

# WEIRD WAR ONE CONVERSION

CONVERT THE WEIRD WAR ONE RPG TO THE SAVAGE WORLDS ADVENTURE EDITION  
BY SHANE HENSLEY

*Weird War One* was written for *Savage Worlds Deluxe*, but it's easy to update for the *Savage Worlds Adventure Edition*. Most of the rules can be used as-is. Those that require a little more work are detailed below.

Where core rules differ, the Game Master can use whichever version she prefers. Both versions will work just fine in your game, though those presented in SWADE are a bit more structured and streamlined.

**Note:** This is a living document. If you see something we missed, please tell us on the [Pinnacle forums!](#)

## GENERAL NOTES

Racial abilities, skills, Edges, Hindrances, and gear should be converted to their SWADE equivalents. Knowledge (Battle) becomes Battle, for example, and Tracking is Survival. If a character has two skills that have been merged into one in SWADE (such as Survival and Tracking), use the higher of the two values for the new skill.

If a being has an Edge or Hindrance without an obvious equivalent in SWADE, you can either ignore it or give it a new one you feel has the same general theme.

Unless otherwise stated, intelligent beings have Common Knowledge and Persuasion at d6, and all beings have Athletics, Notice, and Stealth at d6. The GM should increase this to the linked attribute (or higher) if she feels it's appropriate.

Any bonus or penalty to Charisma is applied to the specified Persuasion rolls instead.

Ignore all instances of Climb for flying creatures and vehicles.

Special Abilities such as Construct or Undead, or those that mimic Edges such as Frenzy, should use the updated versions presented in SWADE.

## WWI PLAYER'S GUIDE

### CHAPTER TWO: MAKING MOOKS

Follow the rules presented in SWADE to make characters.

#### HINDRANCES

- **SLOW:** Use Hesitant from SWADE, instead.

#### EDGES

- **GRAZING FIRE:** The attacker ignores up to 2 points of penalties when using Suppressive Fire (see SWADE).

### CHAPTER TWO: SETTING RULES

- **WIRE:** Use Athletics instead of Agility. A Critical Failure entangles a character rather than a roll of 1. Use the Bound and Entangled rules to break free. A Critical Failure inflicts a level of Fatigue that can lead to Incapacitation from severe blood loss.



Look for our newest *Weird War One* release, *Juggernauts*, at [www.peginc.com](http://www.peginc.com)!



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## CHAPTER FOUR / FIVE: VEHICLES

- **VEHICLES AND HANDLING:** For convenience, we've included conversions for the vehicles listed in the *Weird War One Player's Guide* and the *Juggernauts* supplement found at [www.peginc.com](http://www.peginc.com).

### VEHICLE HANDLING TABLE

VEHICLES					
VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW
BRITISH					
Mark A "Whippet" Tank	7 (Large)	1	8	15 (3)	4
Mark IV Tank	9 (Huge)	-2	4	18 (4)	8
Mark V Tank	9 (Huge)	0	4	18 (4)	8
Rolls Royce Armored Car	5 (Large)	-1	45	12 (2)	3
Dehaviland DH 4	6 (Large)	+1	143	13 (2)	2
Sopwith Camel	4 (Large)	*	113	11 (2)	1
<i>Notes:</i> The Sopwith Camel's strange, gyroscopic balance and rotary engine made it very difficult for a novice to fly. Once a pilot gains familiarity with it, however, he can use this to his advantage. Handling is -2 if the pilot's Piloting skill is d4 or d6, 0 if it's d8, and +2 if it's d10 or higher.					
Vickers Vimy	7 (Large)	-2	100	14 (2)	3
FRENCH					
Renault	6 (Large)	0	5	15 (3)	2
Schneider CA.1	7 (Large)	-2	5	13 (2)	6
St. Charmond	9 (Huge)	0	8	17 (3)	8
White Armored Car	6 (Large)	0	40	13 (2)	4
Peugeot 1914 AC or AM Armored Car	6 (Large)	0	40	13 (2)	4
Nieuport II	4 (Large)	+2	97	10 (1)	1
Spad S.XIII	4 (Large)	+4	135	11 (2)	1
RUSSIAN					
The Tsar Tank	12 (Gar)	-4	5	16 (2)	10
Austin Armored Car	5 (Large)	0	37	12 (2)	4
Ilya Muromets Bomber	8 (Huge)	-2	68	16 (2)	8
ITALIAN					
Lancia Armored Car	5 (Large)	0	37	12 (2)	6
Caproni Ca.3 Bomber	7 (Large)	-2	85	14 (2)	4
Macchi M5 Fighter	5 (Large)	+1	117	12 (2)	1
GERMAN					
Sturmpanzerwagen A7V Tank	8 (Huge)	-2	10	19 (4)	18-24
Ehrhardt EV/4 Armored Car	6 (Large)	0	38	13 (2)	8
Albatros D.III Fighter	4 (Large)	+2	109	12 (2)	1
Fokker Dr.I Triplane	4 (Large)	+4	115	11 (2)	1
Fokker E.III Monoplane	5 (Large)	+1	87	12 (2)	1
Gotha G.IV Bomber	8 (Huge)	-2	88	16 (2)	3
U-Boat	16 (Gar)	-4	13	32 (8)	18
Zeppelin	18 (Gar)	-4	62	22 (2)	18



# THE WAR MASTER'S HANDBOOK

## CHAPTER FIVE: HORRORS OF WAR

- **BLOOD WIRE (Entangle):** Blood wire rakes and stabs with dozens of barbs each round, automatically causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed armor are immune). Anyone Shaken by the attack is Entangled, and anyone who suffers a Wound is Bound. The blood wire's "Crush" attack is its automatic 2d4 damage per round (not an opposed Strength roll as usual).
- **THE GRAF SCHMIDT:** Handling -2.
- **HYDES (Human Form—Shape Change):** Anytime a Hyde with 0 Sanity rolls a Critical Failure (whether he's in combat or not and regardless of his Action Card) he must make a Spirit roll at -2 or transform into his Hyde form.
- **HYDEFORM (Shape Change):** A Hyde dealt a Two in combat (and who cannot change it with a Benny, for example), returns to human form as stated. Out of combat, a Hyde returns to human form after d6+2 hours of mayhem and debauchery.
- **LATRINE BEAST (Smother):** Treat this as a Grappling attack. The creature adds +2 to any rolls made to Grapple due to its gooey, viscous form.
- **MAGGOT MAN (Vomit):** This is a free action.
- **PLASMOID (Entangle):** The creature adds +2 to Grapple rolls due to its gooey, viscous form.
- **WIRE THINGS (Entangle):** The creature adds +2 to any Grappling rolls. The wire thing's "Crush" attack is its automatic 2d4 damage per round (not an opposed Strength roll as usual).