

Battleground Weird War II

by Brian Cottrell



Incubi and Succubi: Incubi and Succubi are creatures that use their supernatural sexuality to seduce humans and then feed on their life force. It is during intercourse that they feed off their victims. They perform the most sadistic and depraved acts to heighten their ecstasy as they drain their prey of life. The poor individuals that aren't killed become helpless slaves and will commit the most vile and horrendous acts to please their new masters. The Incubus has the appearance of an attractive, muscular human male and the Succubus has the appearance of an athletic, beautiful human female. Both are commonly encountered nude or in sexually suggestive dress. In addition to their human-like traits, they also possess fangs, hooves, a forked tail and leathery bat-like wings that can retract into their backs when they want them concealed. These creatures have an insatiable appetite and must feed often to maintain their supernatural strength and mind control abilities. Due to their appetite, it is common for these creatures to feed on multiple victims of both sexes at once. Both creatures are extremely sadistic and relish in witnessing and inflicting pain. It is rare, but some of these creatures will work together to enslave and feed in large numbers. No one is sure how these creatures came to be but they are thought to be the same creatures spoken about in mythology and numerous religions. However ravenous these creatures may become, they will never feed upon anything other than humans.

Sadistic Lust and Superhuman Attributes: Both creatures survive on carnal lust, pain and suffering. They have no remorse, guilt or fear and will do whatever it takes to survive. Due to these traits, these creatures have 3 Actions per turn and Morale of 19-3. Only the most overt chance of being harmed will cause these creatures to act twice whilst on the hunt for fresh flesh so they act under the No Quarter

rules at all times. Both creatures cannot become Heroes or Cowards but can Break, Rally, be Suppressed and take Morale, Skill and Gut Checks as normal. These creatures possess the strength of 3 humans thus add 5" to each range category when throwing items. Incubi and Succubi can use weapons and equipment as normal with the appropriate modifiers. The only way to kill one of these creatures is to prevent it from feeding or causing a Gory Death result. When one of these creatures sustains a Light Wound it is ignored, a Heavy Wound will cause them to lose 1 Action and suffer a +5 penalty on all die rolls for the remainder of the battle.

Supernatural Phase: Incubi, Succubi and any slaves they have will take their Actions in the Supernatural Phase, which is after the Artillery Phase. It is at this time that all supernatural forces perform their Actions. However, slaves may perform their Actions during their original units card instead of during this phase.

Movement: These creatures are extremely fast and also have the ability of low-level flight. These traits give these creatures an enormous range to seek out new prey. Both may move 8" by foot and fly up to 15" per Action. When flying, just measure the actual movement of their flight. This means the actual height and length at once. Both creatures have a height ceiling of 30".

Sight and Hearing: Both creatures make normal Sighting Checks with a -2 column shift due to their superhuman sight. These creatures can also see in the dark but will not gain the column shift modifier but will roll as if making their check in the daylight. Their sight allows them to see through smoke, fog, mist, etc, so none of these situations will cause impairment. Both have human-level hearing and will follow all sound rules as normal.

Close Combat: These creatures often choose to rip their victim apart and climax in their gore than feed off them. These sadistic acts have honed these creatures' close combat skills, enabling them to easily kill their opponents or make it a drawn out and very painful demise of their choosing. To illustrate their fighting prowess, both creatures roll two dice and apply a -5 bonus to the lowest dice. If they win they can choose to revel in their victim's blood and gore or they can choose to feed on them as listed in the Sexual Aura and Feeding section. If they opt to kill their opponent, it will be as if they received a Gory Death. If they lose the combat they have been bested and succumb to a killing blow.

Sexual Aura and Feeding: Incubi and Succubi emit such a sexual presence that any pubescent human within 10" and in line of sight will be drawn to them. Any human within 10" must make a 1/2 Morale Check to suppress their sexual desires. If passed, the human is able to control their urges and act normal but if the roll failed they must move within base-to-base contact with the creature as soon as possible. Once in base-to-base contact, both will either move to cover or have sex right there. It is at this time that the creature feeds or enslaves their victims. For every victim that is in base-to-base contact with one of these creatures, they must roll a dice to see how many Actions it will take to completely drain them of life. The Incubus rolls a D10+2 per victim while the Succubus rolls a D20+2. This is due to the Succubi enjoying the drawn out torture and ecstasy before she climaxes with her victim. If the creature expends her total number of Actions rolled while feeding, they have fed on their victim until they have died. But if they stop before the total number of Actions rolled they will enslave them instead. For example, a Succubus has drawn a panzergrenadier away from his squad with her Sexual Aura and has led him to an abandoned building. A roll of 8+2 is rolled and she feeds a total of 8 Actions and stops. She has now enslaved the man to her bidding and he will do as she pleases, but if she fed the full 10 Actions the panzergrenadier would be a lifeless shell under her. Remember that these creatures must feed and feed often or they will perish. The chart below shows the number of Actions these creatures need to spend feeding during each battle to survive.

Creature Type	Actions of Feeding Per Game
Incubus	25
Succubus	15

Sexual Enslavement: During sex, these creatures can feed until their victim dies or only partially in which their victims become enslaved. This is done with sexual acts and promises if the victim follows the creature's instructions. This sadomasochistic mind control is supernatural in nature, making the slave completely subservient to their master's control and will perform any deed, no matter how depraved or heinous, to please them. This is represented in the slave's Morale of 19. This can never be lowered unless the slave is knocked out or the bond between the slave and creatures is broken. The Incubus is capable of enslaving up to 5 humans at once were as the Succubus is able to enslave up to 12. Both have an unlimited range of influence on their slaves and do not need to be within line of sight to control them. The slaves will lust after their master's other slaves becoming sexually attracted to them as well, but will never act on their feeling for another slave unless under their master's orders. This trait strengthens the bonds between the slaves to fight and die for each other. Slaves will never Break, become Heroes, Cowards, take Morale Checks or be Suppressed while under control of one of these creatures. Slaves do not have to move with their master's card but may move with their original unit or by themselves. To keep the bond between master and slave true, the Incubus and Succubus must feed on their slaves within a 24-hour period. In game terms, they must feed at least 2 Actions per battle to remain in control. Failure to do so will cause the control over the slave to fail and they will awaken from what seemed to be a nightmare with no other knowledge of their enslavement but the feeling of dread and shame. Ex-slaves will suffer a +2 to all die rolls for the remainder of the battle in which they regained their freedom. These creatures will also lose control of their slaves if they Break, sustain a Heavy Wound or die.

The Righteous: The Righteous are those individuals who have dedicated their lives in the service of God and His word. Due to their training, indoctrination and faith in God, any religious clergy are able to fight off the seductions of these creatures with a basic Morale Check with a -5 bonus modifier. This represents the very purity and faith of these individuals. These servants of God are the greatest prize for these creatures, as their corruption is the greatest ecstasy that these creatures can experience and they will always enslave them so the can feed off them for years. These creatures will always feed off this type of human for all but 1 Action rolled. These victims affect both creatures with such ecstasy and bliss that they must be kept in line of sight with them when enslaved. Clergy are any priest, nun, preacher, rabbi, deacon, cardinal, pope, etc. or any other human within the Judeo-Christian clergy with a title bestowed upon them by their faith. Other faiths don't affect these creatures for some reason, so they are treated as if they were any other human prey. Succubi and Incubi that do feed off the Righteous will gain an extra Action for the remainder of the battle.

Infiltration: It is theorized that some of these creatures have infiltrated human society and have ascended into positions of power. Nazi Germany and Soviet Russia are two states that are thought to have been infiltrated on a large scale. These countries intelligence agencies, spy networks, anti-partisan units, political military officials, secret police services and concentration camp officers are only some of the offices thought to have been infiltrated by these creatures. Some go as far as proclaiming Hitler himself as being a Incubus himself and that is how he was able to rest power so easily. Stalin is said to have made a pact with some of these creatures in which he offers them his protection if they enforce his will within the ranks of his armies as his commissars. Whatever it may be, these creatures have the guile, intelligence and cunning to manipulate, threaten and sleep their way into positions of power within humanity with reality ease.