

FILE NINE

THREAT ASSESSMENTS

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**MOST
SECRET**

SIS Section D

Assessments and reports on enemy contact

File D010-05-38

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ENEMIES OF THE EMPIRE

ARMIES AND SOLDIERS

Where armies are concerned, troop formations vary massively in terms of numbers (including unit size), quality of equipment, capability of leadership, loyalty, and training. To create accurate entries for every army and special forces unit would require a dedicated book. So, for the purposes of keeping things fast, fun, and furious, soldiers are broken down into four key groups. Basic stat blocks are provided, and the listing for each country gives suggestions as to how these standard troop types can be modified for a little more accuracy in the mission at hand.

The standard profiles below can be used exactly as they are presented here if needed. Appropriate weapons are required and can be found in the **Equipment** section.

Following the basic profiles are additional details for the different Axis forces including weaponry, squad structure (which is generalized due to the huge variation even within the same army), and some suggested Edges and Hindrances. Unless stated otherwise, the skills, Edges and Hindrances given in the advanced profiles are in addition to those presented in the basic profiles.

BASIC PROFILES

INFANTRY

The standard enlisted soldier likely to be encountered as part of an invading or occupying force, or guarding a military installation. Also includes station personnel such as technicians, cooks, drivers, cleaners, etc. In game terms, infantrymen are usually classified as Minions, so they are trained, usually disciplined, and appropriately equipped.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d6, Repair d4, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: —

Gear: Uniform, helmet, and basic gear provided by the armed force they are serving, knife (Str+d4 damage), rifle or SMG, sidearm.

Special Abilities: —

Notes: Use this basic profile for rank-and-file Naval or Air Force ground crews. When using this profile for auxiliary personnel such as cooks, drivers, etc. give a d6 in an appropriate skill and drop Fighting or Shooting to d4.

Many Infantry level Minions in Axis armies are conscripts, particularly after 1943. At the GMs discretion, this may affect how hard they fight, or how easy it is to make them surrender. Consider reducing the Spirit, Fighting and Shooting traits by one die type where troops are forcibly conscripted and have minimal training.

ELITE

An army's special units. These could be paratroops, commandos, or mechanized infantry units. They are primarily used as assault troops against key strategic targets. Elite troops are Minions but have one or two Traits better than those of a standard infantryman and may have the Hardy or Resilient Special Abilities, for example.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d6, Persuasion d6, Repair d4, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: —

Edges: Soldier

Gear: Uniform, helmet, and basic gear provided by the armed force they are serving, knife (Str+d4 damage), rifle or SMG, sidearm.

Special Abilities: —

- **Hardy:** A second Shaken result does not cause a Wound

Notes: Most troops of this type made a conscious decision to volunteer for an elite or special unit. Consider giving them the Driven, Stay on Target or Vow Hindrances. Elite troops are Minions, see below for notes on NCOs and Officers of elite units.

NCOS AND COMPANY OFFICERS (MAY BE WILD CARDS)

Usually found leading between 5 and 150 troops in the field, depending upon rank and the army they serve in. This group includes all NCOs and commissioned ranks up to Captain equivalent, or Major in some armies. NCOs and Company Officers are classified as Henchmen so some may be Wild Card characters.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Battle d6, Common Knowledge d6, Cryptography d4, Fighting d6, Intimidation d6, Notice d8, Persuasion d6, Repair d4, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: One of Driven, Stay on Target or Vow

Edges: Command, Soldier

Gear: Uniform, helmet and basic gear supplied by the armed force they are serving, knife (Str+d4 damage), rifle or SMG, sidearm.

Special Abilities: —

Notes: NCOs and officers in Elite units gain the following:

- Vigor d8 (base Toughness becomes 6)
- Shooting OR Fighting d8 (adjust Parry by +1)
- Edge – Hold the Line
- Special Ability – Hardy

SENIOR OFFICERS

Field Officers and General Staff. These characters are more likely to be encountered off the battlefield, or at least away from the front line, but are still capable enemies. Depending on their level of involvement in a mission, a Senior Officer could be a Henchman, or could be the Villain of the piece. If the latter is the case, refer to the **Villain Creation** rules on page 116. A Senior Officer should always be a Wild Card.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Academics d4, **Athletics** d6, Battle d8, **Common Knowledge** d8, Cryptography d6, Fighting d6, Intimidation d6, Language d4, **Notice** d8, **Persuasion** d8, Shooting d6, **Stealth** d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Orders, Stay on Target

Edges: Command, Soldier, plus one Leadership Edge of the GMs choice

Gear: Uniform, helmet and basic gear supplied by the armed force they are serving, sidearm.

Special Abilities: —

Notes: Almost all senior officers enter military service via an academy, and rarely rise to such ranks after serving as an enlisted soldier. Senior officers in Elite units often undergo the same operational training as the men they lead, so the following can be applied at the GMs discretion:

- Vigor d8 (base Toughness becomes 6)
- Shooting OR Fighting d8 (adjust Parry by +1)
- Edge – Hold the Line

NON-MILITARY MINIONS AND HENCHMEN

The Minions and Henchmen of non-military enemies are created using the previous basic profiles, but with some adjustments appropriate to the Villain they serve:

MINIONS

Use the basic profile for an Infantry Soldier with the following considerations:

- Agility, Strength, and Vigor of d6 assumes a reasonable level of general fitness. A gang of street thugs might not have the disciplined training of a soldier, so may have d4 in these Traits instead.
- Give non-military Minions an extra skill or two to reflect a civilian career and role within their master's organization. Examples include Boating or Driving, Gambling, Intimidation, or Thievery.
- A Minion's equipment is usually issued by their boss and they carry whatever might be needed for the task at hand. If the equipment includes Super-Science gadgets, add the appropriate skill for its use.

ELITE MINIONS

Use the basic profile for an Elite Soldier, with the same considerations as above. In addition:

- Unless the Elite Minions are ex-military personnel, replace the Soldier Edge with one appropriate to the job they do for their leader. This could be Brawny or Brute for thugs, or a Professional Edge, for example.

HENCHMEN

Henchmen are the middle management echelon of the Villain's organization. Much like NCOs and Company Officers, they lead groups of Minions on tasks for their master, the groups tend to be smaller though.

Use the basic profile for an NCO or Company Officer with following considerations and adjustments:

- Senior Henchmen should be considered as Elite and gain the extra benefits listed in the profile.
- Replace one d8 attribute with d10. The attribute changed should be relevant to the Henchman's role.
- Unless the Henchman is ex-military, remove the Soldier Edge, and replace the Battle skill with something more appropriate.
- Henchmen should have at least two skills at d8, Senior Henchmen should also have at least one skill at d10.
- Henchmen should have a total of 3–5 Edges and/or Special Abilities appropriate to their position and role.

WILDCARD SENIOR HENCHMEN

These bad guys are only one small step away from being a Villain in their own right. They are sidekicks, senior assistants, possibly a Villain's mad scientist inventor, and in certain circumstances, the main antagonist for a mission. Use the Senior Officers basic profile and modify as follows:

- Replace one d6 attribute with d8. The attribute changed should be relevant to the Henchman's role.
- Unless the Wild Card Henchman is ex-military, replace the Soldier Edge with a suitable alternate or a Villainous Ability. Replace the Battle skill with something more appropriate.
- Wild Card Henchmen should have a specialist field, the main reason their overlord keeps them around. They should have relevant skills at d10 and d12.
- Wild Card Henchmen have a total of 4–6 Edges and/or Special Abilities, which can include a single Villainous Ability. These should be in keeping with their role in the Villain's organization.
- Consider using the Villain Creation tables to give the Wild Card Henchman a back story and reason to work for their master.

ESPIONAGE ENEMIES

Any Villain or military commander can dispatch Minions or Henchmen to do a little bit of intelligence gathering. In this case, use a Minion or Henchman profile and give a little extra skill in Stealth or Thievery.

If professional intelligence operatives are being used, refer to the **Agents and Spies** section in this file.

GERMANY

German armed forces in April 1938 have four distinct branches. The main services are the Heer (Army), Kriegsmarine (Navy), and Luftwaffe (Air Force). These three make up the Wehrmacht, which has been the collective name for the armed services since 1935. Until recently, the Wehrmacht was the responsibility of the Ministry of War, but a reorganization in February 1938 saw the creation of the Oberkommando der Wehrmacht (High Command of the Armed Forces) or OKW, with Adolf Hitler as Commander in Chief.

The fourth service branch is the Schutzstaffel, or SS, which itself has four major branches and many smaller ones (see page 91 for more details). Waffen SS troops are among the best trained, best equipped, and most feared soldiers in the world, but number less than 1% of Germany's military strength in 1938. The key difference between the forces is that the Wehrmacht serves the Reich while the SS serves the Nazi Party.

In March 1935, the Treaty of Versailles was renounced and the Reichswehr was reorganized into the Wehrmacht, adding the Luftwaffe to the existing Army and Navy. From this point, personnel in the German armed forces swore allegiance to Adolph Hitler, not to Germany. Consequently, all service personnel under the OKW or SS have the Vow (Major) Hindrance.

INFANTRY

Standard German Infantry units include regular and mechanized infantry, and most Panzergrenadier divisions. There are some notable Panzergrenadier divisions which are considered Elite troops.

TYPICAL 10-MAN INFANTRY SQUAD

- 1 x Squad Leader
- 1 x Squad Leader 2nd in command
- 1 x Machine Gunner
- 1 x Machine Gun Support
- 1 x Ammo Carrier
- 5 x Rifleman

MODIFICATIONS TO BASIC PROFILE

Hindrance – Vow (Major)

GEAR

All troops in a squad, except for the machine gunner, carry a Kar98k rifle and 2 x Stielhandgranate. Some units replaced the bolt action rifle with the semi-automatic Gewehr 43 in that year.

After 1941, some NCOs carry MP38/MP40 "Schmeisser" SMGs. The NCOs, machine gunner, and his support trooper carry sidearms, typically Walther P38s, but some NCOs still carry the Luger P08. Squad Machine guns are MG34 or MG42 after May 1942.

TYPICAL UNITS

Heer Infantry and Panzergrenadier divisions with numbers rather than names, Marine-Infanterie (Kriegsmarine ground troops), and Luftwaffen Feld Divisionen (Luftwaffe Field Divisions) after October 1942.



"I swear to God this holy oath that I shall render unconditional obedience to the Leader of the German Reich and people, Adolf Hitler, supreme commander of the armed forces, and that as a brave soldier I shall at all times be prepared to give my life for this oath."

Oath sworn by soldiers as of 16/03/35, swearing allegiance to Adolf Hitler and not Germany.

ELITE

Germany's Elite troops are formidable opponents, always well trained, well equipped, and superbly organized. Many are loyal to, or fanatics of, the Nazi cause.

SQUAD SIZES

Standard squads vary between different services, but Waffen SS units are organized exactly the same as their Heer counterparts. Luftwaffe Fallschirmjäger typically operate in 8-man squads, losing the ammo carrier and one of the riflemen.

MODIFICATIONS TO BASIC PROFILE

Hindrance – Overconfident

Hindrance – Vow (Major)

Edge – Rock and Roll!

Skill – Healing d4

GEAR

Riflemen are typically equipped with the Kar98k rifle or the MP38/MP40 SMG. Some Fallschirmjäger units are equipped with the FG42 in September 1943, and many Elite units are first to receive the famed StG44 in mid-1944.

A variety of sidearms are used by Germany's Elite troops including Walther PP, PPK and P38 models. Browning Hi-Powers (designated Pistole 640b) are in use by Fallschirmjäger and Waffen SS units who favor its high magazine capacity.

Each squad has an MG34 or MG42 machine gun, and all soldiers except the machine gunner carry at least 2 Stielhandgranate.

TYPICAL UNITS

Waffen SS, Fallschirmjäger, Panzergrenadier Division Großdeutschland, The Brandenburgers, 1st SS Panzer Division "Leibstandarte SS Adolf Hitler".

NCOS AND COMPANY OFFICERS

These men lead the most advanced army in the world on the front line of battle. They command squads of 8-10 men as NCOs, and up to 150 as Company Officers, depending upon the platoon and company structure of their units.

MODIFICATIONS TO BASIC PROFILE: INFANTRY

Hindrance – Vow (Major)
Hindrance – Loyal
Edge – Inspire
Skill – Shooting d8

MODIFICATIONS TO BASIC PROFILE: ELITE

Attribute – Vigor d8 (base Toughness becomes 6)
Hindrance – Vow (Major)
Hindrance – Loyal
Edge – Inspire
Edge – Hold the Line
Edge – Nerves of Steel (Wild Cards only)
Special Ability – Hardy (Extras only)
Skill – Shooting and Fighting d8 (Parry becomes 6)

GEAR

As with the Infantry or Elite troops for weapons. In addition, an NCO or Officer might have a set of binoculars, maps, a compass, and access to a radio or field telephone.

(WC) SENIOR OFFICERS

The senior officers of the Wehrmacht and the SS are some of the most feared and influential people in the Third Reich. Depending upon the rank and unit, these officers could command several thousand men and have armored units and heavy artillery at their disposal.

Senior Officers of SS Divisions should be created as Villains using the rules on page 116.

MODIFICATIONS TO BASIC PROFILE

Hindrance – Vow (Major)
Hindrance – Before You Die (optional)
Edge – Natural Leader
Edge – Master Tactician
Skill – Battle d10
Villainous Ability – Sinister (optional)

GEAR

Senior Officers usually only carry a sidearm, typically the Walther P38, though some still use the Luger P08. Senior Officers have several uniforms for field and dress purposes, but whichever they choose to wear, it is always immaculate and imposing.

GERMAN MILITARY RANKS

<u>HEER</u>	<u>KRIEGSMARINE</u>	<u>LUFTWAFFE</u>	<u>WAFFEN SS</u>	<u>UK EQUIVALENT</u>
Enlisted Personnel				
Schütze/Jäger	Matrose	Flieger	SS-Mann	Private
Oberschütze/Oberjäger		Oberflieger	SS-Obermann	
Gefreiter	Matrosen-Gefreiter	Gefreiter	SS-Sturmmann	Lance Corporal
Obergefreiter	Matrosen-Obergefreiter	Obergefreiter	SS-Rottenführer	Corporal
Non-Commissioned Officers				
Unteroffizier	Stabssteuermann	Unteroffizier	SS-Unterscharführer	Sergeant
Unterfeldwebel	Bootsmann	Unterfeldwebel	SS-Scharführer	Sergeant Major
Feldwebel	Stabsbootsmann	Feldwebel	SS-Oberscharführer	Company Sgt Major
Stabsfeldwebel	Stabsoberbootsman	Stabsfeldwebel	SS-Sturmscharführer	Regimental Sgt Major
Company Officers				
Leutnant	Leutnant	Leutnant	SS-Untersturmführer	2 nd Lieutenant
Oberleutnant	Oberleutnant	Oberleutnant	SS-Obersturmführer	Lieutenant
Hauptmann	Kapitänleutnant	Hauptmann	SS-Hauptsturmführer	Captain
Major	Korvettenkapitän	Major	SS-Sturmbannführer	Major
Senior Officers and General Staff				
Oberstleutnant	Fregattenkapitän	Oberstleutnant	SS-Obersturmbannführer	Lieutenant Colonel
Oberst	Kapitän	Oberst	SS-Standartenführer	Colonel
Generalmajor	Konteradmiral	Generalmajor	SS-Brigadeführer	Brigadier
Generalleutnant	Vizeadmiral	Generalleutnant	SS-Gruppenführer	Major General
General	Admiral	General	SS-Obergruppenführer	Lieutenant General
Generaloberst	Generaladmiral	Generaloberst	SS-Oberstgruppenführer	General
Generalfeldmarschall	Grossadmiral	Generalfeldmarschall	SS-Reischführer	Field Marshall

GERMAN ARMY ~~CONFIDENTIAL~~



COLONEL
(General Staff)



SERGEANT
(Tank Corps)



UNIFORM CAP
(Officers)
(Not Generals)



FIELD SERVICE
(Officers)



MOUNTAIN CAP



FIELD SERVICE
(Men)



UNIFORM CAP
(NCO's)



CAPTAIN
(Artillery)



CORPORAL
(L Infantry)

SHOULDER STRAPS

OFFIZIERE (OFFICERS)

GENERALFELDMARSCHALL (FIELD MARSHAL)



GENERALOBERST (GENERAL)



GENERAL (LIEUTENANT GENERAL)



GENERALLEUTNANT (MAJOR GENERAL)



GENERALMAJOR (BRIGADIER GENERAL)



OBERST (COLONEL)



OBERSTLEUTNANT (LIEUTENANT COLONEL)



MAJOR (MAJOR)



HAUPTMANN



RITTMESTER (CAV, H ARTY)



(CAPTAIN)

OBERLEUTNANT (FIRST LIEUTENANT)



LEUTNANT (SECOND LIEUTENANT)



UNTEROFFIZIERE MIT PORTEPEE (SENIOR NCO's)

STABSFELDWEBEL



STABSWACHTMEISTER (CAV, ARTY)



(NONE)

OBERFELDWEBEL



OBERWACHTMEISTER



(MASTER SERGEANT)

(Cont'd) UNTEROFFIZIERE MIT PORTEPEE (SENIOR NCO's)

FELDWEBEL

(FIRST SERGEANT)

WACHTMEISTER (CAV, ARTY)



UNTEROFFIZIERE OHNE PORTEPEE (JUNIOR NCO's)

UNTERFELDWEBEL

(STAFF SERGEANT)

UNTERWACHTMEISTER (CAV, ARTY)

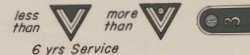


UNTEROFFIZIER (SERGEANT)

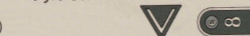


MANNSCHAFTEN (MEN)

OBERGEFREITER (CORPORAL)



GEFREITER (LANCE CORPORAL)



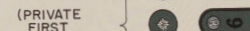
OBERSCHÜTZE (INF)



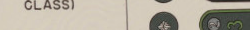
OBERKANONIER (ARTY)



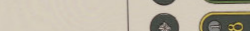
OBERPIONIER (ENGRS)



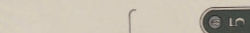
OBERJÄGER (L INF)



OBERREITER (CAV)



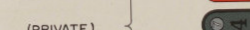
SCHÜTZE (INF)



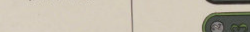
KANONIER (ARTY)



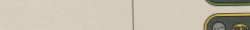
PIONIER (ENGRS)



JÄGER (L INF)



REITER (CAV)



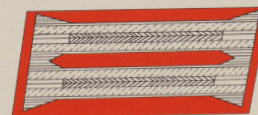
COLLAR PATCHES



GENERALS



OFFICERS (Not Generals)



MEN

COLOR OF THE ARMS *

INFANTERIE (INF)

WHITE

ARTILLERIE (ARTY)

BRIGHT RED

JÄGER (L INF)

LIGHT GREEN

KAVALLERIE (CAV)

GOLD YELLOW

PIONIERE (ENGRS)

BLACK

AUFKLÄRUNGSEINHEITEN (RCN UNITS)

COPPER BROWN

PANZER UND PANZERJÄGER EINHEITEN (TANK AND ANTI-TANK UNITS)

Courtesy of our American friends. Please can we copy and distribute internally.

* Shown in Piping on shoulder straps, collar patches, and caps.

ITALY

Within days of the formation of Section D in April 1938, British diplomats secure an appeasement treaty with the Italians known as the Easter Accords. Britain is motivated to this action by Italy's presence in North Africa and the Mediterranean, while Italy hopes to enjoy British neutrality should she act aggressively against France. 1939's Pact of Steel weakens the Easter Accord, but Britain and Italy are not enemies until June 1940, when the Tripartite Act is signed and Italy declares war on Britain and France.

Forze Armate Italiane is the collective name for the armed forces of Italy which comprises:

- Regio Esercito Italiano - Royal Italian Army
- Regia Marina – Royal Italian Navy
- Regia Aeronautica – Royal Italian Air Force
- Carabinieri – Military Police

Despite Mussolini's stranglehold on Italian politics, King Victor Emanuel III remains Commander in Chief of the armed forces. In 1938, the Italian armed forces have relatively modern equipment and are buoyed by military success in North Africa. Unfortunately for the front line personnel, high command does not keep pace with other European nations as war becomes inevitable. By the time Italy enters the war in 1940, her armed forces have outdated equipment and are under prepared.

INFANTRY

As well as her standard formations, Italy has Infantry divisions raised in Libya and Ethiopia under the command of Italian officers.

TYPICAL INFANTRY SQUAD

A standard squad is 20 men, subdivided into rifle and machine gun groups. The Squad Leader, usually a Sergente (Sergeant), directly commands the machine gun group:

- 1 x Squad Leader (Sergente)
- 2 x Machine Gunners (Caporale)
- 2 x Machine Gun Support
- 4 x Ammunition bearers
- 11 x Riflemen led by a Caporale or Caporal Maggiore.

MODIFICATIONS TO BASIC PROFILE:

None

GEAR

Riflemen carry the Carcano Fucile (rifle) or Moschetto (carbine) which is essentially the same weapon but with a shorter barrel and integrated folded bayonet. NCOs might carry a Baretta MAB 38 submachinegun, but these are difficult to obtain for standard units.

Sidearms are usually Baretta M1934 or M1935 pistols but some Bodeo M1899 revolvers are also still in use. The squad level machine gun is the Breda 30, a weapon prone to malfunction if not meticulously maintained.

TYPICAL UNITS

Standard and mechanized Regio Esercito, and Carabinieri divisions. Blackshirt divisions when called upon.



ELITE

Italy's elite units have a proud history of service in challenging environments and include specialist Alpini mountain troops, and entire regiments of Bersaglieri sharpshooters. The latter are famed for their use of bicycles in the Great War, and the wearing of large capercaillie feathers in their hats. Contrary to popular belief, the feathers are not a fashion statement, but used to keep the shooters eye shaded while he takes aim.

A new addition to Italy's elite troops is the special operations division of the Regia Marina which forms in 1939. It first sees action in 1940 utilizing a 'manned torpedo' mini submarine.

SQUAD SIZES

Alpini and Bersaglieri troops follow the standard infantry organization, but units such as the Decima Flottiglia MAS operate in units of 8 – 10 men typically.

MODIFICATIONS TO BASIC PROFILE:

- Edge** – Marksman – Bersaglieri only
- Edge** – Demolitions – Decima Flottiglia MAS only
- Skill** – Survival d6 – Alpini only
- Skill** – Boating d6 – Decima Flottiglia MAS only

GEAR

As standard Infantry soldiers but the MAB 38 submachinegun is easier to obtain for the elite units. Many Bersaglieri troops prefer the Carcano Fucile in their role as sharpshooters.

TYPICAL UNITS

7th Bersaglieri Regiment – 102nd Motorized Division "Trento", All Alpini divisions, Decima Flottiglia MAS (10th Assault Vehicle Flotilla).

NCOS AND COMPANY OFFICERS

In 1938, the NCOs and Company Officers of the Forze Armate lead a force confident in its military capability and morale is high. By early 1943 they are sandwiched between often disgruntled men and largely inept high command.

MODIFICATIONS TO BASIC PROFILE: INFANTRY

None

MODIFICATIONS TO BASIC PROFILE: ELITE:

Edge – Marksman – Bersaglieri only

Edge – Demolitions – Decima Flottiglia MAS only

Skill – Survival d6 – Alpini only

Skill – Boating d6 – Decima Flottiglia MAS only

(WC) SENIOR OFFICERS

Respect for high command gradually wanes after 1942 following a series of defeats, and the posting of inappropriate or under-equipped units to far off battles. Many senior officers are suspected of corruption, ineptitude, or both, while others try to do the best for the troops under their command.

MODIFICATIONS TO BASIC PROFILE:

Hindrance – Secret (Major) – The officer is corrupt (optional)

Hindrance – Outsider (Minor) – The officer has lost the confidence of his men (optional)

Historical Note: Italian rank structure is more complex than other forces. The table below has been simplified for ease of use in this game.

ITALIAN MILITARY RANKS

REGIO ESCRITO	REGIA MARINA	REG. AERONAUTICA	CARABINIERI	BRITISH ARMY
Enlisted Personnel				
Soldato	Comune di 2a Classe	Aviere	Carabinieri	Private
Primo Caporalmaggiore	Comune di 1a Classe	Primo Aviere	Carabinieri Scelto	Lance Corporal
Non-Commissioned Officers				
Caporalmaggiore Capo	Sotto Capo	Aviere Capo	Appuntato Scelto	Corporal
Sergente	Sergente	Sergente	Sergente	Sergeant
Maresciallo Capo	Capo di 2a Classe	Sergente Maggiore	Sergente Maggiore Capo	Sergeant Major
Primo Maresciallo	Capo di 1a Classe	Primo Maresciallo	Primo Maresciallo	Regimental Sgt Major
Company Officers				
Sottotenente	Tenente	Sottotenente	Sottotenente	2nd Lieutenant
Tenente	Capitano	Tenente	Tenente	Lieutenant
Capitano	Colonello	Capitano	Capitano	Captain
Maggiore	Maggiore Generale	Maggiore	Maggiore	Major
Senior Officers and General Staff				
Tenente Colonnello	Tenente Generale	Tenente Colonnello	Tenente Colonnello	Lieutenant Colonel
Colonello	Ammiraglio di Divisione	Colonello	Colonello	Colonel
Generale di Brigata	Ammiraglio di Squadra	Generale di Brigata	Generale di Brigata	Brigadier
Generale di Divisione	Ammiraglio di Armata	Generale di Squadra	Generale di Divisione	Major General
Generale	Grand' Ammiraglio	Generale	Commandante Generale	General



JAPAN

The Imperial Japanese Navy (IJN) and the Imperial Japanese Army (IJA) are among the most formidable fighting forces in the world as of April 1938. Having seen almost constant action against the Chinese and Russians since 1931, they are also among the most experienced. Rather than having a centralized air force, the Army and Navy each have their own dedicated air services.

Japan's War Minister answers only to Emperor Hirohito, and not the elected civilian government. Since the Army controls the appointment of the war minister, who must be a serving General or Lieutenant-General according to a law passed in 1936, it consequently holds great power. Since the mid 1920s, Japan's expenditure on its armed forces has been colossal and military influence on foreign policy has been far reaching.

Japanese soldiers fight with a renowned ferocity instilled in them by a combination of harsh discipline and fear of dishonor. As the war goes on, they fear that allied soldiers will harm them if they are captured. All Japanese soldiers receive the Strong Willed Edge and the Vow (Major — To serve the Emperor) Hindrance.

INFANTRY

In 1938, Japan has around 300,000 men under arms with a large proportion engaged in Manchuria and China. They are well trained, well supplied, and highly motivated. By 1940, there are just over 375,000 men with a reserve of two million. Japan is ready for war!

A standard IJA platoon is led by a Rikugun-Shōi (2nd Lieutenant) or Rikugun-Chūi (Lieutenant) and is divided into three rifle squads, with 12-15 men in each squad. Each squad is led by an NCO, one of which is a Gunsō (Sergeant), and is the Platoon's second in command.

TYPICAL INFANTRY SQUAD

The squad is subdivided into three sections of four men, each led by a Gochō (Corporal) or Heichō (Lance Corporal or Senior Soldier). A twelve-man squad would be made up as follows:

- 1 x Squad Leader (Corporal or Sergeant)
- 2 x Section Leader (Corporal or Superior Private)
- 1 x Machine Gunner
- 1 x Machine Gun Support
- 2 x Ammunition bearers
- 5 x Riflemen

MODIFICATIONS TO BASIC PROFILE:

- Attribute — Spirit d8
- Hindrance — Vow (Major)
- Edge — Strong Willed
- Skill — Survival d4

GEAR

In 1938, all troops except the machine gunner carry Arisaka Type 38 rifles firing a 6.5 x 50mm round. The Squad's Light Machine gun is the Arisaka Type 96 using the same ammunition. Ballistic performance for the 6.5mm round was found to be lacking so, from late 1939, some units are equipped with the Arisaka Type 99 Rifle and Type 99 Light Machine Gun firing the heavier 7.7 x 58mm round. The IJA never manages to issue all its units with the heavier caliber weapons.

Many Infantry platoons are equipped with the Type 89 50mm Grenade Discharger (or Knee Mortar as it becomes known by allied forces). This highly portable weapon fires a modified Type 91 fragmentation grenade, an impact detonated high explosive round, a smoke round, or an incendiary round. Three Type 89s are issued to each Infantry platoon and either replace the machine guns in one squad, or are distributed among them.

All soldiers carry a bayonet, including the Machine Gunner who can affix his bayonet to the machine gun as required. Sidearms are Nambu model 14 or 94 pistols and are carried by Machine Gunners, NCOs and officers.

TYPICAL UNITS

All numbered IJA divisions, Japanese Special Naval Landing Forces, Kenpeitai enforcement units.



Arisaka Type 89 Grenade Discharger

ELITE

Japanese elite forces in 1938 comprise the Imperial Guard, a volunteer force of Formosan Aborigines, and an experimental unit of paratroopers. After seeing the success of Fallschirmjäger in Germany's 1939 and 1940 triumphs, the Japanese develop parachute divisions under the Imperial Japanese Army Air Services branch. These do not see action until 1942. Other elite or special forces units are formed over the course of the war but usually for reactive rather than proactive purposes. The Takasago Volunteers from Formosa are renowned for their self sufficiency and ability to take guerilla warfare to the enemy.

SQUAD SIZES

Squad structures remain as standard IJA or IJN infantry units with the exception of the Takasago Volunteers who operate in ten-man squads with two sections of five.

MODIFICATIONS TO BASIC PROFILE:

Hindrance – Vow (Major)

Edge – Strong Willed

Skill – Survival d4

Skill – Survival d8 – Takasago Volunteers only

GEAR

Most Japanese Elite divisions are raised from existing IJA or IJN units as the war progresses, and are equipped as their Infantry counterparts. Some Type 100 submachine guns are in use with parachute divisions, but the army does not put in a large order for these until 1944. Some IJN Naval Landing Forces are equipped with MP34 SMGs.

TYPICAL UNITS

Imperial Guard (3 divisions), Takasago Volunteers, Teishin Shudan (IJA Air Force paratroopers) from February 1942, Giretsu Kuteitai (IJN paratroopers) from November 1944

NCOS AND COMPANY OFFICERS

The beating heart of the Imperial Japanese forces is its NCOs and Company Officers. Unlike many of their counterparts in the Italian and German armies, most of these soldiers have seen real combat against the Russians or the Chinese at the point when Section D is formed in April 1938. Capable of inspiring their men to extreme levels of loyalty and bravery, these are some of the toughest soldiers in the world.

MODIFICATIONS TO BASIC PROFILE: INFANTRY

Attribute – Spirit d10

Hindrance – Vow (Major)

Edge – Fervor OR Inspire

Edge – Strong Willed

Edge – Nerves of Steel (Wild Cards only)

Special Ability – Hardy (Extras only)

Skill – Shooting OR Fighting d8 (Adjust Parry by +1)

Skill – Survival d6

MODIFICATIONS TO BASIC PROFILE: ELITE

Attribute – Spirit d10

Attribute – Vigor d8 (Base Toughness is 6)

Hindrance – Vow (Major)

Edge – Fervor

Edge – Inspire

Edge – Nerves of Steel (Wild Cards only)

Edge – Strong Willed

Special Ability – Hardy (Extras only)

Skill – Fighting d8 (Parry becomes 6)

Skill – Shooting d8

Skill – Survival d6

Skill – Survival d10 – Takasago Volunteers only

GEAR

Officers and NCOs carry a Guntō (ceremonial sword), similar to a Katana but most are mass produced and not of the quality of a traditionally forged weapon. Otherwise armaments are as with the Infantry or Elite soldier types.

(WC) SENIOR OFFICERS

Honor, the fear of dishonor, and an obsessive desire to succeed for the emperor make senior Japanese officers a force to be reckoned with. Capable of inspiring soldiers to fanatical acts of bravery, these men lead their troops with iron discipline and cruel determination.

MODIFICATIONS TO BASIC PROFILE:

Attribute – Spirit d10

Hindrance – Vow (Major)

Hindrance – Stay On Target

Edge – Inspire

Edge – Fervor

Edge – Natural Leader

Edge – Master Tactician

Edge – Strong Willed

Skill – Battle d10

Skill – Intimidation d8

Villainous Ability – Fanatics

Villainous Ability – Sinister (optional)

GEAR

Senior Officers carry finely crafted ceremonial swords, not the mass-produced ones carried by NCOs and junior officers. Unless serving on the front lines, a Senior Officer typically only carries a sidearm.

"I fear all we have done
is to awaken a sleeping
giant, and fill him with
a terrible resolve"

ADMIRAL ISOROKU YAMAMOTO
ON THE PEARL HARBOR ATTACK.

JAPANESE MILITARY RANKS

TEIKOKU RIKUGUN (IJA)	TEIKOKU KAIGUN (IJN)	KENPEITAI	UK EQUIVALENT
Enlisted Personnel			
Nitōhei	Santōsuihei	Nitōhei	Private
Ittōhei	Nitōsuihei	Ittōhei	
Heichō	Ittōsuihei	Heichō	Lance Corporal
Gochō	Santōheisō	Gochō	Corporal
Non-Commissioned Officers			
Gunsō	Nitōheisō	Gunsō	Sergeant
Sōchō	Ittōheisō	Sōchō	Sergeant Major
Company Officers			
Tokumu Sōchō	Heisōchō	Junshikan	Warrant Officer
Rikugun-Shōi	Kaigun-chūi	Rikugun-Shōi	2 nd Lieutenant
Rikugun-Chūi	Kaigun-dai-i	Rikugun-Chūi	Lieutenant
Rikugun-Tai-i		Rikugun-Tai-i	Captain
Rikugun-Shōsa	Kaigun-shōsa	Rikugun-Shōsa	Major
Senior Officers and General Staff			
Rikugun-Chūsa	Kaigun-chūsa	Rikugun-Chūsa	Lieutenant Colonel
Rikugun-Taisha	Kaigun-daisha	Rikugun-Taisha	Colonel
Rikugun-Shōshō	Kaigun-shōshō	Rikugun-Shōshō	Brigadier
Rikugun-Chūjō	Kaigun-chūjō		Lieutenant General
Rikugun-Taishō	Kaigun-taishō		General
Gensui-Rikugun-Taishō	Gensui-kaigun-taishō		Field Marshall

TROPICAL UNIFORMS: OFFICERS AND MEN

JAPANESE ARMY

PETTY OFFICERS AND SEAMEN



LIEUTENANT COLONEL: TROPICAL BLOUSE
Officers affect styles of tropical blouses closely resembling the type worn by Marine officers. The blouse is worn with or without medals.



TROPICAL HELMET
This style cannot be worn over steel helmet



TROPICAL ADAPTATION OF FIELD CAP



SUPERIOR PRIVATE: TROPICAL BLOUSE
The tropical blouse for NCOs and men has cut very similar to the ordinary corps number blouse. Breeches and wrapped leggings may be worn.



TROPICAL HELMET
The type shown may be worn over steel helmet



ANTI-MOSQUITO PROTECTIVE HEADRESS



ACTING SUPERIOR PRIVATE: TROPICAL DRESS
Shirts and shorts do not appear to follow any regulation pattern; any costume available may be worn. Note the tube without the typical split line.

COMMISSIONED OFFICERS



LINE OFFICER'S CAP
Corps Officers wear Corps color piping on bottom of cap at back



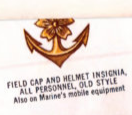
CAP INSIGNIA
MIDSHIPMEN AND CADETS. LINE
Anchor is in Corps color
for Corps personnel



SHOULDER BOARD, LIEUTENANT COMMANDER, LINE



CAP INSIGNIA, ALL OFFICERS

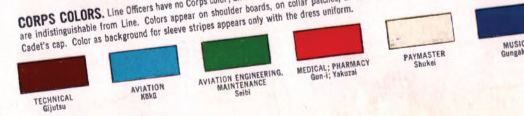


FIELD CAP AND HELMET INSIGNIA,
ALL PERSONNEL, OLD STYLE
Also on Marine's mobile equipment



COLLAR PATCH, LIEUTENANT, MEDICAL CORPS

CORPS COLORS. Line Officers have no Corps color; all others, below flag rank, use Corps colors (illustrated below). Corps Flag Officers are indistinguishable from Line. Colors appear on shoulder boards, on collar patches, at back of cap, and on anchor in Midshipman and Cadet's cap. Color as background for sleeve stripes appears only with the dress uniform.



LIEUTENANT, MEDICAL CORPS
Gumi Tai-i
(Long sword is carried in active combat)

MARINE
(Rikugun)
(under 1st Class)

AGENTS AND SPIES

INTELLIGENCE ROLES

Like the military, the agents and spies of the world's intelligence services vary hugely in terms of quality, loyalty, training, equipment, responsibility, and numbers. Intelligence networks, on the other hand, tend to follow a similar structure although the title of the operatives at each level of the network may vary. The section on **Building a Network** on page 175 gives more detail.

The agents and spies encountered by a Section D team are not always enemies out to do whatever they can to harm or thwart the heroes. Some might work for the opposition but have the same goal, others might be from friendly nations. And let's not forget the Villainous organizations out there, some of which have dedicated espionage agents. Espionage is a complex and deadly game, and sides change regularly.

For the purposes of keeping things fast for the GM, Agents and Spies are divided into four broad categories. As with the Armies and Soldiers section, some basic profiles are provided, but these can be altered to suit the mission or scene as required. In all cases, draw a card and refer to the **NPC Motivation Table** on page 112 to add some instant flavor.

SPY

The most used name for any form of secret agent and yet they are the lowest in the hierarchy of an intelligence network. Spies are often referred to as informants, sometimes agents, and are rarely operatives of the organization they provide intelligence for. Typically, they are locally recruited civilians with an axe to grind but might be spying purely for the money, could be politically motivated, or are perhaps just thrill seekers with an elevated opinion of their own self importance.

A Spy always reports to an Officer or Case Officer of an intelligence organization. Spies are counted as Minions for game purposes but could come from any walk of life, and consequently they have varied skill sets and experience.

INTELLIGENCE OFFICER

These are the trained intelligence operatives, out in the field, gathering information for their superiors. They undertake missions deemed too sensitive, important, or dangerous for a civilian Spy, including direct action against the enemy when required.

Intelligence Officers work for organizations such as the Abwehr, SD, Kenpeitai, or SIM. Active members of resistance groups also fall into this category.

Officers are classed as Henchmen and have physical and military training comparable to an Elite soldier.

Note: For the purposes of The Secret Files of Section D, the term Agent refers to Intelligence Officers. Although it is not strictly correct, it's a little more fun to give a character the title of Agent.

CASE OFFICER

Sometimes known as a Handler or Special Agent. These experienced field operatives lead the recruitment and activity of local Spies and informants, as well as leading other Intelligence Officers. A key part of the Case Officer's role is the communication of intelligence gathered by their network back to their superiors. Such communication is often handled by a dedicated Wireless Operator under the Case Officer's command. A Case Officer is also responsible for planning and executing sabotage, and other direct actions, within their operational area.

Case Officers are senior Henchmen and hence can be Wild Card characters.

STATION HEAD

Also referred to as a Section Head or Regional Coordinator depending on their assignment. These men and women are at the very top of field-based espionage, and can be responsible for clandestine activity across a huge area.

Almost exclusively, operatives at this level have long service in the intelligence community or military, often both. This makes them formidable and resourceful opponents, with a track record of doing whatever is necessary to succeed. They also have Case Officers, Officers and Spies under their direct command.

All enemy operatives at this level are Wild Card characters and may be Villains.

BASIC PROFILES

The basic profiles presented in this section are intended to be generic, and provide a quick fix for a busy GM. They can be used as they are but Edges, Hindrances, skills and Abilities can be added or removed as needed to suit each character. For example, the Driving or Piloting skills don't appear any of the profiles. If an NPC agents needs to be able to do either, add the skill in at an appropriate level.

These basic profiles can also be used to represent agents from allied nations, fellow SIS or Section D operatives, or members of Resistance Groups. In the case of a Resistance group, Spies represent the general civilian membership, Intelligence Officers are those who might have some military training, Case Officers are the Section D or SOE trained agents liaising with command, and Section Heads are the local resistance leaders.

SPY

Spies come from all walks of life, all professions, and all levels of society. The profile given below is for an average person and must be modified to fit the Spy needed. Remember, although their title is Spy, these are not trained intelligence operatives. They are informants who give or sell information to suit their own purposes.

A Spy has three key skills, one at each of d6, d8, and d10 to reflect their profession. Any Edges (along with their requirements) or Hindrances deemed appropriate

should also be given. The GM should feel free to alter the Statistics and core skills of Spies to fit the campaign or situation as required.

At the GMs discretion, a Spy can be a Wild Card depending on their role in the mission (See **Source NPCs** on page 112 for more detail).

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d4, Notice d6, Persuasion d6, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: As appropriate

Edges: As appropriate to character's profession

Gear: Tools or other equipment appropriate to the character's profession and possibly a weapon such as a handgun, knife, or cosh.

Special Abilities: —

Notes: An experienced Spy might have picked up skills in Cryptography, Performance, Shooting or Thievery.

INTELLIGENCE OFFICER

These are the field operatives of the world's intelligence agencies such as the Abwehr, Santa Alleanza, Federal Bureau of Investigation, GUGB, Bureau Deuxième, and even the SIS and Section D. The profile given below is for a quick NPC agent to use if required.

An alternate way to create Intelligence Officer NPCs is to use the standard character creation method for The Secret Files of Section D, starting with a base character and applying four advances.

These characters are classed as Henchmen but can be Wild Cards.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength dx, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Cryptography d4, Fighting d8, Healing d4, Language d6, Notice d6, Persuasion d6, Repair d4, Shooting d8, Stealth d6, Thievery d6

Pace: 6; **Parry:** 6; **Toughness:** 6

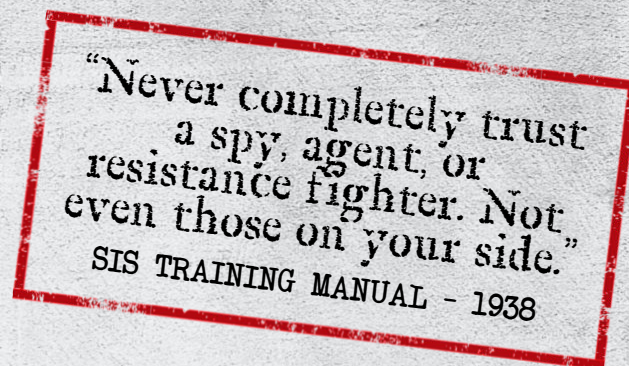
Hindrances: Secret (Major) – Intelligence Operative, add at least one additional Hindrance such as Driven or Stay on Target, for example.

Edges: All Intelligence Officers have the Linguist Edge. Choose two Edges from this book, plus one from: Assassin, Charismatic, Connections, Double Tap, Elan, Investigator, or Level Headed.

Gear: Clothing appropriate to social or mission situations, concealed small melee weapon (CR1, Str+d4 damage), small pistol or revolver issued by country of origin, a small camera or disguised recording device, any other mission appropriate gear.

Special Abilities:

- **Hardy:** A second Shaken result does not cause a Wound (ignore if the character is a Wild Card).



CASE OFFICER

Highly experienced field operatives who typically have Intelligence Officers and Spies under their direct control. Case Officers spend months, if not years, developing the networks, contacts, and communications infrastructure required to be at their most effective. Case Officers are Senior Henchmen and could be Wild Cards.

As with Intelligence Officers, the standard character creation rules could be used but with an Advance or two more for a really tough foe.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d6, Common Knowledge d8, Cryptography d6, Fighting d8, Healing d6, Language d8, Notice d8, Persuasion d8, Repair d4, Shooting d8, Stealth d6, Thievery d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Secret (Major) – Intelligence Operative, add a minimum one additional Hindrance from this book or Obligation or Ruthless from *Savage Worlds*, for example.

Edges: All Case Officers have the Level Headed, Linguist, and Tradecraft Edges. Choose one additional Edge from this book plus one from: Assassin, Charismatic, Command, Connections, Double Tap, Elan, Investigator, Nerves of Steel (Wild Cards only), Streetwise, Strong Willed or Thief.

Gear: Clothing appropriate to social or mission situations, concealed small melee weapon (CR1, Str+d4 damage), small pistol or revolver issued by country of origin, a small camera or disguised recording device, any other mission appropriate gear.

Special Abilities:

- **Hardy:** A second Shaken result does not cause a Wound. Consider removing this Special Ability from Wild Card NPCs unless the desired enemy is intended to be a really tough customer.
- For a Case Officer NPC who is tough, but not a Wild Card, look at the Resilient or Very Resilient Special Abilities in *Savage Worlds*.

Notes: Giving these characters skills such as Driving, Gambling, Piloting, Performance, etc. to reflect specialism or previous experience adds flavor to the NPC.

(WC) STATION HEAD

In terms of the government sponsored intelligence agencies of the world, these are the most senior level operatives, with the ability to coordinate all espionage activity within a given region. For Villainous organizations, this is the Villain, or her sidekick who heads up the intelligence operation. These men and women operate in the rarefied air of high society, and are known to be able to influence political and military strategy.

Station or Section Heads are usually based in a city, and are often attached to some form of diplomatic mission during peacetime, or civic function if they are part of an occupying force. They rarely get involved with direct action such as sabotage or assassination but are more than capable of planning and authorizing such activities.

A Station Head makes for an excellent Villain to be pitted against a Section D team and might have Villainous Abilities such as Evil Genius or Lair. Use the Villain creation rules for these enemies. All Station Head level NPCs are Wild Cards.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Academics d8, Athletics d6, Common Knowledge d10, Cryptography d8, Fighting d6, Intimidation d6, Language d10, Notice d8, Persuasion d10, Repair d4, Research d10, Shooting d8, Stealth d6, Thievery d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Secret (Major) – Intelligence Operative, add one Hindrance from this book, and at least one further Hindrance such as Obligation, Ruthless, or Stay on Target.

Edges: All Station Heads have the Cunning Linguist, Level Headed, and Tradecraft Edges. Choose two additional Edges from this book, plus one from: Assassin, Charismatic, Command, Double Tap, Elan, Investigator, Nerves of Steel, Streetwise, Strong Willed or Thief

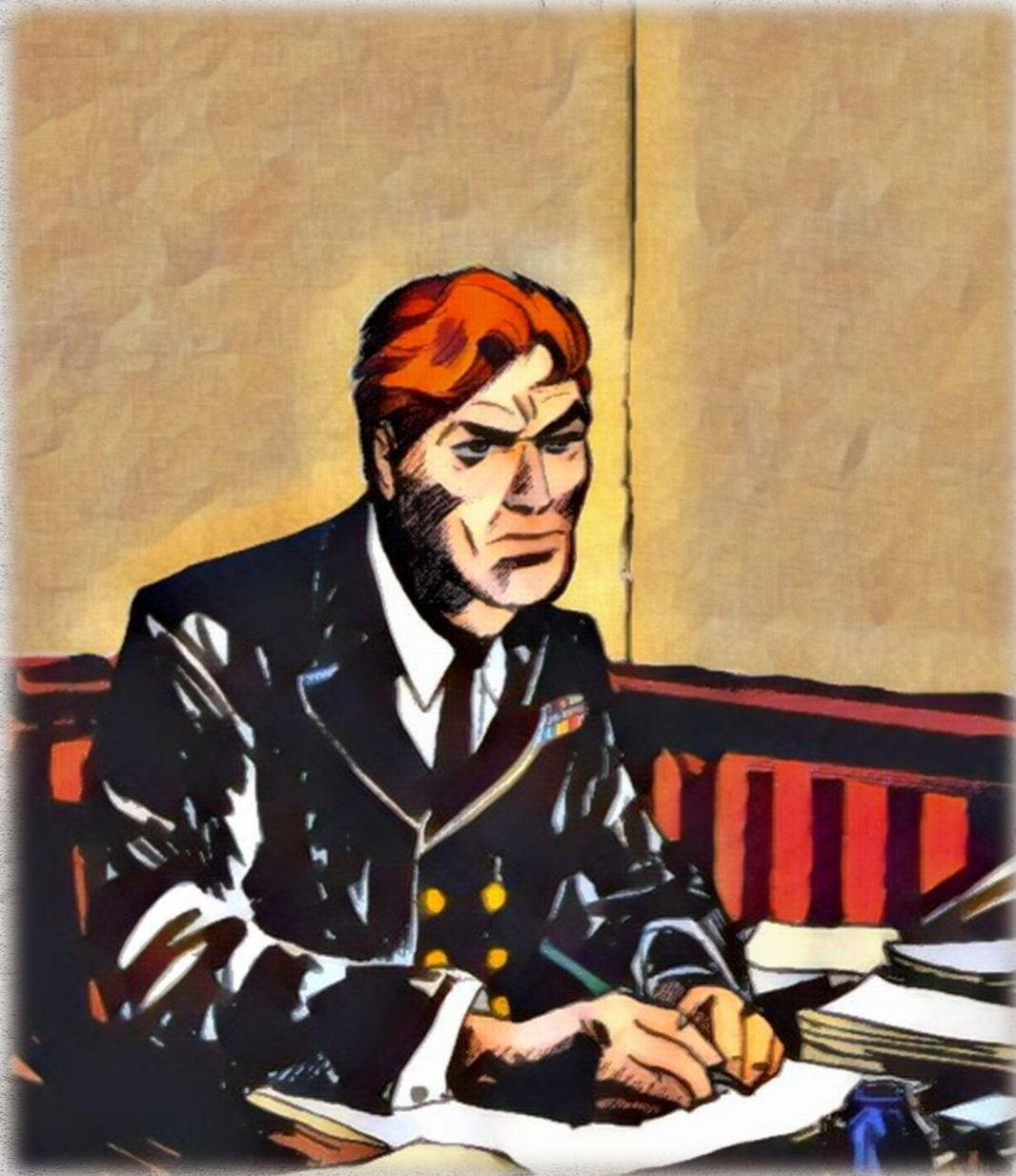
Gear: A Station Head has any equipment deemed relevant for their current situation, they are almost always armed and usually have a Henchman or two with them.

Special Abilities:

- **Villainous Abilities:**

Station Heads of enemy or neutral countries have at least one from: Endless Resources, Escape Artist, Evil Genius, or Fanatics.

Notes: Station Heads of friendly nations are still created using the **Villain Creation** rules. This is simply to give an air of mystique around them, and who knows, they may not always be friendly!



Section D Station Head
Duncan McCoughie

CULTS AND SECRET SOCIETIES



ANANSI SPIDER CULT

BACKGROUND

Anansi is a trickster god in the form of a spider, believed to originate in the folklore of the Akan people of West Africa, though similar examples can be found in other African cultures. The slave trade saw tales of Anansi and other West African religious beliefs carried to the West Indies, and many other countries. Consequently, there are plenty of legends of Anansi and his adventures handed down verbally in all of these cultures. Most tales involve Anansi overcoming powerful opponents using cunning and wit, hence his aspect as a trickster.

The Anansi Spider Cult has little to do with these traditions apart from using them as a cover for a smuggling and piracy operation. Arachnid connections have been exaggerated to create a fear device using the tarantula as the main symbol for the group, and some weapons and gadgets have been given a distinctly arachnid flavor. In some parts of West Africa and the Caribbean, the mention of the cult of Anansi is enough to strike fear into the locals.

TARA N'CHULA

The group is led by a self-styled high priestess who calls herself Lady Tara N'Chula, although her real name is Tunde Asante. Tara is Jamaican and is descended from enslaved Akan people, originally taken to the West Indies from the Gold Coast area of West Africa (modern day Ghana). Outwardly, she is Tunde Asante, a beautiful, wealthy, and respected scientist, specializing in arachnids, and with an interest in colonial history. Secretly, she is Tara N'Chula, the Evil Genius Villain who has vowed revenge upon the imperialistic powers who benefited from the slave trade. She mostly targets American and British shipping for her group's piracy, but French, Dutch, Portuguese, and Spanish vessels are all considered fair game.

Tara has a major weapon in her arsenal in that she is trained in shamanic rituals. She uses this knowledge, coupled with her Evil Genius ability, to create equipment for her followers and display godlike power. Thus, through a combination of beauty, showmanship, and scientific brilliance, the obedience, reverence, and loyalty of her followers is assured.

OPERATIONS

The Anansi cult has fleets based out of Union Island in the Grenadines, and Sasstown on Liberian coast. Speed and maneuverability are the attributes most prized by Tara's captains, so ships are mostly corvettes and frigates either salvaged, or stolen from key naval powers. The cult's naval battle tactics almost exclusively revolve around boarding actions, using Arachnaur soldiers to take target vessels intact.

Any prisoners taken are given the option of joining the Anansi Cult of their own free will, or being turned into Arachnaurs, but Tara has been known to ransom high value prisoners. Cargoes are sold on the black market and ships are either sunk, repurposed, or broken up for scrap metal value. The West Coast of Africa has many secluded spots for this to happen.

MINIONS AND HENCHMEN

Tara's greatest accomplishment is the creation of her Arachnaurs. Loyal soldiers who use a Super-Science device to transform into half-man, half-spider beasts. The device, a small spider brooch worn on the lapel, uses the *shape change* power as a trapping to achieve this feat. The brooch injects a powerful concoction of spider venom and blood and, after a time, the effects become permanent. Speed and agility, plus the added effect of **Shock and Awe**, means Arachnaurs make short work of boarding actions at sea.

Not all of Tara's soldiers are Arachnaurs. Those who choose to join the Anansi Cult can also choose whether or not to become Arachnaurs. Prisoners who are conscripted may not get the luxury of choice. For those cultists who wear the brooch of their own free will it becomes something of an unofficial badge of office (in game terms the brooch signifies Henchmen and not Minions).

MINIONS

Use the **Non-Military Minions and Henchmen** and Elite Minion profiles on page 189 for basic troops, ship crews, and other members of the organization.

HENCHMEN

Normal Henchmen lead units of 5–8 Minions depending on the task at hand. Use the standard Henchman profile for these mid-level leaders.

ARACHNAURS

Cultists who become Arachnaurs are selected for their combat ability, since their primary use is as shock troops. Normal Arachnaurs are Henchman extras and use the NCOs and Company Officers basic profile.

Arachnaur Leaders should be created as Senior Henchmen and use the Elite NCOs and Company Officers basic profile and may be Wild Cards.

Until they use their serum, Arachnaur Henchmen look and act normal. Once they transform into an Arachnaur, use the creature profile on this page.

ARACHNAUR

Because the Arachnaur transformation only affects the lower part of the body, the creature can still use its human arms to carry and use weapons. The venomous bite of a giant spider is not present in an Arachnaur.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d6

Skills: Athletics d10, Battle d6, **Common Knowledge** d6, Cryptography d4, Fighting d8, Intimidation d10, **Notice** d8, **Persuasion** d6, Repair d4, Shooting d6 (d10 for Webbing), **Stealth** d10

Pace: 8; **Parry:** 6; **Toughness:** 5

Hindrances: One of Driven, Stay on Target or Vow

Edges: Command, Soldier

Gear: Uniform, helmet and basic gear supplied by the armed force they are serving, knife (Str+d4 damage), rifle or SMG, sidearm.

Special Abilities:

- **Size 0:** The Arachnaur retains the size of its host.
- **Wall Walker:** The creature moves at full pace on vertical surfaces and ceilings.
- **Webbing:** Arachnaurs can cast webs from their thorax to a Range of 6". The web affects a Small Burst Template area, a hit means the target is Entangled, or Bound if hit with a raise. See *Savage Worlds* for **Bound & Entangled** rules.

Notes: Arachnaur leaders gain the following:

- Vigor d8 (base Toughness becomes 6)
- Shooting OR Fighting d8 (adjust Parry by +1)
- Edge – Hold the Line
- Special Ability – Hardy



(WC) TARA N'CHULA

Vengeance obsessed leader of the Anansi Spider cult.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Academics d8, **Athletics** d6, **Common Knowledge** d10, Driving d4, Fighting d6, Healing d8, Intimidation d10, **Notice** d6, Occult d10, **Persuasion** d8, Repair d8, Research d8, Science d10, Shooting d4, **Stealth** d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Stay On Target, Vengeful (Major)

Edges: Arcane Background (Miracles), Beast Master, Charismatic, Educated, Rich, Scholar, Very Attractive

Powers: *Boost/lower Trait* (Tara's Venom), *entangle* (Tara's Web), *shape change* (Tara N'Chula)

Power Points: 10

Trappings: Tara uses spider-based trappings whenever possible. When Tara uses her Shape Change Power she becomes a huge tarantula, not an Arachnaur.

Gear: A large supply of fashionable clothing and gaudy jewelry, MAB Model D pistol (Range 10/20/40, Damage 2d6-1, ROF 1, AP 0, Shots 9), case of scientific gear including microscope, sample tubes etc.

Villainous Abilities:

- **Inventor — Evil Genius:** Tara has a Resource Pool of 5 for Super-Science gadgets.
- **Lair:** Tara's Lair is her base of operations on Union Island in the Grenadines. See side bar.

TARA N'CHULA — SHAPE CHANGED

When Tara uses her *shape change* power, apply the following modifiers to her profile:

- Agility d10
- Strength d10
- Athletics d10
- Fighting d8
- Shooting d10 (Webbing only)

Special Abilities:

- **Bite:** Str+d4
- **Poison (-4):** Lethal. See *Savage Worlds* for rules.
- **Size 0:** The Arachnaur retains the size of its host.
- **Wall Walker:** The creature moves at full pace on vertical surfaces and ceilings.
- **Webbing:** Tara can cast webs from her thorax to a Range of 6". The web affects a Small Burst Template area, a hit means the target is Entangled, or Bound if hit with a raise. See *Savage Worlds* for **Bound & Entangled** rules.

TARA'S LAIR

Tara N'Chula's Lair, and the headquarters of her operation, is on Union Island in the Grenadines. The tiny island is just three miles long and one mile wide, and boasts a population of around 2,000. Falling under the government of St Vincent and the Grenadines, Union island is technically a British colony, though no governor has set foot here in many years. Some say this is by

arrangement with the administration on St Vincent but these rumors are unfounded.

Union Island has a dark past with British and French plantation owners keeping hundreds of West African slaves. The abolition of slavery saw a continued reliance on farming and fishing, but many emancipated slaves took to the sea and built a reputation as hardy sailors. The main port at Clifton, on the Western end of the island, gradually fell out of use but its large natural harbor was an immediate draw for Tara N'Chula.

In 1933, rising scientific star Tunde Assante applied to purchase the abandoned Harbor Master's house, and its attached buildings, from the British government. She made a promise to renovate the harbor, and create jobs for the locals in her arachnid research laboratory. Keen to divest itself of derelict property, and a certain amount of responsibility, the British accepted Tunde's offer. Since then, Tara has been working hard to create a base for her piracy operation, while maintaining the front of a beneficial wealthy scientist.

Tara's main Lair is the former Harbor Master's residence, which is now very secure and richly decorated. Clifton Harbor is a Transport Hub for her piracy operation, and she maintains a small shipping business supplying local islands as a cover. This business, Asante Trading, is used to explain the number of large ships and repair facilities at Clifton. The old warehouses have been updated and made very secure, and there is an underground vault beneath one of them. This vault houses items of genuine value which her ships might plunder, and has been known to house the occasional prisoner for ransom.

Tara N'Chula's Arachnaur Brooch



Power used: Shape Change

Power stored: 12

Power Point trapping: A serum created from tarantula blood and venom is stored in the jeweled abdomen of the spider, and injected via the fangs. Once used, the abdomen must be re-filled.

Effect trapping: The serum turns the user into a half man, half spider Arachnaur (see page 202 for stats). The creature is size 0 and has the Agility, Strength, and Vigor of a Giant Spider but the Spirit and Smarts of its human host.

Range: Touch

Damage: —

PP per use: 6

Duration: 5 rounds - see notes

Resource Cost: 2

Modifiers: Speech (+1) automatically applied.

Notes: The serum lasts 5 rounds per use but the brooch stores enough for the power to be maintained for an additional 30 rounds, or a second transformation. Once a soldier has taken doses equivalent to their Spirit die type, the transformation becomes permanent. Tara N'Chula has been known to use her lower trait power to accelerate this effect.

THE ARIANS

HISTORY

Arians, as they are known to some humans, are an ancient race, who were civilized and travelling between worlds when Earth was a boiling tumult of lava. Their home world orbits G0 class star HD 20367 which lies within the Aries constellation, although it cannot be seen from Earth with the naked eye. As well as their own world, there is a second habitable and colonized planet, and a gas giant of similar size to Jupiter in their home solar system.

The Arians have long sought evidence of intelligent life on other worlds and first visited Earth, or Terra as they call it, around 10,000 years ago. They found a race of bipeds sufficiently developed to warrant the term 'intelligent life'. They were hunter-gatherers and had mastered the use of stone and bone to make tools. The Arians gave these people a little nudge and helped them develop subsistence farming and metal working and then, over thousands of years of periodic visits, they watched.

Slowly, the Terrans developed and began to form civilized groups and the Arians were pleased with their work. In particular, the groups around the shores of a body of water they had named the Mid-Terran sea were thriving. These Terrans had, with a little Arian help, advanced their construction methods, developed organized worship and written language, and greatly improved their knowledge of sea-borne craft, which consequently led to inter-tribal commerce. Sadly, they also had a fondness for war and conquest, and had become quite proficient in this as well.

Many millennia before, the Arians had suffered greatly when a civil war almost destroyed both of their colonized worlds. To their knowledge, the Arians are the most technologically advanced race in existence. The majority believed their technology should be used to gradually advance other races, while others felt their advantage should be used to subjugate other worlds for their own purposes. It was this difference of opinion which sparked the civil war. The war was long, bloody, bitterly fought, but ultimately resolved by arbitration rather than a decisive battle. This means there are still those within Arian society who wish to conquer but they are mostly held in check by the more peaceful faction.

ATLANTIS

One thing all Arians agreed on was that Terrans were worthy of closer observation, research, and possibly even contact. And so, having learned from their own mistakes, the now peace-loving Arians decided they should influence the Terrans again, and teach them about the futility of war. To this end, the colony ship Atlantis was sent to Terra on a long-term mission to prepare the world for contact, and possible colonization.

Arian colony ships are circular or ovoid in shape and the largest are many kilometers across. Capable of interstellar travel, they are fully self-sufficient and sustain crews of almost 12,000 personnel. As well as the massive power and drive installations required to move them, colony ships have a functioning environmentally sealed city, and a huge hydroponics facility on their upper sides. Due to their size and the unpredictability of land masses on unsurveyed worlds, colony ships are designed to remain airborne or to settle on fluid bodies whenever possible. In the case of Atlantis' mission to Terra, the ship was sited at the far western end of the Mid-Terran Sea, beyond a place the natives called the Pillars of Hercules and at the edge of a vast ocean. The Terrans who had settled around the Mid-Terran sea did not venture beyond the Pillars of Hercules, believing they would fall off the edge of the world or they were the gates to the underworld. And so, the colony ship Atlantis was out of sight to all but the very bravest of explorers who would tell of its existence.

The Arians did not simply reveal themselves to the Terrans, but chose to mimic their form and gradually influence their societies instead. By promoting peace, trade, and the exchange of ideas, they hoped to make the Terrans less war like. Some Terrans embraced these principles and a select few were even taken to the colony ship Atlantis, though they never saw an Arian in its natural state. One impressive Terran called Plato would eventually write about his experiences, and the ocean the colony ship rested on would be named the Atlantic.



It was in this period the Arians adopted the name by which Terrans know them to this day. Terrans had studied the stars for a long time and had grouped them into named constellations. Their own star, unseen by the Terrans, lay in an area of the sky the Terrans called Aries, or 'The Ram'. Needing a name for their race the Terrans would understand when they revealed themselves, they chose Arian.

DEPARTURE

Things changed for the Arian mission to earth around 2,500 years ago when ancient enmities resurfaced. The old faction of conquerors felt Terra was ripe for the taking, and set plans in motion to do just that. Fortunately for life on Earth, the plot was discovered. A second civil war began between the Arians, but this time it was localized to the crew of Atlantis. To prevent the war spreading to the Terran people, the Arian mission leaders decided to abandon Terra, so the island sized city took off and headed back to the stars. The power required to launch a colony ship is immense, as is the movement of displaced water. When the ship left, the resulting tsunamis spread across the Mid-Terran sea, the ground shook, and a sound like thunder was heard for hundreds of miles. The next day, amid the devastation, the Terrans knew just one thing, the mystical island beyond the Pillars of Hercules had vanished. With no concept of the ability of anything other than a bird to fly, the Terrans assumed Atlantis had sunk, and attributed its destruction to the wrath of the gods.

In the years that followed, Plato would create his works *Timaeus* and *Critias*, the only contemporary written accounts of the existence of Atlantis. As its legend grew, the location, shape, and size of the island changed to suit each new writer. Eventually, nobody could say for certain where Atlantis had been. The island was truly lost. Though many have speculated on its existence and location for centuries, the reason Atlantis has never been found is because it flew away. A long, long way away.

Arians regularly visit the planet they call Terra following the departure of Atlantis. Mostly their missions are for observation, but occasionally they provide a benevolent push on a cultural or technological idea. They have had some contact with a few world leaders but are mostly waiting for a time when humanity as a whole is ready to accept them.

LANGUAGE AND COMMUNICATION

The spoken language of the Arians sounds very similar to Latin. So similar in fact, it is thought to be the basis of many of the Indo-European languages which emerged over five thousand years ago. Even the word human, as Terrans had begun calling themselves, is derived from Latin. Consequently, Arians find it easy to understand and speak all Latin-based languages and their derivatives. As scholars of human development on Terra, all Arians are adept at learning the various languages of the planet and have the Cunning Linguist Edge.

Their written language is a combination of glyphs and is undecipherable to humans unless they are trained by an Arian to read it. This said, the similarity between some Arian glyphs with letters in the Latin and Cyrillic alphabets, and Egyptian hieroglyphs, should not be ignored. Since

Arians have studied human development for thousands of years, they are able to read and understand almost all the written languages of Terra.

PHYSIOLOGY

Arians in their natural state are humanoid, average five and half feet tall, and have blueish grey skin. Their build is slender and the skin over the ribcage is stretched thin, though the arms, legs, and abdomen are well muscled. The head is bald with an extended cranium and forehead. The face tapers from wide set, slanted eyes, past a short nose with slits for nostrils, and down to a thin mouth and protruding chin.

An Arian can feed its physical body with almost any combination of proteins, minerals, and vitamins which are processed through a digestive system comparable to that of a human. Unlike humans, all waste is evacuated from a single sphincter at the rear of the lower abdomen. The most efficient and preferred way for Arians to gain sustenance is to use their Transfer Life Force Special Ability. Using this ability, the sustaining force they call Essence is moved from one being to another via receptors in the fingertips. Looking similar to the suckers of an octopus, these receptors are normally hidden within a sheath of skin allowing the hand to be used normally unless feeding. (See the **Transfer Life Force Special Ability** on page 207 for more details).



To facilitate their favored method of feeding, Arians genetically engineered semi-sentient creatures they call Essence Worms. To human eyes, these look like huge slugs, two to four feet in length and one foot in diameter, but with a head like a tyrannosaurus rex. The Essence Worm has a voracious appetite and feeds constantly if allowed. Its Arian owner draws enough life force to sustain itself but not so much as to kill the worm, just leaving it hungry again. Essence Worms are kept by Arians as a human might keep a dog or cat, essentially, they are pets (see page 209 for more details on Essence Worms). Arians can use their Transfer Life Force ability to gain sustenance from, or transfer it to, any living creature. They can use it to kill if they desire.

Once an Arian has taken some of the life force from a subject it is able to Mimic that victim, so long as the body mass is not more than twenty percent different (see the **Mimic Special Ability** on this page). The ability depends on life force and so, if an Arian wishes to Mimic a subject for more than a few months, they must be kept alive. Put simply, they can't mimic a dead creature. In effect, this means an Arian can enjoy incredible longevity as long there are suitable bodies to feed from.

A notable characteristic of Arians is the peculiar arrangement in the reproductive area. There are no obvious reproductive organs, just a single large teste, and male and female are bodily very similar. The Arian method for reproducing is like their preferred way of feeding. The male holds his hand over the abdomen of the female and a transfer of fertilizing seed happens over several hours using a form of osmosis. The female gestates the youngling for a period equating to fourteen earth months, during which time a birth canal forms in the teste area at the front of the lower abdomen. The birth canal heals as soon as the youngling has passed through it. Arians bear live young who reach maturity in twelve Earth years.

As skilled as the Arians are at mimicking other beings, they have never been able to alter the reproductive part of their anatomy. Hence, the simplest way to check if a being is an Arian mimic is to remove their pants and get a look inside their underwear.

THE ARIAN FACTIONS

VIAPAX

By their nature most Arians are peaceful beings, motivated by learning, exploration, and sharing knowledge. They gain great satisfaction from watching other races flourish, particularly if they have influenced them. This faction, representing over eighty percent of Arians, calls itself Viapax, the way of peace.

Violence is an aberration to a Viapax Arian, and they always try to resolve disputes with education and arbitration initially. Occasionally they use their innate abilities to infiltrate and influence situations to achieve a non-violent resolution. When they must resort to fighting, Viapax Arians use non-lethal means to subdue an enemy, before attempting to negotiate a peaceful outcome. Only where Arian existence is threatened, do Viapax Arians call upon their warlike brethren.

VIAVICTORIS

The minority Arian faction is Viavictoris, the way of conquest. Representing less than twenty percent of the Arian population, Viavictoris represents all of the race's resentment, malice, and lust for conquest. They believe Arians are technically and physically superior to every other race they have encountered and, so far, this belief is well placed. No other life form they know of has mastered life force transference or interstellar travel, for example.

The Viavictoris Arians feel they should use their technological and physical advantages to create an interstellar empire. They are barely held in check by the Viapax majority who believe if the Arians go out into the universe looking for a capable enemy, eventually they will find one. It is only weight of numbers in favor of Viapax which prevents another rebellion.

THE UNEASY PEACE

Following their civil war, the Arians realized both factions are necessary for their race's continued success. An entirely peaceful race would surely fall foul of an aggressive enemy at some point, and an outright aggressive race would ultimately destroy itself or find an enemy it couldn't deal with. And so, there is an uneasy truce between Viapax and Viavictoris. The two factions work together much like humans with differing political opinions, but it is rare to see mingling or socialising between the factions. Both play games of one-upmanship when they can, usually on worlds like Terra where they can influence the indigenous population.

ARIAN SPECIAL ABILITIES

MIMIC

To use the Mimic Special Ability, the Arian must first use the **Transfer Life Force** ability on the subject it intends to imitate. This gives the Arian a blueprint of the subject's DNA, which it can then use to create an exact likeness. Note that if the subject has some form of genetic disorder, it is replicated. If the subject has suffered physical injuries, such as the loss of a limb, the Arian can choose whether to replicate them. Performance and / or Persuasion checks might be needed to maintain the illusion of the original subject in this case.

When an Arian Mimics a subject, it learns their memories, behaviors, goals, and desires, but does not gain any of their skills or other Traits. The voice and mannerisms of the subject are copied exactly, and Arians have the Cunning Linguist Edge to cover communication in most cases. Those closest to a person being mimicked might notice a change in certain behaviors, such as emotional responses, or attitude towards certain things or people. Arians train to deal with these situations and usually pass off a behavioral faux pas with a lighthearted comment or apology. Also, they are confident the suspicious party is unlikely to mention the behavioral change to anybody of genuine importance in any case. The GM can call for a Smarts check from a suspicious person, opposed by the Arian's Performance or Persuasion skills. If the suspicious person prevails, there is only way to know for sure. The only aspect of the Arian's body that does not alter is the reproductive region. Hence the only

way to tell if a person is an Arian using its Mimic ability are to catch it in the act of feeding or transforming, or to get a look inside its underwear!

A downside of Mimic is that any time an Arian Mimics a subject for more than a few months, they can take on some aspect of the subject's physical form in their natural state. Each time the Arian Mimics the same subject, roll 1d10. If the result is less than the number of times the subject has been imitated, some aspect of the subject's physical form stays with the Arian when they revert to their natural form. This could be eye color, a tattoo, a lock of hair, or the ears, for example. At the GMs discretion this aspect could fade away when the Mimic Memory of the subject is lost (see below).

Duration: An Arian can Mimic another being for 10 days for each level of Fatigue or Wounds it absorbs using the Transfer Life Force ability. If the Arian wishes to maintain the Mimic ability beyond this it must keep the subject alive and repeat the transferring and mimicking process.

An Arian who is mimicking another being reverts to its natural form when it dies. Similarly, if the subject being mimicked dies, the Arian will revert to its natural state when it can no longer transfer life force from the subject.

Transformation and Assimilation: Physical transformation takes about a minute, or ten combat rounds. The Arian must then assimilate the subject's personal characteristics and learn how to act like them. Assimilation takes 20 minutes minus the result of a Smarts check. So, an Arian rolling an 8 on Smarts needs 12 minutes to be able to mimic the personality aspects of the subject. The Arian is Distracted and Vulnerable during the physical transformation period and Distracted while assimilating the subject's personality. The transformation affects the physical body only, clothing, possessions etc. are not altered. Non-Arians witnessing a physical transformation for the first time must make a **Shock and Awe** check.

Mimic Memory: Arians have a mimic memory equal to half their Smarts die type. This allows their bodies to recall 2-6 subjects they have taken life force from and hence can mimic. Each mimic memory is subject to the Duration rules above. For example, an Arian taking two Fatigue and one Wound level from a subject could mimic that subject at any time in the following 30 days.

TRANSFER LIFE FORCE

Arians use this unique Special Ability in four ways:

Feeding: The creature sustains itself for five days for each Fatigue or Wound level transferred from a subject. The subject suffers Fatigue first and then Wounds once they are Incapacitated through Fatigue.

Recovery: Arians can recover Fatigue by transferring life force from a subject who takes a level of Fatigue in return. The creature can also use this ability in reverse and give its own life force to aid others. Recovery may not be used to heal Wounds.

Mating: As described in the **Arian Physiology** section

Combat: It is possible for the Arian to drain the entire life force from a subject. Fatigue levels are applied first, and then Wounds. Once the target is Incapacitated through Wound loss, the only thing keeping them alive is their will

to live. The subject must make a Spirit check with Wound and Fatigue modifiers. If the check is failed the subject dies. If the check is passed, the character stabilizes and recovers 1 Wound in 2d6 hours.

To use the Transfer Life Force ability, the Arian must have at least three of its fingertip receptors in physical contact with the subject's skin. The receptors can be from a single hand or a combination of both. Once the Arian is in contact in this way it can transfer life force in either direction. Transference is automatic if it involves a willing subject such as an Essence Worm, or an unknowing victim such as a sleeping person. Each Fatigue or Wound level transferred takes one combat round.

Transferring life force to or from an unwilling victim uses an extension of the Grappling rules in *Savage Worlds*. The Arian must first successfully Grapple the victim making them Entangled or Bound (Arians always use Athletics for Grappling). This represents the creature finding exposed skin and attaching its receptors. Once the Arian has its victim Entangled or Bound it initiates the transfer of life force with an opposed Spirit roll (like a Crush action in the core rules). On a success, the Arian transfers one level of Fatigue or Wounds, two with a raise.

The following modifiers apply when attempting Transfer Life Force on an unwilling victim:

- The Arian gains +1 to opposed rolls to break the Grapple due to the suckers on its receptors
- Characters with the Armor Special Ability, or using the *protection* power, gain the Armor value as a bonus to their Spirit roll to resist the transference of life force.
Note: If the *protection* power has been modified to increase Toughness, this bonus does not apply.

Additional rules:

- Anytime an Arian is using its Transfer Life Force Special Ability it is considered Vulnerable, even if the subject is willing.
- In any round where an Arian transfers more than one level of Fatigue or Wounds, it may choose how it allocates them.
- When Life Force transference results in Incapacitation through Fatigue, the subject is unconscious for 2d6 hours. Each level of Fatigue recovers after four hours of rest, not the usual one. It is possible for recovery to occur while the subject is unconscious from the transfer.
- Since there is no physical injury, Wounds gained through life force transference cannot be healed by normal means, but can be recovered by use of the Healing Power. Natural healing of Wounds gained from life force transference is not subject to the Fast Healing Setting Rule used in The Secret Files of Section D, so the Wounded character makes a Natural Healing roll every five days.

CONTACT

Just as they do with magic, miracles, and the occult, top level officials within some governments know of the existence of the Arians. They know Extra Terrestrials visit Earth, and some leaders have even met with Arian representatives, sometimes without knowing. After observing the wholesale slaughter of the Great War, the Arian mission for this world is one of peace and education. At present, the world leaders who have contact with Arian representatives are being encouraged to find peaceful solutions to the rising political tensions but requests for aid of any type are steadfastly refused.

Arians are in contact with humans regularly, it's just that the humans in question don't realize it. They use their Mimic ability to infiltrate all sorts of organizations, sometimes for study, and sometimes to subtly influence things for the betterment of the world. For an Arian to reveal its true nature to a human, the person or the circumstances must be exceptional.

ARIANS IN THE GAME

For the most part, Arians are observers and influencers and so can be used as either friends or enemies in The Secret Files of Section D. As friends, Arians impart knowledge at the appropriate time if they deem it beneficial to humans, but never in the form of a straight answer. They much prefer to provide information which acts as a catalyst, so humans feel as though they have made the discoveries themselves. This assistance might take the form of a tiny adjustment to chemical formula, or telling a French army engineering officer to "Dig over there." while he oversees the reconstruction of a fort near the Egyptian port town of Rosetta in 1799.

Sadly, for the people of Earth, there are rogue Viavictoris agents willing to help aggressors in their preparations for war. The aggressive faction is seeking a world where they can finally break away from Viapax and operate independently, and Terra is a target. A planet weakened by a global conflict would be easy pickings for an Arian invasion, and could provide a suitable base for their goal of interstellar domination.

Having seen their aggressive nature, and how easily humans can be manipulated, a part of Viavictoris' plan is to have a human army. Whether this is as a willing ally or as an enslaved race is undecided. Agents have begun influencing humans operating in the sciences on both sides of the political divisions of Terra. More specifically, they have allowed certain objects to fall into human hands so they can be reverse engineered. It's no coincidence that powered flight and the concept of nuclear fission have advanced exponentially over the last 25 years. In fact, as of April 1938, the Germans are around six months away from proving nuclear fission possible.

ARIAN VILLAINS

An Arian Villain can be created using the **Creating a Villain** rules on page 116. They should always have the **Lair Villainous Ability**, which could be a hidden spaceship, or could make use of any one of the location ideas in the **Villain Lair** creation guide on page 126.

It is possible for an Arian Villain to have human Minions or Henchmen, but they should be mimicking a human if this is the case. The Arian's true nature might be known to

a senior human Henchman, but this is at the GMs discretion, as is the reaction of other Minions if they discover the real origin of their master. Remember, long term mimicking of a human subject eventually leaves its mark on an Arian (see the Mimic Special Ability), and could also be their Villain weakness since they cannot be far from their human source for too long.

ARIANS AS PLAYER CHARACTERS

The Arians are designed to bring an alternative fantastic element to a Pulp or Espionage style campaign, and the GM should think very carefully before allowing Arian Player Characters. While the opportunities for great roleplaying and humor are huge, their Special Abilities can unbalance things. Added to this, Viapax Arians have Pacifist as a Major Hindrance, while the Viavictoris faction are bent on securing Earth for their own purposes.

If the GM allows Arian Player Characters, GM and player should agree on whether the character's true nature is known to the rest of the team, or to Section D's leadership. As a minimum, the character should have Orders and Secret as Major Hindrances, in addition to Pacifist (Major) if they are of the Viapax faction. These extra Hindrances go a little way to balancing the innate Special Abilities of an Arian.

SKILLS AND TRAITS

Arians are powerful allies and formidable foes and are classed as Henchmen as a minimum (see page 189). The statistics presented below are for an average Arian of the Viapax or Viavictoris factions. Arians have professions just as humans do, and so some Skills or Edges may need to be added to reflect this. Young or inexperienced Arians might have the Outsider (Minor) Hindrance to reflect the lack of training and contact with other races. More experienced or higher ranking Arians should use the Wildcard Senior Henchman or Senior Officer Basic Profiles.

All Arians are able to use the receptors on their fingertips to assist with climbing if they choose. The receptors are very sensitive though, and while they confer +1 to Athletics Climbing skill rolls, the climber suffers a level of fatigue at the end of the climb.

VIAPAX ARIAN

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Academics d10, **Athletics** d8, **Common Knowledge** d10, Electronics d8, Fighting d4, Healing d6, Language d10, **Notice** d8, Occult d10, Performance d6, **Persuasion** d8, Piloting d4, Repair d8, Research d8, Science d10, Shooting d4, **Stealth** d8

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Outsider (Minor, optional), Pacifist (Major)

Edges: Ambidextrous, Cunning Linguist, additional edges appropriate for profession.

Gear: Viapax Arians have the gear they need to carry out their profession and little else. Some carry changes of clothing in case they need to Mimic, and a few might carry a stun gun.

Special Abilities: Mimic, Transfer Life Force (See pages 206–207)

VIAVICTORIS ARIAN

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Academics d8, **Athletics** d10, Battle d6, **Common Knowledge** d10, Electronics d8, Fighting d8, Intimidation d6, Language d10, **Notice** d8, Occult d6, Performance d6, **Persuasion** d8, Piloting d6, Repair d4, Research d8, Science d6, Shooting d8, **Stealth** d8

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Outsider (Minor, optional), Overconfident, Stay on Target

Edges: Ambidextrous, Cunning Linguist, additional edges appropriate for profession.

Gear: Viavictoris Arians carry the gear they need to carry out their profession and are usually armed as well, either with a Terran weapon or one of their own. They always carry extra sets of clothing when operating away from their vessel

Special Abilities: Mimic, Transfer Life Force (See pages 206–207)

ARIAN ESSENCE WORM

Essence Worms are genetically bred to provide a source of transferable sustenance to their master. They have insatiable appetites and will eat most things if allowed. Some Arians use them to dispose of organic waste matter, while others only ever feed them the best available food. Despite looking really mean, they are typically placid unless you get between it and its food, or you are food.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d10

Skills: **Athletics** d6, Fighting d6, **Notice** d8, **Stealth** d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Curious (About things it could eat)

Edges: Iron Guts

Special Abilities:

- **Size -1:** Essence Worms average 3–4 feet in length and about a foot in diameter.

ARIAN WEAPONS

Arian Stun Pistol



Power used: Stun

Power stored:

Power Point trapping: A capacitor in the rear of the main body of the weapon holds the charges.

Effect trapping: A concentration of light and sound serves to stun the victim. Target must succeed with a Vigor roll (at -2 if hit with a raise) or be stunned.

Range: 10/20/40

Damage: —

PP per use: 2

Duration: Instant

Resource Cost: 1

Modifiers: Area of Effect Medium Blast Template (+2)
Area of Effect Large Blast Template (+3)

Notes:

Viavictoris Rifle



Power used: Bolt / Blast

Power stored: 30

Power Point trapping: A large capacitor which doubles as the foregrip of the weapon.

Effect trapping: Either a bolt of energy (1PP) or an explosive blast (3PP) can be fired, making the weapon a rifle and a grenade launcher in one unit.

Range: 20/40/80

Damage: 2d6

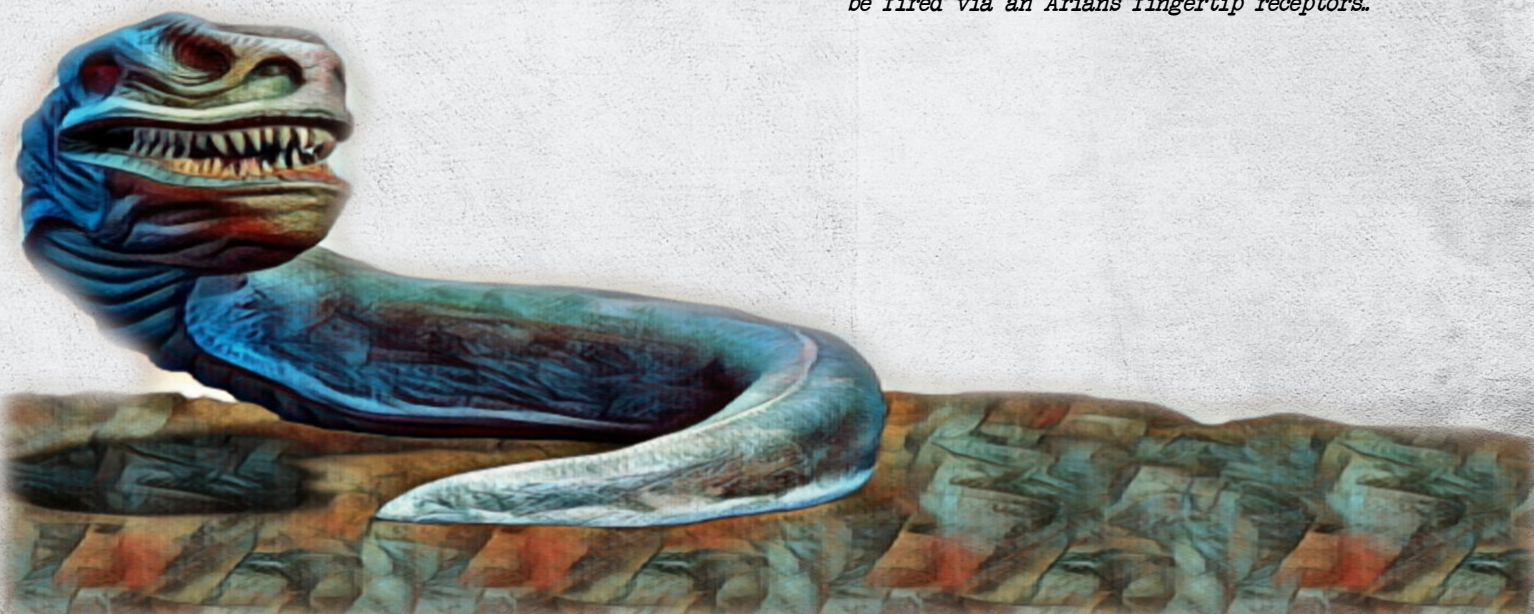
PP per use: Special

Duration: Instant

Resource Cost: 3

Modifiers: Damage (+2) Area Effect (+0/+1) Grenade mode only. Concentrating the blast into a Small Blast Template is no cost, +1 PP for a Large Blast Template.

Notes: This weapon has no visible trigger and can only be fired via an Arians fingertip receptors.



FAtE

BACKGROUND

Belief in fate and destiny has existed for as long as there has been civilization, culture, and religion. The truth of the matter is, fate and destiny existed eons before civilization, culture, and religion. Each person, be they peasant or king, has a foretold point in time to be born, and a finite lifespan determined by an unfathomable power. A Human's time on earth is managed by three immortal sisters. Known in Greek Mythology as The Morai, to the Romans they were The Parcae, in modern times they are simply called The Fates. Said to be answerable to nobody, some believe The Fates are more powerful than the ancient gods, while others believe they created them.

The sisters are Clotho, the spinner of the thread of life, Lachesis, the allotter of time, and Atropos the Unturning, the cutter. It is Atropos who decides the manner of a person's passing, and ensures it is executed.

The sisters are represented among the living by a clandestine group which calls itself FAtE, standing for Foretell, Allot, and Execute. Group members almost exclusively come from long standing, high ranking aristocratic lines, and have money, privilege, and influence as a birth right. Membership of the group typically passes along the line of the second heir of the family. The primary reason for this is that history has shown jealous second heirs to be prone to rashness regarding their elder siblings. The cornerstone of FAtE, something all its members believe, is that everything happens for a reason and nobody can, or should, escape their destiny. Hence, providing the second heir with something they are born to do helps protect the lineage.

MEMBERS

For the most part, FAtE's members are neutral observers who intervene only when absolutely necessary. Their machinations are subtle and rarely involve direct action, much preferring to influence or empower others into correcting or fulfilling a subject's destiny. This might take the form of the purchase of a company to ensure it succeeds (or fails), introducing a particular lady to a particular man at the right time, or the passing of a piece of top secret intelligence to ensure the success or failure of a military operation. Phenomena such as inexplicably being in the right place at the right time, simple luck, and déjà vu are often the work of a FAtE member.

FAtE members are born, not recruited, and it is the responsibility of their parents to train them. Lessons begin at an early age with classical history, ancient languages, economics, politics, and the sciences. The most important and difficult discipline for initiates to learn is the ability to remain impartial and objective at all times. This often results in members being regarded as aloof and uncaring by their peers. The truth is that FAtE members care very deeply about the world around them, but they must always do what destiny demands, even if this conflicts with their personal opinion.

By their teenage years, initiate FAtE members have the early manifestations of the powers bestowed upon them by The Morai. All members are Psionics born with the *divination*, *farsight*, and *teleport* powers. These

abilities are mastered by the time the initiate reaches adulthood. Some members continue to study the field of psionics while others are content with the powers they were born with:

Divination is used to receive information and instruction from the Morai. By using this Power, the FAtE member can see glimpses of a subject's future, and possibly the time, place, and nature of their date with Atropos. This is also how FAtE members know when a subject is straying from their destined path. The Power is restricted to contact with the Morai alone.

Farsight takes the form of mental projection and allows the member to observe events from great distance in relative safety. The member must have a clear line of sight to the event and cannot hear what is being said but can lipread or read documents.

Teleport is the FAtE member's 'get out of jail free' card. Since their role in the world often involves perilous places and events, the ability to simply disappear has saved the lives of many members. It also makes them virtually impossible to capture and contain. The Power has also been used on occasion to facilitate an overdue death, or prevent a premature one when necessary.

ASSETS

FAtE members have two additional assets at their disposal which are truly exceptional:

SEEING EYE STONES

The first asset, which every member has, is a Seeing Eye Stone holding the *object reading* power (see the listing in *Savage Worlds* for full details of the power). The semi-precious stones are heirlooms, passed through the family line when an initiate reaches maturity, or their parent feels they are ready to become a full member of FAtE. Each family line employs a different semi-precious stone enabling their use as a method of identification among members. The stones are typically set into a piece of jewelry or other high value item, and most members reconfigure them two or three times over their period of service. The passing of the stone to the initiate signifies the retirement of the parent from service to FAtE. The initiate becomes a full member and is taught the final secrets of the group.

The Seeing Eye Stones allow the member to see and hear up to 100 years of the history of inanimate objects, and observe events which happened in their presence. So, a FAtE member spending a few minutes with Neville Chamberlain's fountain pen would be able to see and hear everything that happened at the infamous Munich Conference, for example.

THE LIBRARY

The second asset is by far the group's most valuable one, its library. Although library is something of a misnomer since few actual books are kept there. FAtE's library is a fully cataloged and cross referenced record of member's reports gathered via the seeing eye stones. In essence, it is an eyewitness account of human history, written by neutral observers, with no agenda to politics or faith. If they so desired, the members of FAtE could use this information to tear down the foundations of every government and religion on earth. But that would alter

the destinies of too many innocents. Instead, they use the information to subtly direct current affairs, and ensure the will of the Morai.

The location of the library is a closely guarded secret which has only been discovered once in history, when it was hidden in plain sight at Alexandria. Though the library burned, the lost reports were quickly replaced due to the power of the seeing eye stones. Since then, the library has moved several times, usually when its guardianship family changes. In April 1938, the library is under the guardianship of the De Montfort family, and has been for three generations. The family lineage goes back through the English and French peerages for almost 1000 years, and so the library could be in one of those countries. Guardianship of the library is a hereditary position, and passes in exactly the same way as membership of FAtE. Only when a Guardian dies without an heir or initiate does responsibility for the library pass to a new family.

Using the library is done in one of two ways, with the most obvious being to visit. Members of FAtE can attend the library at any time, and gain the full assistance of the Guardian or their initiate. The more innovative method is a recent development enabled by modern long distance telecommunications and the postal service. A member can use a telephone call or encoded telegram to request information on a certain subject, which the Guardian or their initiate compiles. The reports are laid out on a table and an innocuous letter or postcard is positioned above the documents for a few minutes. The mundane item is then mailed to the member, who uses their Seeing Eye Stone to view the requested information within a few days of request.

ORGANIZATION

Because each member of FAtE is directly guided by the Morai, there is no need for a rank structure within the group. Respect is always paid to the Guardian of the Library, and he is the only person who can question the

motives of a member. It is the Guardian's responsibility to ensure the information given to a member is used with impartiality, and only to guarantee the path of destiny. This said, something the Morai have struggled to control in their mortal agents is human instinct, and so a certain amount of leeway is allowed to FAtE members. Generally speaking, this extends to actions regarding innocents, those who find themselves in harm's way before their date with Atropos.

Members straying too far from the path of destiny, or helping others to do so, quickly find themselves censured by the Morai. A minor transgression, such as providing information to a journalist for a news scoop, might see the member lose their psionic talents for a brief period. The opposite end of the scale is when a member completely reneges, and performs or allows actions which alter the destinies of many innocents. These members find their own date with Atropos is significantly brought forward.

INNOCENTS AND BROKEN THREADS

The Morai like things to be predictable, almost boring, but Clotho's tapestry of life is a complex thing, with millions of lives interweaving and impacting each other. Mortals whose lives take an unwavering thread through the tapestry, their lives foretold from cradle to grave, are called innocents by the Morai.

Occasionally one of the threads breaks and allows an innocent to make their own destiny, for a while at least. These broken threads are the people who influence change in the world, for good or ill. Some are easily fixed, woven back into the tapestry before too much change has occurred but with their own personal path altered. Some even repair themselves after a slight deviation. Others wreak havoc in the pattern and their threads must be cut once it is determined their damage is irreparable. It is the broken threads that FAtE members spend most of their time observing and dealing with.



FAtE'S ENEMIES

FAtE is a clandestine group, but its existence is known to the upper echelons of some governments and major religious orders, and this means enemies. Those who rule the major powers and churches are terrified of the power of truth, and view FAtE as having the ability to topple them all. This fear is not unfounded.

The target of these enemies is not FAtE's members so much as its library. Though there is a theory that the execution of so many of the aristocracy during the French revolution was an attempt to wipe out FAtE members in France. Santa Alleanza, the Vatican's intelligence network, has sought the location of the library for over five hundred years without success. They want to see it destroyed as part of their policy to protect the faith. The Americans, British, French, Germans, and Russians all want to use the information contained within the library for their own purposes, while preventing it from being used against them, as it has been in the past. So far, the efforts of these powers have been in vain. Killing a known member of the group means their knowledge dies with them, and the member's ability to teleport makes capture almost impossible. Infiltration is even harder since members are selected by lineage and no other method. One sure thing is that these powers will keep trying, and FAtE will continue to evade them.

USING FAtE MEMBERS IN THE GAME

Firstly, FAtE members should not be Player Characters. The information available to the character, and the ability to gain more with relative ease, would unbalance the game and remove many of the fun espionage elements. Essentially, the challenge of gathering intelligence would be too easy.

FAtE members exist to ensure the destiny of all, and only intervene in worldly events when the path of life is about to change for many innocents. Such interventions often take the form of enabling a third party to act, thus preventing the destiny changing event. This could be achieved by the passing of information or the subtle manipulation of a seemingly unconnected person. FAtE members are strong believers in the butterfly effect and use it regularly.

FAtE members should be used as extremely reliable informants who have a habit of popping up when they are most needed. The member might be known to somebody on the team via the Connections Edge, or simply because they move in the same social circles (the Player Character must have the Filthy Rich or Socialite Edge for this to be the case). Sometimes the FAtE member simply arrives at the team's location with a piece of high value information at just the right time. If using the Savage Worlds Adventure Deck, the arrival of a FAtE member could be used to play out the Get a Clue, Here Comes the Cavalry, or Out of the Frying Pan cards, for example. Either way, the Player Characters understand nothing of the FAtE group or how their informant got the information they divulge.

A meeting with a FAtE member is almost always under their control, and they simply remove themselves from any situation where they feel threatened or uncomfortable. When a Section D team encounters a

FAtE member, they always have a casual attitude to the team's predicament. This is how their neutrality manifests to those who don't understand the nature of the group. They come across as arrogant, speak in a matter of fact tone, and only care about facts, not opinions. It is possible to request aid from a FAtE member but their price is high, particularly when helping would change somebody's destiny. The price to be paid is often more information, or a favor to be repaid at a later date.

CHARACTERISTICS

Members of FAtE are trained for the role they perform from an early age, and this reflects in their characteristics. Use the **Senior Henchman**, or **Wild Card Senior Henchman** profiles on page 189 as a minimum. For FAtE characters who recur through a campaign, the standard character or even Villain creation processes may be appropriate, even if the FAtE member isn't necessarily a bad guy.

In addition to the standard profile, all FAtE members have the Arcane Background (Psionic) Edge and the *divination*, *farsight* and *teleport* powers as a minimum. They also have the Rich, or Filthy Rich Edge. Their Obligation to serve the Morai is a Major Hindrance, and their belief in destiny rather than luck manifests as the Bad Luck Hindrance.

ADVENTURE HOOKS

WASHINGTON DC

A mysterious stranger approaches one of the Section D agents and offers them highly secretive intelligence deemed crucial to their current mission. The stranger is well spoken, dressed impeccably, and carries a pocket watch with a fascinating dial of lapis lazuli. He clearly knows who and what the agent is, and backs this up by mentioning the name of their handler or details of a recent mission.

In return for the information he has, the stranger makes a very curious request. He wants the team to steal the portrait of George Washington from the oval office at the White House, Bring it to him for just one hour, and then return it.

CAIRO, DECEMBER 1938

Professor Saif Azouzez of the Egyptian Museum has called in a favor owed to him by the Section D team. In July, the professor assisted the team in the recovery of an ancient artifact, which had been stolen by Gerhardt Rinsch, now he needs that favor returning. The professor asks the team to investigate a strange guest who has visited the museum on several occasions over the last few weeks. The guest, a woman who claims to be descended from the Ptolemaic line, has routinely opened display cases, or crossed barriers to physically examine artifacts. When challenged by the security team she simply disappears.

Although nothing has been taken by the woman, the museum fears it is only a matter of time. Since the security team are unable to capture and question her, the professor is hoping Section D can shed some light on things.



(WC) NOAH CAMUS

Member of the FAtE Secret Society

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Academics d10, **Athletics** d8, **Common Knowledge** d12, Driving d4, Fighting d6, Healing d8, Intimidation d6, Languages d8, **Notice** d8, Occult d4, **Persuasion** d10, Psionics d8, Repair d4, Research d8, Shooting d6, **Stealth** d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Bad Luck, Obligation (Major, serve the Morai).

Edges: Arcane Background (Psionics), Charismatic, Connections (international business), Cunning Linguist, Filthy Rich, Magic Laundry, Noble, Red Tape Scissors

Powers: Divination (Morai only), Farsight, Teleport

Power Points: 10

Trappings: Noah's Powers are psionic and he prefers not to make a show of them.

Gear: Wardrobe of tailored clothes from high end designers, Cavendish family signet ring with an inset Derbyshire Blue John stone (see notes), Webley and Scott 6.35mm Automatic pistol (Range 9/18/36, Damage 2d4+1, ROF 1, AP 0, Shots 6, CR 1)

Notes: Noah's Seeing Eye Stone is set into his signet ring. The stone is an Item of Power with the *object reading* power and 10 Power Points, which recover at 5 per hour. The Cavendish family crest of three stags heads is engraved into the Derbyshire Blue John stone.



BACKGROUND

Noah Camus is actually William Noah Cavendish, of the line of the Cavendish family, and is a distant heir to the dukedom of Devonshire. His family pedigree includes former Prime Ministers, holders of multiple governmental and royal titles, and the former Governor-General of Canada. He was twenty four when his father passed on his Seeing Eye Stone and brought him fully into FAtE. At that point, William chose to use his middle name and slid his surname from Cavendish to Camus. To most, Noah is an arrogant playboy, with too much money and time on his hands. Very few know about his real history.

Now aged twenty eight, Noah serves the Morai mostly in Britain and Europe, though his family connections take him to North America and the Far East on occasion. Although appearing to have no firm political allegiance or opinion on developments in Europe, he has connections with party members on both sides of the political divide, and has even been known to meet with Sir Oswald Mosely. In daily life, Noah acts as an independent business consultant, hiring out his skills to British companies wanting to expand in Europe and beyond. He is known as a skilled negotiator who always seems to find an agreement in the toughest business environments.

Over the last four years, Noah has passed high value intelligence to the SIS from time to time. Unknown to them, he has also passed information to other intelligence agencies as well. The information provided has always proved to be accurate, and he refuses to accept any form of compensation. He simply states that he chooses who to work with and when, and that "business must always be friendly."

Noah has a dilemma in that the more he learns about the growing fascist movements in Europe, the more he struggles to stay neutral. He knows that if he uses his abilities as a FAtE member too openly, he will be censured by the Morai. And so, Noah has taken the decision to assist where he can while hindering others if possible. He refuses to be fully aligned to any one agency or body, but was greatly pleased when Section D was formed in April of 1938. He watches their progress with great interest.

CULT OF MUA HAHA

BACKGROUND

Mua Haha is a misunderstood and little-known god of the Polynesian pantheon. Some say he is evil and, while this is not necessarily true, it is fair to say most of his followers have evil intentions. Others say he is not a god at all but a Trickster. These mercurial beings appear in pantheistic mythologies the world over and, if the legends are to be believed, they often greatly benefit mankind by tricking the greater gods into giving gifts they might normally have kept for themselves. Prometheus' theft of fire to give to mankind is one such example. Maui, Loki and Hermes, the Greek counterpart of Mercury, are others. The word Mercurial springs from the ability of the Roman deity to rapidly change his mood and demeanor, and he has aspects as both messenger and thief.

According to legend, Mua Haha is the creation of a forbidden tryst between Tu, the god of war and Pele, the goddess of fire. Because neither could take outward responsibility for their son, he grew up to be unruly and mischievous. He reveled in spiteful, malicious, and vindictive acts, and loved nothing more than making others look foolish with pranks. Always he took his revenge, and always he laughed last.

Mua Haha knew that, because of his dubious heritage, he would never be truly recognized as a god in his own right. So he came to earth to build himself a legion of followers who would worship him, thus forcing the other gods to accept him. He could not take the aspect of a war god, as that would be a direct challenge to his father, instead he promised his new disciples he would help them take vengeance on their enemies.

Using cunning and guile, he would bring club and fire for all who would simply chant his name. When Mua Haha helped a tribal chief prevent a war by sending an assassin against another chief, Tu became tired of his son's interference and blamed Pele for his fiery nature. As punishment, Mua Haha was condemned to always be close to his mother and he must now dwell near the earth's own fire, lest he have no magic.

The reason Mua Haha is relatively unknown is mostly down to the lack of ancient followers. Acts of vengeance were normally credited to the direct action of the war gods, rather than the more subtle ways of Mua Haha. But some Tahu'a (priests) knew of Mua Haha and praised his name. It was they who preached that revenge was not complete unless the victim knew why they were being punished. Thus, it became doctrine, when invoking the power of Mua Haha, the devotee must call his name. They must tell Mua Haha why they seek vengeance and chant his name until their boon is granted.

THE MODERN CULT

As an organized religious order, the cult of Mua Haha is, like their god, mercurial. There are no major temples to He Who Laughs Last, no earthly figurehead or high priest, and no great shining relics for worshipers to gather around. There is only one high day in the year, and even this is a recent addition. Followers of Mua Haha were

unique to the Pacific islands until the mid eighteenth century, when Tahu'a began to influence settlers and traders from the European imperial powers. These men and women, used to having holidays and high days within their Abrahamic religions, wanted something dedicated to Mua Haha. Given their new deity's trickster aspect, April the first was the natural choice.

And so, on April the first each year, followers of Mua Haha compete to perform the most high-profile prank they can. The prank which scores the most media exposure is declared the winner and its perpetrator is declared the High Trickster. A position of precisely zero power but high prestige among the devotees of He Who Laughs Last.

RECRUITMENT

The cult's growth is the responsibility of existing members and is by invitation only. A prospective member is usually identified by a stated desire to take revenge for some misdeed which has befallen them. Added to this, the prospect must have a quality the cult finds attractive which could be power, wealth, scientific knowledge, fame, or similar. The prospect is then seduced with an offer of the means to take the revenge they seek. To accept, all the prospect needs to do is make three promises:

- At the moment vengeance is delivered they will praise Mua Haha. This explains why some people think villains laugh in a very distinctive manner. They are actually not laughing, but praising their god.
- Victims of Mua Haha's power must be told exactly why the reprisal is being delivered against them.
- To always aid those who seek revenge.

The third promise is realized when the prospect first helps somebody else to exact revenge on a rival. If this reprisal is successful, and credited to Mua Haha, the prospect is imbued with his power and gains Arcane Background (Miracles), the *smite* power, and +1 die type of Faith. This is a limited version of the Arcane Background. The prospect is now an Initiate, and must travel to Polynesia and study with a Tahu'a to gain further Powers.

Once they are initiated into the cult, the new member must seek out opportunities to deliver vengeance, and ensure it is done in the name of Mua Haha. Note that it is not necessary to join the cult to receive its assistance, in fact, only a select few of those helped by the cult are identified as potential members.

After the initiate seeks out a Tahu'a and completes their training, they are given the rank of Tahu'a themselves. The new Priest gains the Vengeful and Before You Die Hindrances, and is taught two new powers of their choice to complete their Arcane apprenticeship. Perhaps the best known Tahu'a is the exiled German scientist and Supervillain Gerhardt Rinsch. So strong is his lust for Vengeance, he seeks to displace the head of the SS, Heinrich Himmler, and take his place. See **Trouble in Tripoli** in **The Secret Files of Section D Taster Edition** for more details.

SYMBOLS AND WORSHIP

Mua Haha is not a vain god and only demands tribute when his power is being used to crush an enemy. As such, the cult does not have any places of mass worship. Most devotees have a shrine to him, and all wear his Crescent Eye symbol in one form or another. Some are very discreet with the trappings of their faith, preferring a ring or a tattoo, for example. Others, like Gerhardt Rinsch, are quite blatant. The Crescent Eye symbol takes pride of place on his clothing and is even used in a stylized form in the branding of his company, Rinsch Luftfahrttechnik. He is also said to possess a huge and ancient statue of Mua Haha, the only one known to exist which isn't a modern reproduction.



ARCANE BACKGROUND INFORMATION FOR TAHU'A OF MUA HAHA

Names: Mua Haha, The Vindicator, He Who Laughs Last.

Aspects: Cunning, guile, plots, revenge, pranks.

Symbol: The crescent eye, representing the moon, vision in the darkness, and those who move in the shadows.

Description: Mua Haha rarely takes an earthly form, but if he does, it is of a man of slight stature, not weak, but more adept at stealth. His totems tend to show him laughing, his crescent eye giving him knowledge of all who move in the shadows.

Using Powers: Mua Haha has two requirements of his followers when he grants them his magic: Firstly, they must praise his name as they call upon his power (one chant of Mua Haha for every Power Point being used). Secondly, the victim must know why the power of Mua Haha is being called upon them (Character must take the Before You Die Hindrance).

When the caster is in the presence of a statue of Mua Haha (Smarts range) in a fiery environment, such as the heart of a volcano, all powers cost one less PP subject to a minimum cost of one.

Signature Power: *Smite*.

Trappings: Tahu'a of Mua Haha are free to use any trapping but fire is a favorite of their god.

CULTISTS OF MUA HAHA AS PLAYER CHARACTERS

With the GMs permission, a Player Character can be a follower of Mua Haha, or even a Tahu'a. The reasons should be written into the character's back story, along with how and where the character was recruited and trained. Care must be taken with regards to the character's motives if they wish to be a Tahu'a of Mua Haha. While not necessarily evil, he is a vengeful god and will deny power to those who do not behave as they should. Becoming a member of the cult takes dedication, time, and personal sacrifice, which is reflected in the path required to become a full priest of Mua Haha.

If the character wishes to be an initiate, they should take the Arcane Background (Miracles) Edge. Initiates only gain one power, *smite*, but this is compensated with the receipt of a die type in Faith.

If the Initiate wishes to train to be a priest, they must take the New Powers Edge as one of their advances to simulate seeking out, and learning from, a Tahu'a mentor. At this point the new Tahu'a gains the Before You Die and Vengeful Hindrances, as well as two new powers of their choice, plus a further die type in the Faith skill. Again, this is to compensate for using two Advances to become a full Tahu'a. Characters who claim to be a Tahu'a without going through the proper process draw the attention of senior members of the cult. They are not known to be merciful.

Once a character becomes a Tahu'a they must follow the teachings of He Who Laughs Last, they are obligated to aid those who seek vengeance and always chant the name of Mua Haha when they call upon his power.



(WC) GERHARDT RINSCH

Genius, Super-Villain, and Tahu'a of Mua Haha

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Academics d10, **Athletics** d6, **Common Knowledge** d10, Cryptography d6, Electronics d8, Faith d8, Fighting d6, Healing d6, Intimidation d8, **Notice** d8, Occult d8, Performance d6, **Persuasion** d8, Piloting d6, Repair d8, Research d8, Science d10, Shooting d8, **Stealth** d4, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Before You Die, One Eye (Weakness), Vengeful (Major)

Edges: Arcane Background (Miracles), Charismatic, Command, Educated, Fervor, New Powers (*boost/lower Trait, fear*), Scholar (Aeronautics), Vanishing Act

Powers: *Boost/lower Trait* (The Power of Mua Haha), *fear* (Kneel before He Who Laughs Last), *smite* (The Vengeance of Mua Haha).

Power Points: 10 (Rinsch uses Bennies to recharge his Power Points as needed)

Trappings: Show of strength. Weapons appear larger, manipulation of physical features to reflect boosted or lowered traits etc. Must chant the name of Mua Haha as powers are cast. One chant of the name for each power point used.

Gear: Walther P38 Pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 1, Shots 8)

Villainous Abilities:

- **Fanatics:** See page 124
- **Lair:** Rinsch's Lair is on the Azores island of Santa Maria and is completely detailed in **The Secret Files of Section D Taster Edition**.

Notes: Rinsch is as ambitious as he is insane. He wants to bring about the deification of Adolf Hitler, and make him the 1000 year Fuhrer of the 1000 year Reich. He inspires fanaticism in his followers, but only gets involved in fighting when necessary. Rinsch helps his troops by using boost trait and smite, and instilling fear in his enemies with his fear spell. If 50% of his forces are Incapacitated, he uses his Vanishing Act edge to make an escape.

RINSCH'S MINIONS AND HENCHMEN

RINSCH-JÄGER (MINIONS)

Typical Rinsch-Jäger foot soldier or guard

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: **Athletics** d6, **Common Knowledge** d6, Driving d4, Fighting d6, Healing d4, Intimidation d6, **Notice** d6, **Persuasion** d6, Repair d4, Shooting d6, **Stealth** d4

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Vow (Minor — To serve Gerhardt Rinsch)

Edges: Brawler

Gear: Cosh (Str+d4 Damage), Walther P38 Pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 1, Shots 8), MP 34 Submachine Gun (Range 12/24/48, Damage 2d6, ROF 3, AP 1, Shots 32)

Notes: Most Rinsch-Jäger are former SA (Sturmabteilung) Brown Shirts who are now loyal to Gerhardt Rinsch's cause.

All Rinsch-Jäger are proficient in the use of firearms but rarely carry them, unless they are on a specific mission, or on guard duty at a Rinsch Luftfahrttechnik facility.

RINSCH-JÄGER ROTTENFÜHRER (HENCHMEN)

Leads a Sechsertrupp (Six Troop) of Rinsch-Jäger

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: **Athletics** d6, **Common Knowledge** d6, Driving d4, Fighting d8, Healing d4, Intimidation d8, **Notice** d6, **Persuasion** d6, Repair d4, Shooting d6, **Stealth** d4

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Vow (Minor — To serve Gerhardt Rinsch)

Edges: Brawny, Command

Gear: As Rinsch-Jäger

Notes: As Rinsch-Jäger

(WC) BORIS THE BEAST (SENIOR HENCHMAN)

Gerhardt Rinsch's personal bodyguard

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: **Athletics** d6, **Common Knowledge** d6, Driving d4, Fighting d8, Healing d4, Intimidation d10, **Notice** d6, **Persuasion** d6, Repair d4, Shooting d4, **Stealth** d4

Pace: 6; **Parry:** 6 (7); **Toughness:** 7

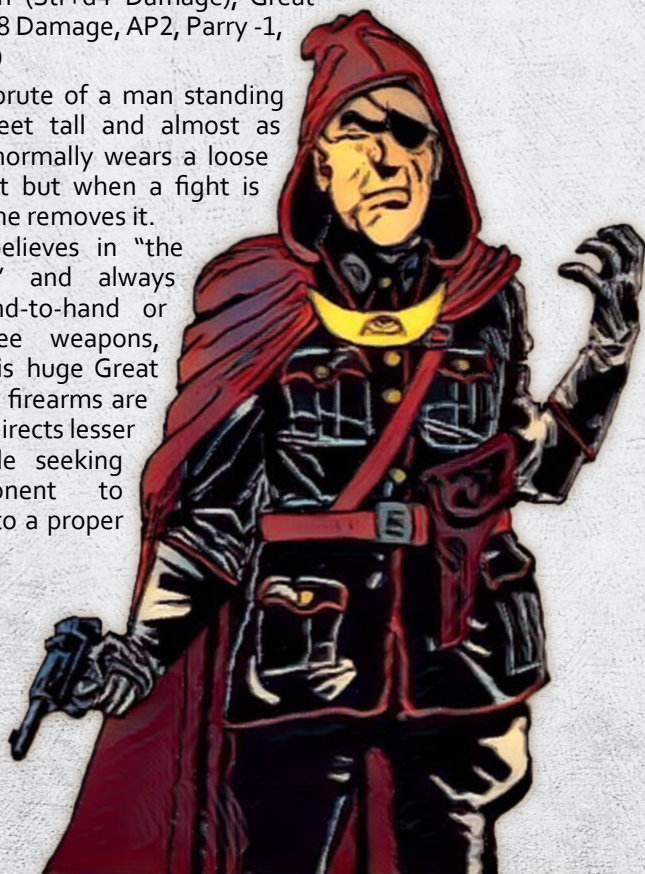
Hindrances: Arrogant, Overconfident (Believes he doesn't need a gun), Quirk (Removes shirt to fight whenever possible), Vow (Major — To serve Gerhardt Rinsch)

Edges: Brawler, Command, Soldier, Trademark Weapon (Great Axe, +1 Fighting and +1 Parry when in use)

Gear: Cosh (Str+d4 Damage), Great Axe (Str+d8 Damage, AP2, Parry -1, two hands)

Notes: A brute of a man standing over six feet tall and almost as wide. He normally wears a loose fitting shirt but when a fight is apparent, he removes it.

Boris believes in "the old ways" and always fights hand-to-hand or with melee weapons, favoring his huge Great Axe. When firearms are in use, he directs lesser ranks while seeking an opponent to challenge to a proper fight.



BACKGROUND

SUAVE is the Strategic Union for the Advancement of Victory in Europe.

Economic recovery from the global depression following the 1929 Wall Street Crash was a hard fought battle waged on many fronts. For some countries, their recovery is still incomplete almost a decade later. In the early 30s, a group of enlightened business magnates and politicians within the key European powers, chose to work together to ensure trade continued through the troubled times. By combining their industrial strength, and employing ruthless persuasion methods where necessary, these companies thrived even when their respective countries struggled economically.

By the mid 30s this group was financing business growth and encouraging pan European collaboration, mostly in the consumer goods and automotive sectors. General Motor's acquisition of German car manufacturer Opel, in 1931, is believed to have been one of their projects. The move secured investment in a German company, protected the jobs of thousands of working class people, and gave American business a strong European presence. The group's long term plan depended on the average citizen having enough money to buy both essential and non-essential items, and so it was supportive of any program which created work for the masses. This included the many public infrastructure projects which happened across Europe in the early to mid 30s.

Things started to change for the group in 1935 when the Saarland Plebiscite returned control of that region to the now Nazi led Germany. In March 1936, when Germany re-militarized the Rhineland without censure or opposition from the French, the writing was on the wall for another major conflict in Europe. One of the lessons learned from the Great War was that it is bad for business. Rationing, huge numbers of men removed from industry to go to war, and collateral damage on industrial infrastructure were not good for the balance sheet.

In late 1936 the as yet unnamed group decided to act. At a secret conference held in Gibraltar, over two hundred European and American business leaders decided that the inevitable war must be as short as possible. It was also agreed that the most likely victor of a war in Europe would be the Nazis and their allies. They named themselves the Strategic Union for the Advancement of Victory in Europe, or SUAVE for short.

SUAVE's mission statement was simple and clear: Operate on a clandestine basis to influence the inevitable war, drive the soonest possible conclusion, and maintain as much of the infrastructure of industry as possible.

A ring of industrial espionage agents was quickly established with orders to infiltrate European government purchasing departments and non-member businesses. The initial goal of these agents was to influence business deals which would help Germany build up a mountain of war materiel. At the same time, agents operating in France and Britain would work to slow down the development and production of the same. In America,

SUAVE agents engaged in a propaganda campaign to reinforce the already deep rooted isolationist stance. The thought process behind these goals was to allow the Nazis to make a show of force so compelling that other nations would not risk war with Germany. So far, the plan seems to be working with France and Britain actively promoting and pursuing appeasement policies while other countries in Europe look on in fear.

CURRENT OPERATIONS

The current chairman of SUAVE is Martyn Edwards, a British businessman who owns a successful textile company based near Manchester. The business has been owned by the Edwards family for five generations, but if raw cotton trade routes from India and the West Indies are affected by another global war, the business is unlikely to survive. Edwards is a Great War veteran who has seen the devastation of conflict first-hand. He is no pacifist, and certainly has no love for the Germans, but he is totally committed to safeguarding his company, and protecting the welfare of his family and employees.

SUAVE agents are just as ruthless as their leader when it comes to executing assigned tasks. They are well trained, very well-funded, and with some of Europe's leading manufacturers backing them up, extremely well equipped. Equipment extends to fashion in the case of SUAVE agents and they are always impeccably turned out, favoring the bullet resistant suit or dress whenever possible (see page 58 for details). Around sixty percent of SUAVE agents come from a military background, with former intelligence officers and senior NCOs being the favorite recruitment targets. Others come from business and are used to infiltrate non-aligned companies where they can influence SUAVE's goals.

The top tier of SUAVE's agents are those in positions of genuine power. They operate in government departments, ministerial roles, or the upper echelons of military leadership. From here they are able to influence and inform on key decisions regarding operations and the preparations for war on all sides.

In the pre-war period, most SUAVE missions target industrial espionage. Typical activities are the theft or subtle alteration of design blueprints, sabotage of prototypes, denial of raw materials, and headhunting leading engineers or scientists from non-member companies to those under the SUAVE's leadership. Agents are also dispatched to aid or hinder other intelligence agencies in their work. These more aggressive missions often bring SUAVE agents into direct conflict with their counterparts in SIS, Bureaux Deuxième, the FBI and other services.

SUAVE DURING THE WAR YEARS

As time moves on and the war in Europe starts in September 1939, SUAVE agents support Axis powers by directly thwarting or betraying Allied operations. This is not out of loyalty to the Führer, or Mussolini, or their territorial ambitions, but is purely to serve their own commercial mission. SUAVE is multinational body and genuinely does not care who wins the war, just that somebody does, and quickly. On that basis, they back the side most likely to win, and bring the madness to an end.

When Britain stands alone against the Nazis after the summer of 1940, the agents of SUAVE gather better intelligence on Britain's war footing than the Abwehr. Unfortunately for them, it is the Abwehr they provide their intelligence to, and it is rarely acted upon. A position which will not change given that Wilhelm Canaris is a staunch anti-Nazi.

It is only after the failure of Operation Barbarossa that SUAVE begins to re-think its position. However, without a strong allied presence in Western Europe, the union continues to secretly support the Axis powers, fearing that communism will be worse for business than war. Only in the autumn of 1944, when allied victory seems inevitable, does SUAVE begin to work against the Axis powers.

USING SUAVE IN THE GAME

The union has bases of operations and local agents in every country in Europe, excluding those within the USSR. SUAVE bases are usually situated in corporate headquarters buildings in capital and major cities, and any agent from any country can use the facilities there. Such facilities include the replenishment of mission related equipment, medical assistance, use of the secretarial pool including communications, use of the vehicle pool, and the provision of a full cover identity.

Because of this widespread coverage, Section D can encounter SUAVE agents either as the main antagonist, or as a surprise third party element, in almost any European based mission. The union's proactive missions involve gathering intelligence on allied war efforts, understanding manufacturing capability, and carrying out sabotage where they can. Retroactively, SUAVE agents might attempt to foil a Section D mission somehow, or inform on resistance activity. They are unlikely to be involved in missions involving artifact hunts in far flung corners of the world, unless the item in question could greatly enhance the allied war effort.

NPC PROFILES

The Section D team is most likely to come up against SUAVE's field operations agents who have military or intelligence agency experience. Being an organization opposed to war does not make SUAVE a peaceful entity, and they are prepared to do anything necessary to prevent or shorten the conflict. They should be introduced as an unknown and non-aligned group, with extremely capable agents who perform their missions with ruthless efficiency.

Use the Basic profiles for Intelligence Officers and Case Officers under **Agents and Spies** on page 198–199 for SUAVE operatives, and create any Station Heads as Villains. For Minions, use the **Infantry Basic Profile** for locally hired thugs, or the **Elite Basic Profile** for SUAVE troops. Both profiles are on page 188.

INTELLIGENCE NETWORK STRUCTURE

Use the Network Structure on page 179 for SUAVE operations. Many SUAVE operatives come from a secret service background, some even still operate within those organizations as double agents. As with a standard network, spies are typically not members of SUAVE, and probably don't know who they are working for.

SUAVE ADVENTURE HOOKS

MADRID, APRIL 1938

The two year siege of Madrid ended on March 28th with Franco's Nationalists victorious, not only in this battle, but in the civil war. With the war over and the city now more accessible, a Section D team is dispatched to locate and obtain a unique item.

Emilio Herrera Linares is a renowned and respected aeronautical engineer, and a pioneer of studying high altitude flight. In 1936 he designed the pressurized Stratonautical Space Suit, which he planned to use in a stratospheric balloon flight later that year.

Unfortunately, the civil war started. Emilio stayed loyal to the Republican side, eventually becoming a general, but much of his research was captured along with his prototype space suit. Fearful that his research could fall into the wrong hands, Emilio used his military contacts to request a recovery mission by the SIS.

Section D's mission is to recover the designs and the prototype. Unknown to the Section D team, a SUAVE team has also been made aware of the technology, and wants to obtain it for their own purposes. Both teams must try and learn the exact location of the information, who will win the race?



GENEVA, SWITZERLAND, AUGUST 22nd 1939

Having just completed a reconnaissance mission within Nazi Germany, the Section D team has dashed across the border into Switzerland in possession of the order of battle for the imminent invasion of Poland. The plans are deposited at the British legation for safekeeping, while the team heads out for a celebratory dinner.

They arrive at the legation building the following day to find the place in turmoil. In the early hours of the morning, a crack team of thieves assaulted the legation, rendering the security team unconscious with some sort of gas. Strangely, nothing appears to have been taken. When the battle plans the agents stole are examined closely though, they are found to have been replaced with another set, which greatly exaggerates the German forces ranged against Poland. Who would want to inflate those figures and why?

MARTYN EDWARDS

To the normal observer, Martyn Edwards is a successful and wealthy businessman in his mid-forties. He is a Great War veteran, fiercely protective of his family, and the proud owner of a textile company built by his forebears. What few know is that Martyn Edwards is also the head of a secretive mutual assistance business group which could change the course of world history.

The story of how Martyn Edwards became the Chairman of one of the world's most influential business associations begins five generations ago, in a small town in Northern England. As the British empire grew in the 1700s, the world shrank, and raw cotton from British owned plantations flooded into Britain. The industrial North of England was already a powerhouse of the textile industry, but new technology was about to change manufacturing for ever.

The Edwards and Sons Spinning and Weaving Company was founded in Oldham in 1785, with the purchase of an old mill and a new Arkwright steam engine. From the start, the company's founder, Henry Edwards, made sure his employees were well paid and looked after. Worker's children were educated and given apprenticeship opportunities, families had subsidized housing, and there was even a retained doctor. These revolutionary policies ensured Edwards could attract the best workers for his mills, and the best engineers to maintain them. In 1852, with automation now firmly rooted in the industry, the business shifted into weaving only and was renamed Edwards and Sons Textiles. By the turn of the 20th century, Edwards' Textiles were regarded as some of the finest available in the world.

Martyn Edwards was born in 1891, into what was already a family of Victorian upper-middle class wealth. Although his upbringing was privileged, the welfare of those less fortunate, and company employees in particular, was deep rooted. Martyn was educated at Manchester Grammar school, and then studied at the University of Manchester, graduating with a degree in Engineering in 1913. He was immediately put to work by his father to improve the manufacturing processes for the family business, which continued to thrive.

In 1916, Martyn feared conscription into an infantry regiment, so he applied for a commission in the Royal Engineers and was accepted. Graduating as a Lieutenant from the Royal Military Academy Woolwich a year later, Martyn was sent to France in late 1917. His unit supported the Passchendaele offensive in November 1917, and then in 1918 was part of

the major Meuse – Argonne offensive. Serving as an officer with an engineering battalion, Martyn saw much of the devastation of war and its human cost. Remaining in Europe after the armistice, the Royal Engineers played a key role in the cleanup and rebuilding operations across France, Belgium, and even Germany. Martyn, then a Captain, was able to make strong connections with certain business leaders in those countries, relationships he maintains to this day.

When Martyn's father passed away in 1928, he inherited the business and pledged to maintain its overseas trade and employee welfare traditions. In early 1930, it was Martyn's experience and intuition which led to the formation of a group of industrialists which prospered while many others failed during the great depression. It was also his conviction that Europe should never again suffer another large scale conflict, which led to the formalization of SUAVE in 1936.

Edwards gave up his political and national allegiances when he became the Chairman of SUAVE, and he is now a focused and ruthless leader. His role is to protect the business interests, families, and employees of his fellow members, regardless of their nationality, political, or religious preferences. Martyn will do whatever it takes to either prevent another war, or make it as short as possible if war is inevitable. If that means turning against Britain in the process then so be it.

His engineering education and background, combined with experience in the textile industry, has conferred an enviable set of skills and resources on Martyn Edwards. Since early 1937 he has dedicated much of his time to developing and manufacturing the equipment SUAVE's field agents need for their clandestine work. This includes the impressive bullet resistant fabrics used by many agents for their clothing, which Edwards tested personally (see illustrations below and on the next page, full details are on page 58).



(WC) MARTYN EDWARDS

Chairman of the Strategic Union for the Advancement of Victory in Europe.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Academics d10, **Athletics** d6, Battle d4, **Common Knowledge** d10, Cryptography d4, Driving d6, Electronics d8, Fighting d4, Healing d4, Intimidation d8, Languages d6, **Notice** d6, **Persuasion** d10, Repair d12, Research d8, Riding d4, Science d8, Shooting d4, **Stealth** d4

Pace: 6; **Parry:** 4; **Toughness:** 9 (2)

Hindrances: Loyal, Stay on Target, Vow (Major — Prevent or shorten war in Europe)

Edges: Brawny, Connections (European big business), Filthy Rich, I've Got a Really Good Friend, Magic Laundry, Red Tape Scissors

Powers: —

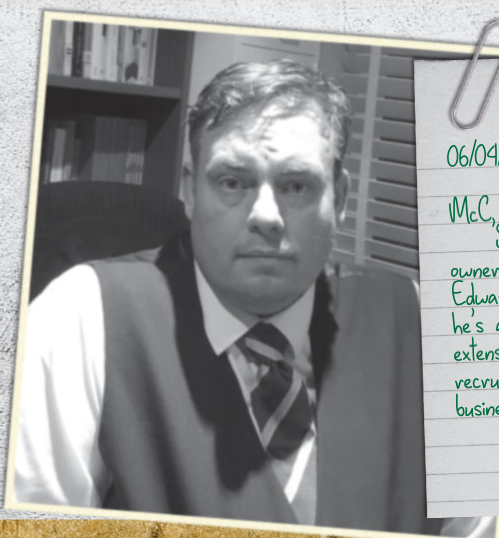
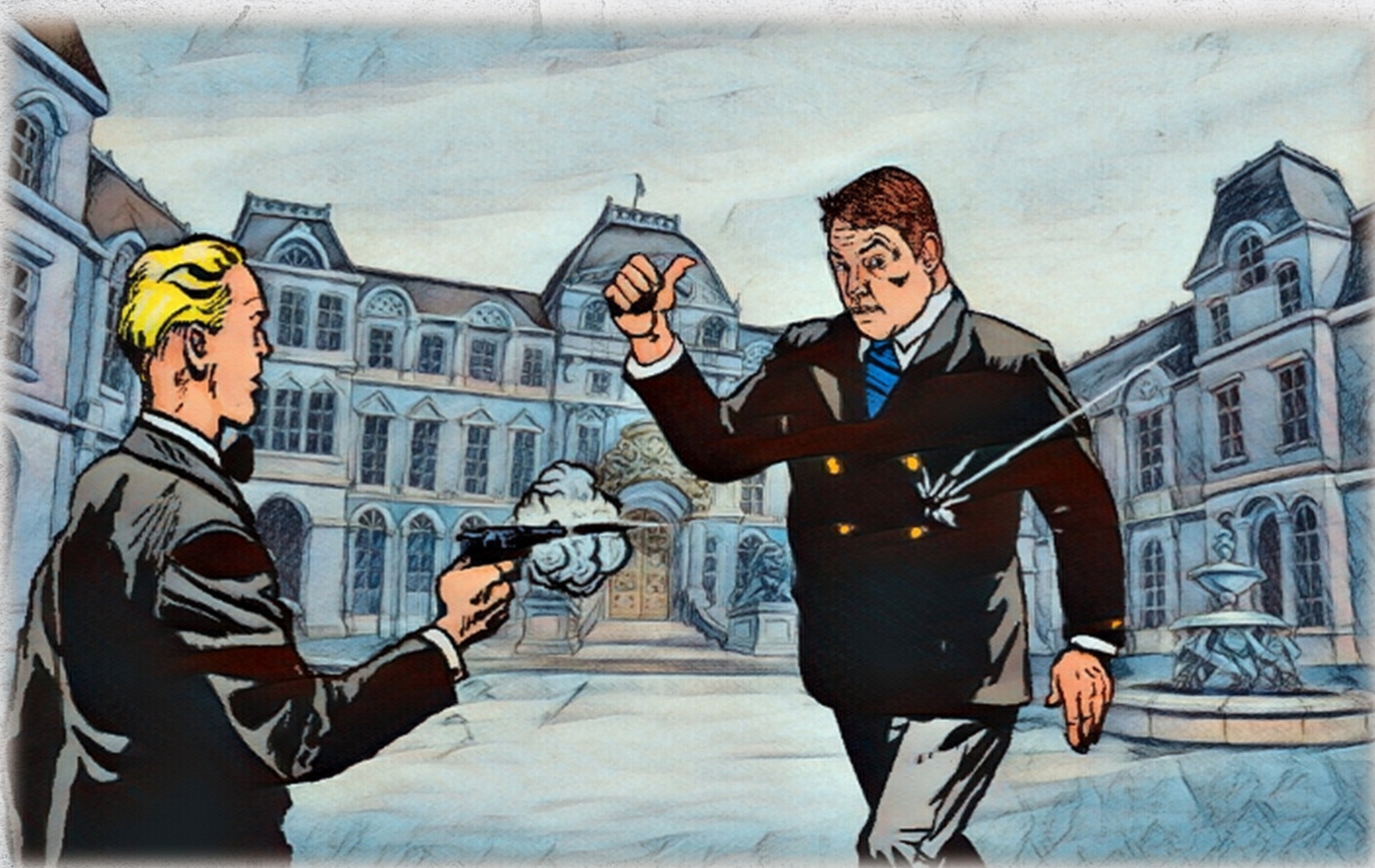
Trappings: —

Gear: SUAVE Ballistic Suit (see below), Enfield No2 Revolver (Range 10/20/40, Damage 2d6, ROF1, AP—, Shots 6) in a CR 4 concealment holster built into the suit jacket, Collection of cars including a Bentley 4½ Litre Tourer and an MG 2 Litre.

Special Abilities:

- **Endless Resources**
- **Inventor – Evil Genius:** Resource Pool 6. The GM is free to devise Super-Science items for SUAVE agents to suit their campaign.
- **Red Tape Scissors**

Notes: Martyn's Ballistic Suit reduces bullet damage by -2 in addition to providing 2 points of armor protection.



FAO: D Section

06/04/38, RE: Recruitment.

McC,

See attached photograph of one Martyn Edwards, a textile company owner based in Oldham, Lancs. Edwards is formerly Captain Martyn Edwards, of the Royal Engineers. MOD has service record, five says he's a solid chap. His business is successful, and we know he has an extensive network of contacts across Europe. Can we consider him for recruitment to D? Or at least make friends with him and leverage his business associates, particularly regarding scheme D.

Report on this to me seven days hence please.

C

HUMAN FOES

ASSASSIN

A hired killer. An Assassin usually works alone, but this profile could also be used for a hit man for an organized crime lord, or a government agency 'clean up' specialist. This profile assumes the Assassin's preferred weapons are firearms. For a contract killer who likes to get up close and personal, consider using the Martial Artist — Weapon Master profile.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Academics d4, **Athletics** d8, Battle d6, **Common Knowledge** d8, Cryptography d4, Driving d4, Fighting d6, Gambling d6, Healing d6, Intimidation d8, **Notice** d8, **Persuasion** d6, Repair d4, Shooting d10, **Stealth** d8, Survival d4, Taunt d6, Thievery d8

Pace: 6; **Parry:** 5 (6); **Toughness:** 6

Hindrances: Orders (Major — Assassins take their contracts seriously), Stay on Target

Edges: Assassin, Double Tap, Shoot First, Sniper, Trademark Weapon (+1 Shooting and Parry), Vanishing Act

Gear: Assassins always carry their Trademark Weapon and have at least one backup. They also always have a hand weapon, usually a concealed knife (Str+d4, CR1).

Special Abilities: —

Notes: For a really challenging assassin, make them a Wild Card, increase two combat skills by a die type, increase Vigor to d10, and add an extra Edge such as Menacing, No Mercy, Rapid Fire, Rock and Roll!, or Two Gun Kid.

(WC) FEMME FATALE

In a world of action heroes, the Femme Fatale is a mainstay of villainous activity. She might be a spy, an assassin, a wronged mistress, or a ruthless business woman but one thing is certain, she is dangerous to know and deadly when crossed. The Femme Fatale is self-serving but often encountered in the employ of a Villain or Master Villain if it suits her needs. She never acts without good reason or overtly, preferring to persuade others to do her dirty work.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Academics d6, **Athletics** d6, **Common Knowledge** d8, Driving d4, Fighting d6, Intimidation d8, **Notice** d8, Performance d6, **Persuasion** d10, Shooting d6, **Stealth** d4, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Driven (Minor), Secret (Minor) — Femmes Fatale always have at least one!

Edges: Charismatic, Connections, Magic Laundry, Rabble-Rouser, Socialite, Strong Willed, Very Attractive

Gear: The Femme Fatale is never far from a concealed weapon. A Walther PPK or Colt Vest Pocket in a clutch bag or hidden in her clothing is typical. She is always immaculately dressed and perfectly coiffured.

Special Abilities:

- **Motivated:** Draw a card and refer to the **NPC Loyalty and Motivation Table** on page 112 to define her true motivation.
- **Shock and Awe:** Characters meeting the Femme Fatale for the first time must make a **Shock and Awe** test (see page 9).

Notes: Femmes Fatale are not necessarily Villains. Use the Villain Creation rules with this profile as a template if she is to be the main antagonist for a mission.

"A woman is like a tea bag; you never know how strong she is until she's in hot water."
ELEANOR ROOSEVELT.



MARTIAL ARTIST

Experts trained in hand-to-hand combat are used as Minions and Henchmen the world over. They are regarded as some of the toughest opponents a Section D agent will ever face. This generic profile broadly covers a range of unarmed combat styles including Karate, Judo, Muay Thai, Boxing, and others.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d10, Common Knowledge d6, Fighting d8, Healing d4, Intimidation d6, Notice d8, Persuasion d6, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Hindrances: —

Edges: — Block, Martial Artist, Precise Strike, choose from Counterattack OR First Strike

Gear: Some Martial Artists carry melee weapons such as Nunchaku (Str+d4), Tonfa (Str+d4), or a blade weapon (damage depends on weapon type)

Special Abilities:

- **Fist / Kick:** Str+d4 / Agl+d4 if Precise Strike is used
- **Hardy:** Second shaken result does not Wound
- **Martial Artist:** +1 to Fighting rolls when unarmed

Notes: The above profile is for a Martial Artist Minion. For Martial Artist Henchmen, consider adding the Brawler, Martial Warrior, Two Fisted, or Trademark Weapon Edges.

MARTIAL ARTIST — WEAPON MASTER

Weapon Masters spend many years honing their combat skills and are truly formidable foes. Samurai, Ninja, and Fencing Masters fall into this category.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d10, Battle d4, Common Knowledge d6, Fighting d10, Healing d6, Intimidation d6, Notice d8, Persuasion d6, Shooting d6, Stealth d8

Pace: 6; **Parry:** 8 (9); **Toughness:** 7

Hindrances: Obligation (Minor — Maintain training level in chosen martial art)

Edges: Block, Counterattack, First Strike, Martial Warrior, Improved Precise Strike, Trademark Weapon

Gear: Weapon Masters always carry their Trademark Weapon of choice (+1 to Fighting and Parry when in use)

Special Abilities:

- **Fist / Kick:** Str+d6 / Agl+d6 if Precise Strike is used
- **Hardy:** Second shaken result does not Wound.
- **Martial Warrior:** +2 to Fighting rolls when not using a weapon
- **Trademark Weapon:** +1 Parry when weapon is readied, +1 to Athletics (Throwing), Fighting, or Shooting attacks with the Trademark Weapon

Notes: Weapon Masters are always Henchmen or Senior Henchmen and so may be Wild Cards. For an even tougher foe, consider using the improved versions of Block, Counterattack, First Strike or Trademark Weapon. Other Edges such as Extraction, Frenzy, No Mercy, or Two Fisted could also add interesting flavor to the character.





POLICE OFFICER

Use this profile for a normal 'beat' police officer. For a Sergeant or higher ranking cop, use the modifications for a **Henchman** or **Senior Henchman** on page 189.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Academics d6, **Athletics** d6, **Common Knowledge** d10 Driving d4, Fighting d8, Intimidation d4, **Notice** d6, **Persuasion** d6, Shooting d8, **Stealth** d6, Thievery d4

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Vow (Major — to uphold the law)

Edges: Streetwise

Gear: Most cops carry a night stick or baton (Str+d4), a flashlight, and a set of handcuffs as a minimum. Firearms depends on the country in question, but police officers in Britain do not routinely carry guns. Hand held radios don't exist for police officers for a few years, but most patrol cars have a radio.

Special Abilities: —

Notes: Officers belonging to a special corps such as the Carabinieri or Gendarmerie should use an Elite soldier basic profile, and usually have a firearm.

STREET THUG

Ruffians surviving on their wits, and whatever they can steal or con somebody out of. Often hired by Villains for a specific job, or as a security detail when away from their usual base of operations.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: **Athletics** d6, **Common Knowledge** d4, Fighting d6, Intimidation d6, **Notice** d6, **Persuasion** d6, Repair d4, Shooting d4, **Stealth** d4, Taunt d4, Thievery d6

Pace: 6; **Parry:** 5; **Toughness:** 4

Hindrances: One of Arrogant, Habit (talks in slang or with a local patois), Vow (Minor — vow of loyalty to the gang), or Wanted (Minor — guilty of a petty crime)

Edges: Improvisational Fighter

Gear: Usually carries a hand weapon of some sort (Str+d4) and very little else.

Special Abilities: —

Notes: A street gang's leader should have the Basic Profile of a **Henchman** or **Senior Henchman**.

TEMPORARY SIDEKICK

This NPC is a foe because they're as likely to get an agent killed as help them out. They have annoying traits, the ability to attract trouble, and no redeeming features. Well, except one. This character has an item or a specific piece of knowledge the agents really need. The problem is, the bad guys know as well.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d4

Skills: **Athletics** d6, **Common Knowledge** d8, **Notice** d6, **Persuasion** d6, **Stealth** d4, Taunt d6

Add to the basic skills: two skills at d6, one at d8, and one at d10. These should reflect a profession, or reason why the agents must deal with this character.

Pace: 6; **Parry:** 2 (adjust for Fighting skill); **Toughness:** 4

Hindrances: Enemy (Major) OR Secret (Major) — this character really has something to hide.

Add two of the following Hindrances, three if the character is a Wild Card: Big Mouth, Clueless, Clumsy, Conspicuous, Curious, Glass Jaw, Quirk, Slow and Loud, Yellow

Edges: Choose one Background, one Social, and one Professional Edge. If the character is a Wild Card, add Luck.

Gear: Whatever can be scrounged up in a comical or annoying way. The character also has, or knows the location of, an important McGuffin for the mission.

Special Abilities: —

Notes: This character often needs rescuing or capturing before they can be useful, and they always attract trouble

MONSTERS AND STRANGER THINGS

AUTOMATON

Automatons are created by secret government projects, Evil Genius Villains, or ancient magic. They have many uses in the secret world, and come in all shapes and sizes, usually defined by the task they are created for. Automatons can follow rudimentary instructions and carry out simple tasks such as "guard the temple" or "move the crates". Once their task is done, the Automaton falls into a dormant state until given a new command or it's given task repeats itself. A new pile of crates to move, or a new intruder in the temple, for example.

To command an Automaton a character must either be its creator, or have some sort of control device or recognition token such as a key. The exact nature of this is up to the GM but it should be difficult (but not impossible) for Player Characters to take control of the unit. Automatons are subject to the Command Range rules in *Savage Worlds*.

The profile below provides a generic template for a guardian or combat Automaton, which can be customized to suit a specific task or the Villain it serves.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d4, Fighting d8, Intimidation d8, Notice d6, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 13 (3)

Hindrances: —

Edges: Ambidextrous, Rock and Roll! (if equipped with weapons of ROF 3 or higher)

Gear: Armed automatons carry large versions of melee weapons or have large guns:

- Melee weapons do Str+d10 damage and count as Heavy Weapons in the hands of an Automaton. Swords or other piercing weapons have AP2.
- Guns carried are selected for hitting power and ammunition load since an Automaton cannot reload its own weapons. Magazine, drum, or box/belt fed weapons are preferred, with Machine guns such as the MG34 or Lewis Gun being favorites. For larger ordnance, Anti-Aircraft Cannon such as a BOFORS gun can be used (Range 75/150/300, Damage 3d8, AP2, MBT, ROF 4).

Special Abilities:

- **Armor +3:** Most Automatons are metal skinned. On some combat models this is Heavy Armor.
- **Construct:** +2 to recover from Shaken, don't breathe – immune to disease and poison, ignore 1 point of Wound Penalties, don't bleed, or need to eat. Wounds are healed via a Repair roll and ignore the Golden Hour.
- **Fearless:** Immune to Fear effects and Intimidation but may be Taunted.
- **Fist:** Str+d8 damage
- **Resilient:** Automatons can take one Wound before being Incapacitated
- **Size 2:** Guardian Automatons are 8-9' tall
- **Weakness:** Some Automatons have a finite power source such as a clockwork winding or internal combustion engine. There is also often an "off" switch which can be targeted with a called shot at -6.

Notes: Running Die is d4



GARGOYLE

Found adorning buildings the world over, few know that Gargoyles can be animated and controlled using a modified version of the Zombie Power. Gargoyles understand rudimentary instructions but only accept orders from the one who awakens them.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 13 (6)

Hindrances: —

Edges: —

Special Abilities:

- **Armor +6:** Made of stone
- **Bite / Claws:** Str+d6
- **Construct:** +2 to recover from Shaken, don't breathe — immune to disease and poison, ignore 1 point of Wound Penalties, don't bleed or need to eat.
- **Flight:** Pace 10
- **Hardy:** A second Shaken result does not Wound
- **Resilient:** A Gargoyle can take one Wound before it is Incapacitated
- **Size 1:**



GIANT APE

These behemoths of the jungle are feared, revered, and worshiped as gods by undiscovered tribes in unexplored corners of dark continents. Some adventurers have tried to capture these beasts, it has never ended well.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12+5, Vigor d10

Skills: Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d8, Notice d8, Performance d4, Stealth d6, Survival d10, Taunt d8,

Pace: 6; **Parry:** 8; **Toughness:** 13

Hindrances: Arrogant (not in the traditional sense, but that of an animal Alpha Male who must protect his territory and harem), Phobia (Major — fear of fire)

Edges: Block, Brawny, Fleet Footed, Free Runner, Improvisational Fighter, Killer Instinct, Improved Sweep

Special Abilities:

- **Brachiation:** The Giant Ape is a master of moving swiftly through trees or wherever there are plentiful handholds for swinging. The ape adds +4 to movement when swinging and +4 to melee attack damage (including sweep) if it has moved more than 8" before attacking.
- **Fear:** Characters seeing a Giant Ape for the first time must make a Fear check.
- **Bite:** Str+d8 damage
- **Fists:** Str+d10
- **Size 5 (Large):** Giant Apes can grow up to 20 feet tall.

Notes: For traditional pulp tropes, a Giant Ape could have an obsession with human females, and an irrational fear of biplanes.



GREMLIN

For as long as there have been mechanical devices, engineers have blamed Gremlins when a malfunction could not be explained. Few know how right they are.

Gremlins are highly intelligent mischief makers with an innate understanding and love of complex machinery. Related to Pixies and Brownies, Gremlins are more malevolent, and have a unique trick up their sleeves. While not shape shifters in the truest sense, Gremlins are able to shrink their bodies so they can access tight spaces within complex machinery.

Once they have infiltrated a machine, Gremlins take great pleasure in sabotaging it either for humor, or to cause harm to its occupants or operators. With little concern for their own safety, they rearrange wiring or remove components before retreating to watch the mayhem they have caused.

To sabotage a machine the Gremlin makes a Repair roll. With a success, the component attacked fails immediately. Success with a raise means the component fails the next time it is used, giving the Gremlin the opportunity to watch its handiwork from a safe distance. Finding and repairing the work of a Gremlin requires an opposed roll from the technician against the Gremlin's initial Repair roll to perform the sabotage.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d8, Common Knowledge d4, Fighting d6, Notice d8, Repair d10, Stealth d10, Taunt d8, Thievery d6

Pace: 8; **Parry:** 6; **Toughness:** 3

Hindrances: — Curious

Edges: Fleet Footed

Gear: Some Gremlins use small hand tools but often discard them once their particular task is done.

Special Abilities:

- **Bite / Claw:** Str+d4
- **Environmental Resistance:** Electricity. -4 to damage caused by electricity, +4 to resist electrical attacks.
- **Fearless:** Immune to Fear and Intimidation but can still be Taunted.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination (but not Pitch Darkness).
- **Growth/Shrink:** This limited version of the *growth/shrink* power requires no Power Points but a Vigor roll from the Gremlin. If successful, the creature shrinks to Size -3, reduces Strength to d4-2, reduces toughness to 2, and its scale modifier becomes -4. Gremlins only use this ability to access small spaces and revert to their normal size as quickly as possible.
- **Size -2 (Small):** Gremlins are around 3ft tall in their normal state (see above) but are strong for their size. Toughness -2, Scale Modifier -2.

Notes: Gremlins much prefer flight than fight, and won't engage in combat unless there is no other choice. If they do attack, it usually takes the form of an ambush, using their stealth to gain The Drop.

There are rumors within the intelligence community that GUGB Dept XIII are trying to capture and train Gremlins to become sabotage agents.



LEVIATHAN OF THE DEEP

These ancient creatures of prehistoric origin have survived ice ages, and other cataclysms, by dwelling in the deep places of the earth's oceans. From time-to-time they venture into shallower waters, preferring colder areas, but not exclusively. The fjords of Scandinavia, the lochs of Northern Britain, and the deep ice crevasses of the polar regions are favorite hunting grounds.

Leviathans are 50'-80' long aggressive predators, counting sharks and smaller species of whale among their prey. The huge body of this beast has four flippers, and a long tail is used to aid propulsion through the depths. The long neck ends in a crocodilian head, with a huge maw lined with vicious teeth. Leviathans are very protective, particularly of their young, and will attack anything encroaching on their territory.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d12+10, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d8, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 18

Hindrances: —

Edges: —

Special Abilities:

- **Aquatic:** Pace 8
- **Bite:** Str+d12
- **Low Light Vision:** Ignores penalties for Dim and Dark conditions but not Pitch Black.
- **Size 10 (Huge):** Leviathans can be up to 80 feet long from nose to tail.
- **Swat:** Leviathans can swat enemies with their tails for Str+d8 damage. The attack is a hunting technique used to stun a target before a killing bite attack, and effects a Medium Blast Template. Successfully attacked targets must pass a Vigor check or be Stunned.

Notes: For a different type of Leviathan, add Tentacles and the Stun or Poison Special Abilities from *Savage Worlds*. Make the beast Gargantuan in Size for a true "Terror From The Deep" style monster.

MUMMIES

Mummies come in two varieties. Most are the loyal servants of ancient kings who elected to serve their master in the afterlife. They are former soldiers and guards who protect tombs and ancient religious sites.

The more sinister variant is the Pharaonic Mummy. These are the undying former kings, viziers, and court magicians of the ancient world who have supernatural abilities and unfinished business.

MUMMY

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d6, Stealth d4

Pace: 5; **Parry:** 6; **Toughness:** 10 (2)

Hindrances: Bloodthirsty, Slow (Minor)

Edges: —

Gear: Short sword (Str+d6) OR long sword (Str+d8), some carry small shields (+1) or medium shields (+2 / -2 Cover)

Special Abilities:

- **Armor +2:** Leather like preserved skin.
- **Environmental Weakness:** Fire. +4 Damage from fire, -4 to resist fire hazards or Powers with fire Trappings.
- **Fear (-1):** The walking dead strike fear into all who see them.
- **Fist:** Str+d6
- **Out of Touch:** Suffers -2 to Common Knowledge rolls for anything considered modern.
- **Resilient:** A Mummy can suffer one Wound before it is destroyed.
- **Shambling:** Pace is 5, Running die is d4.
- **Tomb Rot:** See side bar.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, ignore additional damage from called shots, ignore 1 point of Wound penalties, immune to disease and poison, don't Bleed Out, can only be healed with magical healing.



(WC) PHARAONIC MUMMY

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d10, Vigor d10

Skills: Athletics d6, Common Knowledge d8, Faith d12, Fighting d10, Intimidation d10, Notice d8, Occult d10, Persuasion d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 12 (3)

Hindrances: Bloodthirsty

Edges: Arcane Background (Miracles)

Powers: Pharaonic Mummies have some or all of the following powers: *Blast*, *disguise*, *entangle*, *light/darkness*, *puppet*, *smite*, *zombie*. **Power Points:** 20–30.

For extra flavor, consider the Mummy using items for some powers. **Items of Power** creation rules are on page 151.

Trappings: The Mummy's *blast* and *smite* powers use a Tomb Rot trapping (see **Tomb Rot** below).

Gear: Long Sword (Str+d8), medium shield (+2 / -2 Cover)

Special Abilities:

- **Armor +3:** Bronze breastplate
- **Burrow:** Pharaonic Mummies can pass freely through sand, and half pace through stone.
- **Environmental Weakness:** Fire. +4 Damage from fire, -4 to resist fire hazards or Powers with fire Trappings.
- **Fear (-2):** A Pharaonic Mummy radiates power, purpose, and fear!
- **Fearless:** Immune to Fear effects and Intimidation.
- **Fist:** Str+d6
- **Out of Touch:** Suffers -1 to Common Knowledge rolls for anything considered modern.
- **Tomb Rot:** See side bar.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, ignore additional damage from called shots, ignore 1 point of Wound penalties, immune to disease and poison, don't Bleed Out, can only be healed with magical healing.

TOMB ROT

Creatures dwelling in tombs for hundreds, or even thousands of years, often carry harmful bacteria which are just as old. The disease caused by these bacteria became known as Tomb Rot and, until the advent of antibiotics in 1928, was often fatal.

Any character Shaken or Wounded after being struck by a creature carrying Tomb Rot must make a Vigor roll. If the roll fails, the victim contracts Tomb Rot and suffers a level of Fatigue. The character must then make a Vigor roll every four hours or suffer one Wound. Once the character is Incapacitated through Wound loss they die. At the GM's discretion, the dead character may rise again as the same type of beast which delivered the fatal blow.

Tomb Rot can be healed using the *healing* power but the Healing skill does not work unless antibiotics are administered. The first dose of antibiotics stops the progression of the disease, but all Wound and Fatigue loss must be recovered naturally.

SASQUATCH / YETI



Sasquatch and Yeti are environmental adaptations of the same species. White furred Yetis are found in the high mountains of China, Tibet, Nepal, and the isolated valleys of the Alps and Pyrenees. Sasquatch keep to the lower but equally isolated mountain ranges of North America, Canada, Scandinavia and Northern Russia, where their darker fur gives them perfect camouflage. They form family groups around a patriarch, typically raising young for two or three years before sending them to form groups of their own.

Yetis and Sasquatch are peaceful creatures preferring to stay hidden as much as possible. If threatened though, they defend their territory and family groups with ferocity.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Stealth d10, Survival d8,

Pace: 7; **Parry:** 6; **Toughness:** 11 (2)

Hindrances: —

Edges: Woodsman

Gear: —

Special Abilities:

- **Armor +2:** Thick fur
- **Bite / Claws:** Str+d6
- **Environmental Resistance:** Cold
- **Resilient:** Yetis and Sasquatch can take one Wound before they're Incapacitated
- **Size 2:** These imposing creatures stand 8-10 feet tall and weigh up to 1000 lbs.
- **Thrown rocks:** Sasquatch and Yetis often use large rocks as thrown weapons to try and discourage those who would invade their territory. Damage Str+d8, Range 10/20/40, Heavy Weapon.

SERPENT

Serpents are terrifying creatures found lurking in dense jungles, long forgotten tombs, and deep mines. Unlike snakes, which are typically not aggressive unless they are hunting or defending themselves, Serpents are bred to aggressively protect something, or someone.

Rather than being a naturally occurring phenomenon, Serpents are a mutated snake form created by shamans, witch doctors, or mad scientists. Essentially, where there is a Serpent, there is a Villain!

CONSTRUCTOR

A Huge creature with a deadly combination of speed, strength, and guile. Constructors crush the life from their prey before eating them whole.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d10

Skills: Athletics d10, Fighting d6, Notice d10, Stealth d8

Pace: 5; **Parry:** 5; **Toughness:** 17 (2)

Hindrances: —

Edges: Alertness (+2 to Notice rolls)

Gear: —

Special Abilities:

- **Armor +2:** Thick scales.
- **Bite:** Str+d6
- **Constructor** – The Serpents favored method of attack is to Grapple and then Crush its Bound or Entangled victim for damage equal to its current strength. See *Savage Worlds* for Grappling and Crushing rules.
- **Size 8 (Huge):** Constructors are 3 feet in diameter at their widest point and can be 40-50 feet in length.
- **Weakness (Soft Underbelly):** Successful Called Shots to the Serpent's underside at -2 ignore armor.

OPTIONAL ABILITY — BASILISK

For some genuine danger when encountering a Serpent, the Basilisk ability has no peers.

A Basilisk's gaze is an area attack affecting a cone template. Assuming the targets are not surprised, it can be Evaded with an Agility roll at -2. Any character hit by the gaze must succeed with a Vigor roll at -2 or be turned to stone at the end of the round in which the attack was made. Any characters who haven't acted in that round may do so, and if the creature is destroyed before the end of the round, the effect is nullified.

The turned to stone condition can be reversed with the *dispel* power, or a few drops of the creature's blood.

VENOMOUS

While not as large as their constricting cousins, what a Venomous Serpent lacks in stature, it more than makes up for in aggression and deadly capability.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d12+1, Vigor d8

Skills: Athletics d8, Fighting d10, Notice d10, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 12 (2)

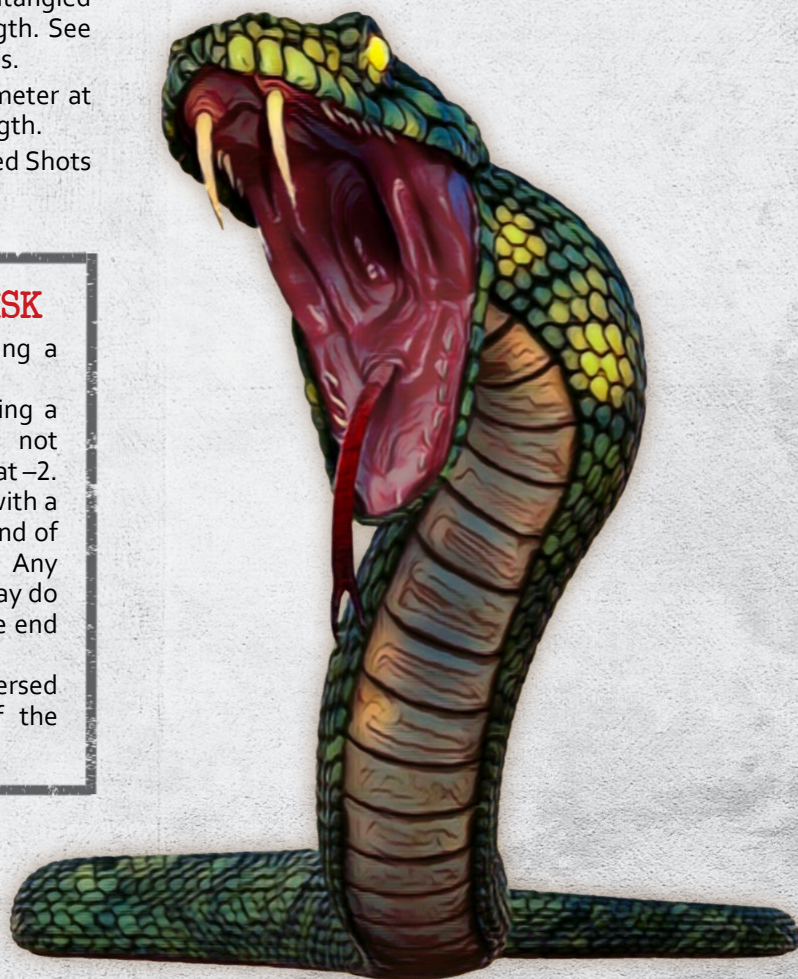
Hindrances: —

Edges: Alertness (+2 to Notice rolls), Quick

Gear: —

Special Abilities:

- **Armor +2:** Thick scales.
- **Bite:** Str+d6 – The Serpent's strike has Reach 1
- **Poison (Lethal):** The GM chooses the strength of the poison. If the victim fails a Vigor check with the poison strength as a modifier, they suffer a Wound (two with a critical failure), are Stunned, and die in 2d6 rounds without assistance.
- **Size 4 (Large):** Venomous Serpents are smaller than Constructors but much larger than common cobras or vipers. They can reach 10-15 feet in length.
- **Weakness (Soft Underbelly):** Successful Called Shots to the Serpent's underside at -2 ignore armor.



SOBEKIAN GUARDIAN

The ancient Egyptian crocodile god Sobek represents protection, military prowess, and fertility. Sobekians are the living embodiment of these deific aspects. Ancient priests used long forgotten meld magic to create these ferocious guardians for their temples and shrines along the Nile, and in oases such as Faiyum. Because of their ability to breed and travel, Sobekians have survived to this day, unchanged for millennia, just like their crocodile cousins. They live in tribal groups in any area where a crocodile might be found, but are highly secretive creatures unless they, or the shrine they protect, are threatened.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Stealth d6, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (2)

Hindrances: Hesitant — See below

Edges: —

Gear: Sobekians use hand tools and weapons as required. Weapons are usually single handed clubs or blade weapons doing Str+d6 if they can get them.

Special Abilities:

- **Armor +2:** Scaly hide.
- **Aquatic:** Pace 6, can remain underwater for 1 hour.
- **Bite / Claw:** Str+d6.
- **Cold Blooded:** During the hours of darkness or when the temperature is below 20°C / 68°F, Sobekians have the Hesitant Hindrance.
- **Size 1:** Sobekians are 7-8 feet tall and weigh around 500Lbs.
- **Watery Grave:** If fighting near water, a Sobekian will attempt to Grapple its foe and drag them into the depths where it Crushes them as they drown.

Notes: The care of certain ancient sites is entrusted to specific tribes and has been for thousands of years. In more recent times, Sobekians have become accustomed to visitors to the temples of the old ones. As long as they only look, and don't dig too deep, the guardians leave them alone.

Sobekian leaders are classed as **Henchmen** with the appropriate increases to statistics. See page 189.

TYRANNOSAURUS REX

Believed to be long extinct, the Tyrant Lizard King still lives in the deep jungles of Central Africa and South America. They are territorial and very, very aggressive. Occasionally an explorer might stumble into a lost valley where these beasts still live. Such exploration doesn't usually end well for the intrepid adventurer.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+5, Vigor d12+2

Skills: Athletics d6, Fighting d10, Intimidation d8, Notice d12, Stealth d6, Survival d8

Pace: 8; **Parry:** 7; **Toughness:** 19 (3)

Hindrances: —

Edges: — Alertness, Brute, Hard to Kill

Special Abilities:

- **Armor +3:** Tough hide
- **Bite:** Str+d8
- **Bite and Crush:** If a Bite attack succeeds with a raise, the T-Rex may forgo the bonus damage and attempt to hold the victim in its jaws instead. The target avoids being held with a successful Athletics roll. If the target avoids being held, they still take the initial Bite damage, but without the raise bonus. If the target is caught, they take the initial Bite damage, are Bound, and the T-Rex is Vulnerable. The beast then Crushes its opponent with Bite damage each round. The victim uses the Grappling rules to escape the T-Rex's maw.
- **Fear -2:** The Tyrant Lizard King is a fearsome sight.
- **Low Light Vision:** Ignores penalties for Dim and Dark conditions but not Pitch Black.
- **Size 7 (Large):** T-Rex's can grow to 30' long and beyond.

