

SAVAGE WEIRD WAR II

Blood on the Rhine

Welcome to my conversion notes for Pinnacle Entertainment Group Inc.'s *Weird War II: Blood on the Rhine (WWII:BotR)*. Everything in here will be in the order in which it is found in that resource. I utilized Pinnacle's d20 Conversion notes (<http://www.peginc.com/SavageWorlds/index.htm>), Screenmonkey's *Weird Wars* conversion notes at *Savage Heroes* (<http://www.savageheroes.com/conversions.htm>) and the *Bats* scenario by Teller that was released on the Pinnacle Website (<http://www.peginc.com/SavageWorlds/index.htm>). Plus Screenmonkey and I bounced a lot of ideas off of each other in email and these are the conversion notes I happened to prefer.

Primarily the page references are to the appropriate page in *WWII:BotR*, unless otherwise noted. Finally, I'm not bothering to retain any copyrights to this work, so feel free to do whatever you want to with it. You could claim to be the sole author of the stuff in here that I wrote (not the stuff that belongs to other people, though), if you really wanted but I can't see why anyone would really want to. If you feel the need to contact me, correct me, generally comment or complain about how stupidly I did something here just send email to Lenny Zimmermann at zarlор@acm.org.

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LANGUAGES (p. 25)

Each language is handled by a specialized Knowledge skill.

LIFE IN THE MILITARY (p. 34)

Soldiers can be Privates, NCOs or Officers. See the *Soldiers* edge below for the details.

SKILLS AND FEATS (pp. 49-57)

Most Skills would just fall under *Savage Worlds* rules for Common Knowledge. But if you happen to find you have many adventures where you will be using a particular skill often, then you may wish to include it. For example, *Decipher Script* could become Knowledge (Cryptography) to encrypt and decrypt messages and ancient texts, but only if you happen to be throwing a lot of those at your players. Some other possibilities might be Knowledge (Military), Knowledge (*Language*), *Artillery* (Smarts), *Demolitions* (Smarts) and *Mechanical Repair* (Smarts). Just check out your *Weird Wars* books for when to use these skills, but I wouldn't worry too much about the d20 rules for them, just make the rolls and determine levels of success by the standard successes and raises made.

If you really want to granulate things down you can force your players to take specialties in their Shooting skills to match some of *WWII:BotR*'s Feats, such as *Shooting (Flamethrower)* and *Shooting (Artillery)*. Personally I'd stick with the idea of Common Knowledge and that mastering one weapon once you have mastered a few others isn't too much of a stretch. Maybe give a -2 or -4 to the first few times a soldier uses a weapon type they may be unfamiliar with. Reduce the penalties by 1 every few tries, if you like, to simulate their gradually getting used to the new weapon.

NEW EDGES

Background Edge

Crazy Bastard

(shamelessly stolen from Screenmonkey, so all copyrights to it are his)

Requirements: Novice, Spirit d6+

Airborne, frogman, ranger, or maybe just a few bullets short of a full clip - any way you slice it, your character has already been through worse than anything he's seen in combat. Crazy Bastards add +1 to all Guts rolls and to recover from being Shaken.

Combat Edges

Clipping the Grass

(Courtesy of the Bats scenario from Pinnacle by Teller)

Requirements: Seasoned, Rock and Roll!, Shooting d8+

This edge allows a heavy machine-gunner to provide true grazing fire—just a few inches off the ground. The weapon must be a heavy MG, which would not include the Sturmgewehr 44 or the BAR Machineguns, and must be braced on a bipod, window, or some other solid surface.

When using suppressive fire, those caught in the area of effect take damage on a Spirit roll of a 1 or 2 instead of just a 1.

Incoming!

(shamelessly stolen from Screenmonkey, so all copyrights to it are his)

Requirements: Seasoned

Characters with the Incoming! Edge have been through enough enemy artillery they instinctively know when to run for cover and receive a +2 bonus to Spirit rolls during artillery barrages. In addition, they grant a +1 bonus to Spirit rolls during artillery barrages to all characters within 5".

Power Edge

Imbue Runestones

(shamelessly stolen from Screenmonkey with some modifications, but all copyrights to it are his anyway)

Requirements: Seasoned, Arcane Background (Magic)

The Adept can create a runestone of a particular spell, making it easier to cast that spell. By holding the stone in hand while casting the spell, the Adept reduces the power point cost by 1 and the Adept suffers no backlash if the skill die rolls a 1, but the runestone will be rendered useless. Creating a runestone requires a successful Spellcasting roll with a -6 penalty and may only be attempted four times per rank. Quick drawing a stone is always considered difficult and requires an Agility roll. See *WWII:BotR*, page 128, for ideas on the ritual involved.

Professional Edge

Solider

(modified from the Deadlands Conversion from Pinnacle by Shane Lacy Hensley)

Requirements: Special

Private: Novice, Fighting d6, Shooting d6

NCO: Seasoned, Fighting d6, Shooting d6, Intimidation d6

Officer: Novice, Smarts d6, Knowledge (Battle) d6

A player may choose whether he wants to start as a private, NCO, or officer when he takes this Edge. Each step comes with its own perks and responsibilities—it's not necessarily better to be an officer instead of an NCO or private.

Characters may progress upward from their current state by making Promotion rolls (see the Promotion Table below). Characters may also be demoted a number of ranks if they perform poorly, abandon their post, disobey orders, or otherwise operate outside the code of military conduct.

Demotions are subjective and entirely up to the War Master, and no roll is required. Soldiers are on duty 24 hours a day, seven days a week. Those who decide to run off on personal adventures without permission may find themselves victims of a court martial or even summary execution!

Privates get regular food and pay and their gear, which includes a uniform. Check out page 27 for a Grunt's usual starting Equipment, but you may also need to consider p. 30 for Medic oriented characters and p. 33 for Scouts, p. 116 for Commandos or even p. 122 for OSI Operatives. Privates and PFCs always subtract 2 from Promotion rolls. Once they are promoted to Corporals, they no longer suffer the penalty. Corporals who gain promotions become NCOs.

Noncommissioned Officers (NCOs) start as Sergeants and usually lead squads of 10 privates. As they advance through the ranks, they tend to lead larger and larger formations. Of course this may not always be the case for OSI operatives since their missions are often more specialized and may require smaller but more experienced forces.

Sergeants start play with the same gear given to a private, plus an Army pistol and 20 rounds. Sergeants also gain +1 Charisma due to their rank when dealing with those who respect their authority.

Officers normally lead platoons or entire companies. Officers gain +2 Charisma when dealing with those who respect their authority. This is cumulative with the +1 gained as a Sergeant *if* the character was promoted from NCO rank naturally (instead of starting as an officer).

Standard Officer starting equipment can be found on p. 29.

See *WWII:BotR*, page 35, for more organizational details.

Promotion Table

At the completion of a mission or assignment, roll 1d20 and add the modifiers below. A roll of 20 or greater means the character has been promoted. A natural roll of 20 means the hero has been awarded an appropriate medal or citation as well. Each medal or citation adds +1 to the hero's Charisma toward those who respect the award and have the chance to notice it (whether it is worn or simply known by reputation). Use the *WWII:BotR* (pp. 158-9) rules for awarding medals, but ignore the XP awards. The table for medals can be found on Pinnacle's website in the downloads section for *WWII:BotR* errata.

Mission Modifiers

- Routine Mission
- +2 Difficult Mission
- +4 Very Difficult Mission
- +6 Suicidal Mission

Situational Modifiers

- 2 Character is a Private
- +2 Character was injured
- +2 Character committed a conspicuous act of bravery that was noticed by others

EQUIPMENT (PP. 60-85)

This listing will only contain those items and weapons not already explicitly delineated in the Savage Worlds book. So if you don't see it here, then that means it was already in the rules. I also do not list anything that didn't need converting, such as Shots (or Ammo, as the column is called in *WWIII:BotR*) or Cost.

VEHICLES (PP. 70-79)

(shamelessly stolen from Screenmonkey, so all copyrights to it are his.)

Use the following formulae and the *WWII:BotR* book to generate stats for vehicles as needed.

Toughness is based on the vehicles size:

Large = 12

Huge = 15

Gargantuan = 18

Note: this is the base toughness so the Armor value must be added in.

SW Armor = (WWII:BotR Upper Hull Armor / 10)

SW Top = d20 Speed / 3

SW Acc = 5 for armored vehicles, 10 for trucks, 15 for jeeps & Kubelwagons

Example:

King Tiger

Acc/Top Speed: 5/12 ; **Toughness:** 41/27/27 (23/9/9)

Crew: 5 ; **Cost:** Military only

Notes: Heavy Armor; Tracked

Weapons:

88L71 gun (Ammo: 35HE, 35AP)(Treat as 88-90mm with AP18 for AP rounds)

7.92 MG in coax (1000 rounds)(Range 30/60/120; Damage 2d8+1; ROF3, AP2)

7.92 MG bow (1000 rounds)(Range 30/60/120; Damage 2d8+1; ROF3, AP2)

Nahverteidigungswaffe (4d8 damage over a Large Burst Template)

OTHER EQUIPMENT

NOTE: The M1 Thompson Submachinegun is listed in the SW rulebook as a Tommy Gun (.45), the Mk2 "Pineapple" grenade would be the SWs Mk67 Pineapple, the Stielhandgranate 24 would be the Potato Masher, for all of the Flamethrowers use the standard Flamethrower in SW, S-Mine 44 is a Bouncing Betty, Web Belt would just be part of standard clothing and Ammo Weight can be found in the SW rulebook as well.

PISTOLS

| Type | Range | Dmg. | RoF | Wt. | Min Str. | Notes |
|------------------|----------|-------|-----|-----|----------|-----------------|
| Browning HP | 12/24/48 | 2d6 | 1 | 4 | — | AP 1; Semi-Auto |
| Enfield No.2 Mk1 | 12/24/48 | 2d6-1 | 1 | 4 | — | AP 1; Revolver |
| Liberator M1942 | 5/10/20 | 2d6+1 | 1 | 2 | — | AP 1 |
| M1917 | 12/24/48 | 2d6+1 | 1 | 4 | — | AP 1; Revolver |
| Pistole 08 Luger | 12/24/48 | 2d6 | 1 | 4 | — | AP 1; Semi-Auto |
| Walther PPK | 12/24/48 | 2d6 | 1 | 3 | — | AP 1; Semi-Auto |
| Walther P38 | 12/24/48 | 2d6 | 1 | 4 | — | AP 1; Semi-Auto |
| Webley Mk4 | 12/24/48 | 2d6-1 | 1 | 4 | — | AP 1; Revolver |

SUBMACHINEGUNS

| Type | Range | Dmg. | RoF | Wt. | Min Str. | Notes |
|--------------|----------|-------|-----|-----|----------|------------|
| M3 Greasegun | 12/24/48 | 2d6+1 | 3 | 13 | — | AP 1; Auto |
| MP35 | 12/24/48 | 2d6 | 3 | 10 | — | AP 1; Auto |
| Sten | 12/24/48 | 2d6 | 3 | 10 | — | AP 1; Auto |

SHOTGUNS

| Type | Rng. | Damage | RoF | Wt. | Min Str. | Notes |
|--------------|---------|--------|-----|-----|----------|----------------------|
| Sawed-off SB | 5/10/20 | 1-3d6 | 1 | 5 | — | See SW notes (p. 50) |

RIFLES

| Type | Range | Dmg. | RoF | Wt. | Min Str. | Notes |
|------------------|----------|-------|-----|-----|----------|-----------------|
| De Lisle Carbine | 20/40/80 | 2d6+1 | 1 | 8 | — | AP 2; Semi-Auto |
| Gewehr 43 | 24/48/96 | 2d8 | 1 | 11 | — | AP 2; Semi-Auto |
| M1 Carbine | 20/40/80 | 2d8 | 1 | 7 | — | AP 2; Semi-Auto |
| M1903A3 | 24/48/96 | 2d8 | 1 | 8 | — | AP 2 |
| M1903A4 | 24/48/96 | 2d8 | 1 | 8 | — | AP 2 |
| No.4 Lee-Enfield | 24/48/96 | 2d8 | 1 | 9 | — | AP 2 |

MACHINEGUNS

| Type | Range | Dmg. | RoF | Wt. | Min Str. | Notes |
|----------------|-----------|------|-----|-----|----------|------------------------|
| Sturmgewehr 44 | 24/48/96 | 2d8 | 3 | 12 | — | AP 2; Snapfire Penalty |
| BAR | 24/48/96 | 2d8 | 3 | 16 | — | AP 2; Snapfire Penalty |
| Bren Gun | 36/72/144 | 2d8 | 3 | 22 | d6 | AP 2; Snapfire Penalty |
| M1919A4 | 33/66/132 | 2d8 | 3 | 31 | d8 | AP 2; Snapfire Penalty |
| MG34 | 24/48/96 | 2d8 | 3 | 27 | d8 | AP 2; Snapfire Penalty |
| Vickers | 24/48/96 | 2d8 | 3 | 40 | — | AP 2; May not move |

HAND GRENADES AND EXPLOSIVES

| Type | Range | Dmg. | RoF | Wt. | Min Str. | Notes |
|-------------------------------------|---------|-------|-----|-----|----------|---|
| AN-M8 | | | | | | |
| Bangalore Torpedo | 3/6/12 | 2d6+2 | — | 15 | | Medium Burst Template, Thrown |
| Geballte Ladung | | 5d6 | | 10 | | Medium Burst Template, AP 2, Thrown |
| No.23 Mk II | | | | | | |
| M9A1 Rifle Grenade | | | | | | |
| Molotov Cocktail | | | | | | |
| Plastic Explosive | | | | | | |
| Satchel Charge, Small | | | | | | |
| Schiessbecher AT | | | | | | |
| Schiessbecher HE | | | | | | |
| Stielhandgranate 24 w/ spliterringe | 5/10/20 | 3d6 | — | | — | Medium Burst Template |
| Smoke Grenade | 5/10/20 | — | — | | — | Use <i>Obscure</i> power for effects |
| TNT (1 charge) | 3/6/12 | 3d6-2 | — | | — | Small Burst Template, Target may catch fire (p. 97) |

ROCKET LAUNCHERS

| Type | Range | Dmg. | RoF | Wt. | Min Str. | Notes |
|------|----------|------|-----|-----|----------|------------------------------|
| PIAT | 12/24/48 | 4d8 | 1 | 32 | | Medium Burst Template, AP 17 |

MELLEE WEAPONS

| Type | Dmg. | Wt. | Min Str. | Notes |
|------------------|-------|-----|----------|-------|
| Entrenching Tool | Str+1 | 2 | — | |
| Garrote | Str+2 | 1 | — | |
| Rifle Butt | Str+1 | — | — | |

ANTI-TANK GUNS

| Type | Range | Dmg. | RoF | Burst? | Notes |
|---------------------|-------|------|-----|--------|-------|
| 6-pdr AP | | | | | AP |
| 6-pdr AP | | | | | AP |
| 6-pdr Tungsten | | | | | |
| 17-pdr AP | | | | | |
| 17-pdr HE | | | | | |
| 17-pdr Tungsten | | | | | |
| M1 57MM AT AP | | | | | AP |
| M1 57MM AT HE | | | | | |
| M1 57MM AT Tungsten | | | | | |
| Pak 38 AP | | | | | AP |
| Pak 38 HE | | | | | |
| Pak 38 Tungsten | | | | | |
| Pak 40 AP | | | | | AP |
| Pak 40 HE | | | | | |
| Pak 43 AP | | | | | AP |
| Pak 43 HE | | | | | |

ANTI-AIRCRAFT GUNS

| Type | Range | Dmg. | RoF | Burst? | Notes |
|-------------------------|-------|------|-----|--------|-------|
| 40mm Bofors AP | | | | | AP |
| 40mm Bofors HE | | | | | |
| Flak 37 AP | | | | | AP |
| Flak 37 HE | | | | | |
| Flakvierling 38 AP | | | | | AP |
| Flakvierling 38 HE | | | | | |
| M2 90mm AA AP | | | | | AP |
| M2 90mm AA HE | | | | | |
| M2 90mm AA Maxson Mount | | | | | |

MORTARS

| Type | Range | Dmg. | Burst? | Wt. | Notes |
|-----------------|-------|------|--------|-----|-------|
| 2-inch Mortar | | | | | |
| 3-inch Mortar | | | | | |
| 60mm Mortar, M2 | | | | | |
| 81mm Mortar, M1 | | | | | |
| Granatwerfer 36 | | | | | |
| Granatwerfer 34 | | | | | |

GENERAL GEAR

| Type | Wt. | Notes |
|---------------------|-----|--|
| Ammo Pouch | | Gives Extras an extra ammo level |
| Communications Wire | | |
| Entrenching Tool | | |
| Field Telephone | | |
| Field Stove | | |
| Fuel Canister | | |
| Mess Kit | | |
| Metal Detector | | +2 Notice for hidden metal objects, like mines |
| Radio Telephone | | |
| Survival Kit | | |
| Vehicle Tools | | |
| Web Belt | — | Just an article of clothing for SW purposes |

MEDICAL EQUIPMENT

| Type | Wt. | Notes |
|------------------|-----|-------|
| Medic's Kit | | |
| Personal Aid Kit | | |
| Stretcher | | |

RATIONS

| Type | Wt. | Notes |
|-----------------|-----|-------|
| C Ration | | |
| K Ration | | |
| Survival Ration | | |

EXPLOSIVE SUPPLIES

| Type | Wt. | Notes |
|------------------------|-----|-------|
| Caps (10) | | |
| Detonator, Small | | |
| Detonator, Large | | |
| Detonating Wire (500') | | |
| Fuse (100') | | |

ARMOR

| Type | Dmg. | Wt. | Min Str. | Notes |
|---------------|------|-----|----------|--|
| Tanker Helmet | +3 | 5 | — | 50% chance of protecting against head shot |

VEHICLE WEAPONS

| Type | Range | Dmg. | RoF | Burst? | Notes |
|-----------------|-------|------|-----|--------|-------|
| 50 MM Cannon HE | | | | | |
| 50 MM Cannon AP | | | | | AP |
| 75L70 HE | | | | | |
| 75L70 AP | | | | | AP |

ARTILLERY (P. 93)

(Taken in large part from the Bats scenario from Pinnacle by Teller)

Calling artillery can be made as an action by placing the number of Templates of the appropriate size for the number of artillery in the battery being fired wherever the character can see, and rolling his Smarts -2 for each template. (If you are using Shooting (Artillery) or Shooting (Mortar) as a separate skill in your game, you may wish to roll that with no modifier, instead.) For a multiple Rate of Fire artillery weapon only one roll is made for all of the rounds. On a success, the shell lands where desired. On a failure, it deviates 2d10" in a random direction. Subsequent rounds can be called to the same location hit initially, or they can be adjusted with another Smarts -2 roll.

The arty causes its damage to everything beneath the template.

Just use the standard *WWII:BotR* rules for availability of artillery to be fired upon the enemy and how long it takes to get there.

Example: *Sgt. Ross has 3-81mm, M1 mortars he can call on for Artillery support. Each mortar has a Rate of Fire of one and since there are 3 of them he can set out 3 Burst Templates where he would like the artillery to hit. Since he only has one bunker he would like to blow the Germans out of he decides to call all three to the same location. He rolls a Smarts check for each Template and gets 5, 7 and 6 on the die, for a modified 3, 5 and 4. The War Master rolls to see that first round falls short by 6" and moves one of the burst templates to that location. Let's hope Sgt. Ross' squad isn't so close they get caught in the blast!*

INVOKING MIRACLES (P. 125)

Use the Arcane Background (Miracles) for Chaplain characters. Based on their spell list in *WWII:BotR* I would suggest not allowing *Bolt*, *Puppet*, *Shape Change*, *Telekinesis* or *Zombie*. You may want to allow *Zombie* for Nazi chaplains, but I would reserve it strictly for Blood Mages.

Chaplains may also take the *Soldier* edge if they were pulled up from military service.

RUNE MAGIC (P. 127)

Just use the Arcane Background (Magic) rules for OSI Adepts, with the Runestone rules below for limitations.

CREATING RUNESTONES (P. 128)

See the Edge *Imbue Runestones*, above.

THE RUNES (P.129)

Runes could easily be associated directly with a Savage Worlds power as a simple trapping. Below is a list of the runes from *WWII:BotR* and the associated Savage Worlds power. I would recommend that you read the runes in *WWII:BotR* and use those descriptions for the further trappings of the spell since some powers will have multiple Runes associated with them. I didn't feel that *Blast*, *Greater Healing* or *Zombie* were, necessarily, appropriate or represented by any of the Runes, so they are not listed here. It also gives Chaplains at least a couple of spells that would not otherwise be available to Adepts. You may wish to disallow Berkana (*Healing*) or change it to something like *Boost/Lower Trait* or *Stun* to reserve the healing capabilities for Chaplains alone. *Zombie* would be appropriate for Nazi Blood Mages.

Adepts may also take the *Soldier* Edge if they were pulled up from the ranks.

THE FIRST AFTT (P. 130)

| <i>Rune</i> | <i>Power</i> |
|-------------|--------------------------|
| Fehu | Fear |
| Uruz | Boot/Lower Trait |
| Thurisaz | Bolt |
| Ansuz | Detect/Conceal Arcana |
| Radhio | Speed |
| Kenaz | Light |
| Gebo | Puppet |
| Wunjo | Quickness |

THE SECOND AFTT (P. 131)

| <i>Rune</i> | <i>Power</i> |
|-------------|--------------------------|
| Hagalaz | Dispel |
| Nauthiz | Boost/Lower Trait |
| Isa | Invisibility |
| Jera | Fly |
| Eihwaz | Armor |
| Perthro | Detect/Conceal Arcana |
| Algiz | Deflection |
| Sowilo | Smite |

THE THIRD AFTT (PP. 131-2)

| <i>Rune</i> | <i>Power</i> |
|-------------|--------------------------|
| Teiwaz | Stun |
| Berkana | Healing |
| Ehwaz | Shape Change |
| Mannaz | Obscure |
| Laguz | Wave Runner |
| Ingwaz | Barrier |
| Dagaz | Detect/Conceal Arcana |
| Othala | Telekinesis |

HAUNTED VEHICLES (P. 136)

Treat haunted vehicles just like the *Sidekick* Edge. In other words, you could build a standard Wild Card character, with skills and attributes that could be used by the vehicle, such as having its own Driving or Shooting skills. You may wish to require that the *Rich* or *Very Rich* Edge be taken by the vehicle depending on how expensive, rare or powerful such a vehicle would be. You may also require certain Traits meet a specified minimum, such as requiring a higher Vigor and/or Toughness-increasing edges be bought to meet the standard Toughness for that kind of vehicle. That should help to minimize how powerful a self-driving, self-shooting tank ends up being. With those kinds of limitations such a Tank would be a big boon, but not have a very high ability on its own, whereas a relatively weak vehicle like a Jeep might be a better stunt driver than Hooper. (You know... the movie? Burt Reynolds? Geez, am I really getting that old!?)

There is a catch, though. Vehicular abilities, whether it is simply the Driving skill to drive itself, or to activate a Power, will cost one of the players a bennie to activate any one of those abilities. Multiple bennies will activate multiple abilities and any player can toss in the bennie to activate the ability, not just the character that initially bought the *Sidekick* Edge. The upside is that you won't need to worry about tracking Power Points for these abilities as they will last, at the WM's discretion, for the length of a scene's worth of action, such as for an entire skirmish or even several days of just general traveling. Either that, or just give the vehicle Power Points like a normal *Sidekick* and track them that way.

VEHICULAR POWERS

Here are some powers specifically created for a Haunted Vehicle that may prove useful. All of them are shamelessly, with small modifications, stolen from Screenmonkey.

Ambush Sense

Characters gain the Danger Sense edge when within 10" of the vehicle.

Arcane Accuracy

All weapons on the vehicle are considered Trademark Weapons.

Arcane Ammo

The vehicle's ammo affects Ethereal creatures as if they weren't Ethereal.

Arcane Penetration

The vehicle's ammo gains an extra level of AP. This Edge may be taken multiple times.

Camouflage

This is the Invisibility power for the vehicle but with the additional trapping of extending to include any crew within 10" of the vehicle.

Damage Reduction

This is the Armor power and is also applied to characters within 10". Obviously this would be above and beyond the natural armor of the vehicle.

Ectoplasmic Fuel

The vehicle never runs out of fuel or ammo.

Magic Resistance

The vehicle and characters within 10" gain the Arcane Resistance edge.

Regeneration

This is the Healing power, but it is applied only to PCs who are in the vehicle.

Remechanization

This is the Healing power, but it is applied only to the vehicle and only when a donor vehicle of the same size is within 10".

Revivification

This is the Zombie power. Have it activated by a PC death, using the methods suggested in the *WWII:BotR* rulebook and don't forget the Guts checks.

RUNNING THE GAME (P. 156)

Starting characters should be created and bumped up to Seasoned (4 levels).

THE OPPOSITION (PP. 161-163)

I've decided not to convert all of the Opposition or monsters from The Bestiary as they are fairly integral to the setting and I would like to encourage folks to put money into the hands of the folks at Pinnacle who deserve all the credit and profit they can get. I highly recommend purchasing *WWII:BotR*

and converting the beasts and soldiers using the notes here and the d20 conversion notes available from Pinnacle.

VICTORY RUNES (P. 161 SIDEBAR)

These runes translate as providing the wearer with +1 Toughness.

DOGS OF WAR

SCENE TWO: FIRST BLOOD (P. 179)

WAFFEN SS SOLDIER (PP. 179 AND 182)

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

Skills: Driving (d4), Fighting (d4), Healing (d4), Notice (d6), Shooting (d4), Stealth (d6), Throwing (d4)

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Edges: Affected by Inspire (+1 to Spirit rolls)

All Notice rolls in the woods suffer a -2 penalty

WOLF PACK (P. 179)

For the blood, just have your soldier roll a standard Guts check and use the Fear table.

The roll to climb the tree is also a standard Climb roll. A simple failure causes the hero to be Shaken. A critical failure is a fall but for only 1d6 damage.

The will save for seeing the corpse is also a standard Guts check.

WOLVES (P. 180)

Use Dog/Wolf from Savage Worlds p. 129

2ND LT. RON THRASHER (P. 180)

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

Skills: Piloting (d4), Fighting (d4), Healing (d4), Notice (d6), Shooting (d6), Throwing (d4)

Charisma: 0; **Pace:** 4; **Parry:** 4; **Toughness:** 5

Hindrances: Lame due to wounds

Edges:

SCENE THREE: THE WAR GETS WEIRD (P. 181)

The first Listen check will be a standard Notice roll. German speakers can rolls Smarts -4 to realize they are speaking Latin.

The dog chains wrapping would be noticed on a Notice roll -2. They may break their chains on a Strength -6 roll.



WAFFEN SS BLOOD MAGE (P. 182)

SS-Sturmbannführer Hand Gephardt

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

Skills: Fighting (d4), Healing (d8), Intimidation (d10), Guts (d10), Persuasion (d10+4), Shooting (d10), Spellcasting (d12), Stealth (d8)

Charisma: 4; **Pace:** 6; **Parry:** 4; **Toughness:** 7; **Power Points:** 20

Hindrances:

Edges: Arcane Background (Magic), Attractive (+2 Chr), Charismatic (+2 Chr), Command, Inspire, Imbue Runestones, Power Points(x2), Power Surge, Tough as Nails, Trademark Weapon (Walther PPK), Power Surge

Powers: Armor, Detect/Conceal Arcana, Light, Obscure, Quickness, Shape Change, Smite, Stun, Wave Runner

Gear: Runes: See the Runestones notes above for the new special effects of Runestones, the standard text does not mention specific runestones, so it's up to the WM as to how many of which type are available. I used Kenaz, Ansuz and Sowilo. The *protection from normal missiles* swastika acts like a permanent *Deflection* power but only at -1 to Shooting or Throwing rolls (SW p. 84), see p. 182 for the rest of his gear.

WAFFEN SS SOLDIERS (P. 182)

Use the Waffen SS Soldier from Scene Two: First Blood above.

KLUDDER (P. 182)

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

Skills: Fighting (d8), Guts (d8), Intimidation (d8), Notice (d6)

Charisma: 0; **Pace:** 10; **Parry:** 6; **Toughness:** 7

Special Abilities

- **Claws:** Str
- **Chains:** Str+2
- **Fleet Footed** Kluddes roll d10s instead of d6s when running.
- **Armor:** The creatures' thick hides provide an extra +1 Toughness
- **Low Light Vision:** Kluddes ignore Dim and Dark lighting penalties.

EPILOGUE (P. 183)

The Will save against the vampire is a Guts check -2. Each attempt to stake is made as a Fighting roll against a Parry of 6. Each attempt causes the stated 1d4 damage.