

This is a developed trait by default, because people can alter their features through their life (losing weight if obese, undergoing cosmetic surgery, chemically altering their smell, getting rid of a bad skin condition, and the like), either through magic, surgery,

hard work or other “mutation.” This Trait may also could be ruled an innate trait in some settings or genres, at the GM’s discretion. In addition, this trait could impose a *penalty* to skill rolls in certain situations, such as interaction with individuals or races that find the feature unappealing, at the GM’s discretion.

The opposite of this trait is the Unattractive disadvantage.

The character’s bonus to skill rolls involving situations in which his/her appearance is important is:

Convenience (2)	+3
Edge (5)	+6
Gift (10)	+9

Con Artist

The character is very believable and is an effective confidence man, gaining a bonus to all skill rolls involving persuasion, misleading, bluffing, or convincing others of something (whether true or not). It does not provide a bonus for forgery or other similar acts.

The opposite of this trait is the Honest disadvantage.

The character’s skill rolls are at:

Convenience (2)	+3
Edge (5)	+6
Gift (10)	+9

Cool Headed

The character keeps a cool head under moments of stress or intense emotion. Under such circumstances, the character receives a bonus to offset any penalties or increased difficulty for any skill rolls due to stress, distraction, or intense emotions such as anger or fear. The level of the trait dictates the bonus provided the character.

The opposite of this trait is the Bad Tempered disadvantage.

The bonus the character receives is:

Convenience (2)	+3
Edge (5)	+6
Gift (10)	+9

Danger Sense

The character has a preternatural sense of danger to themselves only. This can represent a mystic sense, street smarts, *zanshin*, or whatever the player wants it to represent. Whenever that character is in immediate danger, the GM makes a secret WIL + Intuition roll for that character. The difficulty of the roll depends on the level of the trait. If the roll is successful, the character becomes aware of the danger, though some details may remain a mystery. Once aware of the danger, the character gets one free turn to perform one or more actions and has no penalty for surprise.

If the effect number of the character’s WIL+ Intuition roll is 6 or higher, the character knows the precise direction and the general distance of the threat. If the effect number is 12 or more, the character knows the precise distance and nature of the threat.

The opposite of this trait is the Oblivious to Danger disadvantage.

The difficulty and target number needed for the character to sense danger is:

Convenience (2)	Challenging (TN 18)
Edge (5)	Tricky (TN 15)
Gift (10)	Average (TN 12)

Eidetic Memory

The character has a near-“photographic memory” and retains much more information than the average person. The character rarely forgets anything he sees, hears, or reads. In addition, the character receives a bonus on any skill rolls involving memory (at GM’s discretion).

The opposite of this trait is the Forgetful disadvantage.

The character can recall:

Convenience (2)	important details; +3 bonus to appropriate skill rolls
Edge (5)	minor details; +6 bonus to appropriate skill rolls
Gift (10)	trivial details; +9 bonus to appropriate skill rolls

Famous

The character has gained fame for some notable deed or deeds. People tend to recognize any famous person when they see him or when they hear the name. Most people go out of their way to curry favor with the famous or to avoid getting on their bad side.

A character may be famous for something he did or *did not* do. A reputation, once earned, can be difficult to shed, regardless of its accuracy.

The level and effects of the character’s fame depend on the level of the trait. The chance of someone *not* recognizing the character on sight (or upon hearing his name) is equal to the Control Score.

Note that this is a reputation for the individual character, not for their association with a notable group.

The player should jot down (or at least have in mind) the reason for the character’s fame. The specific effects of Famous are open to interpretation by the GM, and require some discretion.

A character who has gained fame for defending the weak receive a bonus to Social skill rolls when dealing with commoners but may incur a penalty when dealing with corrupt officials or other bad guys. On the other hand, such a hero’s fame could also result in a bonus to Social skill rolls when dealing with criminals or corrupt officials if the hero is trying to intimidate them because they fear him! Once again, application of this trait requires a dose of common sense.

The Famous trait can be a double-edged sword, but as a rule it is predominantly positive.

The opposite of this trait is the Infamous disadvantage.

The character is:

Convenience (2)	a local celebrity, gaining a +3 bonus (or a -3 penalty, depending on the circumstances) to Social skill rolls when he is recognized
Edge (5)	a national celebrity, gaining a +6 bonus (or a -6 penalty) to Social skill rolls when he is recognized
Gift (10)	an international celebrity, gaining a +9 bonus (or a -9 penalty) to Social skill rolls when he is recognized

Fast Healer

The character heals more quickly than normal. Determine the normal rate of healing for the game (see *Healing*, page 70), and then apply the modifier listed for the appropriate level of the trait. For example, if characters normally heal a number of points of damage equal to their HLT every month, then a character with

this trait at the Edge level would heal the same amount of damage every day. This trait applies to all forms of healing.

The opposite of this trait is the Slow Healer disadvantage.

The character heals:

Convenience (2)	one step faster on the time chart; skill rolls to aid the character are normal.
Edge (5)	two steps faster on the time chart; skill rolls to aid the character are at +3.
Gift (10)	3 steps faster on the time chart; skill rolls to aid the character are at +6.

Fast Learner (Skill Group)

The character is a quick learner, and is able to retain knowledge more readily than the average person. A fast learner can improve any skills from a specific skill group at -1 CP from the normal cost, and also receives a bonus to skill rolls involving research, study or instruction on a topic relating to that skill group.

The skill group to which this advantage applies must be chosen by the player when the trait is purchased. This trait may be purchased multiple times, once for each skill group.

The opposite of this trait is the Slow Learner disadvantage.

The character’s bonuses to skill rolls involving research, study or instruction are:

Convenience (2)	+3
Edge (5)	+6
Gift (10)	+9

Fast Reflexes

The character has a natural gift for reacting quickly and gains a bonus to INI (see *Initiative*, page 18) and to any Awareness rolls to avoid surprise. Characters with a low REF score may take this trait, to reflect generally poor coordination and agility but a fast response time to unexpected events.

The opposite of this trait is the Slow Reflexes disadvantage.

The character receives:

Convenience (2)	+2 to INI and +3 to Awareness rolls to avoid surprise.
Edge (5)	+4 to INI and +6 to Awareness rolls to avoid surprise.
Gift (10)	+6 to INI and +9 to Awareness rolls to avoid surprise.

Follower

A follower is someone who works with or in some way assists the character. The character needn’t want the follower or even like him, but they do work together regularly. A follower may be played by the player or the GM, and should adventure along side the character in most, if not all, adventures. The follower may be an assigned partner, co-worker, a sidekick, an unwanted tag-along, a loyal animal partner or familiar, and the like.

The opposite of this trait is the Dependent disadvantage. Note that characters can take both the Follower and Dependent traits, but they cannot apply to the same person or animal.

Compared to the character, the sidekick:

Convenience (2)	is incompetent or is a minor hindrance to the character, but has his uses
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Edge (5)	is less competent or skilled or is a minor help to the character
Gift (10)	is roughly equal in ability and skill or is a major help to the character

Edge (5)	+6 to Concentration skill rolls to resist pain and to offset penalties due to wounds.
Gift (10)	+9 to Concentration skill rolls to resist pain and to offset penalties due to wounds.

Good Sense of Direction

The character has an instinctive ability to tell direction, even if he cannot see. In addition, the character receives a bonus to all Athletics, Focus, and Education skill rolls involving navigation or direction (GM's discretion).

The opposite of this trait is the Poor Sense of Direction disadvantage.

The character always knows:

Convenience (2)	specific direction (e.g., magnetic North by Northwest) and +3 to skill rolls involving direction
Edge (5)	precise azimuth (e.g., 137 degrees) and +6 to skill rolls involving direction

Immunity

The character has an immunity to some substance, disease, or condition. The immunity is defined by the player when the trait is taken and must be for one specific substance (e.g., a character can have an immunity to sea snake venom but not an immunity to fire or bullets). Characters may take this trait multiple times, each time for a different immunity.

The level of the trait is based on how common and how dangerous the substance is in the game setting. Check with your GM to make sure that you purchase the appropriate level of the trait for the concept.

The opposite of this trait is the Addiction disadvantage. Note that characters can take both the Immunity and Addiction traits, as long as the condition or substance is not the same for both.

The character is immune to:

Convenience (2)	a rare and/or extremely dangerous substance (locane Powder).
Edge (5)	an uncommon, moderately dangerous legal or mildly dangerous illegal substance (methamphetamine).
Gift (10)	a common or mildly dangerous legal substance (alcohol, tobacco).

Good Sense of Time

The character has an innate ability to tell time, even without a clock. The character always knows what time it is with incredible accuracy.

The opposite of this trait is the Poor Sense of Time disadvantage.

The character can innately sense the time of day or night to:

Convenience (2)	the minute
Edge (5)	the second
Gift (10)	thousandths of a second

Hard to Kill

The character is extremely hard to kill. This can represent the character's exceptional will to survive, dedication to a cause, use of *chi* (or *ki*), a tough body, resistance to wounds, or anything else that the player wishes. The character can apply some of his Toughness to piercing damage (such as from an arrow, gunshot, or sword wound). The amount of TGH that is "resistant" to lethal damage depends on the level of the trait. The amount of resistant TGH cannot exceed the character's normal TGH score. The character's resistant TGH cannot reduce piercing damage below 1 point. That is, a character that suffers piercing damage and who has the Hard to Kill advantage but who has no other armor, will suffer a minimum of 1 point of damage from piercing attacks.

The opposite of this trait is the Easy to Kill disadvantage.

The amount of TGH that applies to piercing damage is:

Convenience (2)	2 TGH
Edge (5)	4 TGH
Gift (10)	6 TGH

High Pain Threshold

The character is able to withstand pain exceptionally well, and receives a bonus to skill rolls to resist torture or extreme pain, and suffers reduced penalties due to wounds (see *Wounds and Effects of Damage*, page 69). The opposite of this trait is Low Pain Threshold.

The character has:

Convenience (2)	+3 to Concentration skill rolls to resist pain and to offset penalties due to wounds.
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Indistinct

The character has a plain or "average" appearance and is completely unremarkable in most respects. A character with this trait is not easily remembered (e.g., witnesses have a hard time providing a detailed description or provide conflicting information). As a result, any skill rolls involving identification of the character are at a penalty and the character receives a +3 bonus to any Stealth rolls to avoid being shadowed and to Awareness rolls to spot someone shadowing him. This trait is particularly useful for covert operatives, shady criminals, and anyone else desiring to remain anonymous.

The opposite of this trait is Distinctive Features.

Skill rolls involving identification of the character are at:

Convenience (2)	-3
Edge (5)	-6
Gift (10)	-9

Knows a Secret

The character knows a secret that, if revealed, would cause problems for the person (or people) whom the secret involves. The higher the point value the direr the consequences of the secret's exposure. A secret may be a criminal past, a secret identity or double life, a love affair, or anything that would be poorly received by others if discovered.

The subject of the secret may or may not know that the character knows the secret (player's option). If the subject knows, it may be that the character is blackmailing the person, protecting him, or simply that they share a common (but unknown) history.

If the secret is exposed, the character should receive another disadvantage of equal value, such as an Enemy, unless the player spends Experience Points to "buy off" the disadvantage (see

Character Improvement Costs, page 75).

The opposite of this trait is the Secret disadvantage. Note that characters may have both the Secret and Knows a Secret traits, as long as they do not logically contradict each other. For instance, a super hero may have a Secret (a secret identity) and Knows a Secret (teammate is an alien).

If revealed, the secret would expose the person or group to:

Convenience (2)	ostracism or embarrassment
Edge (5)	arrest, harm or financial or social ruin
Gift (10)	death

Life Experience

The character has a broad and varied background and has accumulated a wealth of personal knowledge and experience. As a result of this life experience, the character gains a bonus to all skill rolls involving information that can be likely recalled from literature, cultural knowledge, or personal experience (GM's discretion).

The opposite of this trait is the Naïve disadvantage.

The character's bonus to appropriate skill rolls is:

Convenience (2)	+3
Edge (5)	+6
Gift (10)	+9

Light Sleeper

The character is able to awaken from even a deep sleep, with no skill roll required. The slightest noise may awaken the character, at the player's option.

Any attempts to sneak up on or past a character with this trait must make a contested Stealth roll, as normal, against the sleeping character's Awareness roll; if the effect number of the sleeping character's Awareness roll is greater than the other character's Stealth roll, the sleeping character has been awakened by a sound (if the player so chooses).

The sleeping character gains a bonus to his Awareness roll to awaken based on the level of the trait.

The opposite of this trait is the Heavy Sleeper disadvantage.

The character's bonus to Awareness rolls to awaken is:

Convenience (2)	+3
Edge (5)	+6
Gift (10)	+9

Lucky

The character is luckier than most. Even small misfortunes have a way of turning into advantages for the character. This trait can reflect a divine blessing, good karma, plain old-fashioned luck, or anything the player wishes.

In game terms, the character receives extra Action Points at the start of each game session. These extra Action Points do not count against the normal 3 AP starting limit for game sessions (see *Action Points*, page 63).

The opposite of this trait is the Unlucky disadvantage.

At the start of each game session, the character receives:

Edge (5)	1 extra Action Point
Gift (10)	2 extra Action Points

Membership

The character is a member of some group or organization. The character has the perks and responsibilities commensurate with his rank in the organization. For example, police officers can carry guns and make arrests but they also must obey laws and department policies, answer to the chief, are watched by the public and the media, etc.

Membership rank (MR) is rated 1 to 10, with 10 being the highest attainable rank within the group. When a character buys Membership in a group or organization, he pays 1 to 5 points for each rank within that group, depending on the importance or influence of the group in the campaign (see the table below).

Importance	Cost/Lv	Example
Trivial	1	Local/civil
Minor	2	City
Moderate	3	State/prov
Major	4	National
Supreme	5	Global

MILITARY RANKS

German Armed Forces, Enlisted Ranks						
<i>Importance: Trivial (1 point per rank)</i>						
MR	Grade	Kriegsmarine (Navy)	Wehrmacht (Army)	Waffen-SS	Luftwaffe (Air Force)	Cost
10	E-10	—	—	—	—	10
9	E-9	Stabsobersteurmann	—	—	Oberfeldwebel	9
8	E-8	Obersteurmann	Oberfeldwebel	SS-Sturmscharfuhrer	Oberfeldwebel	8
7	E-7	—	Stabsfeldwebel	—	—	7
6	E-6	—	Stabswachtsmeister	—	—	6
5	E-5	Stabssteurmann	Unterfeldwebel	SS-Hauptscharfuhrer	Feldwebel	5
			Unteroffizier		Unteroffizier	
			Unterfeldwebel		Unterfeldwebel	
			Stabsgefreiter		Stabsgefreiter	
4	E-4	Steurmann	Obergefreiter	SS-Sturmmann	Unteroffizier	4
		Obermaat				
		Maat				
3	E-3	Matrosenhauptgefrierer	Gefreiter	—	Hauptgefrierer	3
		Matrosenstabsgefrierer				
		Matrosenoberstabsgefrierer				
2	E-2	Matrosenobergefrierer	Oberschutze	SS-Oberschutze	Obergefreiter	2
1	E-1	Matrosengefrierer	Schutze*	SS-Schutze	Flieger, Gefrierer	1

* Grenadier after 1942.

German Armed Forces, Commissioned Ranks						
<i>Importance: Moderate (3 points per rank)</i>						
MR	Grade	Kriegsmarine (Navy)	Wehrmacht	Waffen-SS	Luftwaffe (Air Force)	Cost
12*	O-12	—	—	Reichsführer-SS	Reichsmarschal	36
11*	O-11	Grossadmiral	Generalfeldmarschall	—	Generalfeldmarschall	33
10	O-10	Generaladmiral	General-Oberst	SS-Oberstgruppenführer	Generaloberst	30
9	O-9	Admiral	General	SS-Obergruppenführer	General	27
8	O-8	Vizeadmiral	General-Leutnant	SS-Gruppenführer	GeneralLeutnant	
7	O-7	Konteradmiral	GeneralMajor	SS-Brigadeführer	Generalmajor	21
				SS-Oberführer (6.5)		
6	O-6	Kapitan zur See	Oberst	SS-Standartenführer	Oberst	18
5	O-5	Oberstleutnant	Fregattenkapitän	SS-Obersturmbannführer	Oberstleutnant	15
4	O-4	Korvettenkapitän	Major	SS-Sturmabführer	Major	12
3	O-3	Kapitänleutnant	Hauptmann	SS-Hauptsturmführer	Hauptmann	9
			Rittmeister			
2	O-2	Oberleutnant	Oberleutnant zur See	SS-Obersturmführer	Oberleutnant	6
1	O-1	Leutnant zur See	Leutnant	SS-Untersturmführer	Leutnant	3
0	O-0	Oberfähnrich	Oberfähnrich	SS-Oberjunker	Oberfähnrich	0
		Fahnrich	Fahnrich	SS-Junker	Fahnrich	

* Appointed only during war-time.

United States Armed Forces, Enlisted Ranks					
<i>Importance: Trivial (1 point per rank)</i>					
MR	Grade	US Navy	US Army	US Marines	Cost
10	E-10	—	—	--	10
9	E-9	Chief Petty Officer	—	--	9
8	E-8	1st Class Petty Officer	First Sergeant	Sergeant Major	8
7	E-7	—	Master Sergeant	Master Sergeant	7
6	E-6	2nd Class Petty Officer	Technical Sergeant	Gunnery Sgt	6
5	E-5	—	Staff Sergeant	Staff Sergeant	5
4	E-4	3rd Class Petty Officer	Sergeant	Sergeant	4
3	E-3	1st Class Seaman	Corporal	Lance Corporal	3
2	E-2	2nd Class Seaman	Private First Class	Private	2
1	E-1	Apprentice Seaman	Private	Recruit	1

United States Armed Forces, Commissioned Ranks					
<i>Importance: Moderate (3 points per rank)</i>					
MR	Grade	US Navy	US Army	US Marines	Cost
12*	O-12	—	—	--	—
11*	O-11	Admiral of the Navy	General of the Army	--	33
10	O-10	Fleet Admiral	General	General	30
9	O-9	Admiral	Lt. General	Lt. General	27
8	O-8	Vice Admiral	Major General	Major General	24
7	O-7	Rear Admiral	Brigadier General	Brigadier General	21
6	O-6	Captain	Colonel	Colonel	18
		Commodore			
5	O-5	Commander	Lt. Colonel	Lt. Colonel	15
4	O-4	Lt. Commander	Major	Major	12
3	O-3	Lieutenant	Captain	Captain	9
2	O-2	Lieutenant, junior grade	1st Lieutenant	1st Lieutenant	6
1	O-1	Ensign	2nd Lieutenant	2nd Lieutenant	3

* Appointed only during war-time.

United Kingdom Armed Forces, Enlisted Ranks					
<i>Importance: Trivial (1 point per rank)</i>					
MR	Grade	Royal Navy	Royal Army	Royal Air Force	Cost
10	E-10	Comm. Warrant Officer	--	Warrant Officer	10
9	E-9	—	Regt. Sgt. Major	—	9
8	E-8	—	Sergeant Major	Flight Sergeant	8
7	E-7	Chief Petty Officer	Staff Sergeant	—	7
6	E-6	—	Sergeant	Sergeant	6
5	E-5	Petty Officer	Corporal	Corporal	5
4	E-4	—	--	Leading Aircraftman	4
3	E-3	Leading Rating	Lance Corporal	—	3
2	E-2	—	--	Aircraftman No 1 Class	2
1	E-1	Able Seaman	Private	Aircraftman No 2 Class	1

United Kingdom Armed Forces, Commissioned Ranks					
<i>Importance: Moderate (3 points per rank)</i>					
MR	Grade	Royal Navy	Royal Army	Royal Air Force	Cost
12*	O-12	—	—	—	—
11*	O-11	—	--	Marshal of the RAF	33
10	O-10	—	--	Air Chief Marshal	30
9	O-9	—	--	Air Marshal	27
8	O-8	Rear Admiral	Brigadier	Air Vice Marshal	24
7	O-7	Commodore	--	Air Commodore	21
6	O-6	Captain	Colonel	Group Captain	18
5	O-5	Commander	Lt. Colonel	Wing Commander	15
4	O-4	Lt. Commander	Major	Squadron Leader	12
3	O-3	Lieutenant	Captain	Flight Lieutenant	9
2	O-2	Sub-Lieutenant	1st Lieutenant	Flight Officer	6
1	O-1	Ensign	2nd Lieutenant	Pilot/Officer	3

* Appointed only during war-time.

Russian/Polish Military, Enlisted Ranks				
<i>Importance: Trivial (1 point per rank)</i>				
MR	Grade	Red Army Air Force	Polish Air Force	Cost
10	E-10	—	—	10
9	E-9	—	—	9
8	E-8	—	—	8
7	E-7	Mladshiy Leytenant	Chorazy	7
6	E-6	Starshiy Serzhant	Starszy Sierzant	6
5	E-5	Serzhant	Sierzant	5
4	E-4	Mladshiy Serzhant	Plutonowy	4
3	E-3	—	Kapral	3
2	E-2	Yefreyto	Starszy Szeregowiec	2
1	E-1	Krasnoarmeyets	Szeregowiec	1

Russian/Polish Military, Commissioned Ranks				
<i>Importance: Moderate (3 points per rank)</i>				
MR	Grade	Red Army Air Force	Polish Air Force	Cost
12*	O-12	Marshal Sovyetskogo Soyuza	—	36
11*	O-11	Glavnyy Marshal Aviatsiyi	—	3
10	O-10	General Armiyi	General Broni	30
9	O-9	General Polkovnik	General Dywizji	27
8	O-8	General Leytenant	General Brygady	24
7	O-7	General Major	—	21
6	O-6	Polkovnik	Pulkownik	18
5	O-5	Podpolkovnik	Podpulkownik	15
4	O-4	Major	Major	12
3	O-3	Kapitan	Kapitan	9
2	O-2	Starshiy Leytenant	Porucznik	6
1	O-1	Leytenant	Podporucznik	3

* Appointed only during war-time.

What each rank means, in terms of seniority, authority, and privilege, depends on the organization in question. GMs are encouraged to develop Rank lists for groups and organizations specific to their campaign.

Campaign limits on the maximum starting score for attributes and skills also applies to Membership rank.

Characters may substitute their Membership Rank for a skill in appropriate situations, at the GM's discretion. The GM should impose penalties and bonuses to a NPCs' effect number to reflect special circumstances.

Likewise, GMs may also allow characters with Membership in groups with higher importance than the opposing character to receive a bonus to their effect number. For each level of difference of importance of each character's Membership, the character belonging to the group with the higher importance adds +5 to his effect number.

This rule is intended to allow some flexibility in the use of skills and to allow players with Membership and rank to use them instead of a normal skill to influence others, when appropriate. Players and GMs should note that, while making it easier to get other people to do things, using (or abusing) one's Membership and rank may still have its consequences.

The opposite of this trait is the Outsider disadvantage.

Natural (Skill)

The character is born with an innate understanding of a particular skill this makes the character a prodigy and is subject to several limitations in life. A Natural can improve any skill at -3 CP from the normal cost, and also receives a bonus to skill rolls involving research, study or instruction on a topic relating to that skill group.

The skill used with this advantage must be picked at the time this advantage is purchased.

The opposite of this trait is the Inept disadvantage.

The character's bonuses to skill rolls involving research, study or instruction are:

Convenience (2)	+3
Edge (5)	+6
Gift (10)	+9

Night Vision

The character is accustomed to seeing in low light or even no light at all (depending on the level of the trait), and suffers no penalties to sight-based Awareness rolls in these conditions.

The character can see normally in:

Convenience (2)	starlight and/or moonlight (cat's vision)
Edge (5)	near-total darkness with ambient ultraviolet light (e.g., infrared vision, night vision goggles)
Gift (10)	absolute total darkness, such as in a sensory deprivation tank (e.g., true thermal or "heat" vision)

Perk

The character has some minor perk, such as an employee discount, free legal advice, or a license to do something that would normally be considered illegal (a right to collect taxes, hunt criminals, fire upon and loot foreign merchant ships and colonies, etc.). The exact nature of the perk is up to the player and subject to the GM's approval.

Perks that are conferred to members of a group are given to those with the Membership advantage, and need not be purchased separately. For example, a police officer has powers of arrest, the right to carry a badge and gun, and so on, all as part of his Membership in the police department. The cost for a Perk depends on its importance or significance in the campaign (GM's discretion).

The opposite of this trait is the Duty disadvantage. Note that a character may have both a Perk and a Duty and they may be related or not.

The perk is of:

Convenience (2)	minor importance (e.g., a press pass, Confidential security clearance).
Edge (5)	moderate importance (e.g., concealed weapon permit, Secret security clearance).
Gift (10)	major importance (Letters of Marque, Top Secret security clearance).

Physical Advantage

The character has some physical condition or enhancement that enhances his life or otherwise provides a benefit to his ability to function. The condition or enhancement may be minor, moderate, or extreme. The condition or benefit is defined by the player when the trait is bought. Characters may take this trait multiple times, each time for a different condition or benefit.

The level of the trait is based on the frequency and intensity of the condition.

At Convenience level, this advantage benefits the character infrequently (once every two game sessions, on average) or in a minor way (provides a +3 bonus on related skill rolls, partially

boosts a primary attribute by 1 point, or provides some other minor benefit).

At Edge level, this advantage benefits the character frequently (once per game session, on average) or in a moderate way (provides a +6 bonus on related skill rolls, boosts a primary attribute by 2 points, or provides some other moderate benefit).

At Gift level, this advantage benefits the character constantly or in a major way (provides a +9 bonus on related skill rolls, boosts a primary attribute by 3 points, or provides some other extreme benefit).

The positive effects of the trait may be countered or lessened with the application of medicine, a ritual or some other means, at the GM's discretion.

The opposite of this trait is the Physical Disadvantage trait. Note that characters can take both the Physical Advantage and Physical Disadvantage traits, as long as the condition is not the same for both.

The character's condition affects the character:

Convenience (2)	infrequently or benefits the character in a minor way (e.g., +3 to skill rolls).
Edge (5)	frequently and benefits the character in a moderate way (e.g., +6 to skill rolls).
Gift (10)	very frequently or constantly and benefits the character in a major way (e.g., +9 to skill rolls).

Sample Physical Advantages

Listed below are a number of suggested Physical Advantages. You are free to make up your own, use these, or both for your game.

Booming/Soothing Voice; Double-Jointed; Extra Limbs; Extra Move; Flexible; Increased Strength; Increased Flexibility

Psychological Advantage

This is some psychological condition or strength that benefits the character or enhances his abilities in some way during the game. The player defines the condition as well as the circumstances that will trigger the condition (if any).

Psychological advantages always come into play in the appropriate situation. If a situation occurs that triggers the condition, the character receives the benefit of the advantage immediately.

The opposite of this trait is the Psychological Disadvantage trait. Note that characters can take both the Psychological Advantage and Psychological Disadvantage traits, as long as the condition or subject of the trait is not the same for both.

The level of the trait is based on the frequency and intensity of the condition, and how difficult the condition is to overcome.

Convenience (2)	The condition affects the character infrequently (once every two game sessions, on average) and benefits the character in a minor way (the condition may influence the character's choice of actions, provides a bonus of +3 on related skill rolls). Examples include a slight affinity for a certain class or group of skills (such as animal-related skills, outdoor skills, or education and research-based skills), a mild resistance to fear or shock, or a mild passion that, when triggered, provides a bonus to skill rolls for actions that reinforce or support the character's passion.
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Edge (5)	The condition affects the character frequently (once per game session, on average) and benefits the character in a moderate way (the condition may limit the character's choice of actions, provides a bonus of +6 on related skill rolls). Examples include a moderate affinity for a certain class or group of skills (such as animal-related skills, outdoor skills, or education and research-based skills), a moderate resistance to fear or shock, or a strong passion that, when triggered, provides a bonus to skill rolls for appropriate actions.
Gift (10)	The condition affects the character very frequently (twice or more per game session) and benefits the character in a major way (the condition may dictate the character's actions, provides a bonus of +9 on related skill rolls). Examples include an extreme affinity for a certain class or group of skills (such as animal-related skills, outdoor skills, or education and research-based skills), a strong resistance to fear or shock, or an extreme passion that, when triggered, provides a bonus to skill rolls for appropriate actions.

Convenience (2)	10x normal speed (e.g., can read a novel in an hour)
Edge (5)	100x normal speed (e.g., can read a novel in a minute)

Strong Willed

The character has a stronger than normal will and is very capable of asserting himself. He is less easily influenced by others. This may represent high self-esteem or a desire for confrontation. The character receives a bonus to skill rolls to resist temptation, overcome fear, and the like.

The opposite of this trait is the Weak Willed disadvantage.
The character is:

Convenience (2)	very self-assured; attempts to persuade him are at -3
Edge (5)	extremely self-assured; attempts to persuade him are at -6
Gift (10)	virtually unshakeable; attempts to persuade him are -9



Tall

The character is noticeably taller than the average human. This trait has benefits as well as drawbacks, but should only be used in campaigns or game settings in which it is more the former than the latter. For instance, in a campaign in which there are no humans and all the PCs are tall, this advantage would be inappropriate. The effects of this trait are explained below.

Being tall can also be a Distinctive Feature. It may not be purchased with the Indistinct disadvantage without the GM's permission. The opposite of this trait is the Short disadvantage.

The character is:

Convenience (2)	tall, about 7 feet
Edge (5)	remarkably tall, about 8 feet tall
Gift (10)	a veritable giant, up to 12 feet tall. Counts as Large size (see <i>Target Size</i> , page 66).

Wealthy

In the *Luftwaffe 1946 Role Playing Game*, characters are assumed to earn the average annual income for the game setting (see *Wealth Table*, page 76). Characters with the Wealth advantage earn substantially more money than average. Characters with wealth may have high-paying jobs or be independently wealthy. This advantage may also describe characters who own expensive property or those with millions of dollars invested in stocks or other funds that can be converted to liquid capital on short notice. It is up to the player to define the reasons and circumstances for his character's financial situation.

For more detailed rules and point costs for wealth, as well as a list of the sample income, see *Wealth Table*, page 76.

Sample Psychological Advantages

Listed below are a number of suggested Psychological Advantages. You are free to make up your own, use these, or both for your game.

Artistic; Calculating (or Methodical); Compassionate; Control of Emotions; Cooperative; Courage; Creative; Decisive; Focused Attention; Generous; Good Memory; Head for Numbers (Good at Math); Loves Someone; Motivated/Energetic; Outgoing; Patriotic; Pessimist; Realistic; Subtle/Low Profile.

Social Advantage

The character is at an advantage in social situations and dealings with other people. This trait may be defined as the character being charming, smooth-tongued, exceptionally considerate, chivalrous, well-bred, courteous, or well-mannered. Alternatively, the advantage may be due to a particularly disarming personal habit that the character has, a "gift for gab," general charisma, or any other explanation that the player thinks up (with the GM's permission).

While it might seem minor at first glance, this trait can have very positive or beneficial consequences, depending on the culture. Wooing a wealthy patron, impressing His Majesty the King and gaining the favor of an influential member of an organization are all good examples of where this trait might come into play.

The opposite of this trait is the Social Disadvantage trait.

Skill rolls involving social interaction are at:

Convenience (2)	+3
Edge (5)	+6
Gift (10)	+9

Speed Reader

The character can read at a faster than normal rate and retain as much information as someone who reads at a "normal" rate.

The opposite of this trait is the Illiterate disadvantage.

The character reads:

The opposite of this trait is the Poverty disadvantage.
Financially the character is:

Convenience (2)	well to do, earning 5x the average income
Edge (5)	upper class, earning 10x the average annual income
Gift (10)	filthy rich, earning 1,000x the average annual income

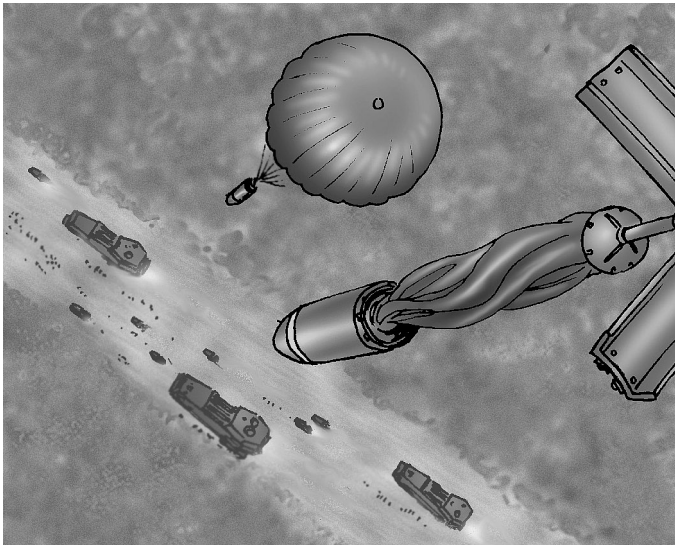
Well Rested

The character can get to sleep more quickly and easily than the average person, even in adverse or unusual conditions. In addition, any rest the character gets is deep and refreshing, allowing the character to avoid the effects of fatigue from lack of rest. Characters with this trait can get the equivalent of a full night's rest in a much shorter time than normal (normally 12–HLT hours of sleep). Any time that the character spends in deep rest or sleep throughout a day is added together for purposes of determining if the character is “well rested.”

The opposite of this trait is the Insomnia disadvantage.

The character can get the equivalent of a full night's rest with:

Convenience (2)	5 total hours or more of sleep in a day.
Edge (5)	2 total hours or more of sleep in a day.
Gift (10)	no rest at all (doesn't need to sleep).



DISADVANTAGES

Disadvantages are situations or conditions—psychological, physical, social or spiritual—that present obstacles or hindrances to the character. Most Disadvantages have a related and opposite Advantage. A player may not take a Disadvantage that is the opposite of an Advantage that his character already possesses without special permission from the GM.

Like Advantages, many Disadvantages have a mixture of positive and negative effects on the character, and this should be reflected in game play. It is up to the GM to weigh the pros and cons of each Disadvantage and, under the appropriate game circumstances, introduce them to the game.

Because Disadvantages provide obstacles or hindrances to the character during play, they provide points rather than costing points. Disadvantages are worth 2, 5 or 10 points to the character. These are gained during character creation when a challenging trait is selected. These extra points may be spent just like regular

character points—to buy or increase skills, buy Advantages or to increase an attribute (as long as the rules for maximum starting levels are adhered to).

Severity or impact on the character in the game determines the number of points gained for a challenging trait. An inconvenience, impacting or hindering the character slightly or incurring a penalty of -3 to one or more skill rolls (see *Using Skills*, page 40), is worth 2 points. A hardship, having a moderate to strong impact on a character or incurring a penalty of -6 to one or more skill rolls, is worth 5 points. A peril, which has a significant or severe impact on the character or incurs a penalty of -9 to one or more skill rolls, is worth 10 points.

Description	Value	Effect
Inconvenience	2 points	Slight; CS 5; -3 to one or more skill rolls
Hardship	5 points	Moderate-strong; CS 10; -6 to one or more skill rolls
Peril	10 points	Significant (e.g., impossible task); CS 15; -9 to one or more skill rolls

Acceleration Intolerance

This disadvantage makes you unable to withstand the sudden high-G forces and is more susceptible to the effects of extreme acceleration. This disadvantage is not recommended for fighter pilots, or any other occupation requiring high g maneuvers.

The opposite of this Trait is the Acceleration Tolerance advantage.

The character's bonus to skill rolls high g turns are:

Convenience (2)	-2 to HLT rolls
Edge (5)	-4 to HLT rolls
Gift (10)	-6 to HLT rolls

Addiction

The character must have a particular substance or situation or he will suffer severe mental or physical distress. The exact effects vary widely depending on the addiction, but should result in a -3 to one or more Skill Groups or -1 to one or more attributes per level. For example, a character addicted to tobacco might suffer jitters, and -1 REF, after going too long without a smoke.

The opposite of this trait is the Immunity advantage.

The substance or situation the character needs is:

Inconvenience (-2)	common (e.g., tobacco, Catholic Mass)
Hardship (-5)	uncommon (e.g., an herb, imported food)
Peril (-10)	rare (e.g., feather of a mystical bird)

Bad Hands

Using your off hand normally incurs a -3 penalty to the character's skill roll (see *Off Handed*, page 42). Characters with this Trait suffer a greater penalty than normal or cannot make any skill roll at all when using their off hand.

The opposite of this trait is the Ambidextrous advantage.

Any skill rolls made when the character uses his off hand are:

Inconvenience (-2)	a -6 penalty
Hardship (-5)	a -9 penalty
Peril (-10)	impossible (not allowed)



Bad Tempered

The character has an extremely bad temper. Little things can set the character off, especially when things seem to go against the character's wants or desires. Disagreements over policy may be perceived as personal attacks, good-natured kidding as infuriating insults, and sincere appeals for aid as self-righteous mocking and so on. The character may become verbally abusive, flail about, and even break things.

The opposite of this trait is the Cool Headed advantage.

When his temper flares, he will carry on, even at the risk of:

Inconvenience (-2)	ostracism or embarrassment
Hardship (-5)	arrest, harm or financial or social ruin
Peril (-10)	death

Dependent

A dependent is someone who needs the character's protection and help, and who the character feels obligated to look after. The character will go out of his way to protect or nurture the dependent, and must make a control roll to overcome such compulsions. Dependents can include children, family, friends and comrades, or even strangers.

The opposite of this trait is the Follower advantage. Note that characters can take both the Follower and Dependent traits, but they cannot apply to the same person or animal.

Compared to the character, the dependent:

Inconvenience (-2)	is roughly equal in ability and skill
Hardship (-5)	is challenged or otherwise weaker in ability and skill (e.g., a child, an elderly relative)
Peril (-10)	has special problems, requirements or associated dangers (e.g., dying relative, wanted fugitive)

Distinctive Features

The character stands out and is noticed in a crowd because of some distinctive feature, be it some aspect of his appearance, a style of dress, accent, or a combination. A distinctive feature should be role-played by the character and can be an important, fun (and even humorous) aspect of the character.

The opposite of this trait is the Indistinct advantage.

His distinctive features are:

Inconvenience (-2)	easily concealed (e.g., a scar, tattoo or attire)
Hardship (-5)	concealed only with some effort, such as using Disguise or performance skills (e.g., mannerism, hair color, speech impediment or accent)

Peril (-10)	not possible to conceal (e.g., a giant or dwarf, different race)
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Duty

The character has an obligation to some person or organization. Such an obligation is usually undertaken voluntarily, though it may be involuntary. Examples of duties include: service in the modern U.S. Armed Forces, an officer's commission in _____, a vocation as a full-time priest, or a knight's service to his liege. The character must meet this obligations or risk censure, expulsion, or even imprisonment, depending on the nature of the Duty (as defined by the player, with the GM's permission).

A Duty can be used to represent any job, but it is recommended that GMs not allow it for trivial obligations or "duties" which the character (or player) doesn't mind losing. A voluntary Duty should involve something the character wants or needs to maintain (e.g., the character needs the job to pay bills and rent) rather than something selected merely for the point value. Involuntary Duties or those requiring a term of service (such as U.S. military service) should involve some type of punishment if violated by the character (e.g., an Article 15 non-judicial punishment for a service member violating the Uniform Code of Military Justice).

The opposite of this trait is the Perk advantage. Note that a character may have both a Perk and a Duty and they may be related or not.

The character's duty affects his life:

Inconvenience (-2)	Rarely (once a month or less; e.g., a military reservist)
Hardship (-5)	Occasionally (once a week or more; e.g., active duty military service, a police officer)
Peril (-10)	Constantly (every day, once or more times a day; e.g., an undercover operative or a soldier in a combat zone)

Easy to Kill

The character has little ability to resist the effects of deadly damage. This can represent the character's lack of will to survive, apathy, use of *chi* (or *ki*), a weakened body, or anything else that the player wishes. The character suffers additional damage from piercing attacks (such as wounds from gunshots, arrows, or swords). The amount of extra damage suffered depends on the level of the trait. The amount of total damage cannot exceed two times the initial damage rolled for the injury. This trait is appropriate for minor NPCs, such as henchmen, "mooks" and other cannon fodder.

The opposite of this trait is the Hard to Kill advantage.

The amount of additional damage the character suffers from deadly attacks is:

Inconvenience (-2)	+1 point per wound
Hardship (-5)	double (2x) any lethal damage
Peril (-10)	1 point of lethal damage causes death

Enemy

Enemies are forces that are actively seeking to harm, imprison, or otherwise plague the character. An enemy should show up in some way in most, if not all, adventures in which the character participates. An Enemy can be a single person, a small group, or even an entire nation. The enemy should make sense for the game campaign or story, however. The player should also define

the origin or basis for the enemy, even if the character himself is unaware of it (roleplaying a “surprise discovery” of one’s enemy and/or the reasons for him being the character’s enemy can make for a dramatic encounter).

The opposite of this trait is the Ally advantage.
Overall, your enemy is:

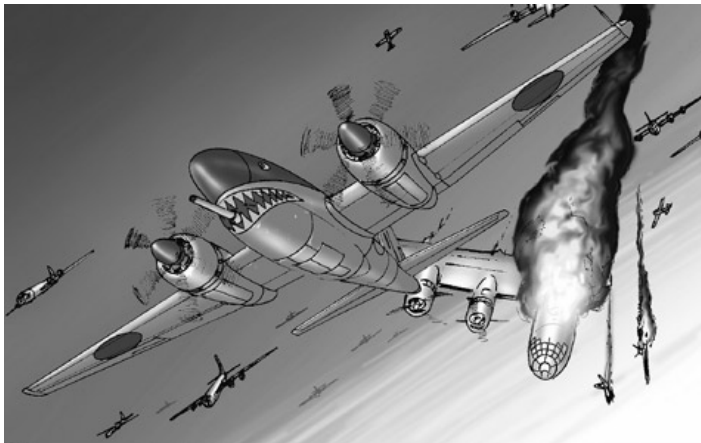
Inconvenience (-2)	less powerful than you, merely watching you, or limited to a relatively small geographic area
Hardship (-5)	as powerful as you, seeking to capture you, or limited to a county, province, or region
Peril (-10)	more powerful than you, wants to kill you, able to hound you to the corners of the Earth, or has access to powerful weapons, supernatural abilities, or other resources

Forgetful

The character has trouble remembering things. The severity of the character’s memory loss is dependent upon the level of the trait.

The opposite of this trait is the Eidetic Memory advantage.
The character:

Inconvenience (-2)	has difficulty remembering names and faces and generally known facts (-3 to relevant skill rolls).
Hardship (-5)	has very poor memory and forgets details easily, even friends and family; skill rolls involving recollection are at -6.
Peril (-10)	is suffering from bouts of virtual senility with inability to recall simple facts, including his own identity, and any skill rolls involving recollection are at -9.



Heavy Sleeper

The character has a hard time awakening from even a short nap, requiring an Awareness roll to do so. Even very loud noises may not awaken the character, at the GM’s option. The difficulty level of the sleeping character’s Awareness roll depends on the level of the trait. The sleeping character may use one or more free Action Points to boost the Awareness roll in appropriate circumstances (GM’s discretion).

The opposite of this trait is the Light Sleeper advantage.
The character must make a successful:

Inconvenience (-2)	Challenging Awareness roll (TN 18) to awaken from loud noises (shouting, slamming door, etc.).
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Hardship (-5)	Demanding Awareness roll (TN 24) to awaken from very loud noises (car horn, gunshot, loud stereo, etc.).
Peril (-10)	Legendary Awareness roll (TN 30) to awaken from extremely loud noises (jet flying overhead, explosion, concert, etc.).

Honest

The character is compelled to tell the truth, even in situations that will result in negative consequences.

The opposite of this trait is the Con Artist advantage.
The character:

Inconvenience (-2)	is uncomfortable being dishonest (CS 5).
Hardship (-5)	must struggle even to exaggerate or omit an important detail (CS 10).
Peril (-10)	must tell the truth, the whole truth and nothing but the truth, even in the most extreme of circumstances (CS 15).

Illiterate

The character is not as well-schooled in reading and writing as some. (This may be normal in some cultures.)

The opposite of this trait is the Speed Reader advantage.
The character:

Inconvenience (-2)	reads and writes half as fast as the average person
Hardship (-5)	cannot read or write at all

Impaired Sense

One of the character’s senses is duller than normal and receives a penalty on all Awareness skill rolls, as well as other skill rolls involving that sense (GM’s discretion). This Trait may be purchased for each of the following senses—hearing, sight, smell/taste (counts as one sense), and touch.

The opposite of this trait is the Acute Sense advantage.
The character:

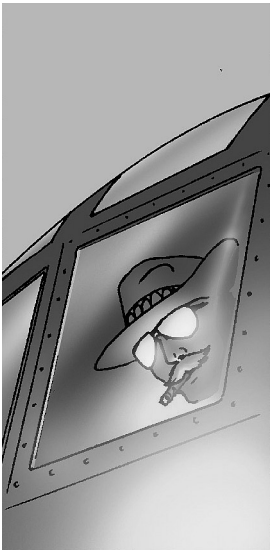
Inconvenience (-2)	suffers -3 to any skill rolls based on this sense.
Hardship (-5)	requires medicinal, technological, or magical aid to use this sense and suffers -6 to any skill rolls based on this sense.
Peril (-10)	has no use of this sense whatsoever (e.g., totally deaf or blind); no skill rolls based on this sense are allowed (or are at -9, with GM’s permission).

Infamous

The character has gained infamy for some deed or deeds. People tend to recognize any infamous person when they see him or when they hear his name. Most people go out of their way to curry favor with the infamous and to avoid getting on their bad side.

A character may be known for something he did or didn’t do. A reputation, once earned, can be difficult to shed, regardless of its accuracy.

The level and effects of the character’s infamy depend on the level of the trait. The chance of someone *not* recognizing the character on sight (or upon hearing his name) is equal to the Control Score.



Like Famous, this is a reputation for the individual character, not for his association with a notable group.

The player should jot down (or at last have in mind) the reason for the character's infamy. The specific effects of Infamous are open to interpretation by the GM, and require some discretion.

A character that is infamous for oppressing the weak will receive a penalty to Social skill rolls when dealing with most people but may get a bonus when dealing with his henchmen, corrupt officials, or other bad guys. On the other hand, such a villain's infamy could also result in a penalty to Social skill rolls when dealing with leaders of free nations, police officials, or the

public at large if the villain is trying to sweet talk them because they despise him! Once again, application of this trait requires a dose of common sense.

Infamy can be a double-edged sword, but as a rule it is predominantly negative.

The opposite of this trait is the Famous advantage.

The character is:

Inconvenience (-2)	a local figure, incurring a -3 penalty (or +3 bonus, depending on the circumstances) to social skill rolls when he is recognized
Hardship (-5)	a national figure, incurring a -6 penalty (or +6 bonus) to social skill rolls when he is recognized
Peril (-10)	an international (or intergalactic) figure, incurring a -9 penalty (or +9 bonus) to social skill rolls when he is recognized

Insomnia

The character is unable to get a good night's rest. This may be due to a chemical imbalance, frequent nightmares, or some other reason. Characters without adequate rest (normally 12–14 hours of sleep) each night suffer a penalty (-3 or -6) to all skill rolls requiring concentration and alertness (GM's discretion) due to fatigue.

The opposite of this trait is the Well Rested advantage.

The character:

Inconvenience (-2)	has difficulty sleeping and getting to sleep (loses an average of 1 hour of sleep each night)
Hardship (-5)	can't sleep without some form of natural aid, such as wine or sleeping powder (loses an average of 2 hour of sleep each night)
Peril (-10)	cannot sleep around any noise or movement whatsoever (loses an average of 4 hours of sleep each night)

Low Pain Threshold

The character has a low tolerance for pain. He has a penalty to Concentration rolls to resist torture or extreme pain, and suffers increased penalties due to wounds (see *Wounds and Effects of Damage*, page 69). The opposite of this trait is the High Pain

Threshold advantage.

The character has:

Inconvenience (-2)	-3 to skill rolls to resist pain and an additional -1 penalty from wounds.
Hardship (-5)	-6 to skill rolls to resist pain and an additional -2 penalty from wounds.
Peril (-10)	-9 to skill rolls to resist pain and an additional -3 penalty from wounds.

Minor

The character is not yet an adult in the game setting (at least legally), which poses a variety of physical, social, and legal problems. His parents or guardians still bear legal responsibility and authority for him. Most adults treat him as an inferior, and he may face restrictions such as curfews, drinking ages, and driving limitations. He also grapples with various physical difficulties; a young child has problems reaching countertops, for example, while a teenager may experience trouble with acne or embarrassing voice changes. Note that the age at which a character becomes an adult, at least socially and legally if not physically, varies from setting to setting.

While most disadvantages have an Advantage as their opposing trait, the opposite of this trait is the Senior disadvantage.

The character is a:

Inconvenience (-2)	teenager (13-17 years old)
Hardship (-5)	adolescent (7-12 years old)
Peril (-10)	young child (6 years old or younger)

Naïve

The character has led a sheltered life, is generally gullible, and easily misled or fooled. Skill rolls made by others to persuade or convince the character with this disadvantage receive a bonus due the character's *naïveté*. The bonus is dependent on the level of the trait.

The opposite of this trait is the Life Experience advantage.

The character is:

Inconvenience (-2)	mildly naïve and disbelieving of "really bad" things (+3 bonus to any skill roll made by others to persuade the character)
Hardship (-5)	generally naïve and disbelieving of "bad" things (+6 bonus to any skill roll made by others to persuade the character)
Peril (-10)	severely naïve and disbelieving of anything "bad" (attempts by others automatically succeed against the character, or are at +9, at GM's option)

Oblivious to Danger

The character has little or no sense of danger to themselves. This can represent ignorance, a death wish, or whatever the player wants it to represent. Whenever that character is allowed an Awareness roll to detect a threat (such as a booby trap, ambush, and the like), the character suffers a penalty to the roll. The severity of the penalty depends on the level of the trait. If a character does become aware of a threat, how the character reacts is still up to the player.

The opposite of this trait is the Danger Sense advantage.

Any skill rolls to perceive or otherwise detect a threat are at:

Inconvenience (-2)	-3
Hardship (-5)	-6
Peril (-10)	-9

Out of Shape

The character is not in good physical shape. Due to the character's relatively poor fitness he gains a penalty to all skill rolls involving sports, athletic pursuits, or personal physical exertion (GM's discretion).

The opposite of this trait is the Athletic advantage.

The character's penalty to skill rolls involving sports or athletic pursuits is:

Inconvenience (-2)	-3 to all Athletic Group skills
Hardship (-5)	-6 to all skill rolls involving physical exertion.
Peril (-10)	-9 to all skill rolls involving physical exertion

Outsider

The character is not part of the dominant group, culture or organization in the campaign and, as a result, is treated differently. The character may be merely distrusted by most people, snubbed in social situations, ignored altogether, subject to restrictive laws (mandating where the character may or may not live, how he travels, civil rights, and so on), or even hunted, threatened with imprisonment or death.

The opposite of this trait is the Membership advantage.

An outsider is subject to:

Inconvenience (-2)	mild prejudice with few or no legal restrictions; -3 penalty to all skill rolls involving social interaction
Hardship (-5)	strong prejudice with numerous or severe legal restrictions; -6 penalty to all skill rolls involving social interaction
Peril (-10)	extreme prejudice or treated as inferior with few or no legal rights; -9 penalty to all skill rolls involving social interaction

Physical Disadvantage

The character has some physiological illness or condition that impacts his life or otherwise limits his ability to function. The condition may be mild, moderate or severe. The ailment is defined by the player when the trait is taken. Characters may take this trait multiple times, each time for a different ailment.

The level of the trait is based on the frequency and intensity of the condition.

At Inconvenience level, this disadvantage affects the character infrequently (once every two game sessions, on average) and impacts the character in a minor way (the condition slightly affects the character's actions, causes -3 on related skill rolls, partially incapacitates the character for hours at a time or completely incapacitates the character for minutes at a time).

Examples include a moderate allergy that causes a bad rash or sneezing, severe dyslexia, muteness, a missing finger, arthritis, a petit mal seizure that causes loss of muscle control or mild paralysis.

At Hardship level, affects the character frequently (once per game session, on average) and impacts the character in a moderate way (the condition moderately affects the character's actions, causes -6 to related skill rolls, partially incapacitates the character

for days at a time or completely incapacitates the character for hours at a time).

Examples include Type I (insulin-dependent) Diabetes resulting in insulin shock if taken without food or unconsciousness if food is eaten without taking insulin, a missing limb, an early case of Cerebral Palsy or Parkinson's Disease causing mild tremors or a severe allergic reactions to common substances.

At the Peril level, the condition severely affects the character's actions, causes -9 penalty on related skill rolls or prohibits skill rolls altogether at the GM's discretion, or completely incapacitates the character for days at a time or permanently.



Examples include grand mal epileptic seizures, advanced cases of Cerebral Palsy, two or more missing limbs, or paralysis below the waist.

The negative effects of the trait may be curtailed or lessened with the application of medicine, a ritual or some other means, reflecting an addiction or need for regular medication. No Control Roll is allowed for physical disadvantages.

The opposite of this trait is the Physical Advantage trait. Note that characters can take both the Physical Advantage and Physical Disadvantage traits, as long as the condition is not the same for both traits.

The character's condition:

Inconvenience (-2)	affects the character infrequently and impacts the character in a minor way.
Hardship (-5)	affects the character frequently and impacts the character in a moderate way.
Peril (-10)	affects the character very frequently or constantly and impacts the character in a major way.

Sample Physical Disadvantages

Listed below are a number of suggested Physical Disadvantages. You are free to make up your own, use these, or both for your game.

Diabetes; Dyslexia; Epilepsy; Illness; Inflexible (Stiff); Lame; Mute; Overweight; Vertigo.

Poor Sense of Direction

The character has a poor sense of direction, even to the point of doubting a compass. As a result, the character incurs a penalty to skill rolls involving navigation or direction (GM's discretion).

The opposite of this trait is the Good Sense of Direction advantage.

On skill rolls involving direction or navigation, the character suffers a penalty of:

Convenience (-2)	-3
Edge (-5)	-6
Peril (-10)	-9

Poor Sense of Time

The character has a poor sense of time. The character never knows what time it is with any accuracy without a clock.

The opposite of this trait is the Good Sense of Time advantage.

Without a watch or some other obvious clues, the character can barely distinguish:

Inconvenience (-2)	the time more accurately than the hour
Hardship (-5)	day from night

Poverty

In *LUFTWAFFE 1946 ROLE PLAYING GAME*, characters are assumed to earn the average annual income for the game setting (see *Wealth Table*, page 76). Poor characters earn substantially less money than average and must endure related hardships. Characters living in poverty may have low-wage jobs or be unemployed.

This disadvantage may also describe characters who own nothing of value or those with millions of dollars tied up in a trust account that they can't get to. It is up to the player to define the reasons and circumstances for his character's financial situation.

The opposite of this trait is the Wealth advantage.

Financially the character is:

Inconvenience (-2)	below average, earning less than half the average annual income
Hardship (-5)	poor, earning less than 1/5 th the average annual income
Peril (-10)	destitute, earning less than 1/10 th the average annual income

Psychological Disadvantage

This is some psychological condition or disorder that affects the character and limits his abilities in some way during the game. The player defines the condition as well as the circumstances that will trigger the condition (if any).

Psychological disadvantages always come into play in the appropriate situation. If a situation occurs that triggers the condition, the character must endure the effects for at least one turn. On a successful Control Roll, however, the character may act normally on the next turn and thereafter, until another situation occurs that triggers the condition.

The opposite of this trait is the Psychological Advantage trait. Note that characters can take both the Psychological Advantage and Psychological Disadvantage traits, as long as the condition or subject of the trait is not the same for both.

The level of the trait is based on the frequency and intensity of the condition, and how difficult the condition is to overcome.

Inconvenience (-2)	The condition affects the character infrequently (once every two game sessions, on average) and impacts the character in a minor way (the condition influences the character's choice of actions, causes -3 on related skill rolls). Examples include a mild phobia resulting in anxiety, a dislike for someone resulting in irritation or tension when he is encountered, or a code of conduct that the character prefers but is not compelled to follow. (CS 5)
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Hardship (-5)	The condition affects the character frequently (once per game session, on average) and impacts the character in a moderate way (the condition limits the character's choice of actions, causes -6 TN on related skill rolls). Examples include a strong phobia resulting in avoidance of the object of the character's fear, a mild hatred for someone resulting in threats or hostility when he is encountered, or a code of conduct that the character will risk much to follow. (CS 10)
Peril (-10)	The condition affects the character very frequently (twice or more per game session) and impacts the character in a major way (the condition dictates the character's actions, causes -9 to related skill rolls). Examples include a severe phobia resulting in catatonic shock, a severe hatred for someone resulting in a fit of rage when he is encountered, or a code of conduct that the character will choose even over death. (CS 15)

Sample Psychological Disadvantages

Listed below are a number of suggested Psychological Disadvantages. You are free to make up your own, use these, or both for your game.

Battle Lust; Bipolar; Code of Honor; Compulsive; Coward; Credit Seeker; Cruel; Decadent; Delusional; Dishonest; Flashbacks; Greedy; Hopeless Romantic; Humorless; Impatient; Impulsive; Indecisive; Intimidating; Jealous; Lazy; Lecherous; Miserly; Obsessed; Optimist; Paranoid; Patriot; Pessimist; Phobia; Power-hungry; Prejudiced; Reckless; Schizophrenia; Sense of Duty; Shy; Stubborn; Uncreative; Uninspiring; Vain; Vow.

Secret

The character has a secret that, if revealed, would cause problems for him. The higher the point value the direr the consequences of the secret's exposure. A secret may be a criminal past, a secret identity or double life, a love affair, or anything that would be poorly received by others if discovered.

The opposite of this trait is the Knows a Secret advantage. Note that characters may have both the Secret and Knows a Secret traits, as long as they do not logically contradict each other. For instance, a super hero may have a Secret (a secret identity) and Knows a Secret (teammate is an alien).

If revealed, the secret would expose the character to:

Inconvenience (-2)	ostracism or embarrassment
Hardship (-5)	arrest, bodily harm, financial or social ruin
Peril (-10)	death

Senior

The character is advanced in years, which poses a variety of physical, social and legal problems. His children or other relatives may bear legal responsibility and authority for him. Some adults may treat him as an inferior, and he may face restrictions such as driving limitations. He also grapples with various physical difficulties; an elderly person may have arthritis, for example.

Note that the age at which a character becomes a senior (at least socially and legally if not physically) varies from setting to setting and possibly from race to race (e.g., elves live much longer than humans). The following ratings of this trait are expressed in



modern human terms. The ages may be adjusted for other periods, such as the Wild West, where a senior would be 40-55, elderly 55-70, and venerable 70+.

While most disadvantages have an Advantage as their opposing trait, the opposite of this trait is the Minor disadvantage

The character is a:

Inconvenience (-2)	senior adult (60-75 years old); Body attributes may not exceed 7.
Hardship (-5)	elderly (75-90 years old); Body attributes may not exceed 5.
Peril (-10)	venerable (90+ years old or younger); Body attributes may not exceed 3.

Short

The character is noticeably shorter than the average human. This trait has benefits as well as drawbacks, but should only be used in a campaign or game setting in which it is more the latter than the former. For instance, in a campaign in which there are no humans and all the PCs are short, this disadvantage would be inappropriate. The effects of this trait are explained below.

Being short can also be a Distinctive Feature (in the right setting). It may not be purchased with the Indistinct advantage without the GM's permission.

The opposite of this trait is the Tall advantage.

The character is:

Inconvenience (-2)	short, about 4 feet tall (e.g., human children), with a maximum MOV of 6.
Hardship (-5)	a dwarf, about 3 feet tall with a maximum MOV of 4.
Peril (-10)	a midget, about 2 feet tall with a maximum MOV of 2. Counts as Small size (see <i>Target Size</i> , page 66).

Slow Healer

The character heals damage caused by physical injuries more slowly than normal and skill rolls involving attempts to heal the character suffer a penalty. Determine the normal rate of healing for the game (see *Healing*, page 70), and then apply the modifier listed for the appropriate level of the trait. For example, if characters normally heal a number of points of damage equal to their HLT each day, then a character with this trait at the Inconvenience level would heal the same amount of damage each month.

This trait can represent a condition or illness, such as hemophilia, complications from diabetes, a mystical curse, or some other effect.

The opposite of this trait is the Fast Healer advantage.

The character heals:

Inconvenience (-2)	one step slower on the time chart and skill rolls made to heal him is at -3
Hardship (-5)	two steps slower on the time chart and skill rolls made to heal him are at -6
Peril (-10)	three steps slower on the time chart and skill rolls made to heal him are at -9

Slow Learner

The character must work harder than or learns more slowly than the average person. A slow learner may improve any skills at double the normal cost. In addition, the character receives a penalty to all skill rolls involving research, study, or instruction. The



disadvantage may be defined as the character having a mental block, a learning disability, or whatever the character wishes (with GM's approval).

The opposite of this trait is the Fast Learner advantage.

The character's penalty to skill rolls involving research, study or instruction are:

Inconvenience (-2)	-3
Hardship (-5)	-6
Peril (-10)	-9

Slow Reflexes

The character is slow to react and incurs a penalty to his Initiative in combat (see *Initiative*, page 18) and to Awareness rolls to avoid surprise. Characters with a high REF score may take this trait, to reflect good coordination and agility but poor response time to unexpected events.

The opposite of this trait is the Fast Reflexes advantage.

The character suffers:

Inconvenience (-2)	-2 to INI and -3 to Awareness rolls to avoid surprise.
Hardship (-5)	-4 to INI and -6 to Awareness rolls to avoid surprise.
Peril (-10)	-6 to INI and -9 to Awareness rolls to avoid surprise.

Social Disadvantage

The character lacks social graces is at a disadvantage in social situations and dealings with other people. This trait may be defined as the character being pompous, whiny, opinionated, bossy, discourteous, crude, tongue-tied, air-headed, or childish. Alternatively, the disadvantage may be due to a distasteful personal habit that the character has (such as picking his nose, belching, or flatulence at inappropriate moments), a speech impediment (stuttering, a bad lisp) or any other explanation that the player thinks up (with the GM's permission).

While it might seem minor at first glance, this trait can have potentially serious consequences, depending on the rules governing behavior in the culture in which the character is interacting.

The opposite of this trait is the Social Advantage trait.

The character's slip-ups risk:

Inconvenience (-2)	minor embarrassment; skill rolls involving social interaction is at -3
Hardship (-5)	major embarrassment, ostracism or injury; skill rolls involving social interaction are at -6
Peril (-10)	arrest, severe injury (or death), or financial ruin; skill rolls involving social interaction are at -9

Sample Social Disadvantages

Antisocial; Bad Reputation; Offensive Habit; Oppressed; Poor hygiene; Socially Inept; Unapproachable.

Unattractive

The character is exceptionally unattractive and others take notice, to the character's disadvantage. An unattractive person receives a penalty on all skill rolls involving situations in which his or her appearance is important (GM's discretion).

This is a developed trait by default, because one's features can be altered through life (gaining weight, suffering severe burns, developing stone-like skin, and the like), either through magic, a curse, an accident, or other mutation. This Trait may also be ruled an innate trait in some settings or genres, at the GM's discretion. In addition, this trait could allow a *bonus* to skill rolls in certain situations, such as interaction with races or creatures that find the feature attractive, at the GM's discretion.

The opposite of this trait is the Attractive advantage.

The character's penalty to skill rolls to which his/her appearance is important is:

Inconvenience (-2)	-3
Hardship (-5)	-6
Peril (-10)	-9

Unlucky

Accidents and freak mishaps plague the character for some reason. Things just seem to go wrong for him, regardless of any precautions he may take (from carrying a lucky charm to making thorough preparations far in advance). The trait might reflect a character that is inattentive, reckless, cursed, or just plain, well...unlucky.

The opposite of this trait is the Lucky advantage.

The character is prone to:

Inconvenience (-2)	inconvenient misfortunes in unusual circumstances (e.g., trivial accidents, spilling a drink on someone)
Hardship (-5)	a costly or dangerous misfortune in common circumstances (e.g., he misses his flight, or it's late)
Peril (-10)	deadly, life-threatening dangers often and seemingly everywhere (e.g., a blown tire during a high-speed chase)

Weak Willed

The character is reluctant to assert himself. He tends to follow the instructions and advice of others. This may stem from lack of self-esteem or fear of confrontation.

The opposite of this trait is the Strong Willed advantage.

The character is:

Inconvenience (-2)	reluctant to assert himself (max WIL: 3; attempts to persuade him are at +3)
Hardship (-5)	easily persuaded (max WIL: 2; attempts to persuade him are at +6)
Peril (-10)	putty in the hands of others (max WIL: 1; attempts to persuade him are automatic, or at +9 at GM's discretion)

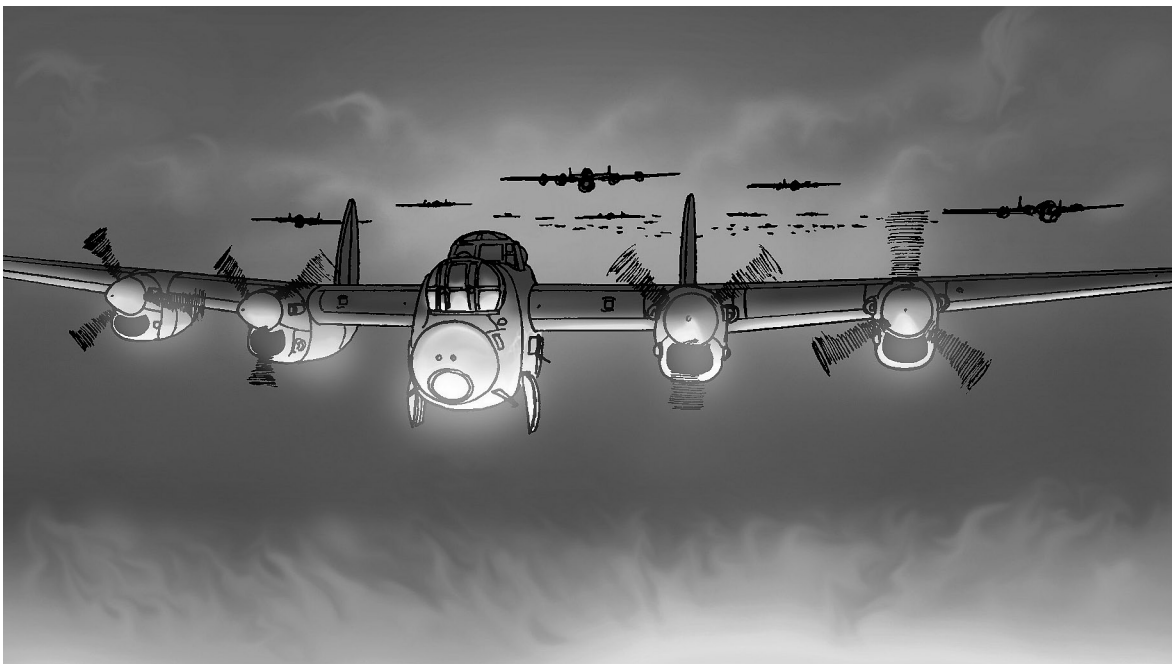
Advantages		
Advantage	Type	Opposite Trait
Acceleration Tolerance	Developed	Acceleration Intolerance
Acute Sense	Innate	Impaired Sense
Advanced	Innate	Primitive
Ally	Developed	Enemy
Ambidextrous	Innate	Bad Hands

Athletic	Developed	Out of Shape
Attractive	Developed	Unattractive
Con Artist	Developed	Honest
Cool Headed	Developed	Bad Tempered
Danger Sense	Developed	Oblivious to Danger
Eidetic Memory	Innate	Forgetful
Famous	Developed	Infamous
Fast Healer	Innate	Slow Healer
Fast Learner	Innate	Slow Learner
Fast Reflexes	Developed	Slow Reflexes
Follower	Developed	Dependent
Good Sense of Direction	Innate	Poor Sense of Direction
Good Sense of Time	Innate	Poor Sense of Time
Hard to Kill	Innate	Easy to Kill
High Pain Threshold	Developed	Low Pain Threshold
Immunity	Developed	Addiction
Indistinct	Developed	Distinctive Features
Knows a Secret	Developed	Secret
Life Experience	Developed	Naïve
Light Sleeper	Developed	Heavy Sleeper
Lucky	Innate	Unlucky
Membership	Developed	Outsider
Natural	Innate	Inept
Night Vision	Innate	None
Perk	Developed	Duty
Physical Advantage	Developed	Physical Disadvantage
Psychological Advantage	Developed	Psychological Disadvantage
Social Advantage	Developed	Social Disadvantage
Speed Reader	Developed	Illiterate
Strong Willed	Developed	Weak Willed
Tall	Innate	Short
Wealthy	Developed	Poverty
Well Rested	Developed	Insomnia

Disadvantages		
Disadvantage	Type	Opposite Trait
Acceleration Intolerance	Developed	Acceleration Tolerance
Addiction	Developed	Immunity
Bad Hands	Innate	Ambidextrous
Bad Tempered	Developed	Cool Headed
Dependent	Developed	Follower
Distinctive Features	Developed	Indistinct
Duty	Developed	Perk
Easy to Kill	Innate	Hard to Kill
Enemy	Developed	Ally
Forgetful	Developed	Eidetic Memory
Heavy Sleeper	Developed	Light Sleeper
Honest	Developed	Con Artist
Illiterate	Innate	Speed Reader
Impaired Sense	Developed	Acute Sense
Inept	Innate	Natural
Infamous	Developed	Famous
Insomnia	Developed	Well Rested
Low Pain Threshold	Developed	High Pain Threshold
Minor	Innate	Senior (Disadvantage)
Naïve	Innate	Life Experience
Oblivious to Danger	Developed	Danger Sense
Out of Shape	Developed	Athletic
Outsider	Developed	Membership
Physical Disadvantage	Developed	Physical Advantage
Poor Sense of Direction	Innate	Good Sense of Direction
Poor Sense of Time	Innate	Good Sense of Time
Poverty	Developed	Wealth

Primitive	Innate	Advanced
Psychological Disadvantage	Developed	Psychological Advantage
Secret	Developed	Knows a Secret
Senior	Developed	Minor (Disadvantage)
Short	Innate	Tall
Slow Healer	Innate	Fast Healer

Slow Learner	Innate	Fast Learner
Slow Reflexes	Innate	Fast Reflexes
Social Disadvantage	Developed	Social Advantage
Unattractive	Developed	Attractive
Unlucky	Innate	Lucky
Weak Willed	Developed	Strong Willed



Chapter Four: Skills

SKILL GROUPS

Skills are organized into Skill Groups, representing collections of skills with a logical common theme. Think of it in terms of a “skill tree,” in which Groups are the “branches,” with individual Skills being the “leaves.”

Why Skill Groups?

Buying levels in Skill Groups is a cost effective way of increasing the character’s proficiency with all the skills in the Skill Group. The cost is generally less (and at most the same) as buying levels with each individual skill, presenting a “discount” to players who wish to increase their character’s scores for a group of related skills.

Skill Group Scores

A score in one level is applied to the score for all other levels below it, but does not add to the score of any higher level. So, a score of 1 in a Group adds +1 to the score for any Skill or Specialty in that Group. This is called a “cascade bonus,” and is written as a second score, with any cascade bonus added in, in parenthesis after the basic score for that level. A score of 4 in a Skill does not add +4 to the score of the governing Group, however; Cascade bonuses only apply downward, not upward.

When a character buys levels in a Skill Group, any skills within that group that require a “Type” must be defined when the group’s levels are purchased. Skill Group levels apply only to the specific Skill “Type” selected by the character, not to all possible “Types” for that skill.

Mike buys two levels in the Arts & Craft Skill Group. Because the specific skills Art and Craft both require a Type, Mike selects Art (Painting) and Craft (Silk-screening).



SKILL LEVELS

The score reflects the level of competence or knowledge a character possesses for that skill. Skills are listed on the character sheet only if the character has levels in them. These are written on the character sheet as “Skill +#,” where “#” is the level of skill.

The definitions below are not absolute, but meant as a guideline for players and GMs. To see the proficiency each level of skill represents, comparatively speaking, consult the *Skill Levels* table (next page).

Specialties

Some skill names are followed by “(Spec).” These skills include a number of related specialties within the skill.

Players may buy additional levels with one of the specialties when purchasing the skill (see *Buying Skills*, page 40). The

character pays 1 point for every 2 levels in a specialty. These levels are added to the basic skill score when making skill rolls involving the specialty.

Specialties are listed on the character sheet only if the character has levels in them. These are written on the character sheet as “Skill +# (Specialty +#),” where “#” is the level of the skill or the bonus in that specialty. Otherwise, only the base skill is listed.

Types

Some skill names are followed by “(Type).” These skills cover several sub-categories that may or may not be inter-related.

Players must select a specific “type” or category when purchasing the skill. The character’s score for that skill applies only to skill rolls involving that specific category or Type (i.e., each “Type” represents a separate skill).

Group Skill levels apply only to those “Types” that the character possesses, which must be chosen by the player when the Skill Group levels are purchased.

Types are listed in parenthesis following the skill name, as “Skill (Type) +#,” where “#” is the level of the skill.

Paradise wants to buy the Craft skill for her character. Because Craft requires the selection of a specific “type” of craft, Paradise selects Sculpting, and buys 2 levels in the skill. Paradise writes the skill on her character sheet as “Craft (Sculpting) +2.”

Skill Levels Table	
Score	Description
0	Clueless (Non-existent): Characters with a rating of 0 in a skill have absolutely no idea about that Skill or how it works. They may have never even had heard of it before, much less know where to begin trying to accomplish an action with that skill. All skills are rated 0 until the Player uses his Character Points or Experience Points to purchase at least 1 level in that skill.
1	Novice: The character is familiar with the field, having done moderate reading on the subject or watched the skill being performed by others, but has no actual hands-on experience of any significance. The character is new to the particular field or activity, essentially an apprentice or beginner (e.g., a hobby, a police academy recruit, a soldier in boot camp).
2	Amateur: This level of knowledge indicates the character has become more familiar with the field, having read extensively on the subject with little or no formal training (e.g., an apprentice, fresh academy graduate, probationer or rookie). (Basic)
3	Trained: This level of knowledge indicates the character has a general, working understanding of that field, having received instruction from someone of Experienced level (a skill score of 5) or above. The character has obtained hands-on experience and practiced extensively under the tutelage of his mentor (e.g., an Associate’s degree, an experienced cadet, AIT or tech school graduate).
4	Competent: This level of knowledge indicates the character possesses a good grasp on the details and theories of his chosen field or is capable of performing the action on his own without supervision (e.g., a Bachelor’s degree, 2-year cop, junior NCO, college athlete). (Professional)
5	Experienced: This level of knowledge indicates the character is well qualified and informed in his chosen field, having used his knowledge or completed the action on several occasions in actual situations (e.g., a veteran professional, a senior NCO, veteran cop, professional athlete, a Master’s degree).

6	Specialist: This level of knowledge indicates the character has become highly trained or informed in his chosen field or skill to the point he practices his skills on a regular or daily basis, even able to earn his living using skills in an occupation. Others may come to the character for training (e.g., Army Ranger, black belt, Olympic athlete, a Doctorate degree).
7	Expert: This level of knowledge indicates the character has become an authority in his chosen field or skill, having honed his skills to perfection after continuous practice and use (e.g., a 10-year Special Forces veteran). Without regular training and active use of the skill it is nigh impossible for a character to exceed a score of 7 in most skills.
8	Master: This level of knowledge indicates the character has excelled in his field, surpassing others of lesser dedication to become superior in quality, skill or achievement. There is very little the character does not know about this skill (e.g., a pioneer in the field).
9	Genius: This level of knowledge indicates the character has risen to a level where he is using his great mental capacity, physical prowess, and inventive ability to make unique breakthroughs in his field, creating his own original styles and theories and setting new standards (e.g., Nobel Prize winning scientist).
10	Legendary: This level of knowledge indicates the character has achieved the most rare and highest level of skill or knowledge possible, becoming a revolutionary figure in his field. He has become so talented that he inspires wonder, and is capable of creating, theorizing or performing any most related action with minimum effort (e.g., noted physicist Stephen Hawking, martial arts master Bruce Lee, child prodigy chess master). (Normal human max.)
11+	Supernatural: This level of skill surpasses normal human thresholds and enters into the realms of the augmented, enhanced, or metaphysical (e.g., computers may demonstrate this level of skill).

BUYING SKILLS

You get 75 points to divide up among the character's skills in the Luftwaffe 1946 Role Playing Game. Groups cost 5 points per level. Skills (including Skills requiring a specific "Type") cost 1 point per level. A Specialty costs 1 point for 2 levels. Levels in a specialty may only be purchased in pairs (i.e., a character cannot purchase 1 level in a Specialty).

The cost for each level of skill is shown below.

Level	Cost
Group	5 Pts. /Lv
Skill	1 Pt. /Lv
Skill (Type)	1 Pt. /Lv
Skill (Specialty)	2 Lv/1 Pt.

Here's an example of how you might record some of your character's skills on your character sheet. We'll just use one Skill Group—the Arts & Crafts Group—in this example. In this example, the player has purchased 2 levels in the Arts & Crafts Skill Group, 2 levels in the Cooking skill (total cost: 11 CPs).

Name	Level	Total
Arts & Crafts	2	+2
Art (Painting)		+2
Cooking	2	+4
Craft (glass blowing)		+2
Jeweler		+2
Photography		+2
Smith		+2

USING SKILLS

Skills are used in conjunction with attributes to resolve actions. When characters attempt an action in the game that has an uncertain outcome, the player tells the GM which skill his character is using and how he is using it. The GM sets a difficulty level for the task (see *Difficulty Levels and Target Numbers*, below).

When to Roll

The most important thing to remember is that no skill rolls are needed for characters to accomplish everyday tasks related to their skill. Rolls are required only for tasks that are out of the ordinary for characters with that skill—no matter how hard they might seem to those without the skill.

Obviously, if everyone had to make a Driving skill roll just to drive to work, no one would survive the commute! Also, excess skill rolls only slow down the game. Save the rolls for amazing tasks or exciting action sequences involving great risks and daring acts.

Difficulty Levels and Target Numbers

If the task or action that the character is attempting is a simple one (such as opening a door, climbing a ladder, starting a car, and so on), no skill roll is required—the character simply succeeds at the action. If the action has a possibility of failure, the GM should require the player to make a skill roll and set the appropriate difficulty level for the task.

As a rule, only tasks of "average" difficulty or higher (i.e., more difficult) require a skill roll.

The GM assigns a difficulty level based on how difficult he believes the task would be for an average person. Use the *Difficulty Levels & Target Numbers* table, below, to help you decide what kind of difficulty level to assign the task, if any. The Target Number (TN) is the difficulty target of a task that must be beaten by Attribute + Skill + 3d6, taking into account any modifiers.

Difficulty Levels & Target Numbers	
Description	TN
Average/Easy	12
Tricky	15
Challenging	18
Difficult	21
Demanding	24
Extreme	27
Legendary	30

Target Numbers in Combat

In cases where a character is trying to attack another character, such as in melee or ranged combat, use the target's DEF as the base TN instead of the table above. If the character is actively defending himself, add the appropriate skill to the target's DEF score. In addition, the GM can then add any other modifiers, as appropriate. (see *Combat Modifiers*, page 66).

Making Sense of Difficulty Levels

Automatic Success & Failure

If the Target Number for any task is lower than the character's combined (**attribute + skill score + 3**), no skill roll is required—it's an automatic success for the character.

If the Target Number (TN) is greater than the character's combined **attribute + skill score + 18**, the player may still make a skill roll. In such cases, a natural roll of 18 on the dice (i.e., three

sixes) indicates success.

Characters can also use Action Points to turn a failed roll into a successful one, allowing even untrained characters to succeed at nigh-impossible tasks, thus reflecting a more cinematic approach. The player characters are assumed to be heroes in most settings—there should always be *some* chance for heroes to succeed, no matter how difficult the task. (See *Action Points* on page 63.)

Expanded Target Number Table

The following table indicates the modified target number based on the assigned difficulty of the task.

To use the table, simply add the character’s attribute + skill scores (for skill rolls) or use 2x the attribute (for attribute rolls). Find that number on the left column, and then read across until you find the number in the column for the assigned difficulty level of the task. For a skill roll to be successful, the player must roll the indicated number or higher *on the dice*.

Bold italicized numbers indicate that the minimum roll needed is not obtainable with a simple dice roll, and that additional bonuses (such as the use of Action Points) may be required for the task to possibly succeed.

“No roll” indicates that the player does not need to roll the dice; the task is automatically successful.

Target Numbers (Roll needed, or more)							
Attribute + Skill	Avg (TN 12)	Tricky (TN 15)	Chall (TN 18)	Diff (TN 21)	Deman (TN 24)	Extr (TN 27)	Leg (TN 30)
1	11	14	17	20	23	26	29
2	10	13	16	19	22	25	28
3	9	12	15	18	21	24	27
4	8	11	14	17	20	23	26
5	7	10	13	16	19	22	25
6	6	9	12	15	18	21	24
7	5	8	11	14	17	20	23
8	4	7	10	13	16	19	22
9	No roll	6	9	12	15	18	21
10	No roll	5	8	11	14	17	20
11	No roll	4	7	10	13	16	19
12	No roll	No roll	6	9	12	15	18
13	No roll	No roll	5	8	11	14	17
14	No roll	No roll	4	7	10	13	16
15	No roll	No roll	No roll	6	9	12	15
16	No roll	No roll	No roll	5	8	11	14
17	No roll	No roll	No roll	4	7	10	13
18	No roll	No roll	No roll	No roll	6	9	12
19	No roll	No roll	No roll	No roll	5	8	11
20	No roll	No roll	No roll	No roll	4	7	10

Which Attribute to Use?

All skills in *LUFTWAFFE 1946 ROLE PLAYING GAME* are associated with a primary attribute group—either the Body or Mind group. This is the group that contains the attributes associated with the common applications of the skill. The primary attribute group is indicated for each skill after the skill name.

Skills associated primarily with the Mind Attribute Group are indicated by the Mind Group icon: [Mind Group Icon]

Skills associated primarily with the Body Attribute Group are indicated by the Body Group icon: [Body Group Icon]

In addition, suggested uses of specific attributes are also given (in parenthesis) in the skill description.

Governing Attribute

Which attribute is used with the skill (called the “governing attribute”) depends on *how* the skill is being used. The most appropriate attribute used depends upon what the player says he wants to do. If the task involves exerting force, overbearing, or general power, the GM should assign the group’s Power attribute (PRE for the Mind group, STR for the Body group). If the task involves subtlety, finesse, accuracy, or aptitude, the GM should assign the group’s Aptitude attribute (INT for the Mind group, REF for the Body group). If the task involves endurance, stamina or resistance, the GM should assign the group’s Resistance attribute (WIL for the Mind group, HLT for the Body group).



Unusual Applications of Skills

In most cases the logical governing attribute will be obvious. For instance, knowledge- and memory-based skills will most often use the INT attribute.

Occasionally, however, characters will use skills in such a way that using a different attribute makes sense. The GM should consider which attribute is the most applicable and assign it as the governing attribute for the skill roll. Which attribute from the primary group is used with the skill to resolve actions depends on how the skill is used, as described by the player.

Both Body and Mind

Some skills can be used with both groups, depending on the specific application of the skill. This is perfectly acceptable, as long as it is plausible and the GM agrees to it.

Frank Marione is arrested by the cop after all and now Frank is being interrogated in the station house. But the cops are not interested in mind games; they intend to beat a confession out of him. Although the Interrogation skill is associated with the Mind group, the GM thinks about it and decides that such physical tactics call for an exception to the rule, and the GM assigns STR to the roll.

Skills that are the most likely candidates for using either attribute group are indicated by both icons.

Making the Roll

The player rolls three six-sided dice (3d6) and adds the result to his character’s skill score plus the governing attribute score. If the total meets or exceeds the target number (as indicated by difficulty level), the character has successfully used the skill.

Here is a summary of the steps of using a skill in the game.

Using a Skill—Summary

1. [Player] **Choose a skill** for the task
2. [Player] Tell the GM **how the skill is being used**
3. [GM] **Determine difficulty** level (and Target Number) for the task

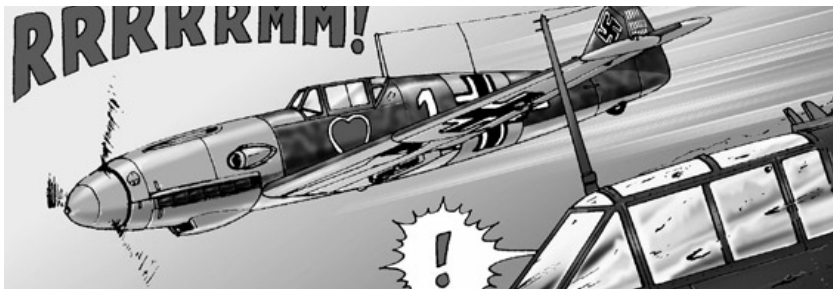
4. [GM] Determine governing **attribute** for the skill roll
5. [Player] **Roll** 3d6 + attribute score + skill score
6. If total meets or exceeds the Target Number, task is successful

In *LUFTWAFFE 1946 ROLE PLAYING GAME* products, any time a skill roll is required or suggested, it is written as “a [Difficulty] [Skill name] roll (TN).” For instance, if Nathan’s earlier escape into the trees were presented as part of a published scenario, it might read “diving off the road into the woods requires a Challenging Leaping roll (TN 18).”

Effect Numbers

The Effect Number (EN) of a roll is simply the number of points by which a skill roll (i.e., attribute + skill + 3d6) exceeds the Target Number. If the dice roll is exactly the target number, the effect number is 0. If the TN is 14 and the skill roll total is 19, the Effect Number is 5.

Effect numbers can be used in several helpful ways in the game. They are used to determine the outcome of contested skill rolls, to determine the winner of a contest (whose arrow is closest to the bullseye?), to determine the progress of a long task (such as complex repairs, a masterful work of art, ongoing research), and so on.



Contested Skill Rolls

When two characters are attempting to outdo each other using skills, it’s called a *contested roll*. In a contested roll, both characters make their skill rolls, using any difficulty modifiers assigned by the GM. The character whose player achieves the higher adjusted skill roll total is the “winner.” Examples of contested skill rolls include trying to sneak past a guard unseen (Stealth versus the guard’s Awareness), an arm wrestling contest, and so on.

In situations in which each character must achieve a minimum level of effect in order to be partially successful (e.g., an archery contest to see who can hit the target closest to the center), the GM may assign a TN to each player’s skill roll. The player who achieves the higher effect number succeeds. In effect, the total of the first character’s roll becomes the TN for the second character’s skill roll. If both player’s effect number is 0 (i.e., if the rolls are tied) there is no winner, because both characters failed at their respective attempts. (see *Effect Numbers*, above).

Skill Roll Modifiers

Complementary Skills

Sometimes a character’s knowledge of a particular subject can help with a skill roll for another skill. For instance, any character with the Appraisal skill can appraise an antique vase. But a character with specific knowledge of antique vases, knowledge of the culture from which the vase originated, of glazing techniques, or of the family that owned the vase may have particular insights into the history of the vase, thus allowing the character to more accurately determine its value.

When one skill can be used to help with a task that uses a

different skill, it is called a Complementary Skill. When a skill is Complementary to another skill, the player receives a bonus to the skill roll equal to one half of the Complementary Skill’s score, rounding down.

At the GM’s option, the bonus from a complementary skill can remain in effect for the duration of an event or task.

Off-handed

Characters are either right- or left-hand dominant (player’s choice) by default. The character’s non-dominant hand is his “off hand.” Using your off hand incurs a -3 penalty to any skill rolls requiring manual dexterity, such as shooting a gun, throwing, writing, and so on.

Characters with the Ambidexterity trait suffer a reduced penalty or no penalty at all, depending on the level of the trait.

Time

Every task requires a certain amount of time to complete, as determined by the GM. If a character takes more or less time than usual to perform a task, he receives a bonus or penalty to the Target Number, respectively.

When determining the bonus or penalty for more or less time taken on a task, refer to the *Time Chart*, below. Simply find the level on the Time Chart that is closest to the amount of time the task normally takes. The GM should determine the average length of time normally required to perform the task, and then consult the *Time Chart*. If the time required to perform a task is longer than the closest level on the *Time Chart*, then use the next greater time increment as the default level.

Time Chart

- 1 turn (3 seconds)
- 30 seconds
- 5 minutes
- 1 hour
- 1 day
- 1 week
- 1 month
- 1 quarter (3 mos.)
- 1 year
- 1 decade
- 1 century
- 1 millennium

Taking Extra Time

Characters can take more time than normal to perform a task in order to improve their chance of success. By taking more time than normal, the task becomes easier. For each lower level down the *Time Chart* (i.e., for each larger period of time taken), the skill roll receives a +3 bonus.

Rushing

Characters can attempt to perform a task more quickly than normal. By taking less time than the “base time” for a task, the task becomes more difficult. For each higher level up the *Time Chart* (i.e., for each smaller period of time taken), the skill roll

incurs a -3 penalty.

Repeated Attempts

Characters who fail at a skill roll may make another attempt, with conditions.

A character who attempts a task again after failing it once may make a new skill roll, but is at -3 for each successive attempt. This penalty is cumulative and is in addition to any other modifiers for taking extra time or rushing (see *Taking Extra Time*, page 42).

Tools & Equipment

Some skills do not require equipment for their use. The use of specialized equipment with these skills may provide a +3 bonus to the skill roll, at the GM's discretion.

Some skills, on the other hand, require the character to have access to specific equipment in order to use the skill at all. Examples include a forge, for Blacksmith, or a weapon, for a weapon skill. If the character doesn't have the necessary items he cannot use the skill.

Skills which require specialized tools or equipment are marked with a white wrench icon on a black field, like this: [Requires Tools Icon]

Other skills normally require tools of some kind but can be used with improvised tools. If a skill can be used with improvised tools, at GM's discretion, the character may attempt the task but suffers a -3 penalty.

Skills that allow improvised tools or equipment to be used are marked with a black wrench on a white field, like this: [Improvised Tools Icon]



WHICH SKILLS TO USE?

Note that not all of the skills listed will be appropriate for all campaigns. We have presented a number of skills that can be used in most settings. It is up to the GM to determine which skills will be allowed in a game.

Generic Skill List

The following is a skill list for the *Luftwaffe 1946 Role Playing Game*. *Italicized* skill names indicate a Universal skill. All characters in the *Luftwaffe 1946 Role Playing Game* receive this skill at +2 at no cost. Characters with no points spent on a universal skill still receive the +2 bonus. Any points spent on a universal skill add to this default level.

* Indicates a common skill

Skill	Tools	Gov Attr
Arts & Crafts		
Art (Type)	I	Body/Mind
Cooking (Spec)	I	Mind
Craft (Type)	I	Body
Jeweler	I	Body
Photography	R	Body
Smith (Spec)	I	Body

Athletics		
Acrobatics		Body
<i>Climbing</i>		Body
Contortionist		Body
Para (Spec)	R	Body
Sport (Type)	I	Body/Mind
Swimming		Body
<i>Throwing (Spec)</i>		Body
Unarmed Combat (Type)		Body
Communication		
<i>Instruction</i>		Mind
Negotiation (Spec)		Mind
Orate (Spec)		Mind
<i>Persuasion (Spec)</i>		Mind
Poetry		Mind
Writing (Spec)		Mind
Covert Skills		
Disguise	I	Body
Forgery (Spec)	I	Body
Gambling		Body/Mind
Lockpicking	I	Body
Shadowing		Mind
Sleight of Hand		Body
<i>Stealth</i>		Body
Education		
Geography (Spec)		Mind
History (Spec)		Mind
Knowledge (Type)		Body/Mind
Language (Type)		Mind
Religion (Type)		Mind
Research (Spec)		Mind
Enterprise		
Accounting		Mind
Appraisal		Mind
Bureaucracy		Mind
Business		Mind
Economics (Spec)		Mind
<i>Professional (Type)</i>		Body/Mind
Trading		Mind
Focus		
<i>Area Knowledge (Type)</i>		Mind
<i>Awareness (Spec)</i>		Mind
<i>Concentration</i>		Mind
Intuition		Mind
Lip Reading		Mind
Meditation		Mind
Heavy Weapons		
Artillery (Spec)	R	Body
Machine Guns (Spec)	R	Body
Missile Launchers (Spec)	R	Mind
Portable Launchers (Spec)	R	Body
Vehicle Weapons (Spec)	R	Body
Investigation		
Cryptography		Mind
Deduction		Mind
Forensics	R	Mind
Intel Analysis		Mind
Interrogation		Mind
Surveillance (Spec)		Mind
Medicine		
Dentistry	I	Mind
First Aid * (Spec)	I	Mind
Physician (Spec)	I	Mind
Pharmacology		Mind
Surgery (Spec)	I	Body/Mind

Melee Weapons		
Axes (Spec)	I	Body
Bayonets	I	Body
Flexible Weapons (Spec)	I	Body
Knives	I	Body
<i>Maces/Clubs (Spec)</i>	I	Body
Polearms (Spec)	I	Body
Swords (Spec)	I	Body
Military Sciences		
Combat Engineer (Spec)	I	Mind
Demolitions (Spec)	I	Mind
Gunsmith (Type)	I	Mind
Strategy (Spec)		Mind
Tactics (Spec)		Mind
Nature/Outdoor		
Animal Handling (Spec)	I	Mind
Fish and Game (Spec)	I	Body/Mind
Navigation (Spec)		Mind
Riding (Spec)	I	Body
Survival (Spec)		Mind
Teamster (Spec)	I	Body
Tracking		Mind
Performance		
Acting		Mind
Dancing (Spec)		Body
Instrument (Type)	I	Body
Juggling		Body
Mimicry		Mind
Singing		Body/Mind
Ventriloquist		Body
Sciences		
Astronomy		Mind
Biology (Spec)		Mind
Chemistry (Spec)		Mind
Mathematics		Mind
Physics (Spec)		Mind
Simple Missile Weapons		
Boomerangs	R	Body
Bows (Spec)	I	Body
Crossbows (Spec)	R	Body
Sling Weapons (Spec)	I	Body
Slingshots	I	Body
Small Arms		
Black Powder W. (Spec)	I	Body
Pistols	R	Body
Rifles	R	Body
Shotguns	R	Body
Sub-machineguns	R	Body
Social		
Conversation*		Mind
Intrigue		Mind
Philosophy		Mind
<i>Society (Type)</i>		Mind
Style		Mind
Symbols		Mind
Social Sciences		
Anthropology (Spec)		Mind
Archaeology (Spec)		Mind
Criminology		Body/Mind
Politics		Mind
Psychology (Spec)		Mind
Technical		
Astrogation		Mind
Electrician	I	Mind
Electronics (Spec)	I	Mind

Engineering (Type)		Mind
Mechanic (Spec)	I	Mind
Operate Electronics (Spec)		Mind
Transportation		
Driving (Spec)*	R	Body
Piloting (Spec)	R	Body
Sailing (Spec)	I	Body/Mind
Starships (Spec)	R	Body/Mind
Watercraft (Spec)	R	Body/Min

Italicized skill names indicate a Universal skill. All characters in all *LUFTWAFFE 1946 ROLE PLAYING GAME* receive this skill at level 2 at no cost.

* Indicates a universal skill (in modern or more advanced settings)

R = Requires specialized tools.

I = Usable with improvised tools.

SKILL DESCRIPTIONS

The following section provides descriptions for the skills listed on the Sample Skill List in the previous section.

Arts & Crafts Skill Group

Arts & Crafts skills are those primarily concerned with the creation of tools and knickknacks, entertainment and pleasurable pursuits.

Art (Type)

Characters with this skill are adept at creating works of art in a particular medium (REF). They also understand the finer points of artistic expression (INT) and can appreciate works of art more than the average person (PRE).

A type must be selected when this skill is bought. This skill may be purchased more than once, each time for a different type of Art.

Successful use of this skill means the character creates a quality work of art, recognizes the creator of the work, or appraises the quality or value of such works created by others. The effect number of the roll determines the quality of the work; the higher the effect number the better the quality, and, thus, the better the viewer's impression of the work.

This skill may also be used as a complementary skill to Social skills in the appropriate circumstances, such as if the character is giving a work of art as a gift (at the GM's discretion).

Types: Painting, Pottery, Sculpting, Sketching.

Cooking (Spec)

The skill of creating meals, from simple edible dishes to elaborate, gourmet meals (INT) including even artistic presentations of food (PRE).

Specialties: Cuisine, Ethnicity (e.g., Chinese, Italian), Fast Food, Gourmet.

Craft (Type)

Characters with this skill are adept at some craft, as defined by the player, and understand the finer points of their craft, including common tools, patterns, and methods associated with it (INT). The character is able to create attractive and/or functional items (depending upon the defined craft) and earn a living with his craft (REF).

Types: Candle-making, Glazing (i.e., lacquering), Cobbling, Shipwright, Tanning, or any other reasonable craft that the player and GM agree upon.

Jeweler

The skill of crafting fine jewelry from precious metals (silver,

gold, platinum, etc.), stones and gems (REF). Characters can also appraise the quality and value of such items, create rings, necklaces, brooches, set stones, and so on (INT).

Photography

The skill of taking photographs of various subjects (REF) and developing them from film to print (INT). Use of this skill to take pictures requires a camera, and developing film requires access to a film lab, with the proper chemicals, photosensitive paper, and possibly other equipment.

Smith (Spec)

The skill of forging and crafting items from metal (bronze, iron or steel, depending on the period and technology level of the setting or culture).

Weaponsmith is the skill of creating bladed weapons, such as knives, swords, spearheads, arrowheads, and the like. The creation of handles and shafts requires woodworking (a specialty of the Craft skill), although if the character has access to these finished items he can complete the weapon in question.

Blacksmith is the skill of creating metal tools (such as hammers), blunt weapons, horseshoes and the like.

Specialties: Armorer, Blacksmith, Weaponsmith.

Athletics Skill Group

Athletic skills are those involving physical pursuits, exertion, and sport. The Athletic Skills group includes the following skills.

Acrobatics

Characters with this skill are very agile and able to perform flips, tumble, and swing in exciting, swashbuckling fashion (REF). Acrobatics is very useful for sailors who spend a lot of time up in the rigging, balancing on swaying masts, and so on. While any character can attempt such actions by making a REF check (see *Attribute Rolls*, page 9), characters with this skill do so in a much more flamboyant and impressive manner.

A successful use of this skill can also allow a prone character to regain his feet as a free action, to “roll with a punch” (halving any damage received from a blunt blow), reduce damage from a fall (subtract the skill level in meters from the distance fallen before determining damage) or impose a -3 to skill rolls for attacks made against him that phase, due to his incredible dodging ability (may be added to any bonuses for the Dodge maneuver).

Acrobatics may be used as a complementary skill to Climbing and Jumping (GM’s discretion).

Climbing

Characters use this skill when climbing difficult surfaces or items, such as cliffs, walls, or ropes (STR). A successful check allows the character to move a number of meters equal to one half his MOV score or equal to his Climbing score (whichever is greater). Failure means the character has lost but regained his grip or footing, and has made no progress that turn. A serious failure (two or more levels below the difficulty of the roll) means the character has fallen (see *Falling*, page 71).

Climbing is a Universal Skill; all characters receive it at level 2 at no cost.

Contortionist

Characters with this skill can contort their body into difficult or unusual positions (REF), and remain in such positions for long periods of time (HLT). Contortionists often also have a complementary Physical Advantage, such as “double-jointed.”

Para (Spec)

Characters with this skill can use various types of paraflight apparatus, including hang gliders, parachutes and paragliders (REF).

Specialties: Hang Glider, Parachute, Paraglider.

Sport (Type)

Characters with this skill are adept at organized athletic activities not already covered by other skills. Skills not covered by this ability include Archery and Swimming. The character knows the rules of the game (INT) and can compete in the sport. Some sports involve primarily stamina, such as long distance running (HLT), or strength, such as power lifting (STR). Most sports are predominantly agility-based, however, such as bowling,

baseball, cricket, and similar sports (REF).

A Type must be selected when the skill is purchased. This skill may be purchased more than once, each time for a different type.

Types: Baseball, Basketball, Bowling, Cricket, Football (American), Hockey, Soccer (i.e., European football), or other sports allowed by the GM.

Swimming

Characters with this skill are able to swim in water deeper than waist-level (REF) and can stay afloat for long periods of time (HLT). No skill roll is needed to tread calm water. Rough water, however, requires the character to make a skill roll to keep his head above water each turn (STR). Failure means the character has gone under and may be subject to drowning if a character cannot resurface on the subsequent turn by making a successful Swimming roll (see *Asphyxiation and Drowning*, page 72).

This is an important skill for sailors, competition swimmers, Navy SEALs, and the like.

Throwing (Spec)

Characters use this skill to throw objects, such as rocks and stones, for accuracy (REF) or distance (STR). (See *Combat* for rules on making attacks, damage, and so on). It can be used to throw a grappling hook, toss a weapon to a friend, to play darts, or to hurl a spear at an opponent.

Throwing is a Universal Skill; all characters receive it at level 2 at no cost.

Specialties: Darts, Football, Javelin, Knives, Stones, et al.

Unarmed Combat (Type)

The skill of unarmed, hand-to-hand fighting. Characters must choose a type or style of unarmed combat when this skill is purchased. This skill may be purchased multiple times, each time for a different type of unarmed combat.

Unarmed Combat (Brawling) is a Universal Skill; all characters receive it at level 2 at no cost.

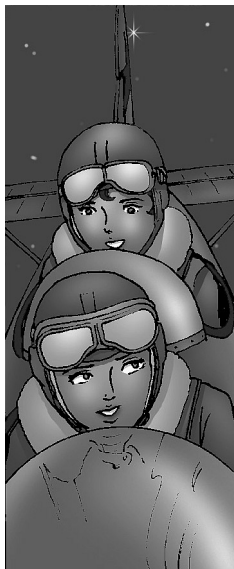
Types: Aikido, *Brawling*, Judo, Karate, Kung Fu, Sumo,



Wrestling, et al.

Zero-G

Characters with this skill are accustomed to operating in a zero-gravity environment (REF). They can perform simple tasks without incurring a penalty for the lack of gravity, such as performing EVAs (extravehicular activities—spacewalks, planetwalks and the like), maneuvering at slow speeds, performing stationary repairs, and so on. Complex tasks, such as combat or fast movement, may be performed at no penalty with a successful Zero-G skill roll, or at a simple -3 with a failed roll.



Communication Skill Group

Instruction

Characters with this skill are able to teach others, imparting wisdom and knowledge to their charges (PRE). Characters may instruct others in those areas which the teacher himself is trained. The maximum skill level a student may obtain from study is equal to the average of the teacher's Instruction skill and the skill being taught.

Rourke has an Instruction skill of +4 and a Swords skill of +6. The average score of these two skills is 5, so the highest level he can train any student in Swords is a 5.

Instruction is a Universal Skill; all characters receive it at level 2 at no cost.

Negotiation (Spec)

Characters with this skill are adept at reaching compromises and relaying information without offending the recipient. Negotiation is an important skill for envoys, diplomats, politicians, and police crisis negotiators.

When engaged in negotiations, the character states his goal (or demand) and makes a Negotiation roll against a Target Number set by the GM. The difficulty number is based on the other's party's general reaction to the character's stated goal (see the table below).

Reaction to Demand/Goal	Base Difficulty
Adamantly opposed (e.g., to the death)	Legendary (TN 30)
Generally opposed	Extreme (TN 27)
Somewhat opposed	Demanding (TN 24)
Apathetic, unimpressed	Difficult (TN 21)
Somewhat agreeable	Challenging (TN 18)
Generally agreeable	Tricky (TN 15)
Enthusiastically agreeable	Average (TN 12)

The target number represents the difficulty for the negotiator to achieve his stated goal while also making several concessions to the other party.

If the effect number of the Negotiation roll is 3 or higher, then the negotiator need make only one concession. If the effect number of the Negotiation roll is 6 or higher, the negotiator achieves his goal without making *any* concessions.

Effect Number	Agreement with...
0-2	Several concessions
3-5	Only one concession
6+	No concessions

It is up to the negotiator (or perhaps his superior) to decide if

the final offer is acceptable. If so, the agreement is made and the deal struck. If not, then the negotiations are called off, at least for this round.

Negotiations may last from several minutes to several months, depending on their nature and other factors, including the method of communication, and so on. It is up to the GM and the players to determine how much of the negotiations are covered by the skill roll. A Negotiation skill roll can represent the entirety of the negotiations, a single round of negotiations or each individual "point" of a negotiation.

This resolution system is intentionally abstract. A "concession" represents any reasonable demand or condition made by the other party that the negotiator can meet. If it is important to know the exact nature of the concessions, the GM should consider forgoing the skill roll altogether and simply role-play the negotiations in the game.

Diplomacy represents the skill of negotiation between nations or large organizations, Hostage negotiation is the skill of negotiating with hostage-takers, and Political negotiation is the skill of negotiation among or between politicians.

Specialties: Diplomacy, Hostage, Political.

Orate (Spec)

This is the skill of effectively communicating ideas and inspiring or moving an audience's emotions with the spoken word. Characters with the Orate skill know how to tell stories, issue commands, present information (such as news), give speeches, tell tales and otherwise inform (INT), entertain or motivate (PRE) listeners. Orate could also be used to kill time or bore someone to death (WIL).

Orate can be used as a complementary skill to Acting and Poetry (for monologues and one-person performances), Strategy (for leading and inspiring troops in battle) and Persuasion.

Specialties: Bard, Command (i.e., leadership), News Reporter, Speeches.

Persuasion (Spec)

This is the skill of using one's voice, logic, expression, body language, or some combination, to influence others. Persuasion can be in the form of an intimidating glare, a boastful challenge, batting one's eyes (seduction), stroking a cheek (consolation), grasping the handle of one's sword in a threatening manner, or invoking the name of one's superior (or even God).

The character makes a contested Persuasion roll against the subject's WIL + Concentration roll. If the character's roll is higher than the person he is trying to persuade, then he is successful. The other person sees things the persuader's way (at least to some degree) and will act accordingly.

The GM should allow skills appropriate to the situation to be used as complementary to the Persuasion roll. A character may also add one half of his Fame or Infamy score to the roll, if appropriate (GM's discretion). The GM may also award a bonus of +1 to +3 to the player's roll for good roleplaying.

Specialties: Bribery, Fast Talk, Intimidation, Propaganda, Romance, Seduction.

Poetry

Characters with this skill are adept at composing (INT) and reciting poetry (PRE). They also understand the finer points of poetic expression and can appreciate poetic recitals more than the average person (PRE).

Successful use of this skill means the character performs in a

manner that moves the audience (PRE), or appraises the quality of such writing or performances by others (INT). The effect number of the roll determines the quality of the performance; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

This skill may also be used as a complementary skill to Persuasion in the appropriate circumstances (at the GM's discretion).



Writing (Spec)

Characters with this skill are capable of composing creative written works (INT). They also understand the finer points of written expression and can appreciate compositions within their specialty more than the average person (PRE). It is an important skill for bards and anyone wishing to create original songs. The appropriate performance skill is required to actually perform the composition.

A specialty must be selected when this skill is bought.

Successful use of this skill means the character composes a quality work, or appraises the value or quality of such compositions by others. The effect number of the roll determines the quality of the composition; the higher the effect number the better the writing, and, thus, the better the audience or reader's reaction and impression.

This skill may be used as a complementary skill to the appropriate skill when the composition is performed. For example, Writing (Music) is complementary to the Instrument skill, Writing (Speeches) is complementary to Orate, and so on.

Specialties: Comedy, Journalist, Literature, Music, Playwright, Screenwriter, Speeches.

Covert Skill Group

Disguise

This is the skill of assuming another identity. It is usually accomplished by changing one's clothes, putting on a wig, applying makeup, and so on (REF). The GM should make the skill roll for the player in secret, noting the total of the roll and using it as the difficulty number for Awareness rolls for anyone who scrutinizes the disguise.

Forgery (Spec)

Characters with this skill are able to create remarkable forgeries of documents, seals and the like (REF). The total of the character's Forgery roll is used as the target number for Awareness checks made by anyone scrutinizing the forgery to detect its true nature.

The original being copied must be available to the character for an accurate copy to be made. If the original is not available, the character uses INT with the skill (because he is working from

memory) and suffers a -6 penalty to the skill roll.

Specialties: Crests & Seals, Documents, Handwriting

Gambling

Characters with this skill know how to play common games of skill, such as cards, backgammon, and the like (INT). In addition, characters can use this skill to cheat at games of chance (REF), such as dice and roulette.

If used for games of skill, use a simple contested Gambling roll for each player; the person with the best roll wins the game. If used to cheat at a game of chance, the total of the character's Gambling roll is used as the difficulty number for Awareness checks made by the other players to spot the cheat (i.e., to catch him in the act). If not caught, the cheater automatically wins. If both players are cheating, use a simple contested Gambling roll for each player; the person with the best roll wins the game), and allow both players an Awareness roll to try to catch the other cheating.

Lockpicking

Characters with this skill are proficient with picking locks and bypassing other simple mechanical security measures (REF). This skill requires a set of lock-picking tools to be effective; -3 if only improvised tools are available.



Shadowing

The skill of following others without being seen (INT). Characters with this skill are able to keep a target within site while walking or driving behind him, while remaining inconspicuous and remaining unnoticed. The GM should require characters using this skill to make periodic skill checks, with the frequency and difficulty based on the environment and the shadowing character's chances of "blending in."

If the skill roll fails, then the subject gets a Tricky Awareness roll to notice the character. If the character being followed is actively watching for anyone following him, have both characters make a contested Shadowing versus Awareness roll. The character with the higher effect number wins the contest.

Sleight of Hand

Characters with this skill can lift items from others, misdirect viewers' eyes, and conceal items or cut purses and the like (REF). When a character uses Sleight of Hand against another, use a simple contested skill roll of the character's Sleight of Hand versus the subject's Awareness. If the subject's Awareness roll beats the Sleight of Hand roll, the other person has caught him in the act, knows which shell the ball is under, or otherwise wins the contest.

Stealth

This skill is used to hide oneself in shadows and move silently. The total of the Stealth roll is used as the difficulty number for Awareness checks made by anyone who may spot the character (whether actively searching or otherwise, as the situation dictates).

This skill can also be used to hide items up to and including large animals, such as horses. A single roll is made by the GM. The effect number of the roll is used as the difficulty number for Awareness checks made by anyone searching for it.

Stealth is a Universal Skill; all characters receive it at level 2 at no cost.

Education Skill Group

Education skills are those skills gained primarily from formal study, whether at a university, monastery or other institute. Most Education skills are associated with the Mind attribute group. The Education skill group includes the following skills.

Geography (Spec)

This skill covers knowledge of natural features of the earth, landmarks, climate, and political, as well as cursory knowledge of the borders and inhabitants of the nations of the world. Characters with this skill can identify internationally known landmarks, the location of major bodies of water, the average climate and rainfall of a given country, and so on.

Specialties: Specific region or continent.

History (Spec)

Characters with this skill know a great deal about history and can recall general or specific details with a successful skill check (INT). The more obscure the detail or more distant the subject from the character's locality, the higher the required difficulty of the roll is.

Sir Thomas, having recognized a tapestry as belonging to Lord Culler, tries to recall information about the lord's family from history. The player makes a History skill check for Sir Thomas and succeeds, so the GM tells the player that Sir Thomas recalls that Lord Culler died on the battlefield 20 years ago.

Specialties: Locality, National, Organizational, World.

Knowledge (Type)

Characters with this skill are knowledgeable about some specific subject. The player chooses the subject when the skill is purchased. The subject can be trivial or important in its scope. Most Knowledge skills are attached to the Mind group.

If knowledge skills involve the practical application of a skill, the character is also able to perform the task associated with it. A character may hold a job requiring the skill if the skill score is 3 or higher. Skill rolls for such skills may be associated with the BODY group or both the Body and Mind groups.

The GM is encouraged to develop different Knowledge skills, and to separate them as new, unique skills for his game or setting. Depending on the specific topic covered, a Knowledge skill may be considered as being a Type, a Specialty, or neither, at the GM's discretion. Knowledge skills can be renamed and even moved to a more appropriate Skill Group (or a newly created Skill Group), based on the GM's discretion and the setting or genre of the game. Knowledge skills should not be created that duplicate other existing skills, however.

Suggested Types: Civil Science, Cuisine, Family History, Humanities, Military Traditions, Mythology, Navy Ships, Wines, or any other general or specific topic that the GM approves.

Language (Type)

Characters with this skill understand and can speak a foreign language. If the character is literate he can also read and write the

language (does not apply to languages for which there is no writing system, such as traditional Navaho).

This skill must be purchased separately for each language that the character understands.

All characters start with a score of 3 in their native language (unless they have a trait that limits their starting score). The character's native language should be noted on the character sheet.

In addition to being used in skill rolls, the skill score represents the character's fluency with the language.

Level	Fluency
1	Rudimentary; simple words and phrases only. Thick, noticeable accent (obviously not a local).
2	Basic; simple conversations. Moderate accent (requires Average Awareness roll to detect).
3	Conversational fluency. Minor accent or regional dialect (requires Challenging Awareness roll to detect).
4	Fluent; complex dialogue and expressions. No accent.
6	Expert; speaks perfectly, better than most natives.
8	Master; command of the language rivals the most learned scholar (a rarity!).

Language (Type) is a Universal Skill; all characters receive it at level 3 for their native language at no cost.



The 20 most commonly used languages in the world (in alphabetical order) are: Arabic, Bengali, Cantonese, English, French, German, Italian, Japanese, Korean, Tamil, Telugu, Hindi, Malay / Indonesian, Mandarin, Marathi, Punjabi, Urdu, Portuguese, Russian, and Spanish.

Religion (Type)

Characters with this skill are knowledgeable in the history, traditions, tenets and ceremony of major religions

(INT). When this skill is purchased, the character must specify one primary religion to which the skill score applies.

Religion may be used as a complementary skill to other applicable skill rolls (GM's discretion). For example, the GM should allow Religion to be used as complementary to a Philosophy roll if the character is involved in a religious debate.

Types: Christianity, Islam, Judaism, Paganism, Wicca or any other religion allowed by the GM.

Research (Spec)

The skill of researching a topic (a person, place or thing, such as a rare artifact, an event or a ship) to discover clues, evidence or general or detailed facts about it. Sometimes research is simply a matter of locating where something is supposed to be, such as when looking for a known book in the library (INT). In other instances one must perform tedious research to find "the answer," such as when looking for an obscure passage in a huge tome with no index (WIL).

Research can be accomplished on the Internet, in a library, a laboratory, in a newspaper morgue, a corporate Human Resources office, floating city computer network, or wherever the GM thinks is reasonable and appropriate for the character to conduct the

research. Remember, too, that sometimes getting into the place can be a task in and of itself!

The higher the effect number, the more information is gleaned about the topic.

Specialties: Internet, Library, Medical, Publications, Records, Scientific.

Enterprise Skill Group

Accounting

The skill of keeping track of the money in any venture. This includes, but is not limited to, receipts, supply expense, rent, and all other areas of a profit and loss statement.

Appraisal

Characters with this skill can appraise the approximate value of items, including items for which the character does not possess a relative skill. Appraising an item requires a Challenging Appraisal skill roll (TN 18).

The skill roll may be modified depending on the following conditions. All modifiers are cumulative.

-3	Character has no training in or knowledge of the item
-3	Item is a rare or obscure specimen
-3	Unable to inspect or examine the item closely

Characters may use appropriate skills as complementary to Appraisal (GM's discretion). For instance, a character appraising a sword could use Smith (Weaponsmith) as a complementary skill to the Appraisal skill roll.

Bureaucracy

The skill of dealing with bureaucracies and "cutting through red tape." Characters with this skill know what to expect from bureaucracies, how long things will take to get done and why (INT). In addition (and more beneficially), they also know how to get things done more quickly than normal, how to get in to see the "right people," and so on (PRE). Conversely, characters with this skill also know how to and how to slow projects down and impede requests to see people (WIL).

Business

The knowledge and skill of running a business, from a lemonade stand to a multinational corporation. Business focuses on the day-to-day running of the business, including inventory, customer service, public relations and sales, but also covers broader topics, such as supply and demand, marketing, taxes, and business laws (INT). Business can also be used for skill rolls involving customer service and public relations (PRE).

Specialties: Marketing, Operations, Personnel, Public Relations.

Economics (Spec)

The study and knowledge of the production, distribution and consumption of goods. Characters with this skill understand the basics, such as the law of supply and demand, as well as advanced economic theory. This skill is more the science of economics than the knowledge of running a business. Characters with the Economics skill can act as advisors, researchers, and the like, though they may have no practical experience running a company (that would require the Business skill, above).

Specialties: Business, National, World.

Professional (Type)

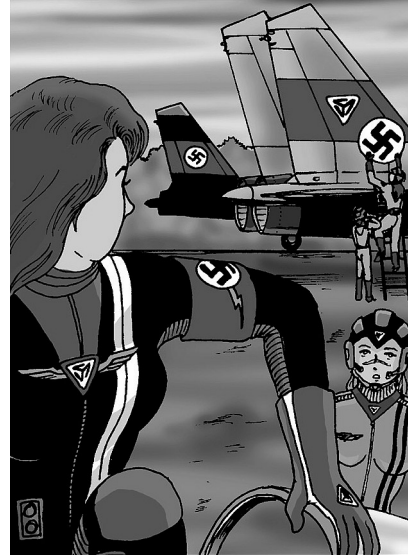
This skill represents a skill (or set of skills) for a specific profession

not otherwise represented in the skill list. Characters with the Professional skill are able to do the job and operate any equipment normally associated with the profession. As with all skills, the higher the skill score the better the character is at his job.

Some professions may require special tools or equipment to perform adequately. The GM should determine if a given profession requires tools or not.

Professional (Type) is a Universal Skill; all characters receive it at level 2 at no cost. A Type must be selected for the skill.

Types: Specific career (attorney, farmer, fire-fighter, fisherman, page, police officer, rancher, soldier, student, weaver, etc.)



Trading

Characters with this skill are adept at negotiating a mutually agreeable price for a service or goods. Trading is an important skill for merchants, traders, service providers, and business owners of all kinds.

Either the buyer or seller can initiate a negotiation. When negotiating a price, the buyer and the seller make contested Trading rolls (use just WIL + 3d6 if a character does not possess the Trading skill). The winner gains a 5% advantage to the base (list) price for each point of difference between the winner's and loser's effect number. This represents the "best, final offer." It is up to the loser to decide if this "final offer" is acceptable. If so, the agreement is made and the sale made. If not, then the transaction is called off.

This resolution system is intentionally abstract. The base price is the standard list price for an item (as determined by the GM or published price list). The initial price from each person isn't actually stated, and the "final price" resulting from the negotiations represents the best offer that the loser can get from the winner.

Focus Skill Group

Area Knowledge (Type)

Characters with this skill are familiar with the geography and popular culture of a certain area, be it a single street, a neighborhood, a shire, a city, a terrain type (mountains, caverns) or an entire planet or star system. With a successful skill roll, characters with an Area Knowledge know the lay of the area, and can locate major and minor landmarks, major businesses or organizations, utilities, transportation centers (e.g., bus stations, ship ports and airports), and even knows notable people in the area, such as local celebrities and other popular folk.

The TN is determined by the level of detail sought by the character. If the player's skill roll total exceeds a higher difficulty than was required for the skill roll, the GM should provide an additional important piece of information to the player. Conversely, if a character is trying to recall as much detail as possible, simply have the player make the skill roll and compare the total of the roll to the listed DLs. The highest difficulty that the character's roll achieved represents the level of detail that the character is able to recall about the area. The larger the area, the higher the difficulty level to know or recall the same level of detail about the area.

Area Knowledge can be used as a complementary skill to any appropriate skill rolls. A character with Area Knowledge of a city could use it as complementary to Driving skill rolls during a car chase through the city; a character with an Area Knowledge of a terrain type could use it as complementary to a Survival skill roll, and so on.



Difficulty	Level of Detail
Average (TN 12)	Minor detail (e.g., location of the nearest convenience store)
Tricky (TN 15)	Moderate detail (e.g., names of prominent citizens/local celebrities)
Challenging (TN 18)	Good detail (e.g., names of local leaders)
Difficult (TN 21)	Much detail
Demanding (TN 24)	Great detail
Extreme (TN 27)	Incredible detail
Legendary (TN 30)	Down to the last detail

Size of Area	Modifier
Apartment complex, street	+6
Neighborhood, village, town	+3
Large city (Tokyo, New York)	+0
State, small country	-3
Large country, continent	-6
Planet, star system	-9

Types: Specific locale or terrain.

Awareness (Spec)

This represents the character's ability to spot, smell, hear or taste things that may otherwise escape attention (INT). The GM should call for an Awareness check any time a character may encounter a potential clue, may spot a shadowy figure in an alley, or any other appropriate situation. A success means the character has perceived the person or thing (a slight breeze, a shadowy figure, a minor detail, or what have you). An effect number of 6 or higher means the character has perceived the item in detail; the GM should provide additional information about the person or thing in question that will assist the character.

Awareness is a Universal Skill.

Specialties: Hearing, Sight, Smell/Taste, Touch.

Concentration

This is the character's ability to focus his concentration on some task (WIL), as well as his general memory (INT). Concentration rolls can be assigned by the GM when a character is picking a lock in the middle of a huge brawl, laying still on a battlefield while

cannonballs explode around him, keeping an eye on someone from hiding during a distraction, recalling the name of the man who gave you a coin two months ago, and so on. Success means that the character is able to concentrate on the task at hand, despite any distractions for that turn, including skill roll penalties due to wounds (see *Wounds and Effects of Damage*, page 69).

Concentration is a Universal Skill.

Intuition

This is the character's ability to know or understand something without conscious reasoning. Intuition can tell a character when someone is being dishonest or deceptive, whether a door is safe to open or not, or whether to go out on a date with someone he's just met. In short, Intuition can help a character decide what choice to make when logic or

perception fails him.

A successful roll should result in the player gleaning some vague direction from the GM about the person or thing in question. Responses such as "Something doesn't feel right" are appropriate but responses such as "You think the car will explode if you turn the ignition" are not. Intuition should not be used as a replacement for the Danger Sense advantage.

The GM should prompt the player to make an Intuition roll any time he must make a choice that could have detrimental consequences. In addition, when the situation warrants it, the player may ask the GM "What does my character's intuition tell him?" The GM has the final discretion whether or not to allow the Intuition roll.

Lip Reading

The ability to discern what someone is saying by watching his mouth move, without hearing what he is saying (INT). A successful Lip Reading roll means the character using this skill understands most of what has been said, though not necessarily the context nor any emotion (or sarcasm). The character will have to determine the context of the message based on the circumstances (who is speaking to whom, what is being discussed, and so on). An effect number of 3 or higher than required, the character understands everything said.

Meditation

Characters with this skill are able to enter a trance-like state, clearing their minds and exploring their inner psyche. Characters that are in a state of meditation are still somewhat aware of their surroundings and may "awaken" from their meditative state at will.

A successful skill roll is required to enter a state of deep meditation. Once in this state, however, the character can receive any one of the following benefits. The benefit of the meditation must be declared by the player before the roll is made.

Recover stun: The character recovers 1 point of stunning (non-lethal) damage for every two points of the effect number of the skill roll.

Eliminate fatigue: The character is able to ignore the effects of fatigue due to exertion or loss of sleep for one step down the time table for every two points of the effect number of the skill roll.

Clarity of thought: The character receives a +3 bonus to all Mind-based skill rolls and Mind attribute rolls for one hour after “awakening” from a deep meditation.

Ignore Pain: The character is able to ignore pain and suffers no distraction penalties to skill rolls normally due to pain or damage. Note that the character will still suffer damage, he just won’t feel it. This effect last for one step down the Time Chart for every two points of the effect number of the Meditation roll.

Heavy Weapons Skill Group

Artillery (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of land-based, crew-served, artillery weapons, such as Howitzers, MLRS systems, and the like. This skill covers both towed and self-propelled artillery.

Specialties: AAA, Cannon

Machine Guns (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of machine-guns and other automatic weapons (REF). The character selects a specialty for which the full skill level applies; all other types use the skill at one half level (rounding up). Heavy machine-guns include the Browning .30 cal., M2 .50 cal., and the Mk-19 grenade launcher. Light machine-guns include squad support weapons such as the M60, and M249 Squad Automatic Weapon (SAW).

Specialties: Anti-aircraft, Heavy, Medium, Light.



Portable Launchers (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of portable grenade, anti-tank weapons (such as the TOW, Dragon, and M-72 LAW), grenade launchers (such as the M-79, M-203) and mortars (REF).

Types: Grenade launchers, Anti-tank Weapons, Mortars.

Vehicle Weapons (Type)

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern, heavy, vehicle-mounted weapons. Characters using very simple weapons that have no guidance or “aiming” systems other than the aircraft itself, such as machine guns on a WWI bi-plane, can use the Piloting skill instead.

Specialties: Bombs, Cannon, Missiles

Investigation Skill Group

Cryptography

The skill of ciphering and deciphering data, including text, digital image files, and others (INT). The technology level of the setting will determine the kinds of equipment available to the character, if any, and the complexity of the ciphers and codes the character is likely to deal with.

A number of skills can be used as a complementary to Cryptography, depending on the circumstances and the GM’s discretion. Characters deciphering a code that uses or involves a foreign language should be able to use their language skill as complementary, for instance. Likewise, Computer Programming

could be used as complementary to Cryptography, for designing and running decryption software.

Deduction

Characters with this skill are able to take a few known facts and leap to a usually (at least partially) correct conclusion (INT). Successful use of this skill can reveal the names of likely conspirators, anticipate an ambush, or determine the likely motivation behind any unexpected action.

The player may ask to make use of this skill at any time. If granted, the GM should reward a successful Deduction check with some bit of information about the current adventure that the character does not currently have. Success means the character has gained one answer or several potential “right answers.” Failure means the character has gained no insight or possibly bad “insight,” suspecting an innocent, or some other misleading information that could result in an embarrassing (or deadly) confrontation if acted upon.

The GM should make the skill roll for the player in secret, telling the player only that which his character would “know,” based on the outcome of the roll.

Forensics

The skill of handling (REF) and analyzing (INT) evidence. Evidence can include fingerprints, hair, fibers from clothing and carpet, and imprints (such as shoe and boot prints, tire tracks, and the like). Characters with this skill are able to identify the nature and origin of samples they analyze.

The higher the effect number of the skill roll the more information is gleaned from the analysis. Consult the table below for suggested results of successful Forensics skill rolls:

EN	Results
0-2	Trivial details about the item (size and style of footwear, content of a fiber, caliber of a bullet, etc.)
3-5	Minor details about the item (manufacturer of an item, the source of a fiber—vehicle carpet, wool jacket, etc.; make of weapon)
6-8	Important details about the item (manufactured at a factory in Korea, custom made, made exclusively for Ford, specific model number of a firearm, etc.)
9-11	Crucial details about the item (date of manufacture, lot number, city where item was originally purchased, and so on)
12+	Every detail about the item (serial number, exact store where item was originally purchased, VIN number, all known owners of the item)

Paul’s character is analyzing residue from an explosion. Paul gets an effect number of 7 on his Forensics skill roll, so the GM tells Paul that the residue is from an explosive compound manufactured solely for the U.S. military by a contractor based in Vermont. If Paul’s effect number had been 9, the GM might have told him the date of manufacture and delivery point for the explosive, as well.

Intel Analysis

Characters with this skill are able to analyze intelligence and

determine the significance (if any) of details gleaned from it (INT).

An agent could use Intel Analysis to examine a satellite photograph of an air field to determine if any aircraft were loaded with nuclear warheads or had been recently moved. A soldier could examine a reconnaissance report from a scout to determine the quality of troops at an enemy base.

The quality and quantity of the data that the character has to work with determines the difficulty of the task.

Interrogation

The skill of obtaining information from an unwilling subject. The interrogator may attempt to use subtlety, confusion, or mental trickery (INT), sympathy or intimidation techniques (PRE), or simply try to “wear down” the subject through repetition and extended duration (WIL). Physically beating a confession out of a subject is also possible (STR), though not legal in most civilized nations.

When interrogating a subject, a contested roll is made against the subject’s WIL attribute roll. If the interrogator’s effect number is greater than the subject’s, then the subject has been broken and reveals the desired information.



Surveillance (Spec)

The skill of watching and gathering information about a target (INT). Characters with this skill know how to set up an observation point, observe a subject and record information concerning the subject’s movements and actions, without being themselves observed (it is similar to the Shadowing skill, but does not involve moving and following the subject).

Police detectives, private investigators, covert intelligence operatives, snipers and soldiers assigned to reconnaissance missions or observation posts, most often possess this skill.

Can be used as complementary to Awareness skill rolls in appropriate circumstances (GM’s discretion).

Specialties: Bugging, Reconnaissance, Stakeouts, Stalking.

Medical Skill Group

Dentistry

Dentistry is the skill of cleaning and maintaining teeth. Successful use of this skill allows the character to diagnose symptoms (INT), treat minor and major dental problems (INT), perform procedures such as filling cavities, root canals, and the like (REF), and common procedures relating to dentistry, such as teeth cleanings. Dentists cannot prescribe medications, however.

First Aid (Spec)

Characters with this skill know the basics of treating injuries, from scrapes and cuts to compound fractures (INT). The character knows how to reduce pain, stabilize broken limbs, and when not to move someone to avoid risk of paralysis, etc.

Note that this skill may reflect different knowledge, based on the particular setting and technology level of the game. A character

in medieval Europe will not know CPR, for instance, but he can still use herbal remedies to heal minor burns, leeches to remove “bad blood,” and so on. GMs may wish to rename this skill to better fit the setting (e.g., Chirurgery).

Successful use of this skill restores 1 Life point to the victim and stabilizes him, so that no further Life points are lost due to bleeding or other continued damage (see *Stabilizing*, page 70).

Specialties: Primitive, Modern.

Physician (Spec)

Characters with this skill are proficient in the arts of healing the body. Successful use of this skill allows the character to diagnose symptoms (INT), treat minor and major wounds (INT), perform minor, out-patient surgeries (REF) and common procedures relating to his specialty, as well as identify and prescribe drugs and remedies available in the campaign (INT).

To perform complex and major surgeries the character should buy the Surgery skill.

This skill is common among physicians, EMTs, combat medics, and corpsmen.

Specialties: General, Neurology, Oncology, Pediatrics, Podiatry, Psychiatry, or any other specialty approved by the GM.

Pharmacology

Pharmacology is the science of drugs, especially as they relate to medicinal use. Characters with this skill are able to identify drugs and their medicinal effects, reactions, and properties (INT).

Surgery (Spec)

Characters with this skill are able to perform surgical procedures. It includes knowledge of barbering and chirurgery in low-tech settings (INT). Successful use of this skill allows the character to perform minor to complex surgeries.

This skill is common among surgeons and paramedics.

Specialties: Cosmetic, Emergency, Neuro/Brain, Oral, or any other specialty approved by the GM.

Melee Weapon Skill Group

Axes (Spec)

Characters with this skill are adept at the use and care of hand axes (includes tomahawks, hatchets, and other one-handed axes) and battle axes (includes two-handed axes or “great axes”) (REF). This skill is used when making attacks with such weapons (REF). (See *Combat* for rules on making attacks, damage, and so on).

Specialties: Battle Axes, Great Axes, Hand Axes.

Bayonets

Characters with this skill are adept at the use and care of rifle-mounted blades (REF). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

Flexible Weapons (Spec)

Characters with this skill are adept at the use of chains, ropes (including lassos), and whips (including cat-o-nine-tails) as weapons. This skill is used when making attacks with such weapons, with or without a weapon attached to the end (REF). (See *Combat* for rules on making attacks, damage, and so on).

Specialties: Chains, Flails, Nunchaku, Ropes, Three-section Staves, Whips.

Knives

Characters with this skill are adept at the use and care of knives, dirks, and other small blades (REF). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

Maces/Clubs (Spec)

Characters with this skill are adept at the use and care of maces and warhammers. This skill is used when making attacks with such weapons (REF). (See *Combat* for rules on making attacks, damage, and so on).

Maces/Clubs is a Universal Skill; all characters receive it at level 2 at no cost.

Specialties: Clubs/Bats, Maces, Mauls, Tetsubô, Warhammers.

Polearms (Spec)

Characters with this skill are adept at the use and care of polearms, including spears, lances, halberds and glaives (REF). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

Specialties: Halberds, Pikes, Lance/Great Spear.

Specialties: Glaives/Halberds, Spears, Lances, Ôno, Pikes, Staves.

Swords (Spec)

Characters with this skill are adept at the use and care of swords, including cutlasses, sabers, epee, foils, and other medium-length bladed weapons (REF). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

Specialties: Foils/Epee, Long swords, Kenjutsu, Machetes, Rapiers, Sabers, Short swords, Two-handed Swords

Military Science Skill Group

Combat Engineering (Spec)

Characters with this skill know how to construct buildings, make fortified defenses, dig foxholes, lay (and remove) anti-personnel and anti-vehicle mines, create roads and airstrips, breach barriers, construct bridges, etc., in a military environment or operation.

Specialties: Bridges, Defenses, Mines, Roads.

Demolitions (Spec)

The skill of assembling explosive devices, placing them for best effect, and also disassembling and defusing them (INT). Characters with this skill can also identify types of explosive compounds, triggers and other related devices on inspection.

With a successful Demolitions skill roll, characters may increase the effectiveness of an explosive. For every 2 levels with

the skill, the character may opt not to roll 1d6 of damage, instead making that die an automatic 6 for purposes of calculating damage. Alternatively, a character may instead convert each such die to an "automatic 1," reducing the overall effectiveness of the explosive, if he is able to tamper with or move the device without triggering it.

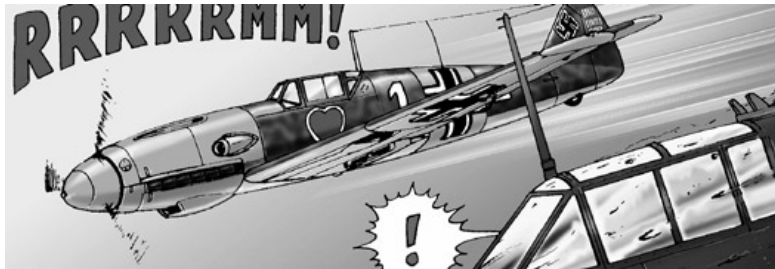
Specialties: Bombs, C4, Mines, Primitive, Warheads.

Gunsmith (Type)

Characters with this skill are able properly maintain and effect repairs to firearms. In addition, the character can make minor modifications to the weapon, such as installing a custom mount or modifying the capacity of an ammunition magazine. The player must select a specialty when this skill is purchased. Knowledge of energy weapons allows the character to affect repairs to various energy weapons, including blasters, lasers, energy swords,

and other high-tech or sci-fi weapons (Electronics may be used as complementary to this skill). Heavy weapons include all of the weapons in the Heavy Weapons skill group. Small arms include all of the weapons in the Small Arms skill group.

Types: Energy Weapons, Heavy Weapons, Small Arms.



Strategy (Spec)

Characters with this skill are skilled at managing multiple units in large, battle-sized engagements (usually of more than 100 soldiers per side). They can assess a battle, locate advantageous routes of advance (or retreat), determine the best place to establish a defense, and so on (INT). Successful use of this skill by the leader of an army gives his side an Initiative bonus of +1 for every two points of Effect Number. The bonus lasts for the duration of the battle (PRE). GMs may also wish to use this skill as a contested skill roll between commanders.

Specialties: Land Battles, Logistics, Sea Battles, Sieges, Space Battles.

Tactics (Spec)

Characters with this skill are skilled tacticians and are able to lead small units with 100 soldiers or fewer. The character can assess an engagement, locate advantageous positions, and determine the best place to establish a defense or execute an ambush, and so on (INT). Successful use of this skill by the leader of a group of combatants also affords an Initiative bonus to that side for the duration of the battle (PRE). GMs may also wish to use this skill as an opposed test between commanders.

Specialties: Ambushes, Close Quarter Battle (CQB), Defensive Positions, Patrolling, Skirmishes.

Nature/Outdoor Skill Group

Animal Handling (Spec)

Characters with this skill are proficient at working with animals, including care, feeding and grooming (INT), as well as training (WIL) and controlling them (PRE).

Specialties: Birds, Camels, Dogs, Horses, Reptiles, et al.

Fish and Game (Spec)

Characters with this skill are able to track and catch game and fowl, fish, and set traps. Depending on the prey, Fish and Game

may involve cunning and wits to locate and trap one's prey (INT) or simple patience to wait for a bite (WIL).

Specialties: Hunting, Fishing, Trapping.

Navigation (Spec)

Characters with this skill are able to determine their approximate position on a map, tell the time of day or night (by the sun or stars), and plot a course between two known points (INT). Navigation may be used as a complementary skill to Survival, Fish and Game, Sailing, Water Craft and other skills with GM's permission. This skill is common among professional trackers, rangers, scouts, soldiers and sailors.

Specialties: Land, Sea.

Riding (Spec)

Characters with this skill are able to ride domesticated beasts, manage tack and bridle, and perform simple care and grooming of their animals. A specialty must be selected when the skill is purchased. This skill may be purchased more than once, each time for a different specialty.

Specialties: Camels, Horses, or other beasts allowed by the GM

Survival (Spec)

Characters with this skill are able to survive off the land (INT). They know which plants are edible, how to construct shelter, where to find fresh water, and the like. Even recreational campers may have some measure of this skill (e.g., a score of 1 or 2, or even higher for an avid camper).

A successful check means the character is able to survive in the wilds for a day, with food, water and shelter. A critical success extends this time to a week. A failed check means the character's efforts are insufficient for the day; he goes hungry and thirsty, is exposed to the elements, or what have you. A roll that fails by 6 points worse (i.e., an EN of -6 or lower) means the character has suffered some mishap. The mishap could be an accidental poisoning, an injury inflicting 1d6 damage, frostbite, or any other situation at the GM's discretion.

Specialties: Arctic, Desert, Temperate, Tropical, Water.

Teamster (Spec)

The skill of driving teams of domestic beasts, usually to pull a wagon. The character also knows how to manage harness and bridle, and so on. A specialty must be selected when the skill is purchased. This skill may be purchased more than once, each time for a different specialty.

Specialties: Camels, Horses, or other beasts allowed by the GM

Tracking

Characters with this skill are able to track both man and beast (INT). Unlike Fish and Game, which allows one to locate fresh game and fowl, Tracking is used to follow prints made by man or beast, either fresh or old. Successful use of the skill means the character is able to identify the maker of the tracks and to follow them for one day or to a point at which the conditions have changed (e.g., tracks leading through a forest and to a river). If at this point

the subject has not been found, then a new Tracking roll must be made to continue.

Performance Skills

Acting

Characters with this skill are adept at acting—more simply, feigning emotion and portraying roles that differ significantly from themselves (PRE). Actors also understand the finer points of dramatic expression and can appreciate theatrical performances from a more scholarly viewpoint than the average spectator (INT).

Successful use of this skill means the character performs in a manner that moves the audience, or appraises the quality of theatrical performances by others. The effect number of the roll determines the quality of the performance; the higher the effect number the better the performance, and, thus, the better the audience's reaction. This skill may also be used as a complementary skill to Persuasion or Orate in the appropriate circumstances (at the GM's discretion).

This skill is an important one for stage and screen actors, undercover police officers, shinobi (ninja), and any character to whom misleading others is important.

Dancing (Spec)

This is the skill of dancing with grace and/or style (REF). Ballroom dancing is performed at large, formal balls, such as those thrown

by royalty or the wealthy, and (in some cultures) is one of the skills expected of any cultured gentleman or lady. Dancing can also be part of important ceremonies, contests and other situations calling for stamina more than style or skill (HLT).

Successful use of this skill means the character is able to dance competently, following the steps and keeping time with the music. The character may be noticed as an accomplished and graceful dancer that evening, perhaps gaining the special attention of his partner, another suitor, or another person of note or repute.

Dancing may be used as a complementary skill for all appropriate Social skill checks, at the GM's discretion.

Specialties: Ballet, Ballroom, Break, Disco, Popular, Tap, Tribal, or any other reasonable kind of dance that the player and GM agree upon.

Instrument (Type)

Characters with this skill are adept at playing a musical instrument (REF). They also understand the finer points of musical expression (INT) and can appreciate instrumental performances more than the average person (PRE).

The specific instrument (or family of instruments, with the GM's permission) must be chosen when the skill is purchased.

Successful use of this skill means the character performs in a manner that moves or entertains the audience, or appraises the quality of instrumental performances by others. The effect number of the roll determines the quality of the performance; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

This skill may also be used as a complementary skill to



Persuasion in the appropriate circumstances (at the GM's discretion).

Types: Drums, Banjos, Flutes, Guitars, Harps, Horns, Keyboards, Violins, etc.

Juggling

Characters with this skill are adept at juggling and balancing objects (REF), including heavy and unbalanced objects (STR). They also understand the finer points of these physical forms of entertainment (INT) and can appreciate such performances more than the average person (PRE).

Successful use of this skill means the character performs in a manner that wows the audience, or appraises the quality of such performances by others. The quality of a performance is determined by the effect number of the roll; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

Examples of people with this skill include: Chinese acrobats, street entertainers and James Ernest.

Mimicry

With this skill, characters can mimic voices and other sounds (PRE). Some common applications of this skill include impersonating another person's voice, making non-human sounds (such as bird songs, cars or machine-gun fire), and so on. Mimicry can be used either as a ruse or for entertainment.

Mimicry can be used as a complementary skill to Acting (for impersonating a specific person) and to other Social skills (at GM's discretion).

Singing

Characters with this skill are adept at singing (HLT). They also understand the finer points of artistic expression (INT) and can appreciate singing performances more than the average person (PRE).

Successful use of this skill means the character performs in a manner that moves or entertains the audience (HLT), or appraises the value of song writing or performances by others (INT). The effect number of the roll determines the quality of the performance; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

This skill may also be used as a complementary skill to Persuasion in the appropriate circumstances (at the GM's discretion).

Ventriloquist

The skill of throwing one's voice. Characters with this skill can perform auditory illusions (HLT), making it sound as though their voice (or any sound they can make with their throat or mouth) is coming from some other location, such as another person, from behind someone, or even from an inanimate object.

This skill can also be used as complementary to Mimicry.

Sciences Skill Group

Astronomy

The character has knowledge of the study of stars and planetary bodies (INT), and includes knowledge of astrometrics, black holes, and the like. The extent of the character's knowledge will depend

on the era in which the game is set. The skill score reflects the depth of knowledge possessed by the character relative to the whole body of knowledge available in the current era.

Biology (Spec)

The character has knowledge of biology (INT). The extent of the character's knowledge will depend on the era in which the game is set (e.g., a biologist in 2001 would know a lot more about biology, as a rule, than one in 1801). The skill score reflects the depth of knowledge possessed by the character relative to the whole body of knowledge available in the current era.

Specialties: Marine, Micro, or any other specialties approved by the GM.

Chemistry (Spec)

The character has knowledge of chemistry (INT). The extent of the character's knowledge will depend on the era in which the game is set (e.g., a chemist in 2001 would know a lot more about chemistry, as a rule, than one in 1801). The skill score reflects the depth of knowledge possessed by the character relative to the whole body of knowledge available in the current era.

Mathematics is usually a complimentary skill to Chemistry.

Specialties: Biochemistry, Inorganic, Organic, or any other specialties approved by the GM.

Mathematics

The character has knowledge of mathematics (INT), including calculus, geometry, statistics, and trigonometry and so on. The character is able to calculate mathematical formulae without the aid of a calculator or computer, given enough time (and, typically, something to notations, such as a pen and paper or chalk and a chalkboard). The use of a calculator, abacus, or other calculating device will provide a +3 to +9 bonus to the skill roll.

Mathematics is usually a complimentary skill to Physics and Chemistry.

Physics (Spec)

The character has knowledge of physics and the laws of nature, including kinetic energy, the effects of gravity on mass, and so on (INT). The extent of the character's knowledge will depend on the era in which the game is set. The skill score reflects the depth of knowledge possessed by the character relative to the whole body of knowledge available in the current era.

Mathematics is usually a complimentary skill to Physics.

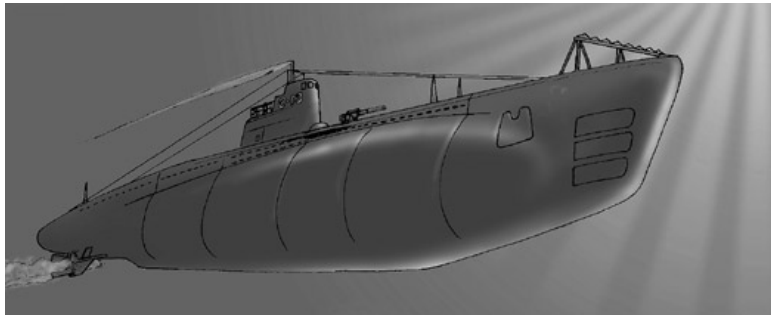
A specialty must be selected for this skill when it is bought. This skill may be bought more than once, each time for a different science.

Specialties: Astrophysics, General, Nuclear, Quantum, or any other specialty approved by the GM.

Simple Missile Weapon Skill Group

Boomerangs

Characters with this skill are adept at the use and care of boomerangs (REF). This skill is used when making attacks with such weapons (see *Combat* for rules on making attacks, damage, and so on). Some boomerangs are designed to return to the thrower if they



miss their intended target (takes 1d3 turns). Some boomerangs are heavy weapons with one “arm” longer than the other, which are designed to deliver a deadly blow. The latter, heavy variety does not return in the same manner as their smaller, symmetrical cousins.

Bows (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of bows. This skill is used when making attacks with such weapons (see *Combat* for rules on making attacks, damage, and so on), or to string a bow in a hurry (STR).

Specialties: Longbows, Short bows, Composite bows.

Crossbows (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of crossbows. This skill is used when making attacks with such weapons (see *Combat* for rules on making attacks, damage, and so on), or to cock a crossbow in a hurry (STR).

Specialties: Hand crossbows, Heavy Crossbows, Light Crossbows, Spearguns.

Sling Weapons (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of sling weapons. This skill is used when making attacks with such weapons (see *Combat* for rules on making attacks, damage, and so on), or to hurl missiles great distances (STR).

Specialties: Atlatl, Bolas, Simple Slings.

Slingshots

Characters with this skill are adept at the use (REF) and care (INT) of slingshots. This skill is used when making attacks with such weapons (see *Combat* for rules on making attacks, damage, and so on), or to fire small missiles great distances (STR).

Small Arms Skill Group

Black Powder Weapons (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of primitive or low-tech firearms. This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one. The normal time required to reload a black powder weapon is 10 turns (about 1 minute). With a successful Challenging REF attribute roll (TN 18), the time required is reduced to 10 - EN turns (minimum time required is 1 turn).

Specialties: Blunderbuss, Pistols, Long Rifles.

Pistols

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern handguns, regardless of the type of action of the weapon (i.e., revolver, semi-automatic). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one or to clear a jam. The normal rate for reloading a revolver cylinder with loose rounds is 2 rounds per turn. Reloading a semi-automatic pistol (i.e., exchanging an empty magazine for a full one) or reloading a revolver using a speed-loader takes 1 turn. The standard rate for reloading an empty magazine is 1 round per turn. With a successful Challenging REF attribute roll (TN 18), the character can load a number of rounds into a magazine or cylinder per turn equal to his REF, or reload a

semi-automatic weapon with a fresh magazine (or a revolver with a speed-loader) and fire the weapon in the same turn.

Rifles

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern rifles, regardless of the type of action of the weapon (i.e., lever-action, semi-automatic, bolt action). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one or to clear a jam. The normal rate for reloading a bolt action or lever action rifle is 1 round per turn. Reloading a semi-automatic rifle (i.e., exchanging an empty magazine for a full one) takes 1 turn. The standard rate for reloading an empty magazine is 1 round per turn. With a successful Challenging REF attribute roll (TN 18), the character can load a number of rounds into a magazine or weapon per turn equal to his REF, or reload a semi-automatic weapon with a fresh magazine and fire the weapon in the same turn.

Shotguns

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern smoothbore shotguns, regardless of the type of action of the weapon (i.e., breech-loaded, pump-action, semi-automatic). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one or to clear a jam. The normal rate for reloading a shotgun is 1 round per turn. With a successful Challenging REF attribute roll (TN 18), the character can load 2 rounds into a magazine per turn.

Sub-machineguns

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern submachine-guns. This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one or to clear a jam. The normal rate for reloading a submachine-gun (i.e., exchanging an empty magazine for a full one) is 1 turn. The standard rate for reloading an empty magazine is 1 round per turn. With a successful Challenging REF attribute roll (TN 18), the character can load a number of rounds into a magazine or cylinder per turn equal to his REF, or reload a weapon with a fresh magazine and fire the weapon in the same turn.

Social Skill Group

Social skills are those relating primarily to social interaction with and the influencing of others. Social skills are generally governed by the Mind group, though some can be assisted by physical appearance or ability. The Social skill group includes the following skills.

Conversation

The skill of obtaining information from someone through conversation, without raising suspicion or, perhaps, without the subject even knowing he has been manipulated (INT). Conversation can also be used to make “small talk,” to gain someone’s trust or build a rapport with him (PRE). The difficulty of the skill roll depends on the reluctance or inability of the individual to provide the information and the circumstances under which the

conversation takes place.

Intrigue

This skill is the art of uncovering (or covering up) secrets. A secret could be a love affair, a disreputable past, or a plot to overthrow the king. Intrigue can be used to oppose Deduction (but not Intuition) when trying to effect a “cover up” or otherwise conceal important or sensitive information from others, especially in a social setting (such as at the Royal Court, a meeting of Parliament or a formal ball or dinner thrown at an embassy). This skill may also be used as complementary to Conversation, Persuasion or other social skills (GM’s discretion).

Philosophy

This is the skill of philosophical theories, discussion and debate, covering such topics as “What is the meaning of life?” “Is there a God?” “What is mankind’s greatest error?” and the like (INT). Philosophy also includes knowledge of theology and thus can be complementary to the Religion skill.

Society (Type)

Characters with this skill are familiar with a particular sub-culture, whether through direct interaction or some vicarious experience. This knowledge extends to important or well-known personalities, tastes in music and fashion, language (slang and/or dialects), as well as popular social spots and important businesses, and the like. For example, characters with Society (Courtier) know the finer points of court etiquette and the proper behavior for ladies and gentlemen. This is a critical skill among courtiers, diplomats and nobility.

A specific sub-culture must be chosen when this skill is purchased. This skill may be bought more than once, each time for a different sub-culture.

A success means the character acts appropriately (+3 all social skill checks for the rest of the event) or gains one important piece of information from interaction with one or more members of the group. An effect number of 6 or higher means the character is noticed and gains the special attention of one or more important figures in the group (+3 to all social skill checks for the rest of the event, or the GM may role-play some special result at his discretion).

A failed roll means the character has failed to gain any useful information or has made some simple, but forgivable, mistake (-3 to all social skill checks for the rest of the event). A roll that fails by 6 or more (i.e., a skill roll total that is less than TN-6) means the character has made some major gaffe, insulting the host or other dignitary at the function. The GM should determine an appropriate consequence of the character’s *faux pas*. The character may have gained an enemy, been challenged to a duel, been captured by a press gang, or been mugged in an alley. In cases of a very low roll resulting in failure (e.g., 9 less than the TN), the GM can simply assign an amount of injury for the mishap (e.g., 1d6 B/S damage) or run the event as an encounter; perhaps with the intervention of the other PCs. The latter approach could easily lead to an adventure unto itself.

The GM is encouraged to modify the Target Number of the

roll based on circumstances.

Society may be used as a complementary skill to most, if not all, social skills, including Persuasion, Politics, and Conversation.

Types: Corporate, Courtier, High Society, Military, Streetwise.

Style

This skill covers knowledge of the latest styles and fashions, fashion design, and presentation. Characters with this skill can keep up with the latest fashion trends, identify the origin (region or designer) of fashion styles, design new fashions and coordinate fashion shows.

Style can be used as complementary to certain social skill rolls (GM’s discretion).

Symbols (Type)

This skill represents the study and recognition of symbols. Characters with this skill are familiar with the various family, governmental and corporate crests, banners and devices (INT).

A character making a successful Symbols skill roll will recognize the owner (individual, family, organization or nation) to which a symbol or other device belongs. The GM may subject the roll to a +3 to -3 modifier, depending on how well-known or obscure the symbol is in the local area.

Types: Arcane & Occult Symbols, Corporate Logos, Heraldry, Naval Flags, Runes.

Social Sciences Skill Group

Anthropology (Spec)

Characters with this skill are familiar with the customs, traditions, and myth about a culture, nation, or region (INT).

Skill checks are not needed for “common knowledge,” such as local holidays, the names of important local people, and so on.

A successful Anthropology roll provides the character with more obscure facts, such as the names of important persons or deities, methods of food preparation, and other details about the subject.

Note that this skill does not convey information about the local underworld or seedier side of the area. For that information the character will need the Society (Streetwise) skill.

Specialties: Specific culture or civilization.

Archaeology (Spec)

Characters with this skill are trained in the systematic study of past (even prehistoric) human life and culture by the recovery and examination of remaining material evidence, such as graves, buildings, tools, and pottery. Characters also have knowledge of the science or study of antiquities (especially prehistoric antiquities), such as the remains of buildings or monuments of an early epoch, inscriptions, implements, and other relics, written manuscripts, and so on.

Specialties: Artifacts, Early Civilizations, Excavation, Paleobotany, Paleontology, Prehistoric Civilizations.



Criminology

The skill of crime-scene investigation. Characters with this skill can identify a crime scene (INT), as well as identify, preserve (INT), and collect (REF) evidence. Some common procedures include collecting samples of latent fingerprints, taking photographs, taking measurements, and preparing evidentiary diagrams. Characters also understand the basics of criminal behavior and *modus operandi* of suspects (INT).

This skill can be used as complementary to Awareness (for knowing what to look for as well as likely places to look for them) and Deduction (figuring out who did it and why).

Politics

Politics is the study of the processes, principles, and structure of government and of political institutions. Characters with this skill are familiar with government and the governing of a political entity, such as a nation or municipality, as well as the administration and control of its internal and external affairs (INT). Characters with this skill understand the procedures and rules of government, how to conduct a government meeting, draft bills and pass them into law, and how to engage in political debate (PRE). Characters also know how to garner and maintain public support, how to manipulate public opinion (PRE) and how to present information in the best possible light or to misrepresent information to avoid a scandal (INT).

Politics is an important skill for members of government (politicians), lobbyists, and even some special operations forces (such as counter-insurgents) and CIA operatives.

Oratecanbeusedascomplementary to this skill.

Psychology (Spec)

The character has knowledge of human behavior and the conscious and subconscious mind, including effects of abuse, the effects of mood disorders, and so on (INT). The extent of the character's knowledge will depend on the era in which the game is set. The skill score reflects the depth of knowledge possessed by the character relative to the whole of knowledge available in the current era.

A specialty must be selected for this skill when it is bought. This skill may be bought more than once, each time for a different science.

Specialties: Alien (species), Animal, Behavioral, Criminal, Counseling, Profiling, or any other specialty approved by the GM.

Technical Skills

Electrician

Electrician is the skill of building, installing, maintaining, and repairing electrical devices and systems, such as those in computers, vehicles, environmental systems, buildings, and the like. Characters with this skill are able to effect repairs on, maintain and even rebuild items within their specialty (INT). The types of devices or equipment that a specialty will apply to depend on the technology level available in the campaign.

Electronics (Spec)

Electronics is the skill of building, repairing and, maintaining electronic devices and equipment. Characters with this skill understand the principles of electronics and are able to diagnose problems occurring in electronic devices and fix them.

Specialties: Appliances, Comm, Security Systems, Weapons.

Engineering (Type)

Engineering is the skill of designing, building, maintaining, and repairing systems. Characters with this skill are able to effect repairs on, maintain, and even rebuild items within their specialty (INT). The kind of devices or equipment that a specialty applies to depends on the technology level available in the campaign.

This skill must be purchased separately for each type of engineering the player wishes his character to possess. Note that this is not the same skill as *Combat Engineering* (page 53).

Specialties: Architectural, Propulsion, Structural, Transportation.

Mechanics (Spec)

Mechanics is the skill of repairing and maintaining mechanical devices (INT), as well as diagnosing problems. When the skill is bought the player must select a specialty. Characters with this skill can repair axles, motors, brakes, and so on. (INT).

Specialties: Specific part or system (e.g., brakes, transmission, jet engines).

Operate Electronics (Spec)

Characters with this skill can operate electronic communication and sensor equipment, including both military and civilian versions, and those aboard vessels, portable and stationary devices, and so on. Characters can also maintain and make minor, emergency repairs to such devices, though any complex repairs will require the Electronics skill.

A successful skill roll also allows the user to detect objects using sensor equipment, such as sonar and radar. Operate Electronics can also be used to try to jam sensors as with jamming communications.

An attempt to jam communication equipment requires a contested skill roll, with both sides using the Operate Electronics skill. If one side has more advanced or powerful technology, the GM may allow a bonus of +1 to +5 to that side's skill roll. The side with the higher Effect Number wins the contest.

Specialties: Communication, Sensors.

Transportation Skills

Driving (Spec)

The skill of operating ground vehicles. The player must select a specialty when this skill is purchased. This skill may be purchased more than once, each time for a different specialty.

Specialties: Cars, Motorcycles, Tracked Vehicles, Tractors/Semis.

Piloting (Spec)

The skill of operating aircraft. The player must select a specialty when this skill is purchased. This skill may be purchased more than



once, each time for a different specialty.

Specialties: Light Aircraft, Heavy Aircraft, Fighter Aircraft, Helicopters, Jets, Planes.

Sailing (Spec)

Characters with this skill know the workings of and can perform as a crewman on a sailing ship. Seamanship is important for sailors and ships' crewmen, as well as ship captains and masters, who must issue orders to the crew. The player must select a specialty when this skill is purchased. This skill may be purchased more than

once, each time for a different specialty.

Specialties: Sailboats, Tall Ships.

Watercraft (Spec)

Characters with this skill know the workings of and can perform as a crewman on a powered sea-going vessel. The player must select a specialty when this skill is purchased. This skill may be purchased more than once, each time for a different specialty.

Specialties: Hovercraft, Large Vessels, Motorboats, Submarines.



CHAPTER FIVE: RULES OF PLAY

TAKING ACTIONS

Throughout the game each player declares to the GM, one at a time, the actions his or her character is performing each turn.

A turn varies in length. There is no set amount of time for a turn; a turn can be a month, a day, an hour or a few seconds. The length of a turn is determined by the GM during play, except during combat (see *Combat*).

What Can I Do?

The GM can allow characters to perform any action that the GM thinks is reasonable, as long as the story continues.

What Is An Action?

An action can be something as simple as opening a door, talking to another character, or even waiting for something to happen. Actions can also be more complex, such as firing a gun at something (or someone), trying to solve a puzzle or riddle, or performing calculations on a computer.

If a character performs or attempts a complex action, the player may be required to make a skill roll. The GM's job is to decide when a player needs to make a skill roll for something the character is trying to do (see *Using Skills*, page 40).

Limitations on Taking Actions

One Action Per Turn

Characters may perform one action per turn without penalty while walking or standing still. Characters that are running may perform one other action in the same turn at a -3 penalty. Characters that are sprinting may perform one other action at -6.

Jim is playing Private Stewart. Private Stewart is walking across a field when he comes under enemy fire. For his character's next action, Jim tells the GM that Private Stewart is going to run for cover while firing a few shots in the direction of the enemy. Because Private Stewart is running, but not sprinting, Private Stewart can perform both actions in the same turn, but has a -3 penalty on his shot.

Private Stewart can't make it to cover in one turn so on the next turn Jim decides to have his character sprint rather than run. Because Private Stewart is sprinting this time, he can perform an action that requires a skill roll in the same turn but at a -6 penalty, so the GM tells Jim that his character can sprint and fire blindly while sprinting (i.e., with no skill roll allowed) or he can sprint and make an attack roll at -6 in the same turn.

No Impossible Actions

A character cannot perform an action that is physically impossible given the circumstances.

A character swimming in a river cannot suddenly "appear" in the middle of a desert. The character could get to the desert eventually, but it's impossible to do so in one turn. Likewise, a

sword smith cannot forge a sword in a single turn; it is simply impossible to heat the steel, hammer and shape it, and so on, in a single turn.

Common sense and fair play should be the guides for the GM in deciding whether a task is physically impossible. For instance, in some game settings, the use of magic or high technology will allow characters to do things that would be impossible to do in the real world.



Declaring Actions

When declaring their character's actions, the players can simply describe what their characters say and do (called "narrative style") or they may talk "in character," talking the way they think their characters would (called, appropriately, "in character" style). Either way is fine. Most players of role-playing games use a combination of styles.

Here's an example of narrative style.

Player: "My character tells the guy he's starting to annoy my

character."

Here's an example of in character style.

Player (in his character's voice): "You're starting to annoy me."

Here's an example of using a combination of the two styles.

Player: "My character stands up." (Then, in his character's voice) "You're starting to annoy me."

See? There's nothing to it.

Players who make especially good tries at role-playing and characterization should receive bonuses of +1 to +3 (added to the character's dice roll). GMs can also award Action Points to players for especially good play (see *Gaining Action Points*, pg. 64).

AVAILABLE ACTIONS

The following is a list of actions available to characters. This list is not exhaustive. There may be moments in your game when the players want to do something that is not specifically covered by the actions presented here. In these cases, GMs are encouraged to make up additional actions for use in their game.

Indeed, if some rule or modifier strikes you as inappropriate or just plain "wrong," then go ahead and change it for your game. *LUFTWAFFE 1946 ROLE PLAYING GAME* is designed to be fun, so if you feel that any rule is getting in the way of you having fun, toss it out!

Defensive Actions

Defensive actions are those designed to protect a character from injury and harm. If a player has a held action, he may abort the held action in order to declare and use a defensive action (see *Wait*, below).

Characters may "abort" to a defensive action at any time during a turn, even if it means acting before their INI would indicate. If a character is attacked (or if a player otherwise feels her character is

in danger), the player may declare that their character is aborting their normal action that turn in order to perform a defensive action. This is particularly useful if a character is ambushed or attacked unexpectedly.

Block Melee Attack

Block can be used to thwart an attack. The character must have something sufficiently durable with which to deflect the incoming attack. A plastic fork, for example, cannot block a sword blow. Edged weapons may not be blocked using the Unarmed Combat (Brawling) skill, though they may be blocked using other styles, such as Karate or Aikido, at the GM's option.

To Block a HTH or melee attack, the character must make a successful skill roll, using his REF + appropriate combat skill +1. If the effect number of the Block roll is equal to or greater than the effect number of the attacker's skill roll, the attack has been blocked and the blocking character gains a +4 to his INI against his attacker on the next turn. This INI bonus does not apply to actions against characters other than the attacker whose attack was blocked.

Characters who are blocking a melee attack receive a bonus of +2 to their DEF against melee attacks, but no bonus against ranged attacks. This bonus lasts until their next action.

Dodge

With this action, the character can avoid damage from a blow or other attack. The character must have an action available to use in the turn he is being attacked. No skill roll is required.

When a character is dodging, the character receives a bonus of +3 to his DEF. This bonus lasts until his next action. The character may also move up to one half his MOV in meters.

The player must declare he is dodging before the attack roll is made against the character. A character may use a held action to perform a Dodge.

Roll With the Blow

With this action, a character that has been struck by a melee or hand-to-hand attack can Roll With the Blow to avoid some of the damage. The character must have an action available to use in the same turn he was attacked. The character makes a skill roll using REF + (Unarmed Combat or Acrobatics skill). If the effect number for the skill roll exceeds the attack roll, the character suffers only half of the damage rolled, before subtracting his TGH.

Characters who are rolling with the blow receive a bonus of +2 to their DEF. This bonus lasts until their next action.

A player may declare this action after the attack roll is made but it must be declared before the damage is rolled for the attack. A character may abort a held action to roll with the blow.

Movement Actions

Crawl

With this action, the character may crawl along the ground or any surface he could normally walk on. The character moves a distance

of up to one half his MOV (rounding up) in meters each turn spent crawling.

Crawling characters are treating as if they are prone and do not add their REF to their DEF while crawling.

Climb

With this action, the character may climb a distance of up to one half his MOV (rounding up) in meters each turn. Some surfaces may require the character to make a Climbing roll; at the GM's discretion (see *Climbing*, page 45).

Dive

With this action, the character can attempt to leap out of harm's way, avoiding the effects of an explosion, a hail of gunfire, or simply dive across some distance, such as an open pit. The player declares the spot (i.e., the target hex) where he wants to land and makes a STR + Leaping roll. The base TN for the roll is equal to 10, plus 2 for every meter of distance.

If the roll is successful, the character clears the distance and lands safely. If diving to avoid an area attack, a successful roll

means the character avoids the attack altogether. A failed roll means the character was caught in the area of effect in mid leap, suffering normal damage or effect of the attack.

A character may dive up to one half his STR score in meters. Characters receive a bonus of +3 to their DEF while diving. This bonus lasts until their next action.

Roll

With this action, the character may roll over an object, along the ground, or on any surface he could normally walk on. The character moves a distance up to $\frac{1}{2}$ his MOV in meters each turn. Difficult obstacles may require a REF attribute roll or Acrobatics roll to successfully pass over, at the GM's discretion.

Characters receive a bonus of +2 to their DEF while rolling. This bonus lasts until their next action.

Run

With this action, the character can jog or run across the ground or any surface he could normally walk on. The character moves a distance up to 2x his MOV in meters and may take one additional non-movement action at -3.

Characters receive a bonus to their DEF based on their total MOV velocity (see *Combat Modifiers*, page 66).

Sprint

With this action, the character can sprint across the ground or any surface he could normally walk on. The character moves a distance up to 4x his MOV in meters and may perform one other non-Movement action at -6.

Characters do not receive their REF bonus to their DEF while sprinting. This restriction lasts until their next action. Sprinting characters still receive a bonus to their DEF based on their total MOV velocity, however (see *Combat Modifiers*, page 66).



Walk

With this action, the character can walk across the ground or any surface he could normally walk on. The character moves a distance up to his MOV in meters and may take one additional action at no penalty.

Walking characters may receive a bonus to their DEF based on their speed (see *Combat Modifiers*, page 66).

Offensive Actions

Aim

When firing a missile weapon (such as a bow, crossbow, firearm, and so on) at more than short range, the skill roll becomes more difficult. By taking time to aim, characters can offset some or all of these range penalties. For each full turn spent aiming a weapon (and nothing else), the character receives a bonus of +2 to his skill roll. The maximum bonus is +6.

While aiming, the character must remain focused and his DEF for any attack rolls against him do not receive the benefit of his REF. Any attempt to react to an attack (i.e., to gain the REF bonus to his DEF) or to perform any other action ruins his aim and any bonus gained for it. The character must spend another turn aiming for any benefit, essentially starting from scratch.

Bind Weapon

With this action, the character uses a melee weapon to bind or pin an opponent's weapon. With a successful combat skill roll at -1 (using Unarmed Combat or applicable weapon skill), the opponent's weapons are rendered immobile (e.g., the opponent's weapon arm is held, the two characters' weapons are locked together, etc.) and neither character can strike the other or otherwise use the pinned weapon.

To break out of a bind, a character must win a contested STR roll. Both characters roll STR + applicable combat skill + 3d6. The character with the higher total may either Shove his opponent, breaking the bind, or maintain the bind, at the winner's option.

Disarm

With this action, the character can disarm an opponent, causing him to drop a weapon, such as a sword or gun. The character must make a contested attack roll at -2. If the effect number of the disarm roll exceeds the effect number of the defender's roll, the opponent drops the weapon and is disarmed. Alternatively, the character may attempt a "take-away," with a successful Disarm indicating that the character has taken the opponent's weapon away and now has it in his possession and may be used against the opponent!

Characters attempting a Disarm receive a +1 bonus to their DEF. This bonus lasts until their next action.

Drag

A character that has successfully grabbed an opponent may drag or pull him. The maximum distance in meters that a resisting opponent can be dragged each turn is equal to the dragging character's STR

+ 1 minus the opponent's STR, up to a maximum distance equal to the dragger's MOV.

Jim has a STR 5 and Bob has STR 3. Jim has grabbed Bob and tries to forcefully pull him through a doorway, but Bob is resisting. Jim can drag Bob $(5 - 3 - 1 = 1)$ meter for each action spent dragging him.

The distance a character can drag an unresisting object (such as an unconscious person) is equal to the dragger's STR + 1 minus the STR required to pull the person or object, in meters, up to a maximum distance equal to the dragger's MOV.

A firefighter is trying to drag an unconscious victim out of a burning building. The victim weighs 100 kilograms and requires a STR of 3 to drag. The firefighter has a MOV of 8 and a STR of 4, so the firefighter can drag the unconscious victim $(4 + 1 - 3) = 2$ meters per turn. The farthest the firefighter could possibly drag an item each turn is 8 meters.

Drop

A character that has successfully Grabbed or Restrained an opponent may drop with him to the ground. Both character and opponent will fall to the ground in a pile. Each character suffers 2d6 damage from the fall, and the opponent remains Grabbed or Restrained.

Grab

With this action, the character uses one or both hands to grab hold of the opponent. The grabbing character specifies an item (such as an article of clothing, a belt, etc.) or one limb that he will grab. The player rolls for the attack, using the Unarmed Combat skill, at -2. In addition, the grabbing character suffers a -2 DEF penalty.

If successful, the opponent is grabbed, and skill rolls for all actions attempted by the grabbed character are at -3. Once a character has an opponent

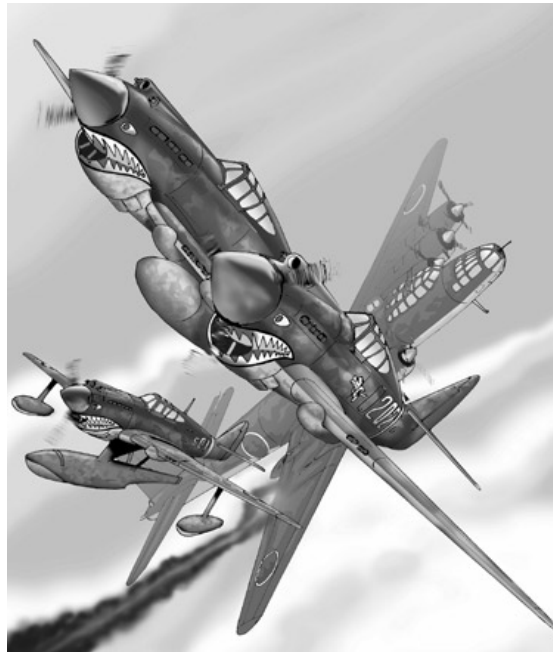
grabbed, he may perform one of the following maneuvers: Drag, Drop, Restrain or Throw.

To break free from a Grab, the defender must overcome the grabber's strength with his own by making a contested STR + Unarmed Combat skill roll. If the grabber's total is higher than the defender's, then the defender remains grabbed.

Restrain

A character that has successfully grabbed an opponent may restrain him by expanding his Grab to restrain two limbs (either either arms or both legs). To successfully restrain an opponent, the character must succeed at a contested REF + Unarmed Combat skill roll against the opponent's REF + Unarmed Combat skill at -2. If the offensive character's total is higher than the defender's, the opponent is fully restrained and cannot use the restrained limbs, and any other actions attempted by the grabbed character are at -5. Once a character has an opponent restrained, he may only perform a Drag, Drop, or Throw, or he may release the opponent.

To break free from being restrained, the defender must overcome the restraining character's strength with his own by making a contested STR + Unarmed Combat skill roll. If the



restraining character's total is higher than the defender's, then the defender remains restrained.

Take-away

This action is similar to the Disarm action, except that with this action, the character attempts to maintain possession of the weapon that he is taking out of his opponent's hands. The character must make a contested attack roll at -3. If the effect number of the disarm roll exceeds the effect number of the defender's roll, the character has taken the opponent's weapon away and now has it in his possession. The weapon may be used against his opponent on the next turn.

Characters attempting a Take-away receive a +1 bonus to their DEF. This bonus lasts until their next action.

Throw

A character that has successfully Grabbed or Restrained an opponent may throw him to the ground. The opponent falls to the ground and suffers B/S damage equal to the thrower's STR in dice. The opponent may reduce the damage suffered from the Throw by making a successful Acrobatics roll (see *Acrobatics*, page 45).

Unarmed Strike

With this action, the character can strike an opponent with a fist, elbow, kick, etc., to inflict damage. The character makes an attack roll using his REF + Unarmed Combat + 3d6. A successful attack inflicts B/S damage for the attacker's STR, as shown on the STR Table. For determining damage for a kick, treat the attacker's STR as +1.

Weapon Strike

With this action, the character attacks an opponent or object with a readied weapon. The character makes an attack roll using his REF + (appropriate weapon skill) + 3d6. If successful, the attack inflicts damage as per the weapon listing (see *Weapons*, page 78.)

Special Actions

Fast Draw

Fast draw is taken in conjunction with a weapon attack, such as drawing and firing a gun or unsheathing and throwing a knife. When performing a fast draw, the character receives a +2 INI bonus for that attack on that turn but the attack roll is at -3. The penalty lasts only for one turn.

Load Weapon

The character is spending the turn reloading a weapon. Reloading a weapon may take multiple turns to accomplish. As a rule of thumb, sling weapons and bows require 1 turn to reload, crossbows require 2 turns, and black powder weapons require 10 turns. Modern firearms may be reloaded at a rate of 1 loose round or one magazine (or clip or cylinder/speed-loader) per turn.

Mount/Dismount

The character is able to mount or dismount a steed (usually a horse, but may be any creature used for such a purpose, depending on the campaign) or vehicle. This action does not require a skill roll except in extreme circumstances (e.g., when the beast is running or the vehicle moving).

Characters who are mounting or dismounting do not receive their REF bonus to DEF. This penalty lasts until their next action.

Fire Multiple Shots

Characters may fire multiple shots with a firearm, up to the base Rate of Fire (RoF) for the weapon if it is a single shot weapon (such as a revolver or repeating rifle). The penalty is a cumulative -2 penalty for every shot beyond the first. This penalty is applied to *all* of the shots in that turn.

For purposes of the order of initiative, assume a -2 INI for each additional shot fired after the first. Any character that has an INI score higher than the adjusted INI score for the subsequent shots acts before the shooter fires those shots.



Wait

With this action, the character is waiting to act. The player may either declare a specific intended action and a circumstance that will trigger the action (e.g., "My character is holding his action and will shoot the first person who walks through that door,") or simply declare that his character is waiting and will act later.

If the player declares a specific condition and a specific action, the character automatically acts first if the condition occurs.

If the player is simply waiting to act later in the turn but with no specific intent (as yet), the character can take an action at any point in the same turn. If a character does not use his held action by the end of the turn, the held action is lost and the character must wait to act until the next turn.

Characters that are waiting are still alert and able to defend themselves, and receive a REF bonus to their DEF, as well as any other applicable DEF modifiers (GM's discretion).

A character may always abort (that is, give up) a held action in order to use a defensive action.

ACTION POINTS

WHEN TO USE ACTION POINTS

Dramatic or Heroic Actions

Action Points may be used for any dramatic or heroic action with GM's permission.

A dramatic action is any action or moment in the game that is especially exciting, tense, suspenseful, or is very important to the story. Think of it in terms of an action movie; if something happens that scares you, has you on the edge of your seat, makes you want to jump up and yell, "Yes!" or clap really loud, it was probably a dramatic moment in the movie.

After the Dice Are Rolled

Action Points may be used after the dice have been rolled but must be used before the GM describes the outcome of the events for that turn. A player may not use more Action Points in a single game session than the character has, and no more than three Action Points can be used with any single action or skill roll.

WHAT ACTION POINTS DO

Action Points may be used in one of several ways to enhance a character's performance in a game.

A player may use up to three available *Action Points* in any single turn. These may be split up and used on different actions, events or dice rolls, as long as they all take place in the same turn.

Boost a Skill Roll

Each *Action Point* used to boost a skill roll adds a bonus of +5 to the roll.

Should the GM deem it appropriate, using *Action Points* to fulfill a heroic or important plot or goal may be reason enough to award an additional *Action Point*!

Boost a Control Roll

Action Points may also be used to add to the Control Roll of a Disadvantage, but only with GM's permission (see *Control Rolls*, page 21). Each *Action Point* used to boost a Control Roll adds a bonus of +5 and is calculated the same as the skill roll boost.

Tim's character has the psychological disadvantage Phobia (Claustrophobia) at the Hardship level. During a game, Tim's character enters an elevator. Because psychological disadvantages kick in automatically, the GM tells Tim that his character begins to experience extreme anxiety and that Tim must make a Control Roll to avoid mild panic and the accompanying +6 TN to all his skill rolls. The Control Roll is 10 for a Hardship, so Tim rolls 3d6 and gets an 8. Failure! But Tim tells the GM that he really needs to make this roll and spends an Action Point to boost the roll. Tim adds 5 to his roll, making it a 13, turning the failed roll into a successful one. Tim's character gains his composure and is able to control his phobia for the elevator ride.



Boost an Attribute

Each *Action Point* spent will temporarily increase a primary attribute by 1, or a derived attribute by 5.

Attributes increased in this way do not also increase derived attributes, although this may be used to increase the attribute for use with a skill roll.

This increase lasts for the duration of one "event" within the game, not merely one skill roll.

Ryan is playing Louisiana Smith, an archaeologist and explorer, in a pulp adventure game. In the game, Louisiana has just recovered a stolen artifact from a Nazi camp. As he sneaks through the camp, he comes face to face with a big, tough Nazi soldier who is guarding a Flying Wing airplane that Louisiana needs to escape. Louisiana's STR is only 3, he will do only 1d6+2 damage when Louisiana punches his opponent. Ryan knows he'll have to do more, because this guard is very big. Ryan spends one Action Point to increase his STR to 4 for one turn. Now, if Louisiana connects with a punch he will do 2d6 damage! His increased STR

does not increase any of his Derived Attributes, such as his TGH, however. The GM determines that a fist fight is an "event" and allows Louisiana to keep his STR at 4 for the duration of the fight. Whether Louisiana wins or loses, however, once the fight is over his STR will return to 3.

Reduce Damage

Each *Action Point* spent reduces the damage from a single attack or event by 5 points. If the damage is effectively reduced to less than 0, treat it as 0 points of damage. This can simulate a "stroke of luck" in which an attack completely misses the character, a glancing blow, a miracle, or any other explanation agreed upon by the player and the GM.

During the fight with the Nazi soldier, Louisiana gets hit with a haymaker punch for 17 points of damage! Louisiana's TGH is only 3, so he will suffer 14 points of damage from the punch. Because this exceeds half his LIF, Louisiana will be knocked unconscious! Ryan decides to spend his last remaining Action Point to reduce the damage of the attack. By spending an Action Point, the damage is reduced from 14 to 9 points. Louisiana reels from the blow but he is still up and fighting!

Increase Damage

Action Points may be spent to increase the damage inflicted by one of the character's own attacks. It may not be used to increase the damage caused by another player's character.

Each *Action Point* spent in this manner increases the damage done by a single attack or event by 5 points. Damage may be increased up to 2x the maximum damage normally possible. This can simulate a "stroke of luck" in which the opponent moves into a punch, a lucky blow, a miracle, or any other explanation agreed upon by the player and the GM.

Louisiana needs to finish the guard off and Ryan tries for one mighty punch to the guard's head in an attempt to knock him out. Ryan makes his attack roll—success! Normally Louisiana would do 2d6 damage with a punch (from the previous example), but Ryan spends an Action Point to boost the damage... Wham! The guard is hit, and Ryan rolls his damage (2d6) and gets 6. Then he adds 5 points for the Action Point for a total of 11, knocking the guard out.

GAINING ACTION POINTS

Characters can gain *Action Points* during the game. When a character fulfills one of the following criteria, the GM should award an *Action Point* to the character. GMs should not be stingy with *Action Points*, and players should use them as often as possible, especially in cinematic style games. For guidelines on how many *Action Points* to award in a game session, see the next section.

When to Award an Action Point

Dramatic or Heroic Actions

The GM should award one *Action Point* for any particularly dramatic and heroic action attempted by the characters during the game, whether it is successful or not (see *Dramatic or Heroic Actions*, page 63).

Meet a Goal

If a character manages to fulfill the "in-game goal" for his character, he should receive an *Action Point*. The fulfillment of the goal must be in a way that logically fits into the current adventure or story.

Louisiana Smith narrowly defeats the Nazi guard in a tough

fist fight and climbs aboard the Flying Wing to escape with the artifact he came for. The GM decides that defeating the guard so that Louisiana could use the plane to escape with the artifact is a worthy goal and awards an Action Point to Ryan. Ryan notes the new Action Point on his character sheet.

Memorable Game Moments

GMs can award Action Points to players for especially good role-playing. Any time a player performs a particularly memorable “moment” within the game, portraying his or her character, or does something to improve or propel the story or that entertains the rest of the group in a significant way (GM’s discretion), that player deserves an Action Point.

The young Samurai Tateno towered over Hideo, his older, more experienced foe. The older man looked up from his broken sword with wet eyes. “You have shamed me with your skills.” “No,” replied Tateno, “you have shamed yourself with your lack of them.” Turning his back, Tateno walks quietly away, refusing to give Hideo even the death of a Warrior.

Give the GM a Plot Hook

If a player manages to role-play some aspect of his or her character in a way that allows the GM to work it into the main plot of the adventure—especially if it allows the GM to make a “complication” for the PCs out of it—the player should receive an Action Point. Many Disadvantages provide great plot hooks for the GM, such as Dependent, Enemy and Secret.

Other Circumstances

GMs can create additional circumstances under which a character gains an Action Point, and some *LUFTWAFFE 1946 ROLE PLAYING GAME* WILL include additional guidelines for awarding Action Points, based on the setting or genre. For example, in a pulp adventure game, characters might gain an Action Point for incorporating their character’s “tag line” into normal dialogue during the course of the adventure, for role-playing a scene exceptionally well and in-character, or any situation in the game that the GM feels is deserving of an Action Point award to one or more of the players.



How Many AP To Award

The GM should carefully consider how many Action Points to give out to any single character in a game session, however. Because characters cannot save more than three Action Points from one game session to the next, players will likely spend them freely. If a GM awards 10 Action Points to a character in a single game session, that’s effectively the same as giving the player five “automatic successes” to use during the adventure. This is perfectly acceptable, if this is what the GM wants, but it also diminishes the usefulness of points spent on each character’s attributes and skills, and some players may feel cheated.

As a guideline, GMs should award an average of one Action Point to each character in *Realistic Action!* games, 2 Action Points to each character in *Cinematic Action!* games and 3 or more Action Points to each character in *Extreme Action!* games.

A player can save Action Points from one game to the next, but

never more than 3. If a character has more than 3 AP but doesn’t use them during the game, the extra points are lost.

COMBAT

In *LUFTWAFFE 1946 ROLE PLAYING GAME*, combat is handled in more detail than most other situations. When any character enters a combat situation—by either attacking another character or non-player character or being attacked—game time “slows down.”

The following rules are provided to allow players and GMs to determine the outcome of combat encounters in their game. And let’s face it, there is likely to be a lot of combat—or potential combat—in any cinematic game.

Combat Turns

Each turn lasts for 3 seconds of “game time.” Each character may perform one action per turn (see *Taking Actions*, page 60).

Initiative

During combat, characters act in order of Initiative (INI). To determine initiative, each player rolls 1d6 and adds the number rolled to his character’s INI score. The GM rolls once, for the leader (usually the bad guy with the highest PRE or Persuasion), using the leader’s INI +1d6 to determine the Initiative for all of the bad guys. The character with the highest initiative score acts first that turn, the character with the next highest initiative score acts second, and so on.

In the case of ties, the character with the highest Intellect acts first. If both characters have the same Intellect scores, then the actions are simultaneous (see *Initiative*, page 19).

Characters with a different length weapon than their opponent may receive a bonus to their INI when at the optimal distance for their weapon (see *Weapon Size*, page 76).

Modifying Target Numbers

In combat, the Target Numbers listed in the *Difficulty and TN Table* on page 41 do not take into account the opponent’s abilities. Rather than using the generic difficulty modifiers in melee combat, the Target Number for attacks against other characters is equal to the target’s DEF (see *Defensive Target Number*, page 19). The target’s base DEF is 10, to which modifiers may be applied.

DEF Modifiers

There are a number of situations that affect a character’s DEF score and, therefore, an attacker’s TN. Some examples and suggested DEF modifiers are listed below. All listed modifiers are applied to the target character’s DEF score.

Character/target is...	DEF Modifier
aware of attack	+ REF
using a combat skill to defend	+ Skill score
at optimal distance for his weapon and fighting an opponent with a different length weapon	+3
Diving or Dodging	+3
Blocking or Rolling	+2
Grabbing another character	-2
Armor & Encumbrance	
Unencumbered (< STR kg)	No modifier
Partially encumbered (< Carry wt.)	-1
Greatly encumbered (> Carry wt.)	-3

Combat Modifiers

A variety of situations can affect a skill roll made to hit a target in combat. For example, skill rolls for ranged attacks are modified by the distance, size, and speed of the target. If a target is close, it will be fairly easy to hit. If a target is far away and moving quickly, it will be much harder to hit.

Some examples and suggested modifiers are listed below. All listed modifiers are applied to the skill roll for the attack.

Combat Modifiers Table	
Target Size	Modifier
Gargantuan, 32m or more (ship, bridge)	+12
Huge, 16m or more (whale, house)	+6
Very large, 8m or more (city bus, big mecha)	+4
Large, 4m or more (horse, car, tree, sm. mecha)	+2
Medium, 2m (human)	0
Small, 1m or less (dog, barrel)	-2
Very small, 1/2m or less (cat, head, limb)	-4
Tiny, 1/4m or less (mouse, bullseye)	-6
Target Visibility	Modifier
Completely obscured/invisible	-5
Mostly obscured (heavy fog, good cover)	-3
Partly obscured (light fog, poor cover)	-1
Target Behind Cover	Modifier
Half body visible	-1
Head and shoulders only visible	-2
Head only visible	-3
Target silhouetted	+2
Elevation	Modifier
Target higher than attacker (uphill, mounted)	+2
Target lower than attacker (downhill, prone)	+1
Aiming	Modifier
Aiming	+2 per turn (+6 max)
Braced (stable base, bipod, pintle mount)	+2
Hip shot	-2
Miscellaneous Conditions	Modifier
Surprise Attack	-5
Improvised weapon (rock, bottle, small girder)	-2
Distance (ranged attacks only; offset by ACC)	Modifier
1 meter	0
2-3 meters	-1
4-5 meters	-2
6-15 meters	-3
16-25 meters	-4
26-35 meters	-5
36-50 meters	-6
51-100 meters	-7
101-150 meters	-8
151-200 meters	-9
201-300 meters	-10
301-400 meters	-11
401-600 meters	-12
601-800 meters	-13
801-1,000 meters	-14
Target Moving	Modifier
3-4 m/turn (walking)	-1
5-8 m/turn (jog)	-2
9-16 m/turn (running)	-4
17-32 m/turn (sprinting)	-6
33-64 m/turn (24-42 mph)	-8
65-128 m/turn (highway speeds, train)	-10
129-256 m/turn (small plane, helicopter)	-12
257-512 m/turn (racing car)	-14
513-1024m (1km) /turn (passenger jet)	-16

1025-2048m (2km) /turn (F-18, sound barrier)	+18
2049+ /turn (F-15 on afterburners)	+20

Ranged Combat Example

A character with REF 5 is standing 40 meters away. His base DEF is 10 + REF (5), or 15. If someone 40 meters away shoots at our character, the GM applies the -6 range modifier to his attack roll against the 15 DEF, making the total TN for the shot 21!

Action Modifiers

A number of actions that are available to characters impose a modifier to a skill roll, the character's DEF or both. Below is a condensed list of available actions and their modifiers.

For a more detailed description of each action, see *Available Actions*, page 60. Note: "Skill Mod" represents the modifier to the attacker's skill roll to perform that action.

Defensive Actions	DEF	Skill Mod	Notes
Block	+2	+1	+4 INI vs. melee attacks next turn if block is successful
Dodge	+3	+0	Up to ½ MOV in meters
Roll with the blow	+2	+0	½ damage
Movement Actions	DEF	Skill Mod	Notes
Crawl	+1	+0	No REF bonus to DEF
Climb	+0	+0	Up to ½ MOV
Dive	+3	+0	Up to ½ STR; req. Leaping roll (TN 10 +2/ meter)
Roll	+2	+0	Roll along ground or over obstacle; up to ½ MOV
Run	Var.	+0	Up to 2x MOV plus one non-movement action at -3; DEF bonus for velocity
Sprint	Var.	+0	Up to 4x MOV; plus one non-movement action at -6; DEF bonus for velocity
Walk	+0	+0	Up to MOV plus one other non-movement action
Offensive Actions	DEF	Skill Mod	Notes
Aim	+0	+2/turn	+2 per turn (+6 max); No REF bonus to DEF
Bind Weapon	+0	-1	Opponent's weapon immobilized; requires contested (STR + combat skill + 3d6) to break.
Disarm	+1	-2	Disarms opponent
Drag	+0	+0	Drag resisting person (STR+1 - opponent's STR) meters; max distance = MOV.
Drop	+0	+0	Fall with Grabbed or Restrained opponent; 2d6 dmg
Grab	-2	-2	Grab one item or limb.
Restrained	+0	+0	Fully restrains a Grabbed character; -2 to overcome.
Take-away	+1	-3	Takes opponent's weapon away.
Throw	+1	-1	Inflicts normal STR dmg as B/S; victim thrown to ground
Unarmed Strike	+0	+0	Does STR damage as B/S

Weapon Strike	+0	+0	Does dmg as per weapon
Special Actions	DEF	Skill Mod	Notes
Fast Draw	+0	+3	+2 INI
Load Weapon	+0	+0	Load a weapon & make ready
Mount	+0	+0	No REF bonus to DEF
Wait	+0	+0	Wait to act later in same turn

(see the table below).

Type/Form	Example
Blunt/Stunning	Rubber pellet grenade
Blunt/Lethal	HE grenade or artillery round
Penetrating/Stunning	Flash grenade, stun energy grenade, sound/kinetic wave
Penetrating/Lethal	Anti-personnel mine, HEAP artillery round

Autofire

A weapon with autofire “puts a lot of lead downrange,” as they say.

When making an autofire attack, the player makes a single attack roll using his REF + Weapon Skill + 3d6 against the target’s TN. To determine how many rounds hit the target, the effect number is divided by a number based on the type of attack being made.

Burst

A burst autofire (or “autoburst”) attack consists of firing a short, controlled burst of fire at a single target. The shooter makes an attack roll against the target, with any modifiers for size, distance, and so on. On a successful attack roll, the target is hit by one projectile plus an additional projectile for every 2 full points of effect number. The maximum number of rounds that may be fired in a burst is 4.

Stream

A stream autofire attack consists of aiming the weapon at a single target and releasing a stream of rounds or projectiles at it. This is sometimes referred to as “hosing” a target. The shooter makes an attack roll against the target at a -1 penalty for every 10 rounds (or fraction) in the attack, plus any modifiers for size, distance, and so on. On a successful attack roll, the target is hit by one projectile plus an additional projectile for every 2 full points of effect number. The maximum number of rounds that may hit a target is equal to the RoF for the weapon.

Spray

With a spray autofire attack, the shooter can attempt to hit multiple targets at once. The width of the area (in meters) must be defined by the player before the attack roll is made. This area is called the “fire zone.”

The maximum number of rounds that can hit a given target in the fire zone is equal to the total width (in meters) in the fire zone divided by the number of rounds being fired, rounding down.

The attacker makes a skill roll for each target, with a -1 penalty for every 10 rounds (or fraction) in the attack, plus any modifiers for size, distance, and so on. On a successful attack roll, the target is hit by one projectile plus an additional projectile for every 3 full points of effect number.

Method	Modifier	Divide EN by	Max rds. per target
Burst	0	1	4
Stream	-1 per 10 rds	2	RoF
Spray	-1 per 10 rds	2	RoF/Fire zone (m)

Explosions

Explosive attacks cause damage in an area. Any targets in the area of effect of the explosion are automatically hit by the attack. The type and form of damage depends on the type of explosive attack

Targeting Explosive Attacks

Explosive attacks may be targeted at a person or object (such as a vehicle), using the normal rules for combat. Because explosive attacks do damage over an area, however, it’s simpler to use a point on the ground (or a specific hex, if using a hex map) as the target.



Treat a 1 square meter area (or a 1 meter hex) as having a TN of 10 (similar to attacking a person with a base DEF of 10 but no REF bonus), and add any other applicable modifiers to the skill roll, such as modifiers for range, obscured visibility, and so on.

If the attack roll is successful, the attack lands in the intended spot.

If the attack roll fails, the attack misses the target. To see where the attack hits, roll 1d6 to determine the direction from the

target, then roll another 1d6 to determine the distance the attack lands from the target (see table next page). The distance an attack misses the target by is equal to the number of points the attack roll missed by for thrown, simple missile weapon and small arms attacks. Multiply this number times 2 for heavy weapons.

The maximum distance the attack can miss the target by is one half the total distance from the attacker to the intended target.

Direction Missed Attack Lands	
1d6	Attack lands...
1	Left (attack lands to left of target)
2-3	Long (attack lands beyond target)
4-5	Short (attack lands short of target)
6	Right (attack lands to right of target)

Damage Reduced by Range

The farther a target from the center of the explosion, the less damage is done to it. An explosive attack does the listed amount of damage in a 1 meter radius. For every additional meter of distance from the center, the damage is reduced by 3 points. Treat damage below 1 point as 0. The maximum distance at which 1 point of damage is caused indicates the maximum effect radius of the blast. The blast radius of an attack is defined as the number of meters equal to one third of the total damage points done by the attack. (Damage points/3 (round down) = Blast radius in meters)

An anti-personnel grenade explodes doing 25 points of penetrating lethal (P/L) damage. Any targets within 1 meter of the grenade when it explodes are hit by a 25 point piercing lethal attack; targets 2 meters away suffer a 22 point attack; targets 3

meters away suffer 19 points, and so on, up to 8 meters away, where targets suffer a 2 point attack. Eight meters is the effective “blast radius.” Targets nine or more meters away from the explosion’s center suffer no effect from the blast.

Average Blast Radius

Rather than calculating the base radius of the grenade based on the actual damage rolled, GMs can determine the average blast radius for an attack by adding the number of dice of damage for the explosion +1. The resulting number is the maximum blast radius for the explosion, in meters.

The GM decides to use the average blast radius of the grenade. Because the grenade’s listed damage is 6d6, the average blast radius of the grenade (when it goes off) is 6+1=7 meters.

Using the average blast radius of an explosion can save the GM a lot of time during the game. For instance, if a 6d6 explosion goes off, the GM knows that the average blast radius of the explosion is only 7 meters. If the closest character is 10 meters away from the explosion, the GM doesn’t need to roll any damage dice at all; none of the characters are close enough to suffer any damage from the explosion. Instead of rolling the damage dice to determine the blast radius, the GM can simply describe the explosion and move on to the next character’s action.

HIT LOCATIONS

When your character strikes an opponent in combat you may want to know precisely where the attack lands. To determine the “hit location,” you simply roll dice and refer to the Hit Location Table, below. The exact combination of dice rolled depends on the kind of weapon used in the attack, if any. Consult the list below.

Attack made with...	Roll
Hands, foot/leg, or Short weapon	2d6+1
Medium or Long weapon	3d6

Random Hit Location Table		
Roll	Location	Effect
3-4	Head	2x damage**
5	Neck	1½x damage**
6	Hand*	½ damage**
7-8	Shoulder *	½ damage**
9	Arm*	½ damage**
10-11	Chest/torso	
12	Stomach (lower back)	
13	Vital organ	1½x damage**
14-15	Thigh*	½ damage**
16-17	Calf/lower leg*	½ damage**
18	Foot*	¼ damage**

* Roll 1d6; 1-3 = left, 4-6 = right.
 ** After subtracting points for any armor

Targeting Specific Locations

If your character wants to attack a specific part of the opponent, you can use one of the two optional rules below.

Option 1: Aimed Shot Modifiers

Ignore the *Random Hit Location Table*, above. Apply the listed TN modifier to the TN for the attack roll. If the attack is successful, the character automatically hits the intended location; roll the damage for the attack as normal.

Targeted location	Modifier	Effect
Head	+4	2x damage

Neck	-6	1½x damage
Shoulder/arm	-2	½ damage
Hand	-3	½ damage
Chest/torso	-1	
Stomach (lower back)	-4	
Vital organ	-6	1½x damage
Thigh	-2	½ damage
Calf/lower leg	-4	½ damage
Foot	-3	½ damage

Option 2: Adjusting the Location

Once hit location is determined using the *Random Hit Location Table*, the character may still “move” the location. For every 2 points of effect number, the player may move the hit location up or down one location on the table (player’s choice).

Fred is playing in a Wild West game. His character, Little Ironfinger, fires his bow at a U.S. Army soldier who is attacking his village. Fred must make a Simple Missile Weapons (Bows) skill roll against a TN 18. Fred rolls the dice and gets a total of 23, an effect number of 5. Fred rolls 3d6 for the hit location and gets a 14—thigh. Because his effect number is 5, Fred can adjust the hit location by two levels. Fred could move the hit location down two steps to “Foot,” but he doesn’t think this is a good idea. So Fred decides to move the hit location up two levels to “Stomach.” His character, Little Ironfinger, has hit the soldier in the stomach with an arrow. Fred then rolls the damage for the attack.

DAMAGE

Damage in *LUFTWAFFE 1946 ROLE PLAYING GAME* is categorized by its method of delivery (i.e., the “Form”) and its effect (i.e., the “Type”). There are three Types and three Forms of damage. All damaging effects in *LUFTWAFFE 1946 ROLE PLAYING GAME* use one descriptor from each category. For example, damage from a knife wound is considered Penetrating Lethal damage (abbreviated as “P/L”). Each is explained below.

Types of Damage

The three basic Types of damage are Blunt (B), Penetrating (P), and Special (Sp).

Blunt

Blunt damage represents damage caused by blunt force (known as “blunt trauma” in the medical world). Examples of blunt damage include damage caused by punches and kicks, falling, collisions, clubs, and the like.

When a character suffers blunt damage, subtract the value of any armor the character is wearing and the character’s TGH score from the damage, then subtract any remaining damage points from the character’s LIF.

Penetrating

Penetrating damage represents damage from an injury that penetrates the body, such as damage caused by bladed and pointed weapons, arrows, fast-moving projectiles, and the like.

When a character suffers penetrating damage, subtract the value of any armor the character is wearing, then subtract any remaining damage points from the character’s LIF.

Special

Special damage represents damage or other effects from unusual attacks, such as gas, drugs (e.g., stimulants or anesthesia), magic spells, radiation, mental powers, and the like. Generally speaking, any effect that does not reduce a character’s LIF points is considered

a Special Attack.

Forms of Damage

The three basic Forms of damage are Stunning (S), Lethal (L), and Special (Sp).

Stunning Damage

Stunning damage is damage that temporarily weakens or incapacitates the character. Stunning damage can render a character unconscious but cannot kill him. It reflects the non-lethal and temporary effects of special substances and substances, such as pepper spray (oleoresin capsicum or “OC”), sleep gas, flash-bang grenades, depressants (such as alcohol or barbiturates), the dazing effects of a punch or mild concussion, sedation, general weakening from fatigue, and so on.

When a character’s LIF is reduced to 0 because of stunning damage, the character immediately falls unconscious. An unconscious character will not regain consciousness until his LIF is raised to a score of 1 or higher, whether through healing, natural recovery, or medical or supernatural aid.

Stunning damage is healed more quickly than lethal damage (see *Recovery*, page 71).

Lethal Damage

Lethal damage is that damage that can kill a character. Lethal damage can render a character unconscious as well as kill him. Lethal damage can reflect the effects of a trauma or injury caused by weapon, a collision such as from an auto accident or a fall from a great height, the effects of high doses of radiation, extreme weakening from illness, and so on.

When a character suffers a number of points of lethal damage that exceeds his LIF, the character is dying. A dying character will lose 1 additional LIF point each turn until he reaches -10 LIF. Medical intervention is necessary to prevent the character from dying (see *Stabilizing*, page 70). If a character’s LIF score reaches -10, the character is dead.

Lethal damage is healed more slowly than stunning damage.

Special Damage

Special damage is damage to some aspect of the character other than the character’s LIF. Examples include the reduction of an attribute, the suppression of a paranormal power, medical symptoms (such as hallucinations or nausea) and so on.

This category is a catch-all, for any effects that can’t be clearly defined as either stunning or lethal.

Wounds and Effects of Damage

Wounds come in progressive levels of severity, from Superficial to Fatal. The description for each level of wound severity and its effects are explained below.

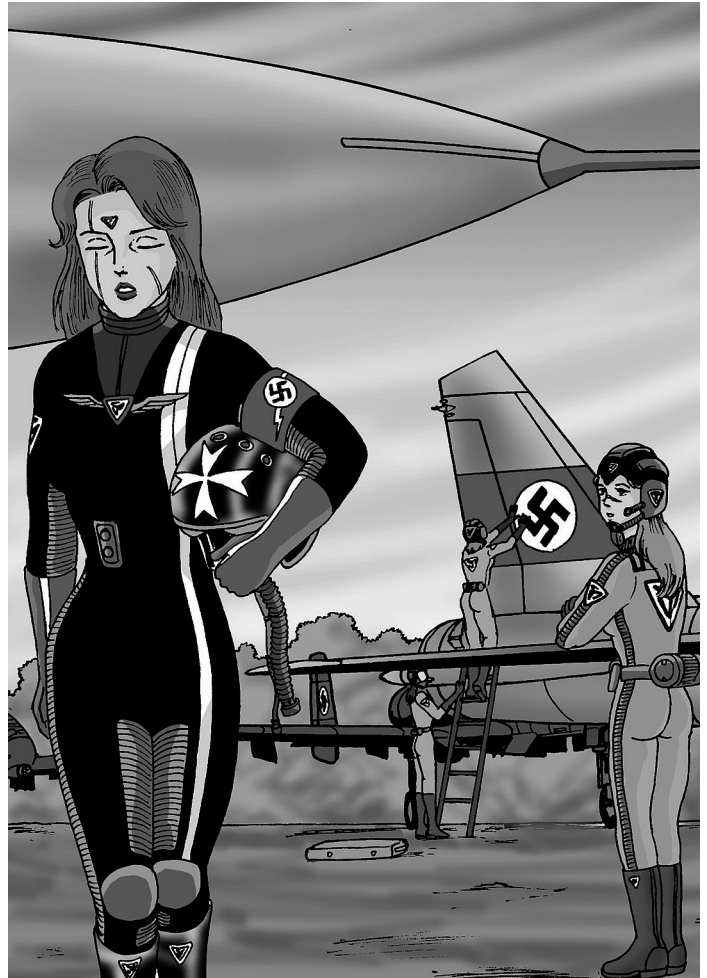
Superficial Wounds

Any wound from which a character suffers up to 1x HLT in damage points (after subtracting any damage for armor or TGH) is a superficial wound. Superficial wounds include minor cuts, scrapes and bumps.

Superficial wounds do not restrict or reduce the character’s movement, attributes or skills, although they may be painful.

In medical terms, characters suffering from superficial wounds are conscious and comfortable (at least as far as the injury goes), their vital signs are stable and within normal limits, and indicators

point toward an excellent recovery. Medical patients suffering from one or more superficial wounds are generally considered in “good condition.”



Light Wounds

Any wound that causes up to 2x HLT in damage points (after subtracting any damage for armor or TGH) is a light wound.

Not exactly superficial damage, but there is little if any chance a character will die from light wounds. The character will lose 1 additional LIF point each day for 1d6 days until stabilized (see *Stabilizing*, page 70).

All Body-based skill rolls are at -1 until the character receives medical aid. This penalty may be ignored for one turn with a successful Tricky WIL attribute roll (TN 15).

In medical terms, characters suffering from superficial wounds are conscious but generally uncomfortable, though their vital signs are stable and within normal limits. Indicators point toward a favorable recovery. Medical patients suffering from one or more light wounds are generally considered in “fair condition.”

Serious Wounds

Any wound that causes up to 3x HLT in damage points (after subtracting any damage for armor or TGH) is a serious wound.

Serious wounds are just that. The character is wounded in such a way that seriously impedes his ability to do anything. Serious wounds include some gunshots, broken limbs, and major burns.

Left untreated, serious wounds can pose a serious health risk from infection, bleeding, and other serious complications. The character will lose 1 additional LIF point each hour until stabilized (see *Healing*, below).

All Body-based skill rolls are at -3 until the wound is stabilized and then -1 until treated. Any Mind-based skill rolls are at -3 until treated. These penalties may be ignored for one turn with a successful Challenging WIL attribute roll (TN 18).

In medical terms, characters suffering from serious wounds are acutely ill. They may not be conscious, their vital signs are unstable and not within normal limits. Indicators are questionable. Medical patients suffering from a serious wound are generally considered in “serious condition.”

Critical Wounds

Any single wound causing up to 4x HLT in damage points (after subtracting any damage for armor or TGH) is a critical wound. Critical wounds do not close and will not just stop bleeding. Critical wounds include torn limbs, deep punctures, and lacerations, severe head trauma, and so on.

Critical wounds can be fatal without immediate stabilization and fairly quick medical treatment. A character with a critical wound will lose one additional point of LIF per minute until he is stabilized.

All Body skills are at -6 until stabilized and -3 until treated. Any Mind-based skill rolls are at -6 until treated. These penalties may be ignored for one turn with a successful Challenging WIL attribute roll (TN 18).

In medical terms, characters suffering from critical wounds may not be conscious, their vital signs are unstable and not within normal limits, and indicators are unfavorable. Medical patients suffering from a critical wound are generally considered in “critical condition.”

Fatal Wounds

Any wound from which a character suffers more than 4x the victim’s HLT in damage points (after subtracting any damage for armor or TGH) is a fatal wound. The character will die without immediate aid. Characters suffering from a fatal wound will lose 1 additional LIF point each turn unless stabilized (see *Healing*, below). Otherwise, treat this as a Critical Wound.

Wound Effects Table	
Wound	Effects
Superficial	None.
Light	-1 to Body-based skills until medical aid received; -1 LIF per day for 1d6 days unless stabilized.
Serious	-3 to Body-based skill rolls until stabilized, then -1 until treated; -3 to Mind-based skill rolls until treated. -1 LIF per hour until stabilized.
Critical	-6 to Body-based skill rolls until stabilized, then -3 until treated; -6 to Mind-based skill rolls until treated. -1 LIF per minute until stabilized.
Fatal	-1 LIF per turn until stabilized; otherwise, treat as Critical.

Recording Damage

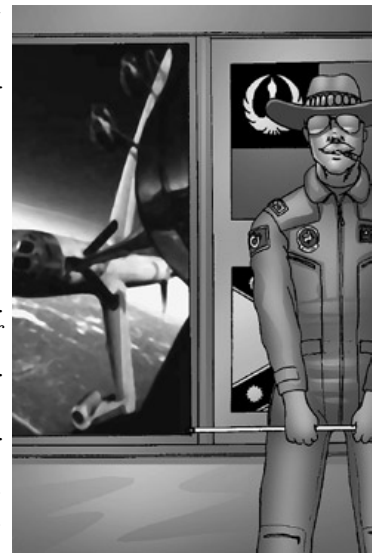
Damage that a character suffers should be marked on the character sheet in the boxes provided. Stunning damage is marked as a slash (“/”) and lethal damage is marked as an “X.”

A character suffers 2 points of lethal damage from a knife cut to the arm and 6 points of stunning damage from a kick to the chest. The damage from the knife wound is recorded on the character sheet as two “Xs” and the wound from the kick as six slashes.

If a character has suffered a total amount of combined stunning and lethal damage to bring his LIF to 0, any subsequent lethal

damage should be recorded over (i.e., “replacing”) any stunning damage on the character sheet. Any subsequent stunning damage is treated as lethal damage.

Mike’s character has 20 LIF. During a fight he suffers 12 points of stunning damage and 8 points of lethal damage. Because the combined total of damage is 20, he is unconscious. He is then hit again for 5 points of lethal damage. Mike changes 5 of the slash marks (that indicate stunning damage) to “Xs” (indicating lethal damage).



Healing

There are three basic parts to healing damage sustained by your character. Stabilization prevents the wound from becoming worse; Treatment repairs the damage sustained; Recovery heals the body.

For GMs who want simpler rules for healing, simply ignore the rules for Stabilization and make Treatment optional, relying primarily on Recovery to determine a character’s healing rate. This has the affect of lowering the mortality rate for characters that are seriously injured.

For all First Aid and Physician skill rolls, the following situational modifiers apply. Note that in some settings or genres, some of these situations will not apply (e.g., “ample medical supplies” are simply not available in a medieval setting).

Situational Modifiers	
Condition	Modifier
Very dirty or unsanitary conditions	-2
Makeshift sick bay (a bedroom or office)	-1
Improvised equipment and supplies	-1
Adequate medical supplies (first aid kit, med-pac)	+1
Ample medical supplies (sick bay, hospital)	+3

Stabilizing

Stabilizing a patient is the immediate treatment of an injury to prevent worsening of the injury or condition. This could involve setting a compression bandage, immobilizing an extremity (such as putting a splint on a limb with a broken bone), or tightening a tourniquet.

A successful First Aid or Physician roll will stabilize the wound, preventing the loss of any additional LIF, for a period of time. The difficulty of the skill roll is based on the severity of the wound (see the *Stabilization Table*, below). At the end of this time a new skill roll is required. A failed roll means that the character suffers additional damage, as per the severity of the injury (see *Wounds and the Effects of Damage*, page 67).

Jim’s character has suffered a serious gunshot wound and has already suffered 23 points of damage, reducing his LIF to 2. He will continue to lose LIF points at the rate of 1 point per minute unless he receives medical aid. Luckily Tony’s character has the First Aid skill. Tony makes his First Aid roll, so Jim’s character will not lose any more LIF for that minute. Tony then makes another First Aid roll for the second minute but fails. Jim’s character loses another point of LIF, lowering his score to 1. Tony rolls again for the third

minute and succeeds! Fortunately for Tony the paramedics have arrived, who have better First Aid scores and can transport Jim's character to the hospital for treatment.

Stabilization allows a patient to be moved to a medical facility, whether by ambulance or some other conveyance, for treatment. It would also allow time for a priest to prepare a healing prayer or a late night flight to the Trauma Center in an aerodyne, depending on the genre being played.

Stabilization Table		
Wound	Difficulty	Roll required
Superficial	No roll required	No roll required
Light	Average (TN 12)	every day
Serious	Tricky (TN 15)	every hour
Critical	Challenging (TN 18)	every minute
Fatal	Difficult (TN 21)	every turn

Treatment

Treatment is the active part of medicine. The doctor or medic will suture, medicate and repair some of the damage caused by an accident or violent event. This may include surgery to remove foreign objects, pin broken bones, remove dead tissue or toxins, and so on.

Treatment usually occurs within 24 hours; although some types of treatment may take longer, these will not usually have a doctor as an active participant. These include long-term antibiotics, chemotherapy treatments, and the like.

Successful treatment can remove or "heal" up to one half the damage caused by a wound. The time required to properly treat the patient is shown on the *Treatment Table* below, based on the severity of the wound (note: this is "game time," not real time). At the end of the time period indicated, the treating character makes a Physician or Surgery skill roll (GM's discretion), using the target number indicated. Success indicates the patient has been completely stabilized and will not lose any more LIF due to the wound. In addition, for every 2 points of the effect number for the skill roll (rounding up), the patient regains 10% of the lost LIF from the wound, up to a maximum of 50%.

Nick's character, Doctor Barrett, is working feverishly to save a patient that's just been brought to the emergency room. The patient has suffered 24 points of Special/Lethal damage from an explosion. Because the wound is a critical wound, Dr. Barrett must spend 2d6 hours working on the patient before Nick can make a Physician roll. The GM rolls 2d6 and gets 5. After 5 hours of game time, Nick must make a Difficult Physician skill roll (TN 21). Nick rolls a total of 24! The patient has been stabilized and will lose no more LIF points due to his injury. In addition, the patient regains 20% of the LIF lost due to that wound.

Treatment Table		
Wound	Difficulty	Time required
Superficial	No roll required	No roll required
Light	Average (TN 12)	1d6 minutes
Serious	Challenging (TN 18)	1d6 hours

Critical	Difficult (TN 21)	2d6 hours
Fatal	Demanding (TN 24)	2d6 hours

Recovery

Recovery is the type of healing that the body does on its own. Characters heal a number of LIF points each healing period equal to their HLT. The rate at which a character heals depends on the reality level of the game or campaign.

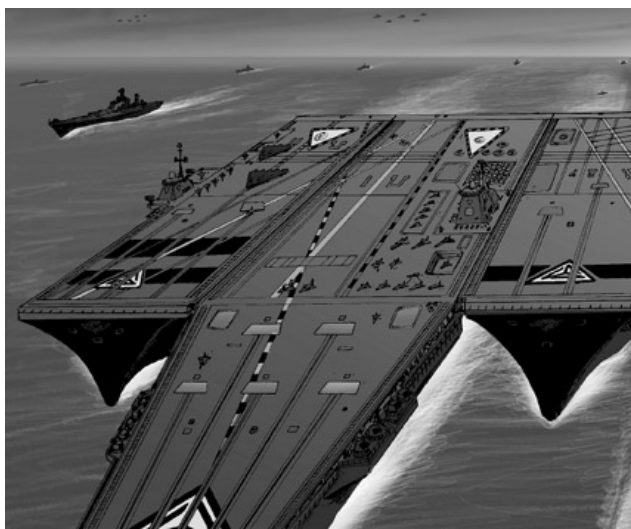
Recovery Rate			
Campaign level	Damage Type		
	Stunning	Lethal	Special
Realistic Action!	Hour	Week	Month
Cinematic Action!	Minute	Day	Week
Extreme Action!	Turn	Day	Day

THE ENVIRONMENT

Falling

The amount of damage suffered from a fall depends on the falling object's velocity when it hits the ground. Damage suffered from a fall is 1d6 for every 2 meters of velocity.

Falling objects gain 10 meters of velocity per second. This is broken down on the chart as an increase of 2 meters/second for every 2 meters fallen. The maximum velocity of a falling object in the Earth's gravity is 60 meters per second. This is referred to as "terminal velocity."



Falling damage is Blunt/Lethal damage. Characters may subtract their TGH from any damage sustained before subtracting it from their LIF.

To determine the amount of damage suffered from a fall, simply find the total distance fallen on the first column of the *Falling and Velocity Table*, and then read across that row to the "Random Damage" column. Alternatively, GM's may use "flat rate" damage for falls to speed things up a bit.

Mary's character has fallen off the roof of a 6-story building. The GM determines that 6 stories are roughly equal to 24 meters. The GM consults the *Falling and Velocity Table* and looks at the "Distance Fallen" column until he finds "23-26." Then he reads across that row to the "Random Damage" column and sees that a 24-meter fall will inflict 9d6 of damage on Mary's character, who will hit the ground after falling for two seconds (less than a full turn). The GM picks up nine dice and suggests to Mary that she review the rules for using Action Points to avoid damage.

A quick way to estimate damage from a fall is to determine how many seconds long the character is falling and multiply that number by 5, with a maximum of 30. This is the number of dice of damage that the character will suffer when he hits the ground.

Falling and Velocity Table					
Distance fallen (m)	Velocity (m/sec)	Random Damage	Flat Rate Damage	Time (Seconds)	Notes/Examples
0-2	0-2	1d6	1d6	1	
2-4	2-4	2d6	2d6	2	
4-6	4-6	3d6	3d6	3	
6-8	6-8	4d6	4d6	4	
8-10	8-10	5d6	5d6	5	
10-12	10-12	6d6	6d6	6	
12-14	12-14	7d6	7d6	7	
14-16	14-16	8d6	8d6	8	
16-18	16-18	9d6	9d6	9	
18-20	18-20	10d6	10d6	10	
20-22	20-22	11d6	11d6	11	
22-24	22-24	12d6	12d6	12	
24-26	24-26	13d6	13d6	13	
26-28	26-28	14d6	14d6	14	
28-30	28-30	15d6	15d6	15	
30-32	30-32	16d6	16d6	16	
32-34	32-34	17d6	17d6	17	
34-36	34-36	18d6	18d6	18	
36-38	36-38	19d6	19d6	19	
38-40	38-40	20d6	20d6	20	
40-42	40-42	21d6	21d6	21	
42-44	42-44	22d6	22d6	22	
44-46	44-46	23d6	23d6	23	
46-48	46-48	24d6	24d6	24	
48-50	48-50	25d6	25d6	25	
50-52	50-52	26d6	26d6	26	
52-54	52-54	27d6	27d6	27	
54-56	54-56	28d6	28d6	28	
56-58	56-58	29d6	29d6	29	
58-60	58-60	30d6	30d6	30	

1-2	2m/s	1d6	3	1	6-foot ladder
3-4	4m/s	2d6	6	"	1-story building
5-6	6m/s	3d6	9	"	2-story building
7-8	8m/s	4d6	12	"	
9-10	10m/s	5d6	15	"	5-story building
11-14	12m/s	6d6	18	2	
15-18	14m/s	7d6	21	"	Mature Oak tree
19-22	16m/s	8d6	24	"	
23-26	18m/s	9d6	27	"	
27-30	20m/s	10d6	30	"	10-story building
31-36	22m/s	11d6	33	3	
37-42	24m/s	12d6	36	"	
43-48	26m/s	13d6	39	"	
49-54	28m/s	14d6	42	"	
55-60	30m/s	15d6	45	"	20-story building
61-68	32m/s	16d6	48	4	
69-76	34m/s	17d6	51	"	
77-84	36m/s	18d6	54	"	
85-92	38m/s	19d6	57	"	
93-100	40m/s	20d6	60	"	Statue of Liberty
101-110	42m/s	21d6	63	5	
111-120	44m/s	22d6	66	"	Giant Redwood tree
121-130	46m/s	23d6	69	"	
131-140	48m/s	24d6	72	"	
141-150	50m/s	25d6	75	"	
151-162	52m/s	26d6	78	6	
163-174	54m/s	27d6	81	"	
175-186	56m/s	28d6	84	"	
187-198	58m/s	29d6	87	"	
199-210	60m/s *	30d6	90	"	Terminal velocity.*

*Terminal velocity (maximum velocity when falling). Increase time by 1 second for each additional 60 meters (or fraction) fallen, but do not increase damage. For objects other than falling objects (e.g., thrown objects, vehicles, etc.), add +1d6 for each additional 2m/s of velocity.

Asphyxiation and Drowning

Conscious characters can hold their breath for (10 x HLT) turns before suffering any negative effects. This number is halved for characters performing even moderately strenuous activity, such as swimming, fighting or otherwise exerting strength. After this time has elapsed, however, the character suffers stunning damage each turn.

Mike's character has 5 HLT, 30 LIF and 32 STUN and has fallen into a lake. Sadly, Mike's character cannot swim and sinks under water. He can hold his breath for 50 turns before suffering damage, unless he's panicking and exerting himself, in which case he can hold his breath for only 25 turns.

The amount of stunning damage sustained depends on the character's level of activity. A passive or calm character suffers 1 point of stunning damage per turn. A character exerting himself suffers 2 points of stunning damage per turn. TGH is not subtracted from this damage.

If a character's STUN is reduced to 0, he is unconscious. If an unconscious character continues being deprived of breathable air, he suffers 1d6 Sp/L damage per turn. Characters whose

LIF is reduced to 0 from lack of breathable air have suffocated or drowned. Treat death from drowning as one single Serious wound, with successful stabilization (i.e., a successful First Aid or Physician skill roll) restoring the character's LIF to one-half its previous level (prior to the "death") and restoring the character's STUN to 1.

The Elements

Exposure to the elements can inflict damage on an unprotected character, and prolonged exposure can kill a character.

To determine how much damage an element inflicts, determine its severity, and then consult the table below.



All damaging elements can use the same table, as it abstract in nature. The effects of harsh elements are the same, in game terms; only the special effect differs.

Element Damage Table		
Severity	Damage	Examples
Mild	1d6 per day	Stranded in desert
Moderate	1d6 per hour	Sandstorm, blizzard
Strong	1d6 per minute	Extreme cold
Severe	1d6 per turn	Fire, mild radiation
Extreme	1d6 per second	Strong radiation

Element	Damage Type
Wind	Blunt/Stunning
Fire	Blunt/Lethal
Electricity	Penetrating/Lethal
Radiation	Special/Lethal

MAPS AND FIGURES

Keeping track of where all of the player characters and bad guys are can be a little difficult. This is especially true if there are a lot of bad guys for the characters to deal with.

Using figures and maps makes things much easier, and can add a great visual element to the game. It's much easier to look at a map and see where your character is than to try to remember from turn to turn.

Figures

We recommend using action figures or metal (pewter, not lead) miniature figures (usually an inch or so tall), which can be purchased at most game and hobby stores. If you don't have any plastic or metal figures, you can substitute plastic counters or tokens from any game, or even small cardboard or paper markers. Just make sure you can tell which marker or counter represents which character.

Maps

A map can be as simple as a piece of paper with buildings and trees drawn on it, or even a bare tabletop with erasers and tissue boxes set on it to represent buildings and trees and such.

We recommend using a scale of one inch to represent one yard on your map. You can use a ruler to measure the distance or just let the GM estimate the distance.

If you need help drawing your maps, you can ask a friend who draws well. But remember, the map doesn't have to be perfect. As long as everyone can tell a building from a tree, you're all set.

You can also buy preprinted maps, like posters, for different games at your local hobby store. Some use hexes while others use grids or squares. They may be of different scales, but as long as the GM and the players agree on the scale (how much distance each square or hex represents) they will work fine.

Another option is to use a vinyl hex or grid mat. This is a vinyl or plastic roll-out mat with hexes or squares printed on it. These mats are available with different sizes of squares or hexes. We recommend a mat with 1-inch-wide hexes on it.

The great thing about these vinyl mats is that you can write on them with water-based colored markers (such as *Vis-à-vis*™ brand markers) and then wipe them off with a wet paper towel when you're done with your map. Note: don't use a "dry erase" marker, as these will permanently mark your mat!



STORYLINE

The first step is to come up with a basic storyline. What events will take place during the adventure? Who are the adversaries and what are they trying to accomplish? What obstacles will the PCs face?

Every adventure or story has a theme. The theme can suggest events that will occur in a story and vice versa.

A good way to develop the basic story is to answer the five basic questions: Who, what, where, when and why? We will describe and give some tips to answering each one below. Once you can answer all five, you should have all the details of your story.

Who?

Who is doing the action, committing the crime or act that drives (or starts off) the story?

Adversaries

A person who does something "wrong" or illegal or intentionally harmful to someone else is called the antagonist. The antagonist is the bad guy or villain of the story. If a crime or injustice is planned in advance or committed intentionally (even in the heat of the moment), it is usually by an antagonist.

Enemies are usually people, but not always. Sometimes an enemy might be an animal, or even a natural disaster. For example, an earthquake rocks the city of Los Angeles. The heroes must free people trapped in the rubble, put out fires, and perform other heroic rescues. Some thieves might try to take advantage of the chaos to

loot, requiring the intervention of the heroes, but the earthquake is the main "enemy" of the adventure.

As for human enemies, there are really two types. Ordinary enemies are minor foes, like bandits or enemy soldiers. Villains are singular adversaries, often as skilled as or even more skilled than the heroes. They are typically the masterminds who pull the strings of the ordinary enemies.

Ordinary Adversaries: Bandits, enemy soldiers, street thugs—all are examples of ordinary enemies. These everyday foes are rarely inherently evil, though they may commit misdeeds out of a desire to follow orders, fear, desperation, or some other motive. Their actions cannot be condoned, but they are usually at least understandable to the heroes.

They are obstacles to be overcome in the pursuit of justice, not enemies in their own right.

Except on rare occasions, such as a lone sentry, ordinary enemies are often encountered in large numbers—typically two or more adversaries per hero. This enhances the challenge for the intrepid heroes, not to mention increasing the opportunities for derring-do.

Fortunately, ordinary enemies are normally not all that difficult for the heroes to overcome. They are fairly easy to intimidate, trick, disarm, elude, or otherwise defeat. You can encourage this cinematic feel, and save yourself a lot of bookkeeping, by allowing ordinary enemies to quickly be taken out of the fighting. A single strong attack or clever stratagem should be enough to subdue an ordinary foe.

This keeps the action fast-paced, reinforces the stature of the heroes and reduces the temptation for PCs to resort to killing their adversaries.

Villains: Black-hearted scoundrels with twisted morality—or none at all—villains are the true adversaries of the heroic PC. These masterminds spin webs of deceit and depravity, sending minions out to do their dirty work but rarely endangering their own precious hides to carry out their vile schemes.

In fact, the heroes may not face the villain directly—or even learn his identity—for several adventures. Only after disposing of his wicked plots and battling his many henchmen do they get an opportunity to challenge their true foe.

Villains are normally encountered singly, though occasionally two (or more) will form a temporary alliance to deal with a particularly dangerous enemy. These accords rarely last very long, however, since no villain can ever truly trust another. Betrayal is as natural to a villain as breathing.

Other common traits include enormous pride, overconfidence, greed, a devious mind, and a tendency for naked cruelty. Villains are fond of complex plots intended to trap those who would put a stop to their schemes. But villains seldom learn from their errors. Incompetent underlings or other scapegoats are always to blame for their failures.

Remember, enemies exist to ultimately be defeated by the heroes. Don't fall into the trap of liking your villains so much that you lose sight of this fact. Your players will accept that their adversaries often escape and sometimes even win temporary victories, but not if they sense you are fudging events just because you really like a particular villain.

Protagonists

Sometimes in adventure stories it's not a bad guy who gets the story going but a good guy. A good guy who starts off the adventure or story is called a "protagonist." If the person does

something wrong by accident or does something that isn't "wrong" but causes problems, he is probably a protagonist. Their action, however innocent, could result in an accident or a situation that puts someone else in danger, or perhaps something that makes the antagonist (or "bad guy") angry enough to do something wrong.

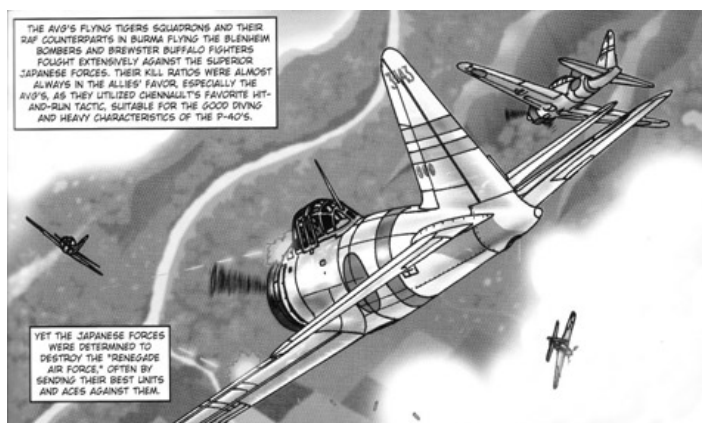
Other Characters

Along with their adversaries, the PCs will meet many other people in their adventures. Some are people in need of their help, such as an innocent peon unjustly condemned to death by a corrupt official. Others are everyday people, such as a bartender or village blacksmith. And still others are family members, friends, or loved ones. A few may even be allies. Not everyone the heroes meet need be either friend or foe, with nothing in between, though.

These other characters are very important. Not only are they useful in creating dramatic stories (how will a hero react when bandits kidnap his sister?), they can help remind the PCs just who the real adversaries are.

Come up with names for the other characters the heroes might encounter in the course of the adventure, and a few notes on their personalities. Devising a simple "hook" for each character—such as a woman who constantly flutters her fan while talking to the PCs—will each one memorable for your players.

Finally, keep track of the information you've come up with. This way, you can re-introduce the characters in later adventures, helping the heroes build relationships with them over time.



What?

What is it the villain (or villains) is doing? This is the active plot of the story, which should lead to a conflict with the heroes.

The villains could be working toward some personal goal to achieve wealth, destroy the heroes (or someone else)—whether by simply humiliating them, frustrating them or killing them—committing acts of terrorism or sabotage, or building a secret device (or weapon) to unleash on an unsuspecting world.

The villain's plans can be as simple or as complex as you want. Even simple plots can make for fun adventures, though the most satisfying role-playing adventures tend to involve well-thought out plans by the villains, with plenty of complications and subplots throughout.

Where?

Next you need to consider where the adventure, or the individual scenes of the adventure, will take place.

Think like a Hollywood filmmaker. Invent imaginative sets for your major scenes—especially the climax! Why have fights take place in an ordinary street when you can place the action atop the

rooftops, or on a log over a waterfall, or aboard a burning ship in the harbor?

Likewise, come up with plenty of props for inventive heroes to use. It's hard to swing across a room full of enemies when the GM forgets to include anything to swing on! Swashbuckling action demands plenty of props. When you come up with a prop, jot down a few notes on how it might be used by the heroes. Figuring out Target Numbers for skill rolls involving the prop in advance can help keep your adventure from stalling while you look up a rule or come up with something on the spot.

When?

When do the events of the adventure take place? Do they occur all at once, or over the course of several days, or even weeks? This can be very important – the longer the heroes have to investigate, make plans and find equipment or allies, the more prepared they will be for the climax. Sometimes that's good, and sometimes it's not. It depends on the storyline for each adventure.

Why?

No one—not even a villain—does things for no reason at all. You need to consider why the adversaries are acting the way they are. Knowing the motivation of the enemies will help you figure out how they will behave and react during the adventure.

Some common motivations include revenge, greed, desire or lust for power, a battle of wits with the heroes, prejudice, and yes, even love.

SCENES

All stories have a beginning, middle and an end. In the beginning, some threat or problem arises that gets the heroes involved. In the middle the heroes gain more information about the danger. In the end, or climax, the heroes resolve the problem – usually in a thrilling action scene. Then the epilogue wraps everything up.

Adventures in *LUFTWAFFE 1946 ROLE PLAYING GAME* are divided into "scenes," similar to a movie. Each scene represents a part of the story.

The story switches scenes whenever it is appropriate to do so. Usually a scene will end when everything that the characters are doing (or trying to do) is resolved.

Simple adventures in *LUFTWAFFE 1946 ROLE PLAYING GAME* HAVE three scenes—an Introduction, a Conflict, and an Epilogue. The Introduction presents the problem and may give the heroes a chance to gain more information. It's the beginning and middle of the story rolled into one. The Conflict is the exciting climax, and the Epilogue resolves any loose ends.

But not all adventures have to follow this formula. If they did, your players might get bored after awhile. So once you are comfortable designing adventures, throw in some variety. You might start the story off with a short action scene that introduces the key people in the adventure.

However you structure the scenes in your story, it should always have a beginning, middle and end.

AN INTERACTIVE STORYLINE

In a roleplaying game, unlike a book or film, you aren't the only person responsible for the storyline. The actions of the heroes can have a big effect on the story of your adventure. So figuring out what actions the PCs might take is also part of coming up with a storyline. After all, if the heroes set off for Paris when the rest of your storyline takes place in Los Angeles, you'll have a problem.

Fortunately, in most games the PCs are heroes, and you can predict fairly accurately how they will react in most cases. For example, if they spot brigands robbing someone, you can count on the PCs getting involved somehow. There's no need to come up with individual reasons for each hero to become involved in every adventure.

MORE GM TIPS

Here are some more tips for creating and running adventures.

Match your storylines to the interests of your players. If a player enjoys complicated intrigue, come up with a suitably intricate plot for him to unravel. If another player has fun using stealth, be sure to include plenty of chances to sneak around. Players who get to do what they enjoy are less likely to get bored or distracted. Besides, ensuring that everyone has a good time is part of your job as the GM.

Make sure that every hero gets at least one moment to shine in each adventure. Tailor a particular task, encounter, or challenge to each PC. Every player deserves a turn in the spotlight.

Play the parts of adversaries and other characters with flair. Use different voices or styles of speaking. Or try using an accent, even if it's a bad one. Get up from the table to act out how one character limps when he walks, or wave your hands around while pretending to be a frightened settler. Help your players get into their own roles by throwing yourself into yours.

Keep the action moving to reflect a cinematic style of play. Don't let the adventure bog down in minute details about what each PC is doing every minute in between action scenes. On the other hand, don't cut short a good planning session or character interaction if the players are having fun. Recognize when it's time to move on, and use a cinematic "cut scene" to skip ahead to more fun. The storyline needn't dwell on what the heroes are doing in between action scenes. The GM can just skip ahead by saying, "a few days later..."

It's best if the story takes place with all of the characters together most of the time. It's okay if some characters go off to do things alone or break into small groups occasionally, however. Sometimes it makes sense for characters to do things by themselves, such as picking up needed supplies, going to get help or scouting out a location. But it's important to make sure that everyone who wants to have his character present for the big action scene is able to do so.

Last, but not least, never present the players with a situation in which killing is the only solution. There should always be another way to resolve the problem, whatever it might be, without resorting to bloodshed.

EXPERIENCE POINTS

As characters finish each adventure and (presumably) accomplish the goal set forth for them, whether it is to rescue a falsely imprisoned person, capturing or eliminating an enemy unit, saving someone's life or safeguarding a secret message to the King, the characters should earn Experience Points (EP).

Awarding Experience Points

Character improvement is the primary method for the GM to express his opinion on how the players are doing. There are many ways to quantify success; goals achieved, excellent role and character playing, even contributions to the background of the world. The number of experience points to award to characters will vary from adventure to adventure. Some GMs will also award

experience for mapping or other record-keeping duties, character sketches, or other contributions to the game as a whole. Here are some guidelines for GMs to help determine how much experience points to award at the conclusion of an adventure.

Spending Experience Points

Some players will want to scrimp and save for a big character improvement. Others will spend a point here and there just to spend them and improve some small bit. Either of these extremes is probably the wrong approach. In the best games, players should mix long-term and short-term goals, putting points into less expensive abilities while saving others for larger steps.

Characters can increase existing skills, increase existing abilities, and under certain conditions develop completely new skills and abilities. Which of these a player decides to pursue also determines how you proceed.

Most games will have a starting skill maximum. For this example we will use +5. No character can buy a skill higher than +5 at the start of play. This will also be the training skill maximum. That is, no character will be able to take advantage of instructor led training past +5. After that all progression and improvement will only be through experience within the course of the game.

GMs may also wish to limit the way experience is spent to abilities that are *used* or specifically studied in the game. A rule of thumb would be that if the character did not use a skill or ability that session, then that skill or ability cannot be improved. Some GMs will find this too restrictive.

Experience Point Awards	
Description	EP
Base experience point award for an adventure	1
<i>The adventure was...</i>	
...Short (one game session)	+0
...Long (two game sessions)	+1
...Very long (three or more sessions)	+2
<i>The adventure ended...</i>	
...successfully	+1
...unsuccessfully, but with a chance for the PCs to fix things next session	+0
...unsuccessfully with no chance to fix things	-1
<i>The character performed a dramatic or heroic action or speech that...</i>	
...Added enjoyment to the game*	+1
...Accomplished a team goal*	+1
...Presented serious risk to the character*	+1
<i>The player...</i>	
...Contributed a major plot element	+2
...Contributed a minor plot element	+1
...Developed a character background	+1

Character Improvement Costs	
Attributes	EP Cost
Increase Attribute score	5x new attribute score
Traits	EP Cost
Buy new Advantage	Listed cost of Trait
Increase level of Advantage	Difference in cost of current and new level (and GM's permission)
Buy off existing Disadvantage	Value of Disadvantage (and GM's permission)
Take new Disadvantage	No point benefit
Skills	EP Cost
Skill Group levels	New level x5 in EP
Skill levels	New level x1 in EP
Specialty levels	New level x .5 in EP
Action Points	EP Cost
Buy one Action Point	10 (and GM's permission)
"Cash in" Action Point	+1 (character gets 1 EP)

Chapter Six: Equipment

WEALTH

The cost or value for Wealth depends on the level a character takes (see the table below). The default level is 4 for starting characters. Characters may purchase additional levels using the costs listed in the table below. Some suggested annual income levels (as well as alternate costs/values for those levels) are listed below. GMs are encouraged to determine the “average income” for their own campaign.

Characters may substitute their Wealth level for an attribute or skill in appropriate situations, at the GM’s discretion. Such skill rolls could include those in social situations where the character’s wealth is likely to influence the outcome or the opposing character’s attitude or decision.

GMs may also use a simple skill roll to determine a character’s ability to purchase an item, treating the character’s Wealth as a sort of “credit rating” or “financial resource meter,” of sorts. To make the roll, use the character’s Wealth level in place of the normal Attribute + Skill. The GM should set the difficulty of the roll based on the value or cost of the item being sought, using the following guideline.

Value (up to)	Difficulty (TN)	Example
\$500	Average (12)	Stereo, suit
\$5,000	Tricky (15)	Computer, furniture, wardrobe
\$50,000	Challenging (18)	Car, trailer home
\$500,000	Difficult (21)	Single-family home, small jet/yacht
\$5,000,000	Demanding (24)	Estate/manor, large jet/yacht
\$50,000,000	Extreme (27)	Small island, priceless artifact
\$500 million +	Legendary (30)	Ocean liner, crown jewels

Jake Lockley is the majority shareholder of a multi-national corporation and has a Wealth level of 9. Jake’s player tells the GM that Jake wants to buy a new small private jet. Using the guide above, the GM sets the difficulty of the roll at Difficult. Jake’s player rolls 3d6 (he rolls 13) and adds Jake’s Wealth of 9, for a total of 22. After a few phone calls and signing and faxing a few forms, Jake is the proud owner of a new jet, which will be delivered to his private hangar in a few days.

Wealth Table				
Lvl	Cost	Description	Annual Income*	Average Dollar Amounts
1	-10	Destitute	<1/10 average	<\$500
2	-5	Poor	1/5 average	\$1,000
3	-2	Below average	½ average	\$2,500
4	0	Middle class	1x average	\$5,000
5	1	Above average	2x average	\$10,000
6	2	Upper-middle	5x average	\$25,000
7	4	Well to do	10x average	\$50,000
8	6	Upper class	20x average	\$100,000
9	8	Rich	100x average	\$500,000
10	10	Filthy rich	1,000x average	\$5 Million

WEAPON ATTRIBUTES

Each weapon has several attributes that describe and rate its performance within the rules.

The attributes that describe melee weapons are Damage (abbreviated “Dmg”), Type, Size, Initiative modifier (abbreviated as “Init”—note that this is not the same as the INI derived attribute for characters), Accuracy modifier (abbreviated “Acc”), Strength minimum (abbreviated “STR”—note that this is not the same as the STR derived attribute for characters), Weight (abbreviated “Wt”), Cost, and Notes.

The attributes that describe ranged weapons are Damage (abbreviated “Dmg”), Type, Size, Accuracy modifier (abbreviated “Acc”), Strength minimum (abbreviated “STR Min”—note that this is not the same as the STR derived attribute for characters), Maximum effective range (abbreviated “Max”), Rate of fire (abbreviated “RoF”), Ammunition capacity (abbreviated “Amm”), Weight (abbreviated “Wt”), Cost, and Notes.

Damage (Dmg)

The damage rating for the weapon indicates the number of dice of damage the weapon inflicts when used by a character with STR equal to the minimum STR score required for the weapon.

Ray’s character, Spike, has a STR of 3. Spike picks up a chain during a fight. The chain has a damage rating of 3d6 and a STR minimum of 3. Because Spike’s STR is equal to the minimum STR required for the chain, Spike will inflict 3d6 when he strikes an opponent.

GMs wishing to use the “flat rate” method of determining damage can convert the listed weapon damage by multiplying the number of dice times 3 and then adding any bonuses

Spike normally does 3d6 of damage with his chain. To convert the damage to flat rate damage, Ray simply multiplies the number of dice times three. Spike does 9 points of damage when using the flat rate method.

Characters with more STR than the listed minimum strength for the weapon will do extra damage with that weapon. Characters with less STR than the listed minimum strength for a weapon may do less damage with that weapon. (See *STR Min*, page 76).

Type

This describes the type of damage that the weapon inflicts. The letter before the slash represents:

B = Blunt (TGH & armor apply)

P = Penetrating (only armor applies)

Sp = Special (TGH and armor may not apply; see notes).

The letter after the slash represents:

S = Stunning damage

L = Lethal damage

Sp = Special damage (see notes for effect).

For example, “P/L” indicates the weapon does penetrating lethal damage, so armor but not TGH is subtracted from the damage before applying it to the character’s LIF.

See *Damage*, page 67, for more information about types and forms of damage and their effects in the game.

Size

Each weapon has an “optimal distance.” This is the distance that

the user must be from his opponent in order to effectively and properly wield the weapon.

The optimal distance is 1 meter for short weapons (such as knives, short swords, punches and grappling maneuvers), 2 meters for medium weapons (such as swords, clubs and kicks), and 3 meters for long weapons (such as most pole-arms).

When both characters are fighting with the same sized weapons, neither character receives a bonus, even if they are at the optimal distance for their weapon.

When characters are using weapons of different sizes, however, the character with the longer weapon receives a +3 INI and +3 DEF bonus. If the opponent successfully strikes with the shorter weapon, then the bonus is reversed, to simulate that the character with the shorter weapon “got inside” the other’s defenses to his own optimal distance. If the character with the longer weapon retreats back to his optimal striking distance, he regains the advantage and respective bonuses.

Initiative Modifier (Init)

Some weapons are bulkier and more awkward to wield than others, and some are smaller or better balanced and easier to use. To reflect these differences in weapon design, weight and balance, each weapon has a base Initiative Modifier (abbreviated “Init”). This modifier is applied as a temporary modifier to the INI score of the character using the weapon. The Initiative Modifier may be a positive number (e.g., +1), a negative number (e.g., -1), or zero.

If the character stops using the weapon the modifier no longer applies. If the character switches to a different weapon, then the new weapon’s Initiative Modifier is used.

The Initiative Modifier is in addition to any INI modifiers for STR (see STR Minimum, below) or any other INI modifiers that may be available in your game, such as from supernatural abilities, special traits, and so on.

Accuracy (Acc)

Accuracy reflects the inherent accuracy of the weapon. The Accuracy modifier (abbreviated “Acc”) is added to the character’s skill roll (not the TN) when using the weapon.

Range Modifier (RMod)

The Range Modifier reflects the inherent accuracy of the weapon at longer ranges. The Range Modifier (abbreviated “RMod”) is a bonus usable only to offset or cancel negative modifiers due to range. For example, a Range Modifier of +2 means that a character using the weapon treats a -4 penalty for distance as only a -2 penalty. A weapon’s Range Modifier may not decrease modifiers for distance below 0.

STR Minimum (STR Min)

Most weapons have a minimum STR score. This is the minimum STR score required to wield the weapon effectively. Large, bulky or unbalanced weapons will have a higher STR minimum than small, balanced weapons. A weapon with “Crew” listed in the STR Min. column requires two or more people working together to operate the weapon, and no bonus or penalty is afforded regardless

of their STR scores.

If a character has a STR score lower than the listed STR minimum for the weapon he is using, the character will incur a penalty to both INI and to any skill rolls made for using the weapon. For every point below the STR minimum, the character suffers a -1 INI and -1 to all skill rolls involving that weapon. In the case of melee weapons and bows, the character also does 1d6 less than the listed damage for the weapon.

These penalties are in addition to any initiative (Init) and accuracy (Acc) modifiers listed for the weapon. If damage for a melee weapon is reduced to “0d6” due to insufficient STR, then the character cannot wield the weapon well enough to inflict damage with it in a fight.

Bob has a STR 4, REF 5, and Machine-guns 5. Bob picks up a B.A.G. 92 machine-gun that has ACC -2, Init. 1 and STR Min 6. Bob’s STR is 4 (2 less than the listed STR Min of 6), so he incurs a -2 to his Initiative and to his skill rolls. The total modifier to his skill rolls is -4, and the total modifier to his Initiative is -3. Bob’s skill roll formula would look like this: REF (5) + Skill (5) + ACC (-2) + STR penalty (-2) + 3d6... or 3d6 + 6.

If a character has a STR score higher than the listed STR minimum for a melee weapon he is using, the character does extra damage. For every point of STR the character possesses above the listed STR minimum of the weapon, the character does an extra 1d6 of damage, up to a total maximum of twice the listed damage for the weapon. Having a high STR does not allow a character to do extra damage with a bow, crossbow, firearm or energy weapon.

Bob’s machine gun has run out of ammo, but the bad guys are still coming, so Bob pulls out his trusty fighting knife. A knife has a listed STR Min of 2 and a base damage of 1d6. Because Bob’s STR of 4 is two points above a STR Min of 2, Bob can inflict as much as +2d6 damage when he hits with the weapon. Unfortunately for Bob, 3d6 is more than two times the base damage for a knife, so Bob does only 2d6 points of damage with the knife. But that’s still better than normal damage, and Bob’s feeling pretty mean...

Maximum Effective Range (Max)

Maximum effective range (abbreviated “Max”) is the maximum range at which a ranged weapon, such as a bow or firearm, can reasonably hit a target at which it is aimed. While weapons can fire a projectile (e.g., an arrow or bullet) beyond the listed maximum effective range, the chances of hitting a target at this range becomes a matter of sheer luck more so than skill. As a result, shots beyond Max range are not allowed in *ACTION! SYSTEM*.

Rate of Fire (RoF)

A weapon’s rate of fire (abbreviated “RoF”) indicates how often a ranged weapon may be fired and how many rounds are expended each turn. A whole number indicates the maximum number of rounds that may be fired per turn. A fraction indicates the number of turns required to reload the weapon between shots (e.g., “1/3” means the weapon can be fired once every three turns).



Ammunition (Amm)

Ammunition capacity (abbreviated “Amm”) indicates how many rounds of ammunition are contained in a ranged weapon or in an attached supply, such as a battery or magazine.

Simple missile weapons, such as crossbows and slings, have an Amm. Rating of 1 because they can’t “hold ammo” (they can only fire a single arrow or stone that is loaded and readied for use).

Weight (Wt)

The weight of the weapon, listed in kilograms.

For players wishing to convert to pounds, simply multiply the listed number by two. The actual conversion is 2.2 pounds to a kilogram, but multiplying by 2 is easier and still provides a good approximate conversion.

If you are not keeping track of the weight of equipment or other items carried by the characters in your game, then you can ignore this number.

Cost

This is the location where you find the cost of the item in this book, if there is not cost it is assumed that the GM can set a cost for that item in their campaign depending on the rarity of the item.

Notes

Notes contain additional information about a weapon, such as examples of the type of weapon, special effects, and special uses of or exceptions to the basic rules. While there are no special notes for weapons in the *ACTION! SYSTEM Core Rules*, Extensions and Variants may include special rules that apply to weapons.



WEAPON LISTS

Melee Weapons								Notes
Weapon	Dmg	Type	Size	Init	Acc	STR Min	Wt	
Bat, wood	3d6	B/L	M	-1	0	3	2	
Cane sword	2d6	P/L	M	0	0	3	.5	
Chain	3d6	B/L	M/L	-2	-1	3	1	
Knife	1d6	P/L	S	0	0	2	.25	
Punch	Special	B/S	S	0	0	0	0	Does dmg based on STR (see STR Table)
Rapier	3d6	P/L	M	0	0	3	3	
Whip	1d6	B/L	L	+2	+1	3	.5	

ARMOR

Armor Attributes

Like weapons, armor has several attributes that describe its performance within the rules. These are not the same kinds of attributes that characters have, but they serve a similar function.

The attributes that describe armor are Armor Value (AV), Locations covered (Loc), Strength minimum (abbreviated “STR Min”), Weight (abbreviated “Wt”), Cost, and Notes.

Armor Value (AV)

The Armor Value indicates the amount of points of protection that the armor affords. Each point of AV reduces damage inflicted upon the character by 1 point. For example, an AV of 10 would reduce

Small Arms										
Weapon	Dmg	Type	Acc	RMod	STR Min	Max	RoF	Amm	Wt	Notes
<i>Pistols (by caliber)</i>										
.25 ACP semi-auto	1d6	P/L	-1	+1	2	50	4s	6	.5	SA
.22 short semi-auto	1d6	P/L	-1	+2	2	50	4s	6	.5	SA
.32 ACP snub-nose	2d6	P/L	-1	+1	3	50	3s	6	1	RD
.32 ACP revolver	2d6	P/L	0	+2	3	50	3s	6	1	RD
.22 LR semi-auto	2d6	P/L	-1	+1	2	50	4s	12	1	SA
9mm short	2d6+2	P/L	0	+2	3	50	4s	6	1.5	SA
.45 ACP (1865)	3d6	P/L	0	+2	3	50	2s	6	2	Peacemaker, RS
.45 ACP (1903)	3d6	P/L	0	+2	3	50	4s	7	2	M-1911, SA
9mm Para	4d6	P/L	0	+2	3	50	4s	15	2	SA
.357 Mag. snub-nose	4d6	P/L	-1	+1	3	50	3s	6	1.5	RD
.357 Mag. 6” barrel	4d6	P/L	0	+2	3	50	3s	6	2	RD
10mm Auto	4d6	P/L	0	+2	3	50	4s	10	2	SA
.41 Mag. snub-nose	5d6	P/L	-1	+1	4	50	3s	6	2	RD
.41 Mag. 6” barrel	5d6	P/L	0	+2	4	50	3s	6	2.5	RD
.44 Mag. 6” barrel	5d6	P/L	0	+2	4	50	3s	6	2.5	RD
<i>Rifles (by caliber)</i>										
.22 carbine	2d6	P/L	+1	+3	3	200	4s	10	1.5	
9mm short	2d6+2	P/L	+1	+3	3	200	4s	5	1	
12 gauge slug	6d6	P/L	+1	+4	5	100	2	5	3	PA; 5 or 8-rd magazine.
.30 carbine	5d6	P/L	+1	+3	4	200	4s	5	3	SA
.50 cal. rifle	9d6	P/L	+1	+4	6	1000	3s	5	6	SA; Barrett M82A1
MP38	3d6	P/L	+2	+3	4	200	8s	32	6	9mm
PPSh-4	3d6	P/L	+2	+3	4	200	6s	35	5	
M1928 Thompson	3d6	P/L	+2	+2	4	200	10s	30	11	.45 Cal; “Tommy Gun”
Sterling 9mm	3d6	P/L	+2	+2	4	200	12s	34	5	

Heavy Weapons & Misc

Weapon	Dmg	Type	Acc	RMod	STR Min	Max	RoF	Amm	Wt	Notes
<i>Machine-guns (by caliber)</i>										
.30 cal. MG	7d6	P/L	+2	+4	4	600	20	100	20	AF
.50 cal. MG	9d6	P/L	+2	+5	4	1000	20	100	30	AF; M-2
<i>Cannons</i>										
20mm Autocannon	10d6	P/L	+2	+3	Crew	800	8	100	-	AF
30mm Autocannon	12d6	P/L	+2	+3	Crew	1000	8	100	-	AF
37mm Cannon	13d6	P/L	+2	+4	Crew	1000	1	30	-	
40mm Cannon	13d6	P/L	+2	+4	Crew	1000	1	30	-	
75mm Tank Gun	15d6	P/L	+2	+4	Crew	1500	¼	1	-	
88mm Cannon	16d6	P/L	+3	+5	Crew	2000	¼	1	-	
90mm Tank Gun	16d6	P/L	+3	+5	Crew	2000	¼	1	-	
155mm	18d6	P/L	+2	+5	Crew	22 km	1/4	1	7154	M198 Howitzer
Ship's gun, 16-in.	24d6	P/L	+3	+8	Crew	50 km	1/20	1	—	Ship's guns
<i>Support weapons</i>										
Flame-thrower	4d6	B/L	+2	+2	4	40	1	50	32	M2-2
Grenade, frag.	6d6	P/L	0	0	3	STRx5	1/2	—	.4	M33A1, M57; EX
Grenade, tear gas	6d6	Sp/Sp	0	0	3	STRx5	1/2	—	.4	M47 (CS); EX
Grenade, stun	6d6	B/S	0	0	3	STRx5	1/2	—	.4	“flash-bang”; EX
M1 Rocket Launch.	10d6	P/L	+1	+3	4	110	1/5	1	6	WWII Bazooka
Mortar, 81mm	12d6	P/L	+1	+4	Crew	1000	1/2	1	18	EX

a 16 point attack to a 6 point attack. The armor's AV protects from all forms of damage unless otherwise noted in the description (e.g., chain mail is flexible and does not protect as well against Blunt and piercing attacks as it does cutting attacks).

Locations Covered (Loc)

The numeric body locations (from the *Random Hit Location Table*, on page 68) that the armor protects. The AV of the armor is applied to any attacks that strike one of the protected areas.

If the GM is not using Hit Locations in your game, you can ignore these numbers.

STR Minimum (STR Min)

The minimum STR score required to move about and fight unencumbered by the armor. Armor that is rigid, heavy and/or restricts air flow will have a higher STR Min than armor that is less cumbersome, allows air to circulate around the wearer's body (to “breathe” and release heat) and doesn't restrict the wearer's range of motion.

If a character has a STR score lower than the listed STR minimum for the armor he is wearing, the character will incur a penalty to his REF. For every point below the STR minimum, the character suffers a -1 to REF and MOV. This temporary reduction in REF also affects the character's INI, and of course any REF-based skill rolls.

Bob has a STR 4 and REF 5. Bob puts on a suit of full samurai armor, which has a STR Min of 4. Because Bob's STR is 1 less than the STR Min of the armor, Bob suffers a temporary -1 to his REF and MOV for as long as he wears the armor.

If a character has a STR score higher than the listed STR minimum there is no bonus.

Weight (Wt)

The weight of the armor, listed in kilograms.

If you are not keeping track of the weight of equipment or other items carried by the characters in your game, then you can ignore this number.

Cost

Normally the cost of the armor will be listed here.

Notes

Notes contain additional information about the armor, such as “1/2

AV vs. Blunt damage.”

Armor List

Item	AV	Loc	STR Min	Wt.	Cost	Notes
Clothing, light	1	Varies	0	1	\$12	Typical spring/summer garb
Clothing, heavy	2	Varies	1	4	\$15	Typical fall/winter garb
Concealable Breastplate	10	10-13	2	12	\$75	
Flak Jacket	6	10-13	2	9	\$15	
Flak Jacket, Aircrew	8	10-13	2	20	\$50	
Heated Suit	2	7-15	2	4	\$40	
Helmet, British	12	3-4	0	4	\$7	British Issue Helmet
Helmet, German	12	3-4	0	4	\$15	German Issue Helmet
Helmet, Flight, Leather	2	3-4	0	4	\$45	1/2 AV vs Blunt damage
Helmet, Flight, Plastic	10	3-4	0	3	\$70	Jet Pilot Helmet (1944)
Helmet, US Tanker	8	3-4	0	2	\$35	Heavy Leather Helmet
Helmet, Japanese	12	3-4	0	4	\$1	Japanese Issue Helmet
Helmet, Soviet	12	3-4	0	4	\$3	Soviet Issue Helmet
Helmet, US	12	3-4	0	4	\$3	US Issue Helmet
Leather Flight Suit	3	7-15	3	15	\$35	½ AV vs. Blunt damage
Field Jacket	2	9-13	0	2	\$15	
Leather Flight Jacket	3	9-13	1	3	\$20	½ AV vs. Blunt damage

INANIMATE OBJECTS

Eventually there will come a time when the GM or one of the players will want to know whether an attack can penetrate some material, whether it is a cinder block wall, a door, or even the side of a tank.

While living creatures have LIF points, non-living things have Hits. Hits work just like LIF points do, except that an object that has its Hits reduced to 0 doesn't “die” (the object isn't alive in the

first place). Instead, when an object's Hits are reduced to 0, the object is presumed destroyed. "Destroyed" can mean several things, depending on the nature of the object and the GM's judgment. A "destroyed" vehicle becomes inoperable, a window is broken, a brick is broken, and a wooden door is broken down, and so on.

When an object has sustained damage equal to twice its Hits, it is demolished, and is beyond repair. A "demolished" vehicle is crushed flat, a window is shattered, a brick is pulverized, and a wooden door is splintered, and so on.

Realistic Values

The table below lists the Hits required for penetrating or breaking some common materials that may be encountered in games of various genres. GMs wanting to apply an AV to an item (e.g., in order to keep track of cumulative damage) should split the number evenly between AV and Hits. For example, a two-inch-thick aluminum plate is listed as having 210 Hits. The plate could be treated as having an AV of 105 and 105 Hits.

Obviously if a listed item does not appear or even exist in your game setting you can ignore it.

AV of Common Materials					
Material	Thickness				
	10mm	20mm	50mm	150mm	1m
	(.4")	(.8")	(2")	(6")	(1.3 yd)
Aluminum alloy	14	28	70	210	1400
Bronze	10	20	50	150	1000
Cement	2	4	10	30	200
Glass	1	2	5	15	100
Plexiglas, anti-ballistic	12	24	60	180	1200
Plexiglas, standard	2	4	10	30	200
Steel, tempered	26	52	130	390	2600
Steel, mild	18	36	90	270	1800
Stone	2	4	10	30	200
Wood, heavy	2	4	10	30	200
Wood, soft	1	2	5	15	100

Object AV/Hits Table			
Material or Object	AV	Hits	
<i>Doors</i>			
City gates, small, wood	15	30	
City gates, large, wood	24	60+	
Interior wood door	6	9	
Exterior wood door	12	9	
Metal fire door	15	15	
Safe door	30	9	
Vault door, small	45	24	
Vault door, large	48	27	
<i>Furniture</i>			
Bookcase, small	9	12	
Bookcase, large	12	18	
Bookcase full of books	12	24	
Card catalog, wood	12	21	
Chair, standard	9	9	
Chair, high-back, leather	9	12	
Desk, small	9	12	
Desk, large wooden	12	18	
Desk, large metal	15	24	
Filing cabinet, small metal	12	12	
Filing cabinet, large metal	15	18	
Furniture, light wood	9	9	
Furniture, heavy wood	12	15	
Furniture, plastic	6	9	
Furniture, steel-reinforced	15	15	
Glass	2	3	
Glass, reinforced	6	3	
Hearth/fireplace	15	30	
Lamp post, breakaway	15	9	

Mantel	9	9
Painting, small framed	6	3
Painting, large framed	9	3
Picnic table	9	21
Planter, large	9	9-18
Stanchion, metal	9	6
Stanchion, plastic	3	2
Table, medium	9	12
Table, large	12	15
Turnstile	15	12
Washbasin (sink)	9	9
Locks		
House doorknob lock	9	6
Deadbolt lock	12	9
Padlock	12	9
Machinery		
Fire extinguisher	12	12
Machinery, very light/small	9	6
Machinery, light	15	12
Machinery, medium	21	18
Machinery, heavy	27	24
Telephone	6	6
Typewriter, electric	6	6
Typewriter, manual	6	9
X-Ray machine	18	18
Outdoor Items, Miscellaneous		
Awning	9	3
Boulder	15	29
Bridge, small (1.6 ktons)	27	21
Bridge, large (100 ktons)	27	27
Bushes	6	6
Cobblestone, single	12	12
Dirt, per cubic meter	0	30
Flagpole, breakaway	12	6
I beam, per 2m length	27	24
Manhole cover	27	15
Mannequin	9	9
Railroad tracks	12	15
Stone, per cubic meter	15	57
Telephone pole	15	15
Trees		
Small tree, less than 2m	12	15
Medium tree, less than 15m	15	24
Large tree, 15m or more	15	33
Walls and Fences		
Armored wall	39	21
Barbed wire	15	6
Brick wall	15	9
Concrete wall	18	15
Home interior wall	9	9
Home exterior wall	12	9
Office interior wall	9	9
Office cubicle wall	9	6
Reinforced concrete wall	24	15
Vehicle gate arm, wooden	6	6
Wire fence	18	9
Wooden wall	12	9
Weapons		
Heavy weapon	18	24-27
Pistol	12	6-12
Rifle	12	15-21
Sword	12	12-18
Very large heavy weapon	18	36
Miscellaneous		
Barrel	9	18
Control console, per 2m	12	12
Drum, 55-gallon steel	12	18
Crate, small wooden	9	6
Crate, large wooden (23m)	12	21

Chapter Seven: Vehicles

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles—cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.



All vehicles have the statistics listed below:

MB: A vehicle's Maneuver Bonus reflects its size, maneuverability, and the general difficulty to hit in combat. DEF is a modifier to the driver's Driving skill.

Hits: Vehicles have Hits much like people have LIF. Attacks against the vehicle cause normal damage, and when a vehicle runs out of Hits, it is effectively destroyed (see the *Core Rules* for more information).

AV: In addition to Hits, vehicles also have an Armor Value rating.

Speed: The listed Speed is the vehicle's cruising speed in miles per hour (see *Movement* below).

CHARACTERS IN VEHICLES

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Driver: The driver or pilot of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. In a fixed-wing aircraft, the pilot sits on the left hand side. In a rotary-winged aircraft, the pilot sits on the right. The copilot of an aircraft sits on the opposite side from the pilot. However, in many aircraft (particularly training and dive bombers), seating is tandem— one behind the other. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his or her attack action. There can be only one driver in a vehicle at one time.

Copilot: A copilot can help the driver by taking an aid another action. The copilot must be seated in a location where he or she can see the road and advise the driver (in a car, this generally means the

front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time. Aircraft with copilots have dual controls, enabling the copilot to become the pilot when necessary.

Gunner: Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

VEHICLE SIZES

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics on *Table: Vehicles*)

Table: Vehicle Sizes			
Vehicle Size	Size Modifier	Size Scale*	Examples
Colossal	-8	5	Yacht, semi with trailer
Gargantuan	-4	4	Tank, limousine
Huge	-2	3	Luxury car, armored car
Large	-1	2	Small car, touring motorcycle
Medium-size	+0	1	Racing bike, dirt bike, bicycle

*Size Scale: This column refers to the number used in the Size column in the Sample Vehicles Table below.

FACING AND FIRING ARCS

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can be mounted to fire in one of four directions—forward, aft (rear), right, or left—or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

GETTING STARTED

Most vehicles can be entered with a Move Action and started with an Action. An exception is noted in a vehicle's description when it applies.

Scale

These rules use three scales. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves only vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use chase scale. If the encounter involves aircraft, use aircraft scale.

Character Scale:

Character scale is identical to the standard movement scale: It's

carried out on a grid in which each square equals 5 feet.

In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description.

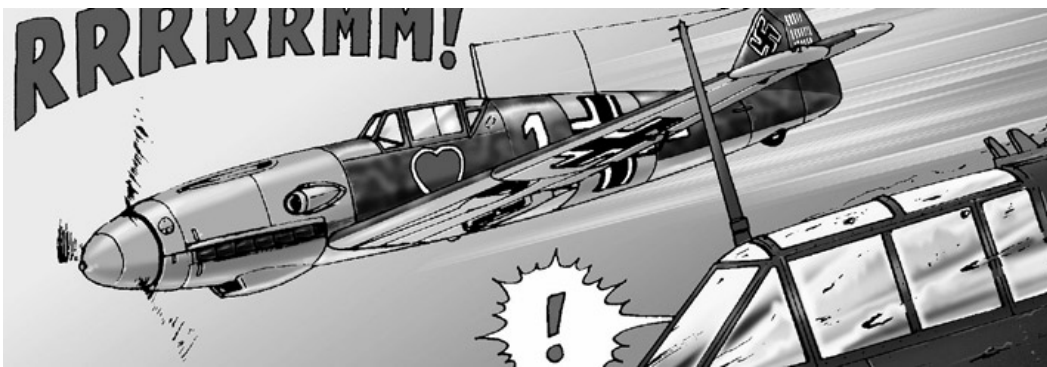
When moving a vehicle, count the squares from the vehicle's rear. When turning, pivot the vehicle on the rear square toward which it is turning. When firing weapons, count squares from the location of the weapon.

In character scale, more than one ground vehicle cannot occupy the same square.

Chase Scale:

In chase scale, each square of the grid represents 50 feet.

In chase scale, most commonly encountered vehicles occupy only one square. (Some especially large vehicles, such as ships or heavy bombers, might occupy more than one square.) More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks. Aircraft may be considered to have vertical separation if occupying the same square while in flight.



Speeds are expressed in squares. A 250 ft. square at 3 seconds of movement is a little less than 60 mph.

Turn Numbers are based on 4 g's pulled. A Hard Turn maneuver

- 2 The number of squares a vehicle must move at this speed before making a turn.
- 3 A stationary vehicle cannot move or maneuver.

Category	Movement	Turn Number	Defense Modifier	Check/Roll Modifier
Stall	0-2	1	+0	+0
Cruise	2-4	2	+1	-1
Top Speed	3-9	6	+2	-2
Dive Speed	4-11	15	+4	-4

would pull up to twice that many gees and have half the Turn Number, but would require a Challenging HLT roll of TN (18) to avoid blacking out and becoming unconscious. Please note some turn numbers require the aircraft to wait until a following move to perform the actual 45 degree turn. If the GM wishes, he may optionally allow an aircraft moving at such speeds to turn at the end of the movement.

Aircraft Scale:

In aircraft scale, each square of the grid represents 250 feet due to the much higher speeds aircraft operate at compared to ground vehicles. Almost any size vehicle can fit in an aircraft square. The special aircraft table speeds listed reflects the aircraft's Cruising Speed. Top Speed would be twice that of Cruise and Stall Speed (also the aircraft's landing speed) would be half of Cruise Speed. Dive Speed may only be reached when the aircraft is in a diving maneuver (including a Split-S), and may not exceed the speed of sound (Mach 1 or 760 mph at sea level; roughly 13 squares).

VEHICLE SPEED

Ground Vehicle speed is expressed in five categories: stationary, cautious speed, cruise speed, top speed, and all-out. Each of these speed categories represents a range of possible movement (see Table: Vehicle Speeds and Modifiers). Each round, a vehicle moves according to its current speed category.

Speed Category	Character Scale		Chase Scale		Defense Modifier	Check/Roll Modifier
	Movement ¹	Turn Number ²	Movement ¹	Turn Number ²		
Stationary ³	0	—	0	—	+0	—
Cautious	1-20	1	1-2	1	+0	+0
Cruising	21-50	2	3-5	1	+1	-1
High speed	51-150	4	6-15	2	+2	-2
Top Speed	151+	8	16+	2	+4	-4

¹ The number of squares a vehicle can move at this speed.

Driving a Vehicle

Driving a vehicle is a move action, taken by the vehicle's driver. During his or her move action, the driver moves the vehicle a number of squares that falls within its speed category. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his or her attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

Simple Maneuvers: A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he or she moves the vehicle. However, simple maneuvers do cost movement—so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

Extreme Maneuvers: Extreme Maneuvers are difficult and sometimes daring maneuvers that enable a driver to change his or her vehicle's speed or heading more radically than a simple maneuver allows. An Extreme Maneuver is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Extreme Maneuvers always require Driving Skill checks.

Initiative

There are two options for determining initiative in vehicle combat. First, is individual initiative just as in normal combat, where

each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Speed

For the purposes of combat, vehicles move on their driver's Initiative (INI). Any passengers act on their own Initiative.

The listed Speed of each vehicle is its base score, *Cruising* speed of the vehicle.

Cautious speed is half or less of cruising speed. With aircraft, this is Landing and Take Off Speed.

High speed is up to twice the vehicle's cruising speed. This is an aircraft's maximum level speed.

Top speed is up to four times the vehicle's cruising speed. With aircraft, this is Dive Speed.

Once a vehicle starts moving, it moves at the same speed each turn (on its driver's Initiative) unless the driver changes the speed. The driver can increase or decrease a vehicle's speed by one category per turn.

Reverse

The maximum speed a vehicle can move in reverse is cruising speed. While moving in reverse, all penalties to Driving checks are doubled. Unless an aircraft has VTOL capability, it may not move in reverse.



Turning

Unless otherwise stated, a vehicle may only be turned *up to* a total of 45 degrees in a single turn without performing a maneuver (see below). The GM must decide just how picky he wants to be about turning. Going down a windy road with multiple turns requires a Skill check in itself, so don't get picky about turning.

Bogging

Certain types of terrain (as noted on the *Driving Conditions* table below) may cause a vehicle to bog down and become stuck. Whenever a driver fails a Skill check when driving on any of these surfaces, he must make a second roll (TN 15). If this roll is failed, the vehicle bogs down.

The driver can attempt to free the vehicle on subsequent actions by making another Skill check against the same TN. Should he roll a 1 or less, the vehicle is stuck and cannot be freed without the help of another vehicle or some serious coaxing.

Skill Checks

A driver usually doesn't have to make a Driving Skill check unless something happens that might cause an accident. Specifically the operator must make a Skill check when he suffers damage or performs a repeated or extreme maneuver.

Damage To Vehicle or Driver

Whenever an attack damages the vehicle or its the driver, the driver must attempt a Skill check (TN 18).

Repeated Maneuvers

Zippering over rough ground or through a forest is called a "repeated maneuver." If this must be done in a stressful situation (such as being shot at), the driver must make a Skill check (TN 15, or more if the obstacles are really tricky), plus or minus any relevant modifiers.

Simple Maneuvers

During a vehicle's movement, the driver can perform any one of the following maneuvers.

45-Degree Turn

Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on Table: Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

VTOL Turns and Vertical Turns

Aircraft capable of Vertical Take-Off and Landing (such as helicopters) may hover in one place. When they do so, they may be rotated to face in any direction without having to make a pilot skill roll. When an aircraft is performing a maneuver that goes into the vertical (Split-S, or Hammerhead), the pilot may roll the vehicle to face in any direction while it is moving straight up or down. This "turn" does not add any difficulty to the difficulty TN of the maneuver and does not affect the pilot skill roll.

Sideslip

A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

Extreme Maneuvers

Attempting any of the following maneuvers requires a Skill check. See the *Extreme Maneuvers Table*, below, for the TN of each maneuver.

Bootlegger Turn

The vehicle moves forward half its speed and turns between 90 and 180 degrees. The equivalent aircraft maneuver would be the Immelman or the Split-S, being a climbing or diving half loop, respectively.

Brake Hard

A driver may decelerate by more than one speed category per turn, coming to a dead stop from a Sprint (or equivalent). This increases the TN of the maneuver by 6.

Drive with Knees

The character can react instantly to drive his car with his knees so that he can use both hands in combat. This requires a successful Driving skill roll (TN 15), which is made at the start of the

character's turn. If the character fails, he can only use one hand this turn because he needs to use his other hand to control the car. Alternately, the GM may allow the driver to perform an action using both hands but the driver automatically loses control of the car at the end of the turn.

Extreme Turn

The vehicle moves at High speed and turns up to 90 degrees. The equivalent aircraft maneuver is the Hard Turn.

Jump

A driver can attempt to jump his or her vehicle across a gap in his or her path.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The TN for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see *Collisions and Ramming*).

Gap Width	TN
1–3 ft. (ditch)	15
4–8 ft. (culvert)	18
8–15 ft. (creek, small ravine)	21
16–25 ft. (narrow road, small pond)	27
26–40 ft. (wide road, small river)	30

Vehicle Speed Category	TN Modifier
Cautious speed	+10
Cruising speed	+5
High speed	+0
Top speed	-5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see *Avoid Hazard*, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Aircraft Stunts and Maneuvers

An aircraft can perform a wide variety of aerobatic stunts, many of which involve radical changes in altitude, speed, and direction. As a general rule, medium and heavy bombers, airliners, and cargo aircraft may not perform these stunts unless the GM allows it and then, only at a severe penalty (of course, such aircraft can perform normal Extend, Dive, Landing, Turn, and Climb maneuvers).

Extend: Average Pilot skill roll (TN12) This is a defensive move made by an aircraft with a higher Top Speed than its pursuer, made in an attempt to escape a dogfight.



Dive: Average Pilot skill roll (TN12) This is a simple maneuver that may be combined with Extend, Turn, and Hard Turn. The aircraft drops fifty feet for every square of forward movement spent diving. At the end of a dive, the aircraft may add up to 10 full movement squares of speed until it reaches its Dive Speed, after which it may accelerate no further.

Climb: Average Pilot skill roll (TN12) This is a simple maneuver that may be combined with Extend, Turn, and Hard Turn. The plane may gain up to fifty feet altitude for every square of forward movement spent climbing. At the end of the climb, the aircraft must lose at least 1 square of speed for every square climbed. If this results in the aircraft reaching Stall Speed, it may go out of control.

Landing: Average Pilot skill roll (TN12) The aircraft slows to just above Stall Speed and dives to just above ground level, lowers its gear, and rolls out along a runway. The GM increases the difficulty of the Landing roll for conditions of the landing surface and other affects of her choice.

Carrier Landing: Challenging Pilot skill roll (TN18) Putting an aircraft down on the pitching deck of an aircraft carrier at sea. Not a job for the timid. This maneuver may also be applied to aircraft that attempt to hook up to carrier aircraft (such as the P-84F Thunderstreak hooking back up with its B-36 Peacemaker mothership).

Hard Turn: Average Pilot skill roll (TN12) The aircraft performs a steeply banked turn as described above for ground vehicles, moving only half the Turn Number before making a 45 degree heading change. In addition, the player must make a Challenging HLT Attribute roll (TN18) to avoid blacking out.

Pulling Out of a Steep Dive: Challenging Pilot skill roll (TN18) followed by a Challenging HLT Attribute roll (TN18) to avoid blacking out.

Wingover: Challenging Pilot skill roll (TN18) The aircraft banks up on one wing (right or left) and turns sharply in that direction and downward. Also called a 'Slice', this maneuver trades altitude for speed and direction. The aircraft does not lose speed performing the stunt because gravity adds speed; however the aircraft does rapidly lose altitude, at least 100 feet for every 45 degrees of turn. This maneuver enables a pilot to make the 45 degree turns in half the turn distance required for each turn. If you had a Turn number of 6, you could instead, make a turn every 3 squares at the cost of a 100 feet of altitude loss.

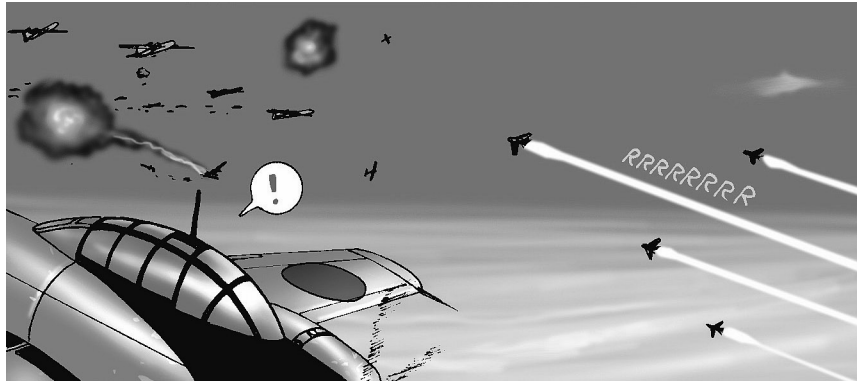
Split-S: Difficult Pilot skill roll (TN21) This is a popular escape maneuver used to get away from an enemy closing on your tail. The plane is rolled over on its back and the pilot pulls the stick back

so that the aircraft goes into a steep dive. When the plane pulls out of the dive, it can face in any direction, but usually faces back the way it came- reversing its course for a substantial loss of altitude. The Split-S can be treated as a vertical hard turn, achieving 45 degrees down, 90 degrees down (vertical), then 45 degrees back up, and finally another 45 degrees back to horizontal. If you treat the squares moved vertically as speed, you can easily determine how far the plane must dive to finish the Split-S. You can also see how easily a Split-S can take you into the ground!

Immelman: Difficult Pilot skill roll (TN21) This maneuver (named after Max Immelman of WWI fame) is the opposite of the Split-S. In other words, the plane goes up instead of down to perform its reversal.

Loop: A loop is an Immelman in one turn followed by a Split-S in the next turn.

Barrel Roll: Demanding Pilot skill roll (TN24) To perform a Barrel Roll, an aircraft pulls up and over, rotating around its forward flight path as if the plane were flying a 'tubular' spiral path. The affect of this stunt in game terms is a sharp loss of forward movement without changing your speed. If the Barrel Roll is successfully performed, the plane's forward movement is halved.



Sideslip: Challenging Pilot skill roll (TN18) The aircraft banks up on one wing (left or right) and the pilot allows the plane to slide down sideways along its flight path without turning. The game effect is a one square move to the side for every 100 feet of altitude lost.

Pursuit (or Lag) Roll: Demanding Pilot skill roll (TN24) This is an aggressive maneuver designed to put a pursuing aircraft on the tail of its maneuver target. If the target plane turns, the pursuing plane barrel rolls in the opposite direction and then pulls back into tail of the target. The Pursuit Roll would be used if you were pointed away from the tail of your target and is difficult to perform. If done correctly, you slide right in on your opponent's tail. The game effect is similar to a sideslip without the altitude loss. Also the aircraft may be turned up to 90 degrees at the end of the movement.

Yo-Yo: Tricky Pilot skill roll (TN15) This is a 'roller-coaster' maneuver which allows a pursuing aircraft to stay behind and/or catch up with a tailed target. A 'High' Yo-yo is a rapid pull-up and then dive to keep a pursuing plane with higher speed from overrunning its target. A 'Low' Yo-yo is a dive and rapid pull-up using gravity to help a slower aircraft catch up with a speedy target. If a High Yo-yo fails, the pursuer overruns the target and shoots out in front. If a Low Yo-yo fails, the target gets clean away. In movement terms, a High Yo-yo allows a plane to move half of its current speed forward, and a Low Yo-yo allows a plane to move half again as far as its current speed (round down). For example:

If an Me-262 were going at speed 8 squares and would overrun the B-35 it's pursuing, the pilot could perform a High Yo-yo and only move 4 squares. If the Me-262 were moving at 6 squares and needed to catch up to a B-35, the pilot could perform a Low Yo-yo and gain 3 squares (moving 9 squares this turn).

Scissors: Demanding Pilot skill roll (TN24) This is an extreme contest of pilot skill as two dog fighting aircraft weave back and forth across each other's path in an attempt to get behind the other. The two planes go slower and slower until they are close to stall speed. The more skillful pilot will end up on the tail of the other craft. A failed roll can mean a spin and/or becoming the target of the other aircraft. In game terms, the aircraft involved in a scissors contest are moving within the space of a square at just above stall speeds.

Hammerhead: Extreme Pilot skill roll (TN27) This is a very challenging stunt where the aircraft is pulled straight up into a vertical climb until its speed drops to zero. If successfully performed, the pilot maintains control of the machine, flips it down into a vertical dive, and then pulls out of the dive in any direction he or she wishes.

Move and Act

If the driver wishes to make an action of his own (such as firing a weapon) while driving at Cruising or High speed, he may attempt a Skill check (TN 15 at high speed and 18 at top speed). Failure indicates the action cannot be taken, while failure by 6 points or more causes a loss of control as a failed maneuver (see below).

Ram

Intentionally hitting an obstacle requires the driver to make a Driving Skill check versus a TN equal to the target's DEF (medium to large-sized stationary objects are automatically hit). See *Wrecks* for details.

Regain Control

Whenever a driver loses control of his vehicle, he must perform this maneuver on his next action if he wishes to regain control of the vehicle. The driver may not perform any other vehicle maneuver until he has succeeded at regaining control (though he or she could jump off of the vehicle, taking damage as per the Falling/Velocity rules in the *Core Rules*). The vehicle continues to move at its current speed and direction until control is regained.

Failed Maneuvers

Failing a Skill check while maneuvering can be a bad thing. At the very least, it means that the attempted maneuver failed. If the driver failed by more than 6 points, it can also mean that his vehicle goes out of control.

Whenever a Skill check to perform a maneuver fails, consult the *Failed Maneuver Table* to see what ill consequences may occur, if any. Note that some of the maneuver descriptions specify the effects of a failed roll. In these cases, these effects supersede

effects from the table. The effects from the table are:

Minor Slip: The vehicle goes slightly out of control and moves erratically. The driver suffers a -3 penalty to Teamster rolls related to operating the vehicle until he regains control.

Slip: The vehicle slides, moving 1 meter to the right or left (determined by the GM) for every 10 meters it traveled this turn (round down). If this brings it into contact with another object, a wreck occurs (see *Wrecks*, below). This continues each turn until the driver regains control.

Skid: The vehicle goes into a skid, moving 2 meters right or left for every 10 meters it moved this turn. If this brings it into contact with another object, a wreck occurs (see *Wrecks*, below). This continues until the driver regains control. If the driver does not regain control within two turns, the vehicle flips over at the end of the second turn (see *Flip*, below).

Spin/Tracked: A wheeled vehicle goes completely out of control, spinning wildly. It moves half its current speed in a random direction each turn until the driver regains control or it collides with another object.

A tracked vehicle throws a track and comes to a stop. The vehicle may no longer move, but it may still perform the Turn in Place maneuver

Stalling: Aircraft lose control when they stall out- that is loose so much speed that they are no longer producing enough lift to fly. A simple stall occurs when the aircraft loses speed due to climbing too steeply or due to engine trouble. The usual remedy for a skilled pilot is to drop the nose and use gravity to gain back flying speed. A much worse sort of stall occurs when the pilot loses too much speed while performing any maneuver. The result is a spin, as described above, but with the additional important factor of altitude loss. As the aircraft spins around, it loses altitude as if in a dive, losing fifty feet of altitude for every square of speed and gaining speed at the rate of 10 squares per turn. Unless the pilot regains control, that speed is strictly vertical, increasing until the aircraft reaches its Dive Speed. The pilot can recover the spinning aircraft by making a Demanding Pilot skill roll (TN24), at which time he or she can pull out of the dive and level out.

Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (TN 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to *Table: Collision Damage*.

Table: Collision Damage	
Highest Speed	Damage Die Type
Cautious speed	1d6
Cruise speed	2d6
High speed	4d6
Top speed	6d6

Table: Collision Multiplier	
Smallest Object or Creature Size	Multiplier
Colossal	x20
Gargantuan	x16
Huge	x12
Large	x8
Medium-size	x4
Small	x2
Tiny	x1
Smaller than Tiny	x1/4



After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult *Table: Collision Direction* for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

Table: Collision Direction	
Colliding Vehicle's Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or 45 degrees from head-on	x 2
A moving vehicle, striking perpendicular	x 1
A moving vehicle, striking from the rear or 45 degrees from the rear	x 1/2
A vehicle being sideswiped (see <i>Sideswipe</i>)	x 1/4

The driver of the vehicle that caused the collision must immediately make a Driving check (TN 15) or lose control of the vehicle (see *Losing Control*, below). The driver of the other vehicle must succeed on a Driving check (TN 15) at the beginning of his or her next action or lose control of his or her vehicle.

Wrecks

When a vehicle hits something, both it and whatever it hits take 1d6 B/L damage for every 6 meters of velocity it was traveling when the impact occurs. Subtract the vehicle's AV from damage before subtracting the damage from the vehicle's Hits.

All passengers on or in the vehicle suffer an amount of B/L damage equal to one half of the damage caused by the collision.

For example, a vehicle that last moved at 40 feet per turn would inflict/take 2d6 of damage.

Speed is relative, so a vehicle that hits a wall causes damage as above. If the vehicle hits a moving target coming directly at it, combine both vehicles' speeds to determine the relative velocity.

Speed Modifiers		
Speed	Skill	DEF
Stationary	+2	0
Cautious Speed	+2	0
Cruise Speed	0	+1
High Speed	-2	+2
Top Speed	-4	+4

Maneuvers	
Maneuver	TN
Battle Damage	21
Extreme Turn	18
Move and Act	18
Regain Control	15
Brake Hard	+6

Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Move Actions: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Crew Quality

Rather than force the GM to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems.

Table: Vehicle Crew Quality shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Driving and Repair checks). Use the attack bonus for all attack rolls performed by the crew. For quick reference, *Table: Crewed Vehicles* shows the typical crew quality, and the crew's total initiative and maneuver modifiers, for the vehicles covered in this book.

This by no means restricts the GM from creating unique vehicles where the crew's statistics are included, or from using GM characters' abilities when they drive or attack from vehicles. It's merely a shortcut to save time if the GM doesn't have particular characters behind the wheel.

Table: Vehicle Crew Quality		
Crew Quality	Check Modifier	Attack Bonus
Untrained	-4	-2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier.

A driver with 5 or more ranks in the Driving skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

Driving Defensively: Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a -4 penalty on attack rolls made by occupants of the vehicle.

Total Defense: A driver can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Full Attack Action: A driver cannot normally make a full attack, since controlling the vehicle requires a move action. An exception is when a pilot uses his fixed forward weapons (such as machine guns).

Gunners or passengers, however, can take full attack actions; since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his or her own weapon. A gunner can make multiple attacks with one or more weapons controlled from his or her position.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants.

An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides.

Cover

When a character fires from a vehicle, objects or other vehicles in



the way can provide cover for the target (see *Cover*).

cover offered by the vehicle.

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any maneuvers except a 45-degree turn.

Unlike characters, vehicles don't "die" when they reach –10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

Energy Attacks: Vehicles are treated as objects when subjected to energy attacks. Exploding Vehicles: If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 30d6 points of damage to everyone within the vehicle (Reflex save, TN 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, TN 15, for half damage).

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the



Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

Each of the occupants may make a Reflex check (TN 15) to take half damage.

Sample Vehicles

Along with their specialized weaponry, many modern era characters use rigged and modified vehicles. Additionally, many international organizations use high tech vehicles in their quests to keep their interests safe.

This section describes the standard vehicles likely to appear in a modern-day game.

Some vehicles are suitable for use as personal vehicles by characters, while a desperate individual may commandeer others (such as a city bus) when no better transportation is available. This section concentrates on general types that are in common use, rather than providing individual statistics for specific models.

Speed is the cruising speed of the vehicle in miles per hour. Pickup trucks, sport/utility vehicles, and dirt bikes move at half speed off-road. Other non-military ground vehicles are road-bound and can move a maximum of one-quarter speed off road.

MB represents the maneuverability bonus of the vehicle, a modifier to the Driving or Piloting skill of the Driver/Pilot.

Size is a relative measure of the vehicle's mass and volume. "1" means the vehicle is about the size of a motorcycle — you could drive it through a house's door, or stow it in the back of a

Table: Sample Vehicles								
Vehicle	Speed	MB	Size	People	Cargo	AV	Hits	Skill
Automobiles								
Compact Car	40	-	2	4	200 lbs.	4	50	Driving (Car)
Passenger Car	40	-	2	5	400 lbs.	5	60	Driving (Car)
Pickup Truck	40	-	2	3	1 ton	6	70	Driving (Car)
Race Car	75	+1	1	1	-	5	60	Driving (Car)
Sports Car	50	-	2	2	400 lbs.	4	50	Driving (Car)
Stretched Limousine	40	-1	2	6	1000 lbs.	5	60	Driving (Car)
Van	38	-1	3	2	1 ton **	7	80	Driving (Van)
Motorcycles								
Dirt Bike	35	+1	1	2	-	3*	40	Driving (Motorcycle)
Scooter	30	+1	0	1	50 lbs.	2*	30	Driving (Motorcycle)
Motorcycle	45	+1	1	2	100 lbs.	3*	40	Driving (Motorcycle)
Oversized Vehicles								
Big Rig	38	-2	4	2	10 ton	10	110	Driving (Big Rig)
Bus	30	-2	4	30-50	1 ton	9	100	Driving (Big Rig)
Heavy Truck	38	-1	3	2	5 tons	8	90	Driving (Van)
Helicopters								
Light Helicopter	50	+1	2	3	500 lbs.	4	50	Piloting (Helicopter)
Airplanes								
Light Airplane	100	+1	2	4	500 lbs.	4	50	Piloting (Light Airplane)
Heavy Airplane	150	-3	5	4	40 tons **	11	120	Piloting (Heavy Airplane)
Speed Boats								
Off-shore Racer	45	-	3	6	1000 lbs.	7	80	Boating (Small Boat)
Recreational Boat	20	+1	2	3-4	200 lbs.	4	50	Boating (Small Boat)
Military Ground Vehicles								
APC	18	-	4	13	2 tons	15	100	Driving (Tank)
Medium Tank	25	-1	4	4	2 tons	20	150	Driving (Tank)
Heavy Tank	20	-2	4	5	2 tons	30	200	Driving (Tank)

van (weighs up to 1000 lbs.). “2” means it is about the size of a car or pickup truck, and you can park it in a normal garage (weighs 1-5 tons). “3” means it is the size of a large truck (uses multiple parking spaces, often masses 6-10+ tons when loaded). “4” means it is even larger, such as a big tractor-trailer combination that might haul 20+ tons.

People is how many people the vehicle is designed to seat, including the driver or pilot.

Cargo is how many tons or pounds of cargo the vehicle can typically carry without suffering movement penalties. An ** indicates that the cargo area can be converted into passenger space at a ratio of 5 people per ton.

Armor is the number of damage points that the Armor stops. An * indicates that the Armor only protects the vehicle, not the driver or passengers.

Life points indicate how much damage the vehicle can sustain before it ceases to function. The vehicle is not necessarily destroyed when its Life points are reduced to zero — it has merely sustained enough damage to shut the engine down, hinder the control systems, or in some other way prevent the vehicle from working. For rules on destroying a vehicle, see *Breaking Objects*.

No range is listed, since all vehicles can operate for 3-10 hours before requiring refueling. Oversized vehicles (trucks, big rigs, buses,) usually burn diesel fuel, while most other vehicles use gasoline. Many WWII armored fighting vehicles used gasoline (such as the Sherman tank), but most burn diesel fuel). WWII aircraft usually use a high-octane gasoline, but can use automobile-quality gasoline in a pinch. Jet aircraft normally use a high-grade of kerosene, but can be run on aviation-quality gasoline with degraded performance.

Automobiles

The basic motor vehicle of the 20th century. Automobiles have four wheels and are normally powered by a gasoline internal combustion engine. Standard features on modern vehicles include headlights, turn signals, and an AM-band radio receiver.

Passenger Car

An ordinary compact or mid-sized automobile. Cars are available in coupe (two doors, often with a hatch back and extra cargo space), sedan (four door), or station wagon (extra room in back, but reduced rear visibility for driver) body styles. For an expensive luxury car, add custom options such as Big Engine and Luxury Interior.

Sub-Compact Car

A small, somewhat cramped passenger car. It seats four, but with a lot less comfort than a comparable mid-sized vehicle. It is easier to park, but not as robust.

Pickup Truck

A light truck with cab seating (2-3 people), off-road suspension, and four-wheel drive and either an open cargo bed (pickup truck) or extra passenger capacity (sport/utility vehicle).

Race Car

A dedicated race car (such as a Formula 1 racer or funny car) with an aerodynamic body, a single seat, and very powerful engine.

Such a vehicle is not “street legal.” Race cars are “hangar queens” that require periodic maintenance every few hours just to keep their finely tuned engines and transmissions in working order.

Sports Car

A car with good aerodynamics, a powerful engine, and superior transmission and suspension. Some sports cars carry two people, while others sacrifice already-meager cargo space to carry an extra person or two in cramped back seats.

Stretched Limousine

An oversized passenger car. It will usually have a number of posh features, such as a luxury interior.

Van

A light panel truck or mini-van, with one or two big rear doors and sliding side doors. Use this template with appropriate customization for ambulances.

Motorcycles

Motorcycle

A two-wheeled bike powered by a gasoline engine. Standard features include headlights and rear-view mirrors.

Scooter

A small bike with an anemic engine. Scooters are suitable for a single rider only. A minor gadget.

Dirt Bike

A motorbike designed for off-road operations. Dirt bikes include the Off-Road Suspension option at no extra cost.

Oversized Vehicles

A big ground vehicle with six or more wheels, usually powered by a diesel engine rather than gasoline engine (diesel fuel is cheaper, and less flammable). Standard features include headlights and seat belts.

Big Rig

An 18-wheel tractor-trailer combination, with a powerful tractor cab designed to tow a big trailer. With trailer, a big rig may be 20 yards long. Pick one of these options for the cargo area: flat bed (open cargo), van (enclosed cargo), refrigerated (“reefer”), tanker. If the trailer is unhooked from the “fifth wheel” (this takes at least two turns outside the vehicle to do this), the rig’s speed can increase by 10-20 mph.

Bus

A city, school, or excursion bus. In action series, these usually make their appearance when someone hijacks or plants a bomb on them. A typical bus seats 35-45 people (with plenty of standing and cargo room) and is about 10-15 yards long.

Heavy Truck

A large truck, bigger than an ordinary van. Pick one of these options for the cargo area: flat bed (open cargo), van (enclosed cargo), refrigerated (“reefer”), tanker. A heavy truck may also be a cement mixer, dump truck, street cleaner, fire engine, etc.

Helicopters

A rotary winged vehicle. Helicopters are very primitive in WWII



and only a few are operational (more elaborate VTOL aircraft, such as the Triebflugel will be covered in a future expansion). They have a horizontal main rotor that provides lift and (by tilting the helicopter) propulsion, and a small vertical tail rotor to act as a stabilizer. A helicopter is capable of executing vertical takeoffs or landings, and hovering. Standard features include landing lights (treat as headlights), seat belts, and two-way radio.

Airplanes

An airplane relies on wings for lift and a propeller or jet engine for propulsion. It requires a smooth, flat runway for takeoffs and landings. While airborne it must maintain a minimum speed (about half of the cruise speed listed) to avoid stalling. Standard features include landing lights (treat as headlights), seatbelts, emergency parachutes, 2-way radios, and often air conditioning. (Please see the special aircraft table and descriptions for specific *Luftwaffe 1946* planes and their statistics).

Light Airplane

A single-engine propeller-driven passenger airplane, capable of operating out of grass strips or landing on a smooth stretch of highway if necessary. A typical light airplane would be a Piper Cub or a Twin Beech. Use Pilot (Light Plane) Skill.

Heavy Airplane

A large plane, often with two or four engines, which is used primarily to transport large numbers of people or cargo. Heavy airplanes often require longer runways in order to take off or land. A typical Heavy Airplane is the Douglas C-47.

Speed Boats

Boat designs come in a variety of shapes, depending on their desired function. Speed boats have sleek hull designs and powerful engines in order to travel at high speeds. Standard features include a VHF radio (treat as a CB radio), convertible tops, running lights, and lifejackets.

Recreational Speed Boat

A medium-sized powerboat, usually with an outboard engine. These boats are often used for water-skiing.

Offshore Racer

These large race boats, usually measuring between 10 and 18 yards

in length, are used in offshore racing. Smugglers often utilize these sleek, fast boats to transport illegal goods.

Military Ground Vehicles

When battling against foreign incursions or giant monsters, the army will come to the rescue with their awesome firepower. Unfortunately, sometimes even that is not enough. A special note about the Armor Value of these vehicles: The AV listed on the vehicle table represents the front armor. Side, Top, and Rear armor is half of that value, rounded down (a Medium Tank would have AV 10 for side and rear).

Armored Personnel Carrier (APC)

A lightly armored, full-tracked, personnel carrier designed to carry and protect personnel and certain types of cargo. A typical APC would be the American "Half-Track". APC's are usually armed with a single .50 cal machine gun mounted in a turret over the cab.

Medium Tank

Medium tanks (such as the American M-4 Sherman) are the backbone of military forces. They provide strong mobile firepower while providing good protection for its crew in almost any environment. A Medium Tank is usually equipped with a hatch-mounted .50 cal machine gun, a 75mm cannon, and a .50 cal machine gun mounted alongside the cannon or in the bow of the tank.

Heavy Tank

Heavy tanks (such as the German Tiger Tank) are rare in WWII, but when they show up, watch out! They provide the heavy punch for assaults while providing excellent protection for its crew. Armament for a Heavy Tank is the same as for a Medium Tank, except for the cannon which can be 88mm or 90mm.

AIRCRAFT

The speed listed for each aircraft represents Cruise Speed. The aircraft's Maximum Speed would be twice this number in miles-per-hour. Dive Speed is very roughly 100 mph faster than Maximum Speed and the aircraft must be diving to achieve it. Stall Speed is anything below half of Cruise Speed and represents Landing and Take Off Speeds.

The skill needed to fly fighter aircraft is **Piloting (Fighter Airplane)**. The skill needed to fly the **Condor** or **B-35** is **Piloting**

A List of Typical Luftwaffe 1946 Aircraft							
AIRCRAFT	CREW	MB	SIZE	HITS	AV	SPEED	ARMAMENT
B-35A Flying Wing	9	-3	5	200	11	194	4x.50 cal dva* 4x2x.50 cal w*
P-51D Mustang	1	+3	4	34	8	218	6x.50 cal f*
P-38L Lightning	1	+2	4	64	9	208	1x20mm, 4x.50 cal f
P-80A Shooting Star	1	+1	4	42	10	290	6x.50 cal f
F-4U Corsair	1	+3	4	46	9	208	6x.50 cal f
F-8F-1B Bearcat	1	+3	4	35	9	212	4x20mm f
Spitfire Mk XIV	1	+4	4	33	7	224	2x20mm, 2x.50 cal f
Meteor F-8	1	+1	4	51	8	300	4x20mm f
MiG-3	1	+2	3	29	10	200	4x.50 cal f
Yak-9 'Frank'	1	+3	4	30	6	188	1x20mm, 1x.50 cal f
A6M5 Zerosen 'Zeke'	1	+5	4	19	5	176	2x20mm, 2x.50 cal f
Ki-61 Hein 'Tony'	1	+3	4	24	8	180	2x20mm, 2x.50 cal f
Bf-109G-6 'Gustav'	1	+3	4	30	8	194	1x30mm, 2x20mm, 2x.50 cal f
Fw-190D 'Dora'	1	+3	4	38	9	214	2x20mm, 2x.50 cal f
Me-262A Schwalbe	1	+1	4	44	10	270	4x30mm f
He-162A2 Salamander	1	+2	3	19	5	282	2x20mm f
Fw-200c Condor	6	-3	5	187	11	112	1x.50 cal a, 2x.50 cal p/s, 1x.30 cal a, 1x20mm f

*a-aft, v-ventral, d-dorsal, w-wings, f-forward (fixed forward in all but Fw-200), p/s-port/starboard

Please note that the armament listed has been given nomenclature compatible with the weapons table listings and may not reflect the actual weapon designation.

(Heavy Airplane).

Northrop B-35A Flying Wing – Developed as a successor to the Boeing B-17 Flying Fortress, the B-35 incorporated revolutionary aerodynamics by eliminating the fuselage and its inherent drag. The B-35 was a radical departure from conventional aerodynamics, only equaled by the work being done in Germany by the Horten brothers. The result was a fast, long range, heavy bomber with some unique handling qualities. Somewhat unstable in pitch and yaw, the B-35 demanded a lot from its pilots, but those who mastered the Wing claimed it was the sweetest handling bomber they had ever flown. Northrop plans to continue the program with the B-49; a jet-powered version of the Flying Wing.

North American P-51D Mustang- North American was approached by British buyers who wanted an American factory to produce more P-40 Warhawks. North American designers offered a new airplane to the British that could be produced in the same amount of time it would take them to tool up to make P-40's under license from Curtiss. The British agreed and the result was the Mustang. The US Army Air Force tested the Mustang and began buying them as well. The P-51D model is powered by a Rolls Royce Merlin engine and incorporates laminar-flow aerodynamics that give the Mustang superior speed and range- enough that the Mustang became the Allies' premier escort fighter. The bubble canopy gives the P-51 pilot outstanding situational awareness and the six .50 cal Browning machine guns are more than sufficient to down any foe. Many consider the P-51 Mustang to be the best all-around fighter of the war.

Lockheed P-38L Lightning – This twin-engine heavy fighter is packed with cannon and machine guns in its nose. Its turbo-charged Allison engines provide plenty of speed and high altitude capability. Known to the Axis as the 'Fork-Tailed Devil', the P-38 is an outstanding long-range escort fighter. Good wing-loading allows the Lightning a tight turning radius, but its twin-engine layout keeps it from being as responsive as single-engine fighters.

Lockheed P-80 Shooting Star– When the Bell XP-59A Aerocomet turned out to be a performance disappointment; the Lockheed P-80 became the USAAF's first really operational jet fighter. Built around a British designed turbojet engine, the Shooting Star was a superior performer for its time and helped bring America into the jet age.

Vought F-4U Corsair – The bent-winged Corsair was one of the best Naval fighter ever designed for carrier operation, but in its initial trials proved very difficult to land on a carrier deck due to visibility problems involving the long nose. It gained the nickname "Ensign Killer" because of this. The Navy gave the Corsairs to the Marine Corps, who had no problem using this heavy fighter for both ground support and counter-air operations. Later, the Marines learned to crab the Corsair so they could see past the nose while approaching the carrier. The F-4U is equipped with a powerful Pratt & Whitney Double Wasp radial engine and has a massive propeller that only clears the ground because of the distinctive bent-wing design.

Grumman F-8F-1B Bearcat - The latest in a long line of 'cat' fighters built for the Navy by the Grumman Corporation, the Bearcat is an extremely powerful radial engine carrier fighter. The Bearcat is highly maneuverable and has outstanding range. It was

chosen as the mount for the 'Screaming Angels' all-female fighter squadron tasked with helping defend the East Coast from Axis invaders.

Supermarine Spitfire Mk XIV– The Mk XIV is the latest version of the venerable and capable Spitfire line of defensive fightercraft. Its Rolls Royce Griffon engine and six-bladed propeller make the Mk XIV the most powerful Spitfire made and continues the legend started back during the Battle of Britain.

Gloster Meteor F-8 - The Meteor is Great Britain's first operational jet fighter. Initially deployed to counter the Third Reich's V-2 'Buzz Bomb' vengeance weapons, this twin-engine jet has continued to surprise its crews with its outstanding reliability and hard-hitting firepower.

Mikoyan-Gurevich MiG-3 – A fast and agile medium weight fighter, the MiG is equipped with 4 12.7mm machine guns and has been used extensively in the defense of the Motherland. It has been occasionally used as the mount for 'Comrade Birdboy', a hero of the Soviet Union.

Yakovlev Yak-9 'Frank' – A reliable heavy performer, the Yak-9 is remarkable for the plywood used in its construction. Despite that apparent handicap, the Yak-9 delivers performance comparable to the best Axis and Allied fighters.

Mitsubishi A6M5 Zero-Sen 'Zeke'- Perhaps the most maneuverable fighter plane of the war, the Zero has a reputation for being the aircraft Allied pilots do not want to dogfight. Unfortunately, the Zero's excellent maneuverability is not matched by its durability. There is very little armor plating in its construction (though this is improved in the M5 model), and the Zero's development has not kept up with the Allied fighters now being deployed in the Pacific theater.

Kawasaki Ki-61 Hein 'Tony' - The Ki-61 is a licensed design from the Heinkel company of Germany and employs a license-built Daimler-Benz inline engine. Fast and heavily armed, the Hein is more notable as an example of the cooperation between the Axis powers than for any of its aerial capability.

Messerschmidt Bf-109G 'Gustav' – This later version of the venerable fighter plane that first saw action in the Spanish Civil War and during the Battle of Britain, is proving to be the definitive model of the '109 family. Fast, maneuverable, and heavily armed, the Bf-109G can be found in significant numbers on both fronts of the war. Unfortunately, the 'G' model still suffers from an inferior landing gear design and requires a careful pilot at the controls when taking off, landing, or taxiing.

Focke-Wulf FW-190D 'Dora' – The D model 190 is perhaps the best of the series of fighter planes originally designed by Kurt Tank. Incredible roll-rate and extremely powerful inline engine make the 'Dora' a dangerous airplane for an Allied pilot to encounter. The Fw-190D is one of the favored mounts of Dora Oberlicht. The standard model was the D-9 with the armament listed, but the D-12 version included a 30mm in the nose and twin 20mm cannons in the wings.

Messerschmidt Me-262A Schwalbe - The first operational jet

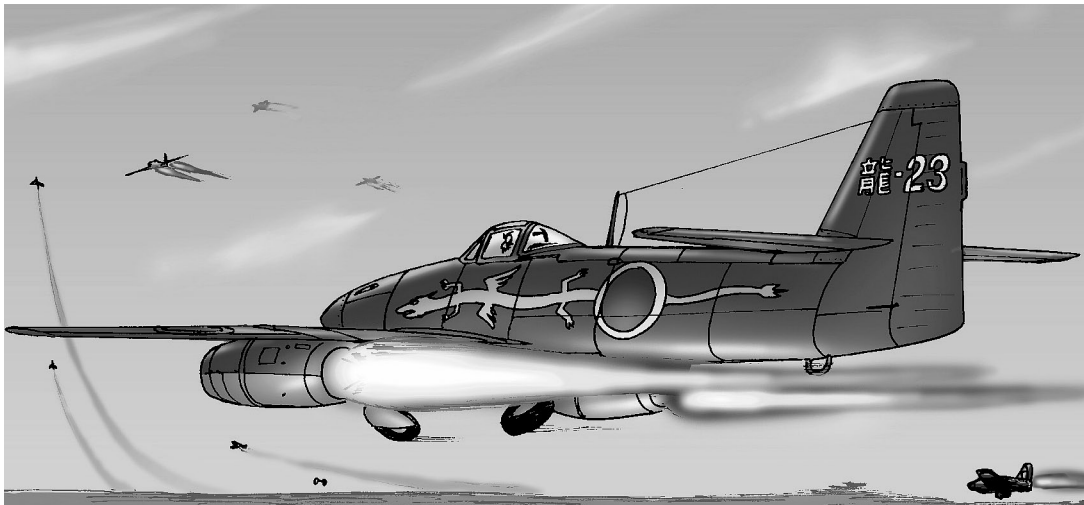
fighter in the world, the twin-engine Me-262 was an incredible shock to the American escort pilots who first encountered it. Heavily armed with four 30mm cannon, the Me-262 can take on the largest allied bomber and bring it down with ease. Until the Meteor and Shooting Star entered the European theater, the only way Allied pilots could bring down a '262 was to catch it during landing or take off, when it was moving too slow to fight.

Heinkel He-162A2 Spatz – Also known as the ‘Salamander’ or ‘Volksjager’ (Peoples Fighter), the Spatz is a simple, single-engine jet fighter with unusual (and dangerous) handling characteristics. Intended to be used by young, inexperienced pilots, the Salamander is considered by many to be far too difficult a machine for such use. Nevertheless, the He-162 is the chosen mount of the ‘Angels of the

Luftwaffe’ under the leadership of ace test pilot Hanna Reitsch.

Focke-Wulf Fw-200c Condor – The Condor is the Reich’s best long-ranged maritime bomber aircraft. Its four inline engines and superior design enable the Condor to range far out over the Atlantic in search of Allied convoys and submarines. The Condor is one of the best examples of a good German long-range bomber equivalent to Great Britain’s and the United States’ heavy bombers.

These are just a few of the aircraft available in the universe of *Luftwaffe 1946 Role Playing Game*. There will be others available in the upcoming *Luftwaffe 1946 Role Playing Game Technical Manual*.



THE BULGE BURSTS!

The Bulge Bursts! is an introductory scenario for the *Luftwaffe 1946 role-playing game*. The nature of the scenario is such that any type of Allied character can be used: downed airmen, infantry soldiers, a tank crew and even civilian agents.

It is December 1944, the Germans have launched their Ardennes offensive, and the player characters find themselves isolated behind enemy lines. They will have to make many decisions and face many difficulties to get back to friendly territory. Along the way, they will have the chance to have an effect on “The Battle of the Bulge”; and, more importantly, gain an edge that will give them a bigger role in the continuing war.

In history, “The Battle of the Bulge” was fought with General Eisenhower as the overall commander of the allied forces in Western Europe; the Allies had complete air superiority and had rapidly broken out of Normandy earlier in the year. The German offensive in the Ardennes was slowed and stopped before they reached their objective at Antwerp, Belgium...

...but this is a different story.

THE WEATHER AS A CHARACTER

Weather will be an important factor in whether or not the players survive to reach friendly lines. This entire scenario takes place in December 1944. There was snow everywhere and it was bitter cold, especially at night. In some cases, it was so cold that tanks would freeze to the ground at night and would not be able to move in the morning. If the characters do not keep moving or if they do not take precautions against the cold, the cold could become their biggest enemy.

However, this adventure should not become just the players versus the environment. There should be character development and chances for role-playing. So the referee should only use the weather to add dramatic tension at the right points. Providing good descriptions that make the players feel the cold without actually killing their characters would be the mark of a good referee.

For instance, if a prisoner escapes during a strong snowstorm and the characters decide they must recapture him. The snowstorm could inflict Moderate (1d6/hour) Blunt/Stunning damage on all the characters while they hunt the escaped prisoner down. If the characters are soaking wet the damage will become as bad as Strong (1d6/turn) Stunning damage that is not reduced by armor until they can dry off or find a way to get warm.

DAY AND NIGHT

The referee is free to put periods of day and night when he pleases. There should be one night between Scene 1 and Scene 2. The referee should probably present the players with two or three encounters during a day. If the players travel at night on the roads, one of the encounters should be a “Lost” encounter from the “Forest Encounters”.

Scenes 4 and 6 should probably be presented to the characters just before sunset. That way, they can use the night to make a surprise attack or slip away unobserved.

TIME AND DISTANCE

Any of the encounters in this adventure can be left out if the referee is short of time (such as at a convention). For a very short game the referee should probably just run scenes 1, 3, 4, 7 and 8. The distance from the adventure’s start to the characters reaching friendly lines is left up to the referee. It could be as short as 20 miles or as long as 100. In the snowy environment this adventure is set in, it is likely that infantry would only be moving 10 miles a day; wheeled and tracked vehicles would move somewhat faster (maybe 10 miles an hour) on the snow covered roads and depending on enemy resistance. It is more important to play out the scenes and encounters, and give the characters a chance to role-play than to make the adventure a map exercise.



THE TERRAIN

All of this adventure takes place in the Ardennes, a heavily forested area in Belgium. Because it was heavily forested, most of the combat took place on or near the roads that went

through the forests.

The players may decide to make their way on the snow-covered roads of the Ardennes. This will help them to not get lost, but will expose them to more encounters with hostile patrols. If the players wish to travel through the forests, avoiding the roads, they should get three encounters per day but two of them should be the “Lost” encounter.

SCENE 1: GATHERING

The PCs gather at the beginning of Scene 1 in a forest near Losheim, Belgium. It is a cold December evening, snow covers the ground, and it will get much colder after the sun sets in a half-hour. The overwhelming German advance has passed them by for the moment. Supplies are low and they must get back to friendly lines, somewhere to the southwest, or risk capture.

How the player characters join the group depends on what type of character they are:

Tank crew: If there are at least four characters who are members of a tank crew, their tank will have been bypassed by the German advance while they were bivouacked in a forest repairing a broken track. They will have fuel but be low on ammunition (only about a quarter of the maximum load). If there are less than four crewmen, their tank was destroyed earlier but they managed to escape the wreck.

Infantry type soldiers: the German advance will have bypassed Infantry type soldiers. If there are four PCs of this type they will have one bazooka, one round for it, and their personal gear. If there are six of them, they will also have a machine gun and one belt of ammunition.

Civilian agents: This will include members of the press corps, members of the resistance, and local refugees. The GM can allow for other more exotic types of agents at his discretion. Members of the press corps will be attached to the unit in the forest and thereby trapped in enemy territory with them. Resistance fighters and refugees will have been hiding in the forest when they came

across the lost American unit. Perhaps they can help the Americans by providing knowledge of the local terrain to help the Americans back to their unit.

Aircrew: Downed pilots can also be part of this group. They will join the group of PCs by parachuting from their plane after being shot down by a black Me262. The Me262 will use its speed to surprise a flight of P-47s. In its first pass, its fire will turn one of the wingman P-47 into a fireball. The P-47s attempt to engage the Me262, but the jet's speed is too great. After a minute, the jet will return for another pass. The Me262 will manage to disable one of the P-47s before the other P-47s dive to low altitude and disappear over the darkening forest. Fortunately, a parachute emerges from the disabled P-47 and descends a few hundred yards from the PCs position.

As the sun sets, the forest becomes even more eerie. The white snow makes the silhouettes of the black trees seem even darker. The flash and occasional rumble of distance artillery gives the whole forest a surreal aspect of some infernal landscape.

The players may choose to start moving to the southwest at night, or they may want to set up a perimeter and wait until daybreak. In either case, Scene 2 will happen shortly after sunrise.

SCENE 2: AN ANNOYING GUEST

DROPS IN

Shortly after sunrise, the black Me262 appears in the sky a short distance from the PCs. It appears to be circling, looking for something. Hopefully, the players have taken cover to avoid detection. Suddenly a flight of P-51s dive out of the sun and surprise the pilot of the Me262. Before the Me262 can gain speed and escape one of the P-51 manages to damage it. Smoke pours out of one of the jet's engines as it aims towards the player's position. As the jet sails over the players, a parachute appears and quickly settles into the trees near the players.

The players now have a problem. The downed pilot is hanging a few feet above the ground and has seen them. They can leave him, in which case he might report them to German troops that are certainly on their way to recover the downed pilot. They could murder him, but that would not be very heroic and certainly a war crime. Or, they could take him with them. This option would cause the most trouble, but he could be a valuable prisoner.

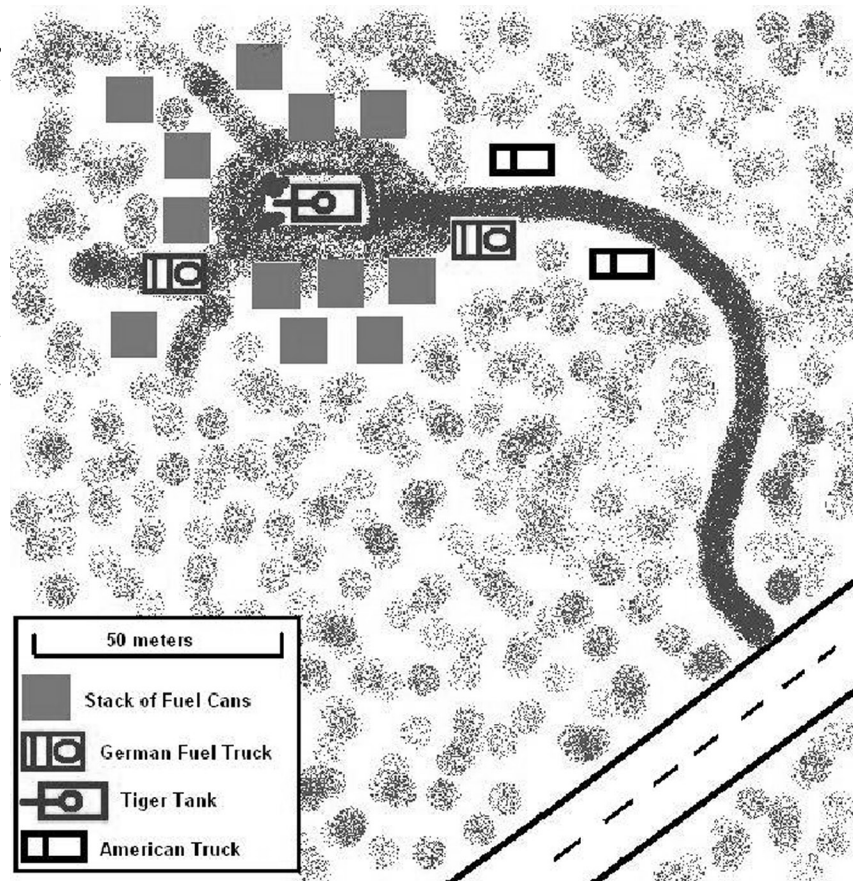
The downed pilot is SS-Hauptsturmführer Paul Billerbeck. He speaks English reasonably well, so can communicate with the players. He is a member of the SS Luftsturm squadron operating in this area. He is an ace with over 50 kills.

SCENE 3: MOVING OUT

At some point the players will need to start moving towards what they believe to be enemy lines. If they are one foot, it will not be difficult to avoid detection as the dense forests forced most of the Ardennes Offensive to be fought along roads between towns. The players will just need to stay away from road. If they have a vehicle it will be much harder to avoid German columns moving towards the front. The referee will need to adjudicate this and make sure the players are not too easily captured, regardless of their choices.

Here are two lists of possible encounters based on whether the players are on or near the roads, or staying in the forests. The referee can use these encounters in any order and as many times

as he desires. The referee should pick the encounters based on the condition of the players and the length of game desired. Several of the encounters will give Hauptsturmführer Billerbeck a chance to escape, if he has not done so already.



ROAD ENCOUNTERS

Random Artillery: When nearing a road intersection, artillery fire begins falling all around the players. They should be informed that it must be observed fire, as the shells are exploding in the air around them (they are actually Allied shells using air-burst fuses). Each turn they are under attack, choose a character with the Unlucky trait, to choose one character to receive d6 Blunt/Lethal damage. Make sure to choose a different character each turn until they are either more than 100 meters away from the intersection, or two turns have elapsed. If the players took Billerbeck captive, he will try to take this opportunity to escape.

German Stragglers: A German half-track (SdKfz 251/1) and a squad of infantry (8 soldiers) are driving down the road trying to get to the front. If the squad spots the players will be a firefight. If the players spot the stragglers first, they may ambush the stragglers assuming Billerbeck is not able to raise the alarm.

Allied Air Attack: Daytime only. A P-47 on a ground attack mission will mistake the players for Germans and begin a strafing run. The P-47 will only make one burst before realizing that they are Allied or by being driven off by an approaching flight of German fighters.

Lone Tank: While approaching an intersection surrounded by forest, the players see a German Panzer IV driving through the intersection. If the players are in a vehicle or in the middle of the road, the Panzer will stop and reverse to engage them. They have the choice of fighting or scattering into the woods. The referee should describe this scene so that the players will be able to engage

the flanks of the Panzer if they decide to fight, or be far enough away from the intersection to have a chance to flee. This encounter could give Billerbeck another chance to escape. At night, the Panzer will be encountered parked by the side of the road instead of driving. Alternately, for some variety, the players could sneak up on a parked Panzer during the daytime.

Wrecked American Vehicles: The players come across several wrecked American vehicles. Enemy fire or bombs have destroyed them all. The nature and type of vehicles is left up to the imagination of the referee, but each vehicle that did not burn or explode will be empty of gasoline. All other supplies such as food and clothing will have been looted. The only type of supplies the players may hope to scavenge would be ammunition for their weapons. This encounter can be repeated several times.

Wrecked German Vehicle: Similar to the Wrecked American Vehicles encounter except that there will only be one wrecked vehicle at this location and all ammunition will have been looted.

German Vehicle Out of Gas: This will be similar to the Wrecked German Vehicle encounter, except the vehicle will not be wrecked. If the players have a supply of gasoline, they could try and commandeer the vehicle. However, if it is a tracked vehicle it might be frozen in place at the referee's discretion.

Bridge: The players come across a bridge. A squad of five German military police will be guarding it. The squad will be armed with rifles, grenades and one light machine gun. They will have a Kübelwagen and are well equipped. Again, this may be a chance for Billerbeck to escape. If the players can overcome this small German unit, it could provide them with a means of transportation.

Supply Column: A column of four German trucks is encountered moving towards the front. There will be two crewmen in each truck. The crewmen will be armed only with rifles. The trucks will be carrying supplies such as food, rifles and ammunition, but no clothing or cold weather gear. However the truck crews will have winter coats.

FOREST ENCOUNTERS

Random Artillery: Same as for "Road Encounters" except for the lack of a road intersection and the attack will only last two turns.

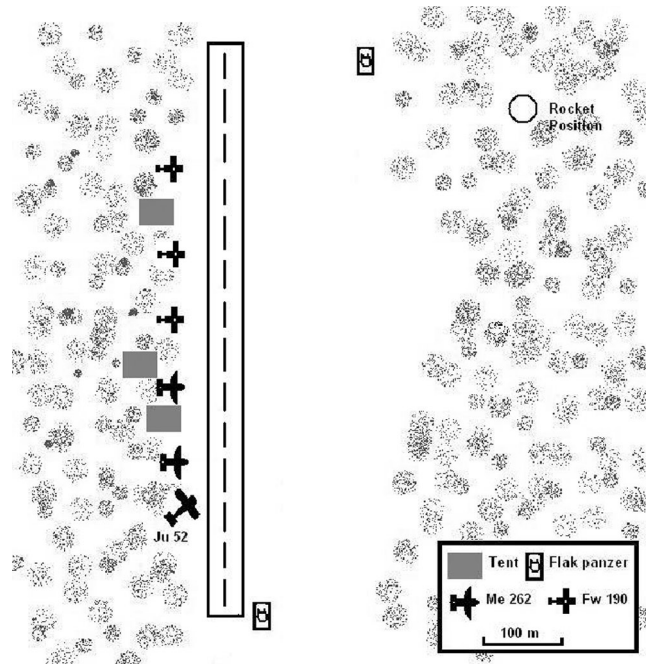
German Deserters: A group of five German deserters are found at a makeshift camp. They are all infantry soldiers and armed with rifles. They are low on ammunition and almost out of supplies. They will shoot at any party that approaches them. The players have the option of engaging them or disengaging. The deserters will not follow the players or report their position to the German army. If the players give Billerbeck an opportunity to escape, he may run toward the deserters and they will shoot him.

Crashed American Aircraft: The players will encounter a crashed American fighter plane. It is up to the referee whether the pilot was able to escape the crash.

River: The players must either cross the river in the forest or travel along the river in the hope of finding a bridge. If they look for a bridge, use the "Road Encounter" for Bridge. If they decide to cross the river they will take Strong (1d6/turn) Stunning damage while they are wet. If any character has Survival (Arctic) skill, have him make a roll. With an Easy success (TN 12) the referee should suggest (if the players have not thought of it already) that the characters remove their clothes (to keep them dry) before making the crossing. Otherwise, the characters will continue to take damage after leaving the river until they can get dry or warm.

Cattle: A sudden flurry of movement on the top of the next hill startles the players. They did not get a good look at what caused it, but they hear a commotion on the other side of the hill. A number of cattle have fled their farm during the recent fighting and gotten lost in the woods. They are half-starved and very skittish.

Lost: The characters may be lost! The forest is very thick, and the snow makes everything look different. Have one of them make a Difficult Navigation (Land) test to locate where they are. If they still have the map, drop the difficulty to Challenging. If they fail the test, they will need to take an extra day of encounters before getting to Scene 4, or they will find themselves on a road and in the middle of an encounter from "Road Encounters".



SCENE 4: THE GASOLINE DEPOT

In history, the allied fuel depots were objectives for the advancing German forces. They needed the fuel to continue the offensive and had planned on capturing Allied depots. Only in this altered history, the Germans were more successful in capturing fuel depots.

While traveling the players will notice the smell of gasoline and hear vehicle noises from somewhere ahead inside the forest. If they investigate they will find an American gasoline depot in a clearing in the forest. Unfortunately for them, the Germans have gotten here first. This will provide Billerbeck with another opportunity to regain his freedom.

There is one Tiger I tank refueling here; a couple of German fuel trucks are filling their tanks up; a few abandoned Allied trucks are parked here; and, one infantry squad is guarding the captured depot. There is only one dirt road leading into the depot. If the players have a vehicle, they will certainly be low on fuel at this point and be tempted to steal some gasoline. If they are on foot, they may want to steal a vehicle to ride in. In any case, they should be made to realize the importance of their find and the need to see it destroyed. Fortunately, this can be accomplished with a few bullets or a match. The resulting conflagration should provide enough confusion for the players to make their escape...

SCENE 5: MORE ANNOYANCES

During the next leg of the player's journey, the referee should introduce more events from the encounter tables from the Moving Out section.

SCENE 6: THE FORWARD AIRFIELD

As the players near the edge of the woods they are currently in, they can here the noise of jets taking off. Hopefully, they will creep forward to observe a forward airfield without themselves being observed. The Germans have taken over this airfield for their own use and moved in a couple of Me262s, three Fw190s and a Ju52 transport plane. Other aircraft are currently away from the field on missions. The Me262s are predominately painted black. They are part of Billerbeck's squadron and he will be most inclined to attempt an escape at this point (if he is still with the characters).

Defending the field are two Wirbelwind flak panzers and one squad of infantry armed with rifles.

If the players have a tank and ammunition, they could attack the airfield. Otherwise the presence of the two Wirbelwinds would make that suicide and the referee should indicate that.

The greatest value that this encounter will bring is when a Me262 comes in for landing and is jumped by an American P-51. The Me262 will be shot down, but the P-51 will be brought down by some kind of rocket fired from a position in the forest on the other side of the airfield. The referee should inform the players that this new "secret weapon" is a surprise to their characters.

The rocket position is in a clearing inside the forest and difficult to reach by vehicle. If the players investigate, they will find it manned by a crew of four specialists and defended by a squad of infantry. There are two reloads of the experimental rockets.

SCENE 7: THE GASOLINE BANDITS

During the real Ardennes Offensive, the Americans realized that the Germans had Allied gasoline depots as one of their objectives. The American soldiers were quite ingenious at moving the gasoline depots to the rear so that the Germans would not capture them. In this altered history, the industrious American GI's were not so lucky. But human nature is still quite the same in this altered history.

A number of American GI's who drove the trucks to carry the gasoline away from the front took the opportunity to go AWOL and sell the gasoline on the black market. During the Ardennes Offensive gasoline was somewhat less scarce in cities such as Paris. The players now encounter one such group of GI's who were not lucky enough to make it to Paris.

In the middle of a forest, the characters come across an American 2½-ton truck that has slipped off a narrow snow-covered road into a ditch. The crew, Sergeant Paul Koplitz and Corporal Bill Macdonald are trying to recover the truck from the ditch. The back of the truck is loaded with a few hundred of 5-gallon cans full of gasoline. The crew is armed only with M1 carbines, which are in the cab of the truck.

Depending on how much time the referee has, he can play Sergeant Koplitz and Corporal Macdonald as suspiciously as he wants. The more suspicious and difficult the truck drivers are, the longer the reactions of the players may take to resolve this encounter. Both NPCs should be played as real smooth talkers, but not incredibly brave. The referee should be flexible with any actions

the players want to take with regards to Koplitz and Macdonald. The players may want to arrest them on the spot, or wait and turn them in if they reach friendly line. Or the referee may play Koplitz and Macdonald so that the players never get suspicious.

If the players ask for fuel, the NPCs will be reluctant to part with it. A Difficult Persuasion test will be required to get fuel from Sergeant Koplitz. An Average Persuasion (Intimidation) test will be the most effective way to the truck crew to part with fuel.

If the player characters want a ride with the truck crew, the truck crew will accept the protection until they get back to friendly lines. There the truck crew will try and part with the player characters as soon as they can without raising suspicion. The referee try to make the players feel the unease that riding in an unarmored truck filled with over a thousand gallons of gasoline while in a battle zone would give most people.

SCENE 8: FRIENDLY LINES?

As the players approach a ridge, they hear the sounds of a tank battle coming from the other side of the ridge. If they look over the ridge they will see German tanks a few hundred meters away firing on American tanks about a kilometer away. The only way around this battle is down a small side road that leads through the forest. After a few miles, they will encounter an American infantry squad. Corporal Jim Baronowski of the 82nd Airborne and have reached friendly lines.

Assuming the players are not disguised as Germans, getting past Corporal Baronowski, and his squad, should be easy. They will only need to answer a few questions. On the other hand, if they are disguised as Germans, things could get hot one last time. Baronowski's squad is armed with rifles and one machine gun.

After convincing the Corporal that they are Americans, they will be led back to the company headquarters. There they will meet with the company commander and this scenario will be over. What they do with SS-Hauptsturmfuhrer Billerbeck, the crewmen of the AWOL gasoline truck and the information of the new German secret weapon is up to the players based on the events of the preceding scenario.

AFTER ACTION REVIEW

The characters should be awarded 1 Experience Point for completing the adventure. If they managed to bring SS-Hauptsturmfuhrer Billerbeck in as a prisoner, report any useful information (such as the new German rocket weapon, or the SS Me262 squadron's location), or turn in the AWOL gasoline thieves, they should get a second Experience Point for successfully completing the mission. Other Experience Points should be awarded for dramatic or heroic actions by the player characters.

EPILOGUE

In history, the rifleman of the 82nd Airborne greeted retreating American troops just outside of Bastogne and made a determined defense there. In this altered history Corporal Baronowski and the player characters never got to see Bastogne.



APPENDIX ONE

LUFTWAFFE 1946 CHARACTER DOSSIERS

Dora Tatiana "Lida" Oberlicht

Born: March 10, 1920, Breslau, Silesia

Height: 5'11" **Weight:** 129 lbs.

Hair: Blonde **Eyes:** Green



Second twin child of Lothar von Richthofen and Olga Romanov, she was cared for by Manfred von Richthofen after her parents' death until she was sent to St. John's church orphanage in Malta in 1921. Trained as a nun, she returned to Germany in 1934. Joined the Bund Deutsche Madel (BDM: League of German Girls) in 1935 while studying aviation mechanics, earning a rare glider license in 1937, and joined the Reichsarbeitsdienst der weiblichen Jugend (BADwJ) German Labor Service for Women), reaching the rank of Lagergruppenführerin, until transferred as the Nachrichtendmadel der Organization Todt in 1943. During that time she was also recruited by Flugkapitan Hanna Reitsch and earned her test pilot license and a rank of Flugkapitan, working in between assignments with Reitsch to later earn her license as a Flight Technician for the Luftwaffe Luft-Schule as well. Earning her Iron Cross Second Class in 1943 for her tests with the Mel63A/B program with Reitsch, she also earned her War Merit Cross in 1944 while flying as a radar intercept plot with night ace Major Heinrich Prinz zu Sayn Wittgenstein of NJG4 aboard the new Heinkel He219, sharing the credit for three kills. Joined the Luftpacht-Helferinnen (Female Air Signals Flight Reporting Service) at the same time, then briefly volunteered for the Flakwaffe-Helferinnen Korps, assisting their Home-Defense Antiaircraft Artillery Units while test-flying aircraft with Reitsch. Was planning to organize a Home-Defense Fighter Corps when the Luftwaffe finally approved the All-Female Luftwaffe Jagdgeschwader (JG500) in May, 1945, earning her the Luftwaffe rank of Leutnant and a position as Major Hanna Fritsch's adjutant. Earned the rank of Hauptmann der Reserve and a Knight's Cross in August, 1945, after her 15th combat kill (18 if counting her NJG4 credit) and became a full Hauptmann in September. Made her third visit to Japan as a pilot instructor during late 1945/early 1946, gaining 32 victories, and earned the rank of Major after Operation Jupiter in April, 1946. Remained on restricted flight duty during her late pregnancy and gave birth to Emily Anastasia in July, 1946. Fought in the last Battle of Berlin in August, 1946. Listed as Missing in Action (later as Killed in Action) with a total of 80 victories.

STR 3, REF 8, HLT 5, PRE 8, INT 5, WIL 6
DEF 18, INI 7, TGH 5, LIF 27, MOV 12, COOL 8

Dmg: 1d6+2, Lift: 50 kg, Stunned: 14, Critical: 20, Run: 24, Sprint: 36

Advantages: Acute Sense (Vision) +3, Ally (Hanna Reitsch) +3, Attractive +6, Military Rank +3

Disadvantages: Duty (Fatherland) -6

Skills: Climbing +2, Para (Parachuting) +6, Throwing +2, Unarmed Combat (Brawling) +2, Instruction +2, Persuasion

+4, Stealth +2, Education Group +1, Religion (Catholicism) +4, Professional (Fighter Pilot) +4, Area Knowledge (Breslau, Silesia) +2, Awareness +6, Concentration +2, Intuition +2, Vehicle Weapons (Aircraft Machine Guns) +4, Knives +2, Maces/Clubs +2, Swords +4, Tactics (Air Combat) +6, Navigation +4, Survival +2, Pistols +4, Conversation +4, Intrigue +2, Society (Luftwaffe) +2, Mechanic (Aircraft) +2, Driving (Automobile) +2, Driving (Motorcycle) +4, Piloting (Glanders) +4, Piloting (Fighter Planes) +6

James Joseph Condorcet

Code named Odysseus, J. J. Condorcet was born in New Orleans, USA on December 25, 1916, to a French father and American mother. Educated in Texas, he became a licensed pilot at age 16. He joined the Republican side of the Spanish Civil War in 1937, claiming 6 kills as a fighter pilot before returning via Mexico to the US in 1938, where he was arrested in San Antonio for joining the war against US policy. Joining the US Navy to avoid jail time, he later gave valuable information about the Luftwaffe air power over Spain to President Roosevelt. In 1940, he left Navy to join the RAF as a member of the Eagle Squadron and became advisor for then-First Lord of the Admiralty Churchill, again about the Luftwaffe. He left Britain after the ceasefire in August that year and returned to US Navy, then appeared in China during late 1941 as a member of the AVG, better known as the Flying Tigers. He then disappeared in



Burma in early 1942 during a rescue mission and reappeared several months later in New Guinea. J.J. joined the US Army Air Corps that same year and flew bomber missions over Europe during 1943-44. In 1945, he became a Colonel of the Chinese Air Force to reorganize the new AVG for General Chennault. That year, he also created his own US Volunteer group, modeled after Theodore Roosevelt's "Rough Riders," helped the WASPs to gain full military status, and began his own secret navy fleet, starting with submarine USS Hunley, with Roosevelt's approval. He then began to gain recruits for his own commando team, under the guise of the "Ghost Brigade" designation. After the war, he remained in the military as a cover for the OSS/CIA, eventually earning the rank of Deputy Director, until his "unofficial" retirement in 1981.

STR 4, REF 8, HLT 4, PRE 8, INT 6, WIL 6
DEF 18, INI 7, TGH 5, LIF 24, MOV 12, COOL 8

Dmg: 2d6, Lift: 100 kg, Stunned: 12, Critical: 16, Run: 24, Sprint: 36

Advantages: Acute Sense (Vision) +3, Ally (President Roosevelt) +6, Attractive +6, Hard to Kill +6, Knows a Secret +9, Lucky +3, Military Rank +6, Physical Advantage (Reflexes) +3, Strong Willed +3, Wealthy +6

Disadvantages: Duty (America) -9, Enemy (Mika Oberlicht) -6, Infamous -6, Oblivious to Danger -3

Skills: Climbing +4, Para (Parachuting) +6, Swimming +4, Throwing +2, Unarmed Combat (Judo) +4, Instruction +2, Persuasion +6, Disguise +2, Forgery (ID Papers) +4, Gambling +2, Lockpicking +4, Shadowing +4, Stealth +6, Education Group +2, Bureaucracy +4, Professional (Spy) +6, Professional (Fighter Pilot) +4, Area Knowledge (New Orleans, USA) +2, Awareness +6, Concentration +4, Missile Launchers +4, Vehicle Weapons (Aircraft Machine Guns) +4, Cryptography +2, Intel Analysis +6, Interrogation +4, Surveillance +6, Knives +4, Maces/Clubs +4, Swords +4, Strategy +4, Tactics (Air Combat) +4, Tactics (Submarine) +4, Navigation +2, Survival +4, Tracking +2, Acting +2, Pistols +6, Rifles +4, Sub-Machine Guns +4, Conversation +4, Intrigue +4, Society (High) +4, Society (Military) +4, Politics +2, Mechanic (Aircraft) +6, Driving (Automobiles) +2, Driving (Motorcycles) +4, Driving (Tracked Vehicles) +2, Piloting (Fighter Planes) +6, Piloting (Heavy Airplanes) +6, Piloting (VTOL) +4, Piloting (Airships) +4, Watercraft (Submarines) +4

Mikaela Alexandra Oberlicht

Raised as Dora Oberlicht's older twin sister, Mika is actually her older stepsister (their father being Lothar von Richthofen, the Red Baron's younger brother, and Mika's mother being Margareina Sabre). 'Reina was injured by gunshot in a botched attempt to kidnap Olga Romanov by men disguised as German Communists. Suffering amnesia, Reina returned to England not knowing about her baby. Mika and Dora were cared for by Manfred von Richthofen until both were given up to St. John's Church in Malta for safety reasons. Mika grew up as an able scholar of Bible studies, but caused some disturbances within the system, which caused her to receive discipline. She then trained as a nun until returning to Germany with Dora under Manfred's sponsorship. In 1935, she joined the BDM, and was later recruited by the SS University Ahnenerbe. Although under the direction of Professor Walter Wust, Mika proceeded with her own agenda. Obsessed with proving her "protohuman" concept via archeology, she made many enemies but continued to receive the full support of Himmler and Heydrich. Mika earned her own pilot license in 1942 and became the head of their top secret "Project Valhalla." Despite her achievements, she is secretly envious of her younger stepsister Dora, who received her rank faster due to her high-profile defense fighter role.



STR 5, REF 8, HLT 6, PRE 8, INT 6, WIL 6
DEF 18, INI 7, TGH 6, LIF 30, MOV 14, COOL 8

Dmg: 2d6+2, Lift: 150 kg, Stunned: 15, Critical: 24, Run: 28, Sprint: 42

Advantages: Acute Sense (Vision) +3, Ally (Himmler) +6, Attractive +6, Hard to Kill +3, Knows a Secret +6, Lucky +3, Military Rank +6, Physical Advantage (Reflexes) +3, Psychological Advantage (Presence) +6

Disadvantages: Duty (Fatherland) +6, Enemy (J.J. Condorcet) +6
Skills: Climbing +2, Para (Parachuting) +6, Swimming +4, Unarmed Combat (Judo) +4, Instruction +2, Persuasion (Seduction) +6, Covert Skills Group +2, Religion (Catholicism) +4, Education

Group +1, Bureaucracy +4, Professional (Spy) +6, Area Knowledge (Malta), Awareness +6, Concentration +4, Intuition +4, Vehicle Weapons (Aircraft Machine Guns) +2, Investigation Group +1, Knives +6, Maces/Clubs +2, Swords +4, Strategy +4, Pistols +6, Rifles +4, Sub-Machine Guns +6, Conversation +4, Intrigue +4, Society (Ahnernabe) +6, Politics +4, Driving (Automobiles) +4, Piloting (Fighter Planes) +4

Bullard Ali Maulidi

Born on February 13, 1922 in Los Angeles, CA to a Muslim father and Christian mother, he was named "Bullard" after Eugene Bullard, who served in the French Foreign Legion after being rejected by the US Army and flew briefly with the French on the Western Front. As a young boy of 4, Bullard met Bessie Coleman, the first African-American licensed pilot in the US (her license obtained in France), male or female, at Victorville when her JN-4 "Jenny" suffered a leaking fuel line and landed near his house. After he brought her gasoline, Bessie gave her wing badge to Bullard as a reward. Coleman (who died in real history in 1926) became his "big sister" and inspired him to fly as well. He was encouraged even more after watching the "Colored Flying Circus" featuring the Five Blackbirds at the L.A. Eastside Airport Air Show on December 6, 1931, and managing to get a ride from Col. Hubert Julian. Maulidi moved to Chicago in 1933 to join the Challenger Air Pilots' Association, a club established for "colored" pilots and mechanics despite the racial and segregational policy there.



Bullard studied aviation medicine during his college years and volunteered to join the US Army Air Corps after the Japanese attack on Pearl Harbor, but was rejected by the white recruiter. Finally he was accepted by the Tuskegee institute in late 1942 after attending classes at Chanute Field. He enlisted in the USAAF, and after tough training at Tuskegee Army Air Field, succeeded in becoming a pilot in

May 1943. After a brief leave in Los Angeles, Bullard was shipped to North Africa in July to join the rest of the 99th Fighter Squadron, under the command of Col. Benjamin O. Davis, Jr., which became part of the 33rd Fighter Group. He made his first kill over Italy in October 1943 and made ace status by a year later. (In real history, no black pilots were "allowed" to be aces during World War II.) That same month, his squadron was absorbed to the 332nd Fighter Group, and Maulidi himself was transferred to the 100th Fighter Squadron shortly later. He finished the war with 13 kills, including one while flying a B-25 as part of the 477th Bomber Group. He then returned to civilian life teaching aviation until he was recalled to active duty after the Korean Crisis of 1950. Maulidi joined the F-86 fighter unit under the command of now-General Davis and achieved three more kills. He returned again to active duty during the Vietnam conflict and flew with the 8th Tactical Fighter Wing flying F-4Cs, often covering for the famous Daniel "Chappie" James, Jr.

Forced into retirement as a general in 1972, he became a civilian advisor for Presidents Robert F. Kennedy and Ronald

Reagan. He helped to support his older son, Malcolm, who went from a Vietnam Vet to astronaut status, and assisted in the rise of his younger son, Martin, to a position among the Joint Chiefs of Staff under President Robert Dole in 1998 then to Vice-President under President John McCain in 2004. Bullard finally retired that same year and quietly passed away in 2009, one year after Martin became the first African-American President of the United States.

STR 5, REF 7, HLT 6, PRE 6, INT 5, WIL 6
DEF 17, INI 6, TGH 6, LIF 30, MOV 13, COOL 7

Dmg: 2d6+2, Lift: 150 kg, Stunned: 15, Critical: 24, Run: 26, Sprint: 39

Advantages: Athletic +3, Life Experience +6, Military Rank +3,

Disadvantages: Duty (US Army) -6, Social Disadvantage (Black) -6

Skills: Climbing +2, Para (Parachuting) +4, Throwing +2, Unarmed Combat (Brawling) +2, Instruction +2, Persuasion +2, Stealth +2, Education Group +1, Professional (Fighter Pilot) +2, Area Knowledge (Victorville, CA) +2, Awareness +4, Concentration +2, Vehicle Weapons (Aircraft Machine Guns) +4, First Aid (Paramedic) +4, Maces/Clubs +2, Tactics (Air Combat) +4, Navigation +2, Pistols +3, Conversation +2, Society (Military) +2, Mechanic (Aircraft) +2, Driving (Automobile) +2, Piloting (Fighter Planes) +6, Piloting (Heavy Airplanes) +4

Josef Dmitri "Comrade Birdboy" Soyuz

Born on December 21, 1927, in Gori, Georgia, USSR, Josef's real parents are unknown, but he was raised by the Dzhugashvili family, who were encouraged by some secret government funding, as one of their own. Given the last name of Soyuz, like his older adopted sister Katerina, he and she were both soon sent to school and work at Kiev, Ukraine, USSR during the time of the "Great Terror," the major purge of educated soldiers and citizens during the 1930s.

Following his admired sister's steps, he too fell in love with aircraft flight and soon joined the local glider club. Though his efforts were hampered by the unfortunate "physical defect" of his short stature-barely 4' 6" at age 10-his light weight helped him to achieve some glider endurance records. Josef attempted to join the Soviet Air Force at age 14 after the German invasion of the Soviet Union in 1941, but was rejected due to his height and age and was sent instead to the tank factory behind the Urals. His fortunes changed when Stalin visited the factory and, impressed by "Little Joe's" near-fanatical energy, gave verbal orders to let him test-fly any military aircraft he could fit into.

Josef's determination paid off as he often test-flew aircraft that were still in the experimental stage but desperately needed to be put on production standards. He also became one of the first "rammers" of the Soviet Air Force, ramming against the tails of the German fighters-especially the bombers-he hated so much, often without armored propellers and/or with gun armaments still intact. His achievements made great propaganda and he was dubbed "Comrade Birdboy" by the Americans, a nickname that stuck among his own countrymen later. He was called "Danny"



by his closest friends. Stalin himself called him "my favorite Ju-88-killer."

His total victory count during the "Great Patriotic War" is unknown, but it is believed to be over 60, but Joe is also known to have crashed about the same number of his own fighters without any injury to himself. He himself claimed 144 victories, earning him the Hero of the Soviet Union title three times. His two biggest nemeses were an equally vertically challenged female German test pilot known as "Aviatrix Elf" and a young Ju-88 ace named Keital "Panther" Junkers, a brother of Lorelei Junkers.

After the war, he joined the KGB and became a subject for experimental body-growth formulas. He emerged during the Korean War as a 6' 2", 220-pound MiG-15 pilot and engaged against American fighters throughout the war. After the cease-fire of 1953, he interrupted a USO show at Kimpo in February 1954 when he was chasing a reconnaissance RB-47 with his new MiG-17 and crashed on an American base. Captured and interrogated, he was later released through Japanese channels back to the Soviet Union, taking along an American movie star who temporarily fell in love with him.

He was thought to have lost his life when he encountered American B-70 bombers over the Soviet Union with his MiG-25 prototype in October 1962 war. Later, though, it was rumored that he survived the crash with severe injuries and was saved due to the experimental drugs and mechanical parts replacing some of his body. His life was also believed to have been extended by experimental cryogenics methods originally intended for the secret 1986 Mars mission to celebrate the 25th anniversary of Gagarin's flight.

His final fate is yet unknown.

STR 3, REF 8, HLT 4, PRE 7, INT 5, WIL 8
DEF 18, INI 7, TGH 7, LIF 28, MOV 14, COOL 8

Dmg: 1d6+2, Lift: 50 kg, Stunned: 14, Critical: 16, Run: 28, Sprint: 42

Advantages: Ally (Stalin) +6, Hard to Kill +6, Lucky +3

Disadvantages: Duty (Motherland) -9, Oblivious to Danger -3, Short -3

Skills: Climbing +2, Para (Parachuting) +6, Throwing +2, Unarmed Combat (Brawling) +2, Instruction +2, Persuasion +2, Stealth +2, Professional (Fighter Pilot) +2, Area Knowledge (Georgia, USSR) +2, Awareness +6, Concentration +3, Vehicle Weapons (Aircraft Machine Guns) +4, Maces/Clubs +2, Tactics (Air Combat) +4, Navigation +1, Survival +2, Pistols +4, Conversation +2, Society (Communist) +2, Mechanic (Aircraft) +2, Mechanic (Tanks) +4, Driving (Automobile) +2, Driving (Motorcycle) +4, Piloting (Fighter Planes) +6

Gustav Maximillian Adler

Born in December 16, 1917 in Dresden, Germany as the son of World War I ace Luthor Adler and Maxine Schicklgruber, Gustave was always interested in aviation. He joined the Hitler Youth in 1934 and became a good glider pilot, even though he was afraid of heights at first. In 1936, he entered the Luftwaffe Luft-Schule and became qualified as a high-altitude pilot. Gustav joined the A88 reconnaissance staffel branch of the Kondor Legion in 1937, flying Do 17's and his favorites, the He70's. He then transferred to the J88 fighter unit in 1938, flying the new Bf109's, and became good friends with Reimar Ritter. After gaining 4 victories, he earned the

Spanish Cross.

Gustav met Dora Oberlicht in 1939 during his cruise back to Germany aboard the liner *Wilhelm Gustloff*, and flew in combat for the Polish campaign later that year before becoming a Luftwaffe test pilot flying for the new Fw190 program. He was reassigned to the III/JG53 flying Bf109's again in time for the French campaign, eventually test-flying the new Fw 187 "Falke" in combat over Dunkerque for JG1 in May 1940. He then returned to test pilot status again in August after earning the Knight's Cross with 100 victories. He continued as a test pilot during 1940-1943, often joining forces with Hanna Reitsch and Dora Oberlicht.

Gustav flew combat missions with Fw190's and Fw187's for JG1 against Allied bombers until early 1945, becoming the first pilot to fly the He 280 jet fighter in combat. During 1944, he also joined the covert KG200 unit, often conducting long-range missions to Africa, Mexico, South America, Japan and Antarctica. He also conducted covert reconnaissance missions over the US territories, mostly flying the Ju290/390 while being assigned to the Fw190D/ Ta152C-equipped Stab/JG8 unit. During mid-1945, he also formed his own radar-equipped Fw187/190 unit, designated as Kommando Adler but better known as the "Life Staffel" after losing no pilots throughout its operation. From September 1945 to March 1946, Gustav made his first extended trip to Japan, getting stationed at the Fussa/Tachikawa Army Air test center. He was later joined by Dora Oberlicht and assisted the Japanese military in adapting the German hardware, including test-flying the first Japanese-assembled Me 262's, which used German-built components and which gave way to the limited Ki-262 production before the Japanese-designed Ki-201 entered production in early 1946.

Gustav later commanded the carrier air group during Operation Jupiter/Saturn before returning to Germany as a test pilot again. Here he flew experimental aircraft like the Von Braun/EMW A6 and the Focke-Wulf Triebflugel. Ultimately, he ended up evacuating with Dora's daughter Emily to a secret underground complex in East Prussia to avoid Soviet capture after the war.

In July 1947, he escaped to the West flying the BMW Flugelrad III prototype V9 with a child from the Soviet-occupied zone to Roswell, NM, USA. Here he joined the German rocket team under the "Operation Paperclip" cover and became part of the high-altitude rocket programs, including flying the X-15 and X-20. He supervised the USAF orbital platform program during the mid-1960s and retired in 1971 after assisting the Apollo moon program, settling down in Lancaster, CA before being subject to the USAF OSI/State Department investigation searching for former "Nazis" who may

have conducted "war crimes." Disgusted by their treatment, Gustav renounced his US citizenship and returned to Germany, meeting many colleagues there who had done the same. He met Karl Eichmann again and began his search for Dora, despite her being listed as missing in action/declared dead in 1946. In 1996, he met Dora's granddaughter Deanna Pearl and decided to face US trial by returning to America. En route, in London he met Diana Spencer, who gave him the secret M15/MI6 papers for his defense. At the same time, he also met J.J. Condorcet and Mika Oberlicht, who gave him the secret KGB papers that showed the location



of Dora's whereabouts. Surviving many assassination attempts throughout his post-war years by Masada, the KGB, MI5/MI6 and even the CIA/NSA, he was finally reunited with Dora in Tunguska, Siberia in December 1996. After his revelation of the secret history of the 20th century to the Congress of the United States, he and Dora were put under the Witness Protection Plan by MJ12 and finally retired in peace to an undisclosed location in Japan.

STR 4, REF 8, HLT 7, PRE 6, INT 5, WIL 5
DEF 18, INI 7, TGH 5, LIF 31, MOV 14, COOL 7

Dmg: 2d6, Lift: 100 kg, Stunned: 16, Critical: 28, Run: 28, Sprint: 42

Advantages: Ally (Field Marshall Ritter) +3, Attractive +3, Military Rank +3

Disadvantages: Duty (Fatherland) -6, Honest -3,
Skills: Climbing +2, Para (Parachuting) +4, Throwing +2, Unarmed Combat (Brawling) +2, Instruction +2, Persuasion +4, Stealth +4, Education Group +1, Bureaucracy +4, Professional (Fighter Pilot) +4, Area Knowledge (Dresden, Germany), Awareness +6, Concentration +2, Vehicle Weapons (Aircraft Machine Guns) +4, Surveillance +2, Knives +2, Swords +2, Maces/Clubs +2, Tactics (Air Combat) +6, Navigation +4, Survival +2, Pistols +4, Sub-Machine Guns +2, Society (Luftwaffe) +4, Politics +2, Mechanic (Aircraft) +2, Driving (Automobiles) +2, Piloting (Gliders) +4, Piloting (Fighter Planes) +6, Piloting (VTOL) +1, Piloting (Heavy Airplanes) +4

Katerina Larissa (Dzhugashvili) Soyuz

Born on March 10, 1920 in Breslau, Silesia as Andrea Oberlicht, she is the true twin sister of Dora (born Andora) Oberlicht, but the two were separated after their mother was killed in Berlin. She was raised by the Dzhugashvili family in Gori, Georgian S.S.R. until Stalin came in power in 1927. She then changed her name to Soyuz and was sent to Kiev, Ukrainian S.S.R. for better education and employment possibilities.

Excelling in her studies in aviation and rocketry, she moved to Moscow after finishing secondary school and entered in engineering while completing some Rubfuk (worker's faculty) four-year courses. She also attended a glider school and was transferred to the powered-aircraft pilot school in Kherson. She qualified as a test pilot for both powered and non-powered aircraft in 1940, a year before the German invasion of USSR.

Katerina volunteered to be enlisted in the Soviet Air Force after returning to the Ukraine in October 1941, giving the false age of 20 (rather than 22) in hopes of being qualified to enter fighter pilot training rather than being sent in as infantry. But due to the lack of fighter pilot positions available at the time, she was trained as a navigator and was sent to the all-female 587th Bomber Regiment, flying aboard the Pe-2's, in early 1942. After failing as a good navigator, she was sent to the 588th Bomber Regiment as a pilot of the slow U-2's (designated as Po-2's after 1943) in mid-1942. Here she displayed her good flying skills by forcing down



one German fighter with her unarmed U-2 biplane. She transferred again in late 1942, this time the 586th Fighter Regiment, flying Yak-1's and later the Yak-3 fighters, often flying with the female ace Lilya Litvyak.

Injured in 1944, she returned to action in 1945 and became a full-time test pilot, flying both domestic and foreign types. As such, she flew many secret missions involving new aircraft, often penetrating into enemy and even American airspace.

After the war, she taught at flying schools until 1950, when she flew to Korea as part of the secret Soviet volunteer fighter force. She became heavily involved in space program after 1955 and officially qualified for a cosmonaut rating in 1960.

She is believed to have died in a secret Vostok Earth-orbiting test flight in 1961.

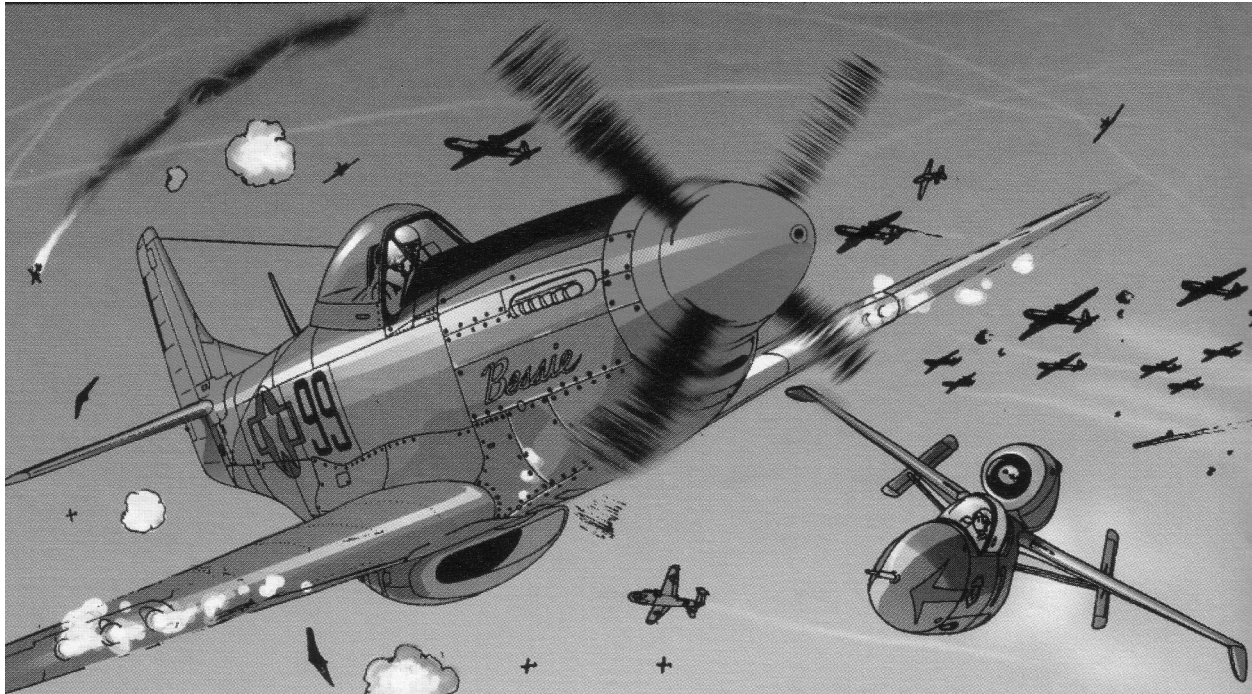
STR 4, REF 7, HLT 8, PRE 5, INT 6, WIL 5
DEF 17, INI 7, TGH 5, LIF 34, MOV 13, COOL 6

Dmg: 2d6, Lift: 100 kg, Stunned: 16, Critical: 24, Run: 26, Sprint: 39

Advantages: Ally (Lilya Litvyak) +6, Attractive +6, Cool Headed +3, Hard to Kill +3, Lucky +3, Military Rank +3

Disadvantages: Duty (Motherland) -6,

Skills: Climbing +2, Para (Parachuting) +6, Throwing +2, Instruction +4, Persuasion +4, Stealth +2, Education Group +1, Bureaucracy +4, Professional (Aviator) +4, Area Knowledge (Georgia, USSR) +2, Awareness +6, Concentration +4, Intuition +2, Vehicle Weapons (Aircraft Machine Guns) +4, Maces/Clubs +2, Tactics (Air Combat) +2, Navigation +2, Survival +2, Pistols +4, Conversation +2, Society (Military) +2, Mechanics (Aircraft) +2, Driving (Automobiles) +2, Piloting (Gliders) +4, Piloting (Fighter Planes) +6, Piloting (Light Airplanes) +4



FAMILIES OF ALTERED WARS CHRONOLOGY

- Aug 27, 1895: Margareina Sabre born in Tunguska, Siberia.
Jun 30, 1909: Margareina survives the Tunguska blast.
Apr 01, 1913: Margareina receives invitation to Germany.
Apr 13, 1913: Margareina boards Titanic for trip to Germany via England.
Apr 13, 1913: Young Hitler meets young Wolfgang Ritter at Vienna.
Apr 27, 1913: Margareina meets Prof. Hockdruckpumpe in Berlin.
Jun 29, 1914: Margareina meets Wolfgang Ritter.
Oct 07, 1916: Pvt. Hitler injured in battle on Western Front.
Oct 15, 1916: Czar of Russia meets Louis Coudouret.
Dec 25, 1916: James Joseph Condorcet I born in New Orleans, LA.
Apr 16, 1917: Lenin returns to Petrograd, Russia, to start the revolution.
Apr 27, 1917: Reimar Ritter born in Courtrai, Belgium.
May 07, 1917: Tyrus "Tiger" Siddeley shoots down Göring's Albatross fighter.
Jul 06, 1917: Red Baron injured during air combat over Western Front.
Aug 27, 1917: Margareina meets Red Baron.
Sep 23, 1917: Tyrus meets Wolfgang Ritter in air combat.
Dec 16, 1917: Gustav Adler born in Dresden, Germany.
Aug 02, 1918: Reinhard Wagner born in Hamburg, Germany.
Oct 13, 1918: Cpl. Hitler gassed by British attack.
Nov 11, 1918: German carrier Mackensen cancels launch of rocket fighter.
Nov 13, 1918: Margareina flies to Allied Zone on Fokker Dr.1.
Jul 27, 1919: Manfred Richtofen discovers Olga Romanov's pregnancy.
Aug 01, 1919: Wolfgang witnesses destruction of German Air Service.
Aug 27, 1919: Mika Oberlicht born in London, England.
Mar 10, 1920: Dora Oberlicht and Katerina Soyuz are born in Breslau, Silesia.
Mar 20, 1920: Olga Romanov killed, Margareina Sabre injured.
Feb 13, 1922: Bullard Maulidi born in Los Angeles, CA.
Jul 04, 1922: Wolfgang meets Hitler in Germany
Apr 01, 1934: Richtofen brings Dora and Mika back from Malta.
Apr 01, 1937: First "Wurfscheibe" disc found near Mongolia.
Aug 27, 1937: Karl Eichmann meets Dora.
Apr 01, 1938: Mika meets Himmler and Heydrich, joins Ahnernabe.
Apr 21, 1938: Richtofen killed over Spain.
Apr 27, 1938: Dora and Mika attend Richtofen's funeral.
Dec 25, 1938: Mika discovers "protohuman" in Antarctica.
Feb 21, 1939: Lt. Nobuharu Nomura meets Hitler at Tachikawa.
Apr 13, 1939: Karl Eichmann and Emil Ritter meet Hitler.
Jul 24, 1939: Dora meets Gustav Adler aboard the Wilhelm Gustloff.
Aug 27, 1939: First flight of the Me-262V1.
Aug 27, 1939: Mika Oberlicht visits Tibet for Ahnernabe.
May 10, 1940: Hess makes flight to England on Bf-110C.
Jul 10, 1940: Margareina Sabre meets King Edward VIII.
Aug 13, 1940: Radio Berlin announces cease-fire with England.
Jun 22, 1941: Germany invades Soviet Russia.
Oct 02, 1941: Me-163A V39 flight breaks 1000 km/h.
Oct 13, 1941: Aviatrix "Elfie" flies Me-163A/Ju-88 Mistel for Hitler's view.
Oct 13, 1941: Katerina Soyuz enlists in Soviet Air Force.
Nov 30, 1941: Japanese naval forces attack Pearl Harbor.
Dec 01, 1941: AVG's flight to bomb Japan cancelled.
Dec 01, 1941: Amelia Earhart visits Japan.
Dec 27, 1941: P-40/Hurricane flight in Burma.
Jan 27, 1942: Captain Saburo Mikasa in Malaya ordered back to Japan.
Apr 15, 1942: Capt. Mikasa leads 3 Ki-61 Hiens as Tiger flight at Fussa.
May 03, 1942: Kate Soyuz in Pe-2 meets Gus in Bf-109F.
May 06, 1942: Kate meets Lilya Litvyak.
Jun 22, 1942: Comrade "Birdboy" attacks Ju-88's.
Jul 20, 1942: Comrade Birdboy's BI-1 rocket fighter flight.
Jul 27, 1942: Kate Soyuz's Po-2 flight over River Don.
Oct 30, 1942: Hanna Reitsch injured flying Me-163B V5.
Nov 23, 1942: "Flying Pancake" Vought V-173's first flight.
Apr 01, 1943: Reimar Ritter fights P-40's over Tunisia.
Apr 03, 1943: Reimar meets General Galland in Berlin.
May 27, 1943: Battle Kursk Bulge.
Jun 03, 1943: Vought V-173 crashes near Jennifer Dare, who meets J.J.
Jul 13, 1943: Raisa Soyuz's T-34/85 meets "Black" Tiger VI.
Aug 01, 1943: Kate Soyuz and Lilya Litvyak return from mission alive.
Aug 06, 1943: Malta falls to the Germans after long, bitter battle.
Aug 27, 1943: Mika flies Fokker Dr.1 and recovers family swords at Malta.
Aug 27, 1943: Dora and Gus see Flugelrad I's first flight attempt.
Nov 26, 1943: Hitler sees Me-262V6 in flight.
Feb 27, 1944: Dora and Gus see Sack AS/6's first flight attempt.
May 14, 1944: "Red" Me-163B V41 flight.
Jun 13, 1944: Eisenhower killed over Normandy.
Jul 06, 1944: Me-163B V18 loses tail in near-Mach flight.
Aug 05, 1944: Me-163B's first combat.
Aug 27, 1944: Dora and Gus see another AS/6 flight attempt.
Sep 27, 1944: Dora and Gus see Flugelrad II's first flight.
Oct 25, 1944: Battle of Samor, USS Arizona battles IMS Mutsu.
Oct 31, 1944: Hitler reviews Japanese Kamikaze report with Himmler.
Nov 06, 1944: Lt. Yeager's P-51D shoots down Me-262.
Nov 07, 1944: Lt. Maulidi meets SS Me-262 flight over Italy.
Dec 23, 1944: Obersturmbannführer Peiper nearly killed at Ardennes.
Dec 24, 1944: Cpl. Morrow and SSgt Stoner injured at Bastogne.
Jan 02, 1945: J.J. and Jennifer see Vought F-5U's first flight attempt.
Jan 30, 1945: Morrow and Stoner sent to Luft-Stalag Krupp.
Jan 30, 1945: Soviet S-13 sub fires torpedoes on liner Wilhelm Gustloff.
Feb 13, 1945: Mina Adler dies fighting Dresden firebombing.
Feb 14, 1945: Dora and Gus see Flugelrad IIB's first flight.
Apr 06, 1945: Yamato leaves Hiroshima Bay for Okinawa.
Apr 07, 1945: Ens. Shiro Mikasa attacks USS Enterprise near Okinawa.
Apr 20, 1945: U-997 demonstrates "death ray" in view of Hitler.
Apr 29, 1945: J.J. and Norbert Pearl's converted P-40's attack

Tokyo.
 Apr 30, 1945: Hitler wakes from dream, gives Hanna Reitsch JG-500.
 May 08, 1945: JG-500 activated.
 May 10, 1945: Lt. King dies while flying captured Me-262.
 May 13, 1945: Dora's Fw-190D meets Reimar's Me-262.
 May 15, 1945: Reimar teaches Dora with German P-51B.
 May 27, 1945: Dora meets Maulidi for first time.
 Jun 01, 1945: Oberst Amsel's "Göring" division activated.
 Jun 22, 1945: Kate Soyuz sees Dora's photo in *Der Adler*.
 Jun 27, 1945: Maulidi gives blood to Dora after air combat.
 Aug 06, 1945: B-29 "Double Exposure" meets Japanese B-29.
 Aug 15, 1945: Hitler news "unknown" craft at "Atlantis" base.
 Aug 17, 1945: Japanese I-400 class launch of chemical attack over US fails.
 Aug 27, 1945: Reimar's Me-262 and Dora's He-162 fight US P-47's.
 Sep 13, 1945: Major Nomura shows Gus the Tachikawa Ki-162 at Fussa.
 Oct 31, 1945: Hitler watches *Projekt: Mars* film with Goebbels.
 Nov 13, 1945: Gus meets Dora at Tachikawa, Japan.
 Nov 14, 1945: Reimar talks with Hartmann about joining JG-8 at Leck.
 Nov 15, 1945: Dora and Gus meet Major Kurusu at Fussa.
 Nov 16, 1945: Dora teaches Goro Mikasa to fly Ki-262B.
 Nov 30, 1945: Goro departs for Kyushu.
 Dec 01, 1945: Goro crashes Ki-262 on his first Kamikaze mission.
 Dec 04, 1945: Dora meets Goro for the last time.
 Dec 07, 1945: Goro's Ki-262 destroyed over US fleet.
 Dec 31, 1945: J.J. talks with Roosevelt. Germans invade Madagascar.
 Jan 01, 1946: Bv238/Hs142 Mistel reaches "Atlantis" base.
 Mar 01, 1946: Comrade Birdboy flies MiG-13 against Ju-88s.
 Mar 10, 1946: Dora makes secret maiden flight of Japanese Triebflügel.
 Mar 18, 1946: Dora and Gus fly off *IMS Ryukaku* on Stuka.
 Mar 19, 1946: Hitler orders Himmler to stop suicide tactics.
 Mar 21, 1946: Dora flies Ta-152T for carrier *Europa* over "Altmark".
 Mar 22, 1946: J.J. meets Roosevelt for *USS Hunley* activation.
 Mar 23, 1946: U7007 and I-404 subs reach "Atlantis" base.
 Mar 27, 1946: Hitler is informed of Allies' discovery of "X" Fleet.
 Apr 01, 1946: Operation "Jupiter" begins, von Braun meets Hitler.
 Apr 02, 1946: Carrier *Hindenburg* explodes, A9/A10/A11 rocket launch.
 Apr 02, 1946: Jennifer Dare meets German bombers over US coast.

Apr 03, 1946: US & Soviet air forces launch major attack against Luftwaffe.
 Apr 04, 1946: Hauptsturmführer Wagner shot down by Kate Soyuz.
 Apr 06, 1946: Operation "Saturn" begins in Panama.
 Apr 07, 1946: Carrier *Potsdam* lost, J.J. recruits "X" Company.
 Apr 13, 1946: Dora and Gus return to Germany.
 Apr 13, 1946: Mika's U800 is rescued by Japanese I-999 sub-carrier.
 Apr 13, 1946: Von Braun makes first sub-orbital flight on EMW-A6M9.
 Apr 15, 1946: *USS Hunley* returns to US.
 Apr 17, 1946: J.J. meets Kate Soyuz at Archangel, USSR with B-36.
 Apr 18, 1946: J.J.'s B-36 attacks saucer-bombers over Prague.
 Apr 20, 1946: J.J. confronts Hitler at Prague.
 Apr 21, 1946: Hitler views "Entity", Japan's "Iron Fortress" revealed.
 Apr 27, 1946: Dora and Gus fly AS9/V2 over US.
 Apr 29, 1946: Sgt. Morrow's X-Company rescues Amelia Earhart.
 Apr 30, 1946: Hitler sees Coanda saucer's first flight.
 May 02, 1946: Reitsch's Focke-Wulf saucer nearly rams US M5 tank.
 Jun 06, 1946: Emily Oberlicht born in Breslau, Silesia.
 Jun 13, 1946: Hitler sees first "time-disk" demonstration.
 Jun 21, 1946: Mika demonstrates Twin Swords of Tunguska to Himmler.
 Jun 27, 1946: Mika returns to "National Redoubt" to report to Himmler.
 Jul 01, 1946: Warfortress *Germania* is launched.
 Jul 02, 1946: US Fortress *America* is launched.
 Jul 04, 1946: Himmler explodes A-bomb, *Germania* and *America* crash.
 Jul 13, 1946: Gus makes first flight with Triebflügel.
 Aug 06, 1946: Three Tiger-III sonderpanzers challenge Soviet tanks.
 Aug 09, 1946: Jennifer Dare killed in action over Washington D.C.
 Aug 15, 1946: Wolfgang Ritter introduces "Barriere" bomber to Oberst Adler.
 Aug 27, 1946: Hitler launches last attack against America, his double killed.
 Aug 27, 1946: Dora says good-bye to Gus before her last sortie.
 Aug 27, 1946: Reitsch flies "Barriere" bomber and dies in space.
 Oct 31, 1946: Joint German/Japanese "Mars" project-ship disappears.
 Nov 07, 1946: The *Montana*-class *USS Arizona* meets *IMS Musashi*.



GLOSSARY

Action Point: A special point used by characters to achieve particularly difficult tasks. One Action Point allows a player to add +5 to the dice roll. Action Points may be used after the dice have been rolled.

Action! Ready: A product containing stat blocks, characters, or other supplemental material for use with the *ACTION! SYSTEM*, but that does not contain the rules for how to play *ACTION! SYSTEM*, and which is published in accordance with the Action! System License.

Action! System: Gold Rush Games' role-playing game rules, consisting of the *Action! System Core Rules* or *Fast Action! Basic Rules* plus Extensions and Variants.

Action! System Core Rules: The basic, "core" rules of the *ACTION! SYSTEM*; the foundation for all *ACTION! SYSTEM* products. Some *Action! System Core Rules* may be enhanced by the use of Extensions, or even replaced by Variants.

Advantage: A positive Trait that aids or otherwise benefits a character during game play. Advantages may be Innate or Developed.

Adventure: A fictional story or adventure that the players participate in. An Adventure can last one, or even several, Game Sessions.

Amm: Ammunition capacity; the number of rounds of ammunition contained in a ranged weapon or in an attached supply, such as a battery or magazine. Simple missile weapons have an Amm. Rating of 1 because they can't "hold ammo."

Aptitude Attribute: One of three Attributes within an Attribute Group; the Attribute governing finesse, skill, manipulation or aptitude (e.g., Reflexes in the Body group; Intellect in the Mind Group).

Attribute: An aspect of a character's innate ability, with a rating from 1 to 10 (human range); added to a character's Skill score and a random element to determine success or failure at a task.

Attribute Group: A category of attributes denoting a particular "aspect" of a character (e.g., the Body and Mind groups in the *Action! System Core Rules*). Each Attribute Group contains three Attributes: a Power Attribute, an Aptitude Attribute and a Resistance Attribute (e.g., Strength, Reflexes and Health in the Body group).

Attribute Point: A unit of value used by the player to purchase attribute scores for their character.

Character: A fictional persona portrayed in a game.

Character Point: A unit of value used by the player to purchase traits and skills for their character.

Cinematic Action!: The "power level" of *LUFTWAFFE 1946 ROLE PLAYING GAME*, designed to simulate heroic, cinematic-style

adventure games and settings with larger-than-life heroes.

Common Skill: A skill possessed by all characters in a given genre or setting. All characters receive common skills at a level of +2 at no cost.

Control Score: A number used as a Target Number to determine a character's success or failure at attempting to control or overcome a Disadvantage. Usually applies only to psychological Disadvantages.

Core Attribute: One of 6 attributes listed in the *Action! System Core Rules*.

CS: See Control Score

DL: See Difficulty Level

Defensive Target Number: (Abbr. "DEF") The basic Target Number required for opponents to hit a character in combat. A character's base DEF equals 10 + REF.

Derived Attribute: An attribute whose score is derived from one or more attributes. Derived Attributes are not always rated 1-to-10 as Attributes are; Derived Attribute scores may exceed 10, or even 100.

Developed Trait: A Trait (i.e., an Advantage or Disadvantage) that is normally gained or obtained after birth. Developed Traits may be purchased for Characters both during Character creation and during game play.

Difficulty Level: (Abbr. "DL") One of 7 levels of difficulty for tasks: Average, Tricky, Challenging, Difficult, Demanding, Extreme and Legendary. Each Difficulty Level has an associated Target Number.

Difficulty Modifier: A variable or condition in the game that makes a task either more or less difficult. Difficulty Modifiers are expressed as a bonus (a reduction of the DL) or penalty (raising the DL). For example, a Difficult task with a +1DL modifier (a penalty) becomes a Demanding task, whereas a Difficult task with a -1DL modifier (a bonus) becomes a Challenging task.

Disadvantage: A negative Trait that impedes, hampers or otherwise limits the choices of a character during game play. Disadvantages may be Innate or Developed.

Dmg: Damage.

Effect Number: The number by which a skill or attribute roll exceeds the Target Number (i.e., TN – Skill Roll = EN).

Experience Point: A unit of value awarded to players at the end of an Adventure to improve their character.

Extension: An optional rule or game element that adds to an existing rule or element. For example: new Derived Attributes

(adds new attributes), Hit Location rules (adds option to combat).

Extreme Action!: The highest of three “power levels” of *LUFTWAFFE 1946 ROLE PLAYING GAME*, designed to simulate superheroic, comic book or anime-style adventure games and settings with supernatural heroes.

Game Master: (Abbr. “GM”) The moderator or “referee” of an Adventure or game session, and the player who portrays all of the NPCs in the game. The GM may also be called by a different name, depending on the game setting or genre, such as the “Storyteller” or “Moderator,” but he is still the GM for purposes of interpreting and enforcing the rules of play and moderating the game.

Game Session: A single gathering of players to participate in one or more Adventures. When the players leave, the session is completed. A Game Session can last for 30 minutes or several hours, or longer.

GM: See Game Master

Governing Attribute: An Attribute whose score is combined with a Skill level for a specific Skill Roll (Attribute + Skill + 3d6).

HLT: Health; one of the six primary attributes; the resistance attribute in the Body Attribute Group.

Innate Trait: A Trait (i.e., an Advantage or Disadvantage) that is normally possessed or gained at birth. Innate Traits may only be purchased for Characters during Character creation; they cannot be gained during game play without special permission from the GM.

INI: Initiative; a derived attribute indicating when a character may act in a turn; $INI = (REF + INT)/2$.

Init: Initiative Modifier (abbreviated “Init”) applied as a temporary modifier to the INI score of the character using the weapon. The Initiative Modifier may be a positive number (e.g., +1), a negative number (e.g., -1), or zero.

INT: Intellect; one of the six core attributes; the aptitude attribute in the Mind Attribute Group.

LIF: Life Points; a derived attribute representing the amount of damage a character can sustain before dying. A character’s starting $LIF = (HLT \times 3) + (WIL \times 2)$.

Max: Maximum effective range; the maximum range at which a ranged weapon can reasonably hit a target at which it is aimed.

Mega Scale: Scale used for large items or massive characteristics (e.g., Mega Scale STR, Mega Scale damage).

Micro Scale: Scale used for very small items or characteristics (e.g., Micro Scale STR, Micro Scale damage).

Modifier: A variable or condition in the game that makes a task either more or less difficult. Modifiers may add a bonus or impose a penalty to a skill roll or cause an increase or decrease in the Target Number of a skill roll.

MOV: Movement; a derived attribute indicating the number of meters a character can move in one turn. A character’s starting $MOV = REF + HLT$.

Non-Player Character: (abbr. “NPC”) A fictional persona portrayed by the GM in an Adventure or story.

NPC: See Non-player Character

PC: See Player Character

Player: A real person who plays/participates in a game.

Player Character: (abbr. “PC”) A fictional persona portrayed by a player in a game.

Power Attribute: One of three Attributes within an Attribute Group; the Attribute governing strength, force, or general power (e.g., Strength in the Body group; Presence in the Mind group).

PRE: Presence; one of the six core attributes; the strength attribute in the Mind Attribute Group.

Realistic Action!: The lowest of three “power levels” of *LUFTWAFFE 1946 ROLE PLAYING GAME*, designed to simulate gritty, realistic-style adventure games and settings with “normal” heroes.

REF: Reflexes; one of the six core attributes; the aptitude attribute in the Body Attribute Group.

Resistance Attribute: One of three Attributes within an Attribute Group; the Attribute governing stamina, will, or general resistance to outside effect or influence (e.g., Health in the Body group; Willpower in the Mind group).

RMod: Range Modifier. The RMod is a bonus usable only to offset or cancel negative modifiers due to range.

RoF: Rate of Fire. A whole number indicates the maximum number of rounds that may be fired per turn. A fraction indicates the number of turns required to reload the weapon between shots (e.g., “1/3” means the weapon can be fired once every three turns).

Skill: An area of training, expertise or education; a Character’s skill score is added to the governing Attribute score plus 3d6 to determine success or failure at a task (Attribute + Skill + 3d6).

Skill Group: A general category of Skills; may be used as Skills in simplified *Fast Action!* and *LUFTWAFFE 1946 ROLE PLAYING GAME*.

Skill Roll: A method of determining success or failure at a task. A Skill Roll is made by adding the Skill Score plus the Governing Attribute score, plus the result of a dice roll (Attribute + Skill + 3d6), and comparing the total to a Target Number (TN). If the total of the Skill Roll equals or exceeds the TN, the task is successful.

Skill Score: A numeric rating, from 1 to 10, denoting a Character’s overall level of competency, knowledge or proficiency in a given Skill. A character’s Skill Score is added to the governing Attribute score and a random element to determine success or failure at a task (see Skill Roll).

STR: Strength; one of the six primary attributes; the power attribute in the Body Attribute Group.

STR Min: STR Minimum. The minimum STR score required to wield a weapon effectively.

Target Number: The number used to determine success or failure with a Skill Roll.

TGH: Toughness; a derived attribute indicating the amount of stunning damage a character may ignore from an attack. A character's starting TGH = $(STR + WIL)/2$, rounding up.

TN: See Target Number

Trait: A special talent, ability or condition possessed by a Character.

A Trait may be Innate or Developed, as well as an Advantage or Disadvantage. Traits are grouped into categories: Intellectual, Psychological, Physical, and Social.

Turn: One phase during combat, lasting 3 seconds of "game time."

Universal Skill: A skill possessed by all characters, regardless of genre or setting. Characters receive universal skills at a level of +2 at no cost.

Villain: An antagonist, usually a major or important Non-player Character, portrayed by the GM in an Adventure or story.

WIL: Will; one of the six core attributes; the resistance attribute in the Mind Attribute Group.

Wt: Weight; listed in kilograms.



OGC: Introduction, Attributes, Traits, Skills, Rules, Vehicles, Equipment.

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