

BACKGROUND EDGES

HOLY FIRE

Requirements: Novice, Spirit d8+

When the going gets tough this character grits his teeth and pushes forward. When spending a benny, the character receives a +1 bonus to the reroll.

NEPOTISM

Requirements: Novice

Nepotism, the act of favoring family members, is rife in the Church. The character has a family member placed high within his holy order.

The character may join any branch of the Church Militant without needing to meet the minimum trait requirements. The character may also purchase the Rank (Senior Knight) Edge without meeting any of the requirements. Such officers usually prove disastrous in the field as they lack the experience required to hold the position.

Unfortunately, such favoritism leads to animosity among his comrades, and the character subtracts 2 from Charisma when dealing with knights or chaplains.

VALHALLA GRADUATE

Requirements: Novice, Smarts d6+, Spirit d6+, Intimidation d6+, Knowledge (Battle) d8+, Shooting d6+, Command

The character is a graduate of Asgard's Valhalla Military academy. Like all graduates, he served a minimum of five years with Asgard's security forces after graduating. Since knights are not accepted at Valhalla, this means the character graduated and served his time before joining an order, hence this is a Background Edge.

Any bonuses granted from Leadership Edges are raised by 1 point. For example, a graduate with the Command Edge gives allied troops +2 to recover from being Shaken, and Inspire raises this to +3. The Natural Leader Edge grants the character two bennies if his troops are on hand.

COMBAT EDGES

ASSAULT

Requirements: Seasoned, Rock and Roll

Assaulting an enemy position often means a full frontal charge, and being able to lay down a hail of fire on the approach can mean the difference between life and death.

The character may ignore the recoil penalty for firing a weapon on fully automatic when moving, even if he runs (though for the latter he still suffers a multi action penalty).

BLOOD AND GUTS

Requirements: Veteran, Fighting or Shooting d10+

The character has seen his share of battle. The hero halves the difference between tokens when making a Fighting or Shooting roll in a Mass Battle if it is negative (round down).

CLIPPING THE GRASS

Requirements: Seasoned, Rock and Roll

This machine-gunner can provide true grazing fire—just a few inches off the ground. The weapon may be either a flechette or laser MG but must be braced on a grounded bipod, window, or other solid surface.

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

DEFENSIVE DRIVER

Requirements: Seasoned, Boating, Driving or Piloting d8+, Notice d6+

A sudden turn or a quick dive behind cover can save a vehicle from destruction.

Unless caught by a surprise attack and taken completely unawares, attackers must subtract 1 from any attack roll against a vehicle driven by a character with this Edge.

Drivers may make a Boating, Driving, or Piloting roll (as appropriate to the vehicle) at +1 to evade area effect attacks (when allowed).

IMPROVED DEFENSIVE DRIVER

Requirements: Veteran, Defensive Driver

As above but attackers subtract 2 from their attack rolls, and the character adds +2 to evade area effect weapons when allowed.

DIG IN!

Requirements: Novice, Smarts d6+

This character is good at making himself small and getting the most out of any cover he is in. The Cover level of the character's position (Light, Medium, Heavy) is increased by one category, to a maximum of "near total," which grants a -6 Cover modifier. This benefit applies only

to the character with the Dig In Edge—other characters in the same position use the normal Cover level—and there must be cover available. A character in a flat, open field can't benefit from Light Cover just because he has this Edge.

IMPROVED DIG IN

Requirements: Seasoned, Dig In!

This soldier seems to be able to blend into the ground when under fire. He can find the most advantageous fold or nook to fit his body into to avoid incoming fire. When prone, this soldier receives -4 protection, instead of the usual -2. He is also only hit by Suppressive fire if both his Spirit die and his Wild Die come up ones. While this Edge is negated if the attacker moves within 3", the character still receives this Edge's benefits if attacked from the side.

ÉLAN

Requirements: Seasoned, Spirit d8+

Your character has a distinctive and vigorous fighting spirit. He has confidence in his abilities and the determination to overcome all obstacles. Where others just want to get the job done, a character with the Élan Edge goes about it with flair and dash.

Characters with the Élan Edge may re-roll failed Spirit rolls taken in combat without spending a benny, but only once per roll.

EYE FOR TERRAIN

Requirements: Novice

If you have a good eye for terrain you can quickly figure the best places to set an ambush, or the best routes to take that will avoid likely ambush locations. Your character has a talent for picking good defensive terrain as well.

This Edge gives your character a +2 on Notice rolls to spot an ambush. When setting an ambush, you and all the soldiers under your command have a +2 on their Stealth rolls to remain hidden. Vehicle crews with this Edge get a +2 on their Smarts roll when trying to find a hull-down position.

GRENADE LAUNCHER KING

Requirements: Novice, Shooting d8+

A soldier with this Edge has an uncanny knack with grenade launchers and can lob his shots with startling accuracy. Halve all deviation rolls for grenades launched by this soldier.

GRENADE LAUNCHER GOD

Requirements: Seasoned, Marksman, Grenade Launcher King

These veteran soldiers really know how to reach out and thump someone and take great pride in the accuracy and destructive effect of their fire. The Grenade Launcher God knows how to angle the shot so that it does the most damage to the targets beneath it. He halves deviation rolls as above, and adds +2 to his grenade's damage rolls.

GROUND HOG

Requirements: Seasoned, Smarts d6+, Guts d6+

This soldier seems to be able to blend into the ground when under fire. He can find the most advantageous fold or nook to fit his body into to avoid incoming fire.

When prone, this soldier receives -4 protection instead of the usual -2. He is also only hit by suppressive fire if both his Spirit die and his Wild Die come up as ones. While this Edge is negated if the attacker moves within 3", the Groundhog still receives this Edge's benefits even if attacked from the side.

HOSE 'EM DOWN

Requirements: Novice, Shooting d8+

With this Edge a machine-gunner can suppress an area more effectively than a regular gunner.

When using a braced flechette or laser machinegun, this hero can suppress an area equal to two Medium Burst Templates. The second template must be adjacent to the first in any direction, and the weapons burns through double its usual amount of ammunition.

IMPROVED HOSE 'EM DOWN

Requirements: Seasoned, Hose 'Em Down

This edge allows an MG gunner to suppress an area equal to three Medium Burst Templates, at triple the usual amount of ammo spent. Each template must be adjacent to the first.

INCOMING!

Requirements: Novice, at least one month of combat experience

On the battlefield, soldiers quickly learn to identify threats and respond without hesitation. For ground troops, enemy artillery fire is one of the greatest threats. After a while, many vets are able to distinguish the sounds of

different kinds of artillery fire, both friendly and enemy, and determine if it is outgoing or incoming.

Whenever a character with the Incoming! Edge is under artillery attack, he may throw himself prone before the shell impacts and gets a +2 on his Agility roll to avoid damage.

TACTICIAN

Requirements: Novice, Smarts d6+, Knowledge (Battle) d6

The hero has a natural grasp of small unit tactics and can instantly size up a situation.

At the beginning of any combat encounter in which the hero is in charge, he can make an opposed Knowledge (battle) roll against the leader of the opposite force. With success, every allied Wild Card within his command radius draws an extra card for initiative (and uses the best) for the first round of combat.

In situations where multiple characters have this Edge, only the highest ranking character gets to roll.

TANK BUSTER

Requirements: Seasoned, Shooting d10+

Being able to disable a tank quickly by hitting its weak spot takes a steady hand and a keen eye.

A character with this Edge who scores a Critical Hit on a vehicle may alter the result of the Critical Hit Table by one point (up or down). He modifies the result after the dice are rolled.

TANK HUNTER

Requirements: Guts d8

The best weapon to use against a tank is another tank. Without one, soldiers have to do the job themselves. To an infantryman a tank is an invincible armored monster. To a character with the Tank Hunter Edge, a tank is just a large target.

When attacking armored vehicles, your character knows how to hit the weak points of the vehicle and adds +4 to the AP value of the weapon. This bonus applies to attacks with ranged anti-tank weapons or to close up weapons like mines. The weapon the character uses must still be able to affect armored vehicles in the first place – it must have an AP of at least 4 to begin with.

WALL OF FLAME

Requirements: Seasoned, Shooting d8+

Flamethrowers are one of the most effective weapons for dealing with Undead.

The character has developed a technique for cleansing a larger area. When using a flamethrower, he places a second Cone Templates adjacent to either side of the main template, affecting everything beneath both templates.

LEADERSHIP EDGES

A FEW GOOD MEN

Requirements: Heroic, Smarts d8+, Knowledge (Battle) d10+, Command, Inspire

The character knows how to get the best from the troops at his disposal.

Once the Mass Battle tokens for each force have been calculated, the character adds one token to his army's total to account for their status.

ART OF WAR

Requirements: Novice, Smarts d8+, Knowledge (Battle) d8+

Some military men have an intuitive grasp of strategy and tactics. They also have a keen insight into the minds of their enemies, and can easily outmaneuver and outfight more mediocre leaders. When up against an opponent of similar skill and guile, it is a challenge they face with relish. Characters with the Art of War Edge are the ones whose quotations end up in the history books.

Your character gets a +2 on Knowledge (Battle) rolls during Mass Battles. This Edge also allows one re-roll of a failed battle roll during a Mass Battle.

BORN LEADER

Requirements: Veteran

Command comes easy to this knight and his troops respect him. He looks after his men and teaches them how to look after each other. The result is a well-disciplined and effective force that works well as a unit.

Soldiers making group rolls while under this leader's command roll d8 as the Wild Die instead of d6.

CRY HAVOC!

Requirements: Veteran, Spirit d8+, Knowledge (Battle) d10+, Command, Fervor

The general has an uncanny knack for knowing when to attack and when to hold back with his troops.

Once per Mass Battle, during the Battle Roll Phase, the character may declare a total attack. He must do this before he rolls his Battle die. If he succeeds in his roll and beats his opponent, his enemy loses one extra token.

COMMAND PRESENCE

Requirements: Novice, Command, Rank

A booming voice, effective hand signals, or simple training as a unit results in a much more effective combat element. At the center of that element is the knight in charge. An NCO or officer with this Edge has a command radius of 10" instead of the usual 5".

DEATH BEFORE DISHONOR

Requirements: Veteran, Knowledge (Battle) d10+, Command, Hold the Line

The character has led his army to many victories, and the men have come to accept retreat as a stain on their honor.

The character gains +2 to Spirit rolls when rolling for Morale in a Mass Battle.

FANATICISM

Requirements: Seasoned, Spirit d8+, Command

Some leaders command fanatical loyalty from their followers. These fanatics march willingly into the lairs of the most fearsome Undead. Troops under command of a character with this Edge add +1 to their Guts rolls.

PROFESSIONAL EDGES

DEMO EXPERT

Requirements: Novice, Agility d6+, Knowledge (Demolitions) d6+, Guts d6+

This character is intimately familiar with all sorts of explosives, detonators, and booby-traps. This soldier gets a +2 to all rolls made to set, disarm, or improvise explosives and booby-traps (but not Notice them). This can cover a range of abilities and skills determined by your War Master (for example ordnance disposal, bomb making, or structural demolition).

MEDIC

Requirements: Novice, Healing d6+

A character with this Edge can get wounded soldiers up and fighting again in seconds.

If the medic can get to a wounded non-Wild Card by the end of the round in which he was wounded, he can make an immediate Healing roll at -2. If the roll is successful, the victim is merely Shaken instead of wounded.

RANK (SENIOR KNIGHT)

Requirements: Novice, Knight, Smarts d6+, Fighting d6+, Guts d6+, Knowledge (Battle) d6+, Shooting d6+, Command

Promotions with the militant orders are few and far between. Only a quarter of knights ever rise to this rank during their long service career. As a result of his bravery, piety, and obedience, the character begins the game as a Senior Knight.

RANK (KNIGHT COMMANDER)

Requirements: Veteran, Knight, Spirit d8+, Vigor d8+, Guts d8+, Rank (Senior Knight)

The highest regular service rank is reserved for the cream of the orders' soldiers. The character is promoted to Knight Commander.

Note: War Master approval is required before taking this Edge. See Awards and Promotions (page 39) for details.

SPOTTER

Requirements: Novice, Smarts d8+

This character has a special knack for calling in supporting fire, and can make all the difference in the world when trying to break an enemy assault.

A character with this edge can shift the target point of artillery up to 20" per round without delay (instead of the usual 10"). In addition, the deviation for any airstrikes this character calls in are halved (rounding down).

TECHNICALLY INCLINED

Requirements: Novice, Smarts d6+, Agility d6+

Modern warfare relies on technology. The side that can get the most out of their equipment may have a decisive advantage in battle. You intend to see to it that the winning side is your side.

Your character is good with mechanical and electronic devices, and can more easily figure out how to use and repair them. He gets a +2 bonus to Knowledge or Repair rolls required to use, design, troubleshoot or repair such devices (engines, radio sets, encryption devices, electrical and hydraulic systems, machinery, etc.).

SOCIAL EDGES

BAND OF BROTHERS

Requirements: Wild Card, Veteran, Common Bond

This group of soldiers has been to Hell and back together. That kind of bond hardens men and makes them able to better withstand wounds that might otherwise have put them out of action.

Subtract 1 point of damage from every attack that hits a character for each other "brother" within 6", to a maximum of -4. If three heroes with this Edge fight together, for example, they ignore three points of damage from every attack that hits them.

MEDIA STAR

Requirements: Wild Card, Seasoned, Knight

Church media portrays knights as larger than life heroes fighting the good fight for the benefit of all mankind. The character receives regular news coverage and has become a celebrity. He has +2 Charisma.

WEIRD EDGES

COURAGE UNDER FIRE

Requirements: Novice, Command, Rank

It is said that fortune favors the bold. No matter the war, officers who put the welfare of their men before their own safety always inspire troops. The War Master secretly rolls 1d4 at the start of each mission. This is the number of wounding attacks your character can ignore while standing and leading his men. Instead of hitting the hero, the round knocks off his helmet. Standing in the open while under direct fire triples the command radius of this leader.

This Edge only works against direct-fire ranged attacks



or melee attacks. It has no effect on damage inflicted from area effect weapons.

NEW

POWERS

The crusade against the Undead has awoken a new spiritual fervor among the masses. A select few are able to invoke miraculous powers through their faith.

Chaplains and other miracle workers can use any standard power. Presented below are new powers for those blessed with the gift of miracles.

Some individuals have actually developed Psionic powers. Unfortunately, the Inquisition has branded

such people as heretics and actively hunts them down. The military orders have a similar view, and thus characters may not play psionists.

BLESSING

Rank: Seasoned

Cost: 2

Range: Touch

Duration: 3 (1/round)

Trappings: Consecrated host, holy water, cross

The simple act of blessing a soldier can have wondrous effects on his morale. Recipients of this power gain +2 to Spirit and linked skill rolls for the duration. On a raise, these bonuses are increased to +4. Blessing a weapon enables it to affect Undead immune to normal weapons.

CONSECRATE

Rank: Veteran

Power Points: 3

Range: Spirit

Duration: 1 minute (1/minute)



Duration: 1 minute
Trappings: Concentration, focused look

Chaplain's maintaining powers may be disrupted. The *concentrate* power keeps the chaplain's mind focused on his magic, even when his body and mind are being assaulted. With a success, the caster receives a +2 bonus to rolls to resist disruption, +4 with a raise. Because *concentrate* cannot be maintained, it is not dropped if the chaplain is disrupted.

MOST BLESSED

Rank: Veteran
Power Points: 5
Range: Touch

Trappings: Circle of holy water or salt, energy barrier, pentagram

Consecrated ground is an anathema to undead. Through the use of this power, an area of holy ground is created, forming a barrier against all undead.

Any undead wishing to physically cross the circle must succeed in a contested Spirit check against the caster's arcane skill. With success, they may enter freely. On a failure, they are prevented from crossing the boundary for the duration. Ranged weapons and melee weapons with Reach pass freely through the warding, but spells and monstrous abilities (such as a vampire's Charm power) are blocked if the undead fails its roll.

Undead already within an area that becomes *consecrated* must make a Spirit roll versus the caster's arcane skill. On a success they are free to remain in the area. A failure means they become Shaken and are expelled, moving to just outside the warding. With a critical failure they suffer an automatic wound as well.

CONCENTRATE

Rank: Seasoned
Power Points: 2
Range: Self

Duration: 3 (1/round)

Trappings: Prayer, holy symbol, holy water, inspiring words.

This special blessing allows one target within range to automatically succeed in a single trait roll, regardless of difficulty. The result is a simple success, never a raise. The blessing is good for one use, and must be used within the Duration of the spell or the effect is lost.

SUCCOR

Rank: Novice
Power Points: 1
Range: Touch

Duration: Instant

Trappings: Prayer, laying on hands, curative tonic

Succor removes one Fatigue level, or two with a raise. It can also remove a character's Shaken status.

Succor may be used to restore consciousness to those who have been Incapacitated due to wounds as well, though the wounds remain. It does not stop bleeding or otherwise stop mortal wounds from worsening, however.