



1948



TOP SECRET EXPLOSIVES

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.



JOINT STRATEGIC OPERATIONS COMMAND

Top Secret Explosives
A Free Preview

May 11, 1948

From: The Office of the Director
Building F
JSOC Headquarters
Murfreesboro, TN

Subject: Top Secret Explosives

To: All ECO Force Agents

ACKNOWLEDGMENTS

Lojag Hern researched and compiled the information in this file. Joel Grahn produced the photographs and graphic art. Chris Cant has edited and verified this information. Members of ECO Force Alpha Company have extensively field tested all of these items.

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CONTENTS

INTRODUCTION...4

OPEN GAME CONTENT

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EXPLOSIVES AND INCENDIARIES ...4

ANEMOMETER...6

CAPSULES H...6

EXPLOSIVE COAL AND KIT...7

FIREFLY...7

OIL SLICK IGNITER...8

POCKET INCENDIARY...8

SATCHEL CHARGE...9

THERMITE WELL...9

DETONATION DEVICES...10

AC DELAY...10

DETONATION CLOCK...10

TIME DELAY PENCILS...11

FIRING DEVICE (PRESSURE TYPE)...12

FIRING DEVICE (PULL TYPE)...12

FIRING DEVICE (RELEASE TYPE)...12

OPEN GAMING LICENSE...15

INTRODUCTION

The items detailed in this file are intended for saboteurs and resistance fighters operating behind enemy lines. These devices are useful for destroying railways, fuel depots, and industrial equipment. They are not particularly suited to the battlefield, as most have detonation delays or are triggered by special circumstances. These explosives are also quite small and easily concealed, as shown on Table 1.

EXPLOSIVES AND INCENDIARIES

Clandestine operatives often use explosives and incendiaries to disrupt industrial production and transportation of war materials within enemy countries. They also use them to destroy enemy war machines and kill enemy soldiers. A common task of saboteurs is to place these devices in vital locations and create the largest disruptions possible. As such, these devices are easily hidden on the agent's person and are unobtrusive when they have been placed at a target location. Each item in this section includes modifiers for hiding it in a character's possession (Sleight of Hand) and concealing it at a target location (Disguise).

DEMOLITIONS

KIT

The explosives in this collection are self-contained devices, designed to be simple to use and easy to hide. As such, characters without a demolitions kit do not suffer the -4 penalty to their Demolition's skill check that otherwise applies to placing explosives like C4 and dynamite. In fact, only the satchel charge requires a Demolitions skill check to place. All the other devices are so simple that they do not even require a Demolitions check to use. However, almost all of them can benefit from skillful Demolition checks if the agent wishes to make them.

Welcome to the free preview of **1948: Top Secret Explosives**. This preview offers a censored (XX) look at some of the tables and text from **1948: Top Secret Explosives**.

You can get a full, uncensored, copy of these rules [right here](#) for only \$1.85.

-Director General Bradley

Table 1: Explosives and Incendiaries

Explosive	Sleight of Hand	Disguise	Damage	Blast Radius	Damage Type	Reflex Save	Size	Weight	Purchase DC
Anemometer	+x	+0	4dx*	10 ft.	Concussion	xx	Tiny	0.5 lb.	15
Capsules H	+x	+x	3dx*	10 ft.	xx	xx	Fine	0.1 lb.	12
Explosive coal	-	-	--	--	--	--	-	-	
Kit	+x	+0	--	--	Concussion	--	Dim.	1 lb.	14
Painted coal	+x	+8	6dx	xx ft.	xx	xx	Small	3 lb.	--
Firefly	+x	+2	6dx*	10 ft.	Fire/concussion	xx	Dim	0.25 lb.	10
Oil slick igniter	+x	+x	2dx*	*	XX*	*	Tiny	1 lb.	12
Pocket incendiary	+x	+4	2dx	--	xx	--	Dim.	0.5 lb.	10
Satchel charge	+x	+0	8dx	xx ft.	Concussion	xx	Small	20 lb.	13
Thermite well	-	-	--	--	--	--	--	--	--
Large	+x	+x	20dx	--	Fire	--	Tiny	4 lb.	17
Small	+x	+4	10dx	--	Fire	--	Dim.	0.5 lb.	15

* See this item's description for special rules

Sleight of Hand: This bonus includes modifiers for size and shape. See the [SRD](#) for more on spotting concealed objects.

Disguise: Unlike normal disguise checks, a disguised object can be found with an opposed Search check, rather than Sense Motive, which normally opposes Disguise. This bonus includes modifiers for the object's size and shape.

RESTRICTION AND PRICE

All items in this supplement are considered illegal (+4) except the satchel charge, which is restricted to military personnel (+3). Note that although purchase DCs are listed on the table above, there is no fixed price for these items. Some characters can obtain them for free while others must pay a great deal. Many of these items are handed out to agents and resistance fighters at no cost. Agents are equipped on an as needed basis and are expected to return any unused explo-

sives when they complete a mission. Whole cases of these items are often delivered to resistance groups who then dole them out to their fighters. Agents and resistance fighters who buy and sell these items on the black market find the purchase DCs to be whatever the current circumstance dictate (plus a little more). Buyers and sellers must negotiate their own price, taking into account the restriction modifier and the suggested purchase DC on the table above. There are no standard prices for these items.

ANEMOMETER

This explosive consists of a small, metal detonation device about 6 inches long and a 12-inch long piece of fabric tubing. The fabric container must be packed with 1 pound of plastic explosive (C4) that is not provided with the anemometer kit (and not included in the weight on the table above). The detonation device is activated when the atmospheric pressure reaches 15,000 feet above take-off level. Pulling a safety pin and tightening a screw that seals a pressurized chamber causes the triggering mechanism to become armed. One wall of this chamber is made of a flimsy, wax material. When the pressure outside the sealed chamber drops to the appropriate level (at 15,000 feet above the altitude where it was set), the wax wall of the pressurized chamber bursts and releases the firing pin.

The anemometer should be hidden in a plane's fuselage, preferably near the joint where the wing meets the frame. Characters can make a Demolitions skill check to place the explosive in an exceptionally vulnerable location and do even more damage (see the [Demolitions skill](#)). When the explosive detonates, anyone within 10 feet of it must make a Reflex save (DC 18) or suffer XX points of sonic damage. The plane also suffers XX points of sonic damage, half if the Pilot can make the Reflex save. Although this

damage may not destroy the plane, the turbulence and damage it causes forces the pilot to make a Pilot skill check (DC XX) or crash (he gains a +2 to this check if he made the Reflex save for the plane). If the saboteur made a skillful Demolitions check and managed to increase the damage inflicted with the blast, the Pilot check is increased to DC 22 if the damage was doubled, or DC XX if the damage was tripled.

FIREFLY

This small device consists of three simple pieces that fit together into a unit small enough to be concealed in the palm of a man's hand. The firefly is essentially a powerful firecracker that detonates when immersed in gasoline. It comes with a safety pin to prevent accidental detonation. When immersed in gasoline (such as a vehicle's gas tank or a storage tank at a fueling depot), the rubber washer inside begins to expand, eventually releasing the firing pin, which strikes against a percussion cap. When the percussion cap ignites, it detonates the TNT packed into the bottom chamber. This, mixed with the gasoline in which it is submerged, causes a tremendous explosion and fire. The length of delay depends on the temperature of the gasoline but is

usually about 1d6+1 hours. Cooler temperatures cause longer durations.

When the firefly detonates, the vehicle or storage tank suffers XX points of sonic damage. It also takes XX points of fire damage per gallon of gas in the tank. An unattended vehicle or an attended one that fails its saving throw (DC 15) automatically begins burning and taking 1d6 points of fire damage per round until the fire is put out.



XX: The material in this free preview is censored (**XX**). To see the full, uncensored, version of this material check out [Top Secret Explosives](#) today for only **\$1.85!**

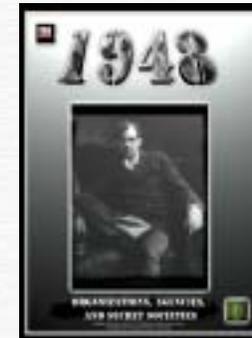
-Director General
Bradley

Table 2: Detonation Devices

Detonation Device	Disarm Device	Size	Delay	Sleight of Hand	Purchase DC
AC delay	xx	Fine	xx	+12	10
Detonation clock	xx	xx	15 min. to 11 hr., 45 min.	+12	8
Firing device (pressure)	xx	xx	*	+8	6
Firing device (pull)	xx	Fine	*	+12	6
Firing device (release)	xx	xx	*	+12	6
Time delay pencils	xx	xx	xx	+12	7

1948

1948 is a historical/sci-fi/fantasy adventure setting that focuses on an alternate WWII history. In 1948, no atomic bombs have been developed yet, though several nations are racing towards that end. Instead, dozens of other "wonder weapons" have been invented including huge super-tanks that weigh over 1,000 tons, ray guns, jet packs, flying platforms, and genetic mutations. There are also plenty of extra-dimensional aliens, demons, monsters, and much more. The 1948 setting also features a heavy dose of magic and mysticism. Voodoo mystics, occultists, holy knights, psychic spies, and arcane scholars are frequently encountered. Legends of huge underground cities, lost tomes of power and races of superior beings entice governments on both sides of the conflict to hunt down every possible advantage they can find.



**ORGANIZATIONS, AGENCIES, AND
SECRET SOCIETIES**



THE NINJA

The Axis powers have used these new weapons to turn the tide of the war against the Allies. In response, the Allies have developed many of their own wonder weapons, causing the battle fronts in both Europe and Asia to shift back and forth several times. New Nazi jets have begun bombing American cities. Japanese bioengineers have created unthinkable monstrous horrors that terrorize whole navel fleets in the Pacific. An ancient race of Nagas from inside the Earth has taken an interest in the war as have disgusting aliens from Sirius Minor. In the center of it all is the long and sordid history of the Templar Knights and a race of diabolical half-fiends, spawned nearly 1,600 years ago.

Behind the scenes, dozens of secret societies pull the strings like puppeteers. The Illuminati, the Priori of Sion, the Freemasons, the Skull and Bones Society, the Black Dragon Society, the New Forest Witches, the Golden Dawn and many other organizations all pursue their own sinister goals as the world is ripped asunder!



RAY GUNS

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