

NAZIS & NIGHTMARES© SECOND EDITION, DRAGON TROVE LLC, 2017

A SWORDSMEN & SKELETONS SUPPLEMENT FOR SUPERNATURAL WORLD WAR II GAMING

(PLEASE NOTE: THIS IS NOT A COMPLETE GAME. YOU NEED A COPY OF DRAGON TROVE LLC'S SWORDSMEN & SKELETONS© AND TRIPLE A© (TRIPLE A CONTRIBUTORS© 2017, SUBJECT TO THE GPL) TO PLAY)

**THE SECRETS OF NAZI MAD SCIENCE:** The Evil Herr Doktor Verbotenschuff and his team of mad scientists have given the Axis access to twisted magic and hideous experimental creatures that have nearly caused Hitler to conquer the world. However, the Herr Doktor was slain (or perhaps only lost or imprisoned in some way) by your mentor, the mysterious Allied super hero known of as the Daring Dive Bomber, who gave his life in the attack. Your characters (they can be military or civilian) have sworn to finish the job. Throughout Axis empire, many of the Herr Doktor's secret fortress-laboratories still exist, guarded by the dreaded SS and Herr Doktor Verbotenschuff's vile creations. However, these fortresses contain many potions and energies of mad science, as well, which can transform a common Allied soldier into a superhero. The fate of the world hangs in the balance as the harried Allied nations are pushed toward annihilation.

**MODIFICATIONS TO SWORDSMEN & SKELETONS©:** All rules from S&S are in force except as modified below.

**CREATING A CHARACTER:** The only character class is **Commando** (or hero, agent, ranger or whatever you prefer) and the only race is **Human**. The Commando counts as the S&S Swordsman for all purposes.

**EQUIPMENT:** Soldiers are issued rifles (40 rounds, ranged, 1d8 damage), bayonets or knives (as daggers), canteens, tents and maps of the area of operations. Winter clothing, leather coats or flak jackets that count as leather armor. **All ordinary armor is useless against firearms.** Also 2 grenades (2d8 damage in a 10' radius, roll a 1 to hit and it lands in your square. You must then roll to hit YOURSELF and anyone nearby, adjacent tank must SV or is destroyed). Jeeps count as horses and hold 4. Armored cars count as jeeps and give +2AC to everyone on board, -2 to steer. Parachutes allow you to jump from airplanes (SV or take 1d6 damage, tripled if SV is a 1).

**SPELLS:** NAZIS & NIGHTMARES has no player-character spellcasters, but see Superpowers, below.

**TREASURE AND MONSTERS:** All rules are as per S&S, and any monsters designed for S&S can be used in this campaign. **Magic Items** work differently. **Potions** function exactly as per S&S. All other magic items represent magical energies, radiation, q-ray beams, etc. Each affects only the first character to encounter it and the affect is permanent. They grant the character **Superpowers** equivalent to whatever the magic item might have granted, but only the magic bonus. Thus, **enchanted armor** grants bonuses to armor class (only for magic, not for the ordinary armor bonus), **enchanted weapons** to attack and damage (again, only the magical bonuses, not for the weapon itself, but to the character's fist damage (base 1d3). **Monstrous amulets** permanently grant the appropriate monster special abilities, **spirit amulets** permanently grant the appropriate requisite bonus, etc. **Cursed Items** do not reverse their powers, but grant them to the character, along with a permanent homicidal rage in which he cannot tell friend from foe. Only *Remove Curse* will purge it, including its bonus. **Superpowers can have any FX** the player/GM want. For example, magic armor could be a forcefield, actual armor, rocklike skin, or just an uncanny ability to dodge.

**NAZIS & NIGHTMARES & TRIPLE A©:** To play the campaign, download a copy of Triple A© (Triple A Contributors© 2017, subject to the GPL), this is an open source World War II online wargame that runs the campaign. The players act as their own characters in the role-playing game, but, in the Triple A© game, they act as Allied Supreme Command. The GM plays the Axis powers. Roll on the table below before the beginning of each Axis nation's turn to see what advantage (usually) the active Axis player gets, and play a full Triple A© game turn before each roleplaying session. The table weights the campaign in favor of the Axis. The players can thwart this by successful adventuring. The table requires the use of the Game Editor (i.e. cheat function within Triple A©), to represent the supernatural and mad science effects of the dark forces that aid the Axis). All results must be implemented immediately if possible, or as soon as possible if not.

#### AXIS CAMPAIGN LEVEL MAGIC, MAD SCIENCE, AND OTHER WEIRDNESS TABLE (1D12)

1. Chaos Gate: Active Axis nation can choose one of its territories to attack any Allied territory or sea zone (use the Game Editor to move any or all its forces to that territory/zone). They can retreat if a valid territory is available, but not through the gate.
2. Doppelganger Politicians: The active Axis nation can change the political relationship between itself and one Allied nation until the beginning of the active Axis nation's next turn, when it must be returned to its original political stance.

3. Fenris Wolf or Midgard's Serpent: Before one battle this turn, the Axis rolls a 1-4 attack to devour each Allied unit involved.
4. Vampires: Before one land battle this turn all Allied infantry in the territory are converted into Axis infantry.
5. Hell Armies: Place 2d6 Axis infantry on any territory, regardless who controls it. Battle will result if Allied forces are present. These monsters can appear in conjunction with another attack.
6. Secret Fortress: The Axis places a factory, four tanks and four infantry in any single territory that contains no Allied troops.
7. The Herr Doktor Is Annoyed: Add 1d3 technologies to the active Axis nation, Axis chooses which.
8. Evil Dwarves or Djinni: The active Axis nation gets 10d6 resource points in the form of conjured gold.
9. Ninjas: The Axis chooses one battle from which all Allied units must legally retreat or be destroyed.
10. Mind Control Rays: Axis chooses one territory or sea zone belonging to one random Allied nation (not its capital) to convert, with all its forces, to Axis control.
11. Nazi Flying Saucers: Random Allied player loses 10d6 resource points. Not affected by anti-aircraft fire.
12. The Führer's Secret Weapon: This increases the level of any adventure involving a plot to assassinate the Führer (see below under Player Character Heroics) by +1d6. These results are cumulative throughout the game. NOTE: For every additional 8 levels over 12 the secret weapon receives, each Axis nation gets an additional roll on this table each turn.

**PLAYER CHARACTER HEROICS:** Our heroes are here to halt the evil Axis powers. This works as follows: After the Triple A© game turn is completed, Allied Supreme Command orders the PCs to undertake any number of missions, but all must be declared at once. However, be warned, NO HEALING OR RESUPPLYING IS ALLOWED BETWEEN ADVENTURES, and, once declared, they must be undertaken. Thus, multiple adventures can be extremely dangerous. This allows the players to modify the ongoing Triple A© strategic situation in just about any way, provided that the PCs are successful in an adventure. The level of any adventure is based on the extent to which the strategic situation is altered. A short list of adventures results by level is offered below, though the GM can create others: +2 LVLs for each dice added to any Allied technology roll. +1 LVL for each Allied unit moved illegally (by the Game Editor) up to 4 spaces. +3 LVLs for each Allied unit moved illegally more than 4 spaces. +3 LVLs for each 5 PUs added to one Allied nation. +4 LVLs for each 6 PUs lost to one Axis nation. +7LVLs to prevent all Axis units from attacking a single territory this turn only. +8 LVLs to destroy one Axis unit worth up to 24 RPs. +12 LVLs to assassinate the Führer and win the war.

**Ending the Campaign:** The campaign only ends with the death of Hitler. If the Axis loses, but the Führer lives (in Antarctica as a brain in a jar), each Axis nation still rolls on the Axis Magic, Mad Science, and Other Weirdness Table each turn.

**NEW WORLD WAR 2 MONSTER ENCOUNTERS** Monster HD are D8. Special attack damage allows a SV for no effect.

1 Killer Robot@^	AC: 17	HD: 6	Damage: 2x1d8*	Special.: Fiery Wrath 1 time/day	MV: 9
2 Mad Scientist	AC: 15	HD: 4	Damage: 1d6 & 1d8	Special: 1d8 potions +3 SV for science	MV: 18
3 Waffen SS^	AC: 13	HD: 3+1	Damage: 1d10, Range	Special: +3 SV against magic	MV: 9
4 Doomtrooper@	AC: 15	HD: 8	Damage: 1d8+6*, Range	Special: STR 21	MV: 12
5 Brown Shirt#	AC: 12	HD: 1	Damage: 1d8, Range	Special: +1 SV against magic	MV: 12
6 SS Übermensch	AC: 16	HD: 4	Damage: 1d6+1	Special: 1d4 superpowers	MV: 12
7 Panzer**	AC: 18	HD: 9	Damage: 3d6*, Range	Special: SV to move in woods	MV: 18
8 SS She-Wolf@	AC: 12	HD: 2+2	Damage: 1d4+1	Special: Charm Person 3x/day	MV: 18
9 ME-109 Fighter	AC: 24	HD: 4	Damage: 1d12	Special: Strafes all in a straight line	MV:3/board (flight)
10 Nazi Spy#	AC: 10	HD: 3	Damage: 1d12, Range	Special: +3 SV to disguise	MV: 12
11 Panzerfaust	AC: 13	HD: 1+2	Damage: 1d12*	Special: Adjacent tank SV or destroyed	MV: 6

12 Evil Radiation Experiments: This being was subjected to mad science. Roll again for another monster (on this table, in [Swordsmen & Skeletons](#), or [New Monsters for Swordsmen & Skeletons](#), and add 1d4 superpowers to the creature).

\*Attacks count as magical. @Sees invisible on a successful save. ^+2 Morale. #-2 Morale. \*\*Stats listed are for a medium tank (Panzer III or IV, Sherman, T-34, etc.). A heavy tank (Tiger, Panther, Elephant) is as above but AC: 20, HD: 12, Damage: 3d8\*, MV: 15. A light tank (Panzer I or II) is as above but AC: 16, HD: 6, Damage: 2d6\*, MV: 24. Roll 1 or 4 on 1d4 respectively to encounter a light or heavy tank instead of a medium one. Same stats apply for all tanks of these classes, any nation, though only the British, Germans, Americans and Soviets possess heavy tanks. A Super-Heavy Maus (German only) is AC: 22, HD: 16, Damage: 4d8\*, MV: 12.

12. *Special Thanks to Andrew Campbell, U.S. Army Officer and our Military Advisor*