

★ THE BASTARDS ★

KILLIN' NAZIS AND TAKIN' THEIR STUFF

Creating Your Bastard

1) Pick your M.O.S.:

Role	Move	HP/Lvl	Notes
Rifleman	9	8	+4 to-hit w/ rifles & bayonets
Assault	12	7	+4 to-hit on move-attacks
Support	6	6	+4 w/ bazooka, MG; -4 save on FT atk
Medic	12	5	Action to heal 1d6+level HP; +2 saves

Note: Players may switch MOS at the start of each mission.

2) Gear: Characters start with primary weapon, M1911 Colt pistol, bayonet/knife, reloads for primary weapon (see below), one reload for pistol, two grenades and support gear (helmet, rucksack, ammo pouches, canteen, C or K Rations, binoculars, radio, etc.).

Role	Primary Weapon	Reloads
Rifleman	M1 Garand, M1903 or B.A.R.	10
Assault	M3 or Thompson SMG	8
Support	Bazooka, MG or FT	8/2/0
Medic	M3 SMG (aka Grease Gun)	4

Combat

1) Ambush: The ambushed side automatically loses initiative on the first round of combat.

2) Initiative: Roll 1d20 + MV. Highest result goes first; others follow in descending order.

3) Attack Roll: Roll 1d20 + Level/HD + any other applicable modifiers \geq AC to hit:

Standing in open = AC 10 (no attack roll penalties)

Moving = AC 15 (-4 on attack rolls while moving)

Behind cover = AC 15 for light cover and AC 20 for solid cover

4) Roll Damage: Roll a d6 for each point of weapon damage (monstrous foes and AFVs use HD). Sum like numbers. The largest sum is damage inflicted to target's HP. Foes reduced to 0 HP or less die; PCs make a save to survive (add Medic's level as well, if one is around to help).

Weapon	ROF	Dmg	Mag.	Notes
Knife	1	1D	-	Hand weapon
M1911 Colt	2	2D	7	Pistol
Luger/PPK*	2	2D	8/7	Pistol
M1 Garand	2	3D	8	Rifle; mounts bayonet
K-98*	1	3D	5	Rifle; mounts bayonet
Bayonet	1	3D	-	Mounted on rifle
M1903 Sniper Rifle	1	3D	5	Take action to aim, +4 atk
Thompson	1	3D	5 bursts	Sweeping fire, SMG
M3 'Grease Gun'	1	3D	6 bursts	Sweeping fire, SMG
MP-40*	1	3D	6 bursts	Sweeping fire, SMG
Browning AR	1	4D	4 bursts	Sweeping fire, rifle
StG 44*	1	4D	5 bursts	Sweeping fire, rifle
FG 42*	1	5D	2 bursts	Sweeping fire, rifle
Machinegun	1	6D	10 burst	Sweeping fire
Bazooka	1	6D	1	HE or AP rockets
Flamethrower	1	Save	8	75' stream
Grenade	1	4D	1	Explosive

* German weapons – Note: Germans have a K-98 sniper rifle like the M1903

5) Reloading: Weapon ammo capacity assumes burst fire. Reloading a weapon takes a round.

6) Sweeping Fire: If target is killed, any excess damage may be applied to the next closest target, provided no friends are in the way.

7) Explosives: Save for ½ damage. 5' radius per damage die.

8) Bazookas: HE rockets are -4 to-hit and ½ damage vs. AFV; AP rockets are -4 to-hit and ½ damage vs. anything but AFV with 5' blast radius. Player decides how many of each type carried.

9) Flamethrower: Fires 75' stream that ignores cover; anyone in stream makes save or is immediately reduced to 0 HP; each time FT guy is shot, make a save to avoid blowing up (instant fiery death).

10) Machineguns: Firing a machinegun Rambo-style is -8 to-hit; American MG is .30 Browning; German is the MG 42.

11) Thompson SMG: Tommy guns are iconic and cool, so they get +1 on attack rolls.

12) Catching Grenades: PCs may make their save vs. a grenade at -4 to catch it and throw it back before it explodes. No hot potato.

13) Rest & Recuperation: HP are fully restored after each fight.

The Battlefield

1) Saves: Make a save whenever the outcome of an action is in doubt. Save is d20 + Level/HD + modifiers \geq 16.

2) Hazards: Minefields, fighter strafing runs, artillery barrages, etc. Assign a threat rating from 1 to 10; this is the dice damage rolled. Make a save, subtracting TR from the roll, to avoid damage.

3) Nazi Soldiers: Assume 5 HP per HD. Assume 1 in 10 has a MG, FT or Panzerschreck (bazooka), MV 6. GM discretion on grenade use.

Volksgrenadier HD 1; MV 9; K-98 rifle

Wehrmacht Grenadier HD 2; MV 9; K-98 or MP-40

Wehrmacht NCO HD 3; MV 12; MP-40; +3 save for subordinates

Wehrmacht Officer HD 4; MV 12; Luger; +4 initiative for subords.

Elite Fallschirmjaeger HD 5; MV 12; StG 44, FG 42 or MP-40

Waffen SS HD 3; MV 9; StG 44 or MP-40

SS NCO HD 4; MV 12; StG 44 or MP-40; +4 save for subordinates

SS Officer HD 5; MV 12; Luger or PPK; +5 initiative for subordinates

Nazi Zombie HD 2; MV 6; 2D damage; ½ damage from bullets

SS Necromancer HD 6; MV 12; Luger or MP-40; Raises 1d6 zombies

4) Armored Fighting Vehicles: All AFVs are immune to bullets and hand grenades. AC is given for front/sides and rear. AFV roll their HD for damage. Tanks use explosives rules. Assume 10 HP per HD.

SdKfz 251 ½ Track HD 4; MV 15; AC 15/14; solid cover for men inside

SdKfz 234 "Puma" Recon HD 5; MV 12; AC 17/15; sweeping fire

Pz IV Tank HD 6; MV 9; AC 20/16; AP or HE; sweeping fire

Pz V "Panther" HD 8; MV 8; AC 22/18; AP or HE; sweeping fire

Pz VI "Tiger" HD 10; MV 6; AC 25/20; AP or HE; sweeping fire

SS Tiger Tank HD 12; MV 6; AC 26/21; AP or HE; sweeping fire

Baptism by Fire

PCs start at level 1 with 0 XP and require current levelx2,000 XP to advance to the next level. Reset XP to 0 after each advance.

Defeating foes earns 100 XP per HD. Missions give an XP bonus based on difficulty and degree of success. XP is divided equally between entire squad.

Random Mission Generator (roll 2d6):

2 – Steal Nazi gold (or looted art or something similar)

3 – Hijack a Nazi train or ship

4 – Blow up a bridge, dam, bunker or secret lab

5 – Ambush a Nazi patrol (or armored column, if you got the balls)

6 – Make contact with the Resistance

7 – Go on patrol and capture a prisoner for interrogation

8 – Rescue downed pilots, POWs or Save Private Snuffy

9 – Steal top secret plans or plant false battle plans

10 – Kidnap a Nazi scientist or high-ranking officer

11 – Hold a strategic point, like a bridge, hilltop or castle

12 – Assassinate Hitler! or other high-ranking Nazi official

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