

# Racial Holy War

## The Game

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### First Edition

Sometime in the near future, the world is torn by chaos, anarchy, and mayhem as the world has been devastated by the non-White population growth. All the lands of the world have been overrun by these despicable hordes while the noble White Man has been reduced to a tiny minority, barely surviving the terrors unleashed by the heinous forces of the malicious Jew.

Many scholars predicted the ravaged Earth that oppresses the superior White Race but few yielded these concerns. As a direct result, all civilization has been destroyed in a fiery blaze of disaster.

There is hope though. A small, yet growing, force is gaining power and is dedicated to cleansing the world of all the vermin. This band of White Warriors knows full well that defeat is not an option. Either they will carry the banner of the White Race to form a grandiose White Empire or all will be consumed in cold, dark blackness.

You are one of those warriors. Shall you arm yourself for battle or will you watch the beautiful White Women die? The choice is simple. The Racial Holy War will ensure triumphant victory. That victory is inevitable. RAHOWA!

### Warmaster and Adventures

The Warmaster controls the environment, enemies, and non-player characters in Racial Holy War. He also controls (and perhaps makes up) the story and how things go in an adventure. As such he is very important and has a lot of power. He must take into consideration the level, experience, and power of the White Warriors when deciding what enemies they fight or what dire predicament they are involved in. A good Warmaster is therefore usually intelligent with a good, creative imagination.

The world of Racial Holy War is the domain of adventure for the White Warriors. As noted above, unless there is an adventure already made up, the Warmaster must make up an adventure to send the White Warriors on. At the minimum, 2 players can play (1 White Warrior and the Warmaster), but there is no limit to the amount of players who can play.

Some possible adventures could be killing a perfidious jew who is ruining the world through the media; stopping a gang of niggers who are terrorizing Whites; destroying a drug cartel run by awful latrinos etc. There is no limit to the possibilities, so Racial Holy War can be played forever.

### Creating a Character

In Racial Holy War, one battles through the enemy hordes on the path of victory and glory. Before this can begin, however, one must create a character. A blank piece of paper should be used to keep note of the character's description, name, gun(s), item(s), level, gun level, skills (including level of skills), credits, experience, hit points (both maximum and current), attributes, class, enemies killed, and ammunition. It is advised to use a pencil as things will need to be erased from time to time. Below is listed the step-by-step method to creating a character.

- Step 1: The first step in creating a White Warrior is to decide on a name (could be one's own), height, weight, and any other description to add flavor to a character. This could be saying he has blonde hair and blue eyes or has tattoos or whatever else is within reason. It is up to the player to decide how much detail he wants to put into the character. Generally speaking, it seems that the more thought goes into the description, the more fun a player will have acting as his own White Warrior. So, be creative.

- Step 2: Next comes allocating the 100 points for the 8 basic attributes (power, dexterity, health, heroism, charisma, intelligence, wisdom, and intimidation). No single basic attribute can exceed 20 at this time. All points must be allocated.
- Step 3: Then a character must select which class he would like to be. These classes are: Gladiator, Leader, Soldier, Scholar, Hero, Sniper, Athlete, and Medic. Each of these classes have different strengths so the character must choose which class suits him best.
- Step 4: After this comes the selection of skills. Each class chosen has 2 skills, and now 2 more skills are chosen from the list of skills.
- Step 5: The character now outfits himself and spends his credits. He may decide to use all of his credits, or he can save some. It is wise to buy a gun, ammunition, and food. It is up to the character as to what exactly he buys though. After this is complete, the White Warrior is now ready for battle and adventure!

## Attributes

There are 8 basic attributes (power, dexterity, health, heroism, charisma, intelligence, wisdom, intimidation) that make up a character. These are briefly described below.

In addition to these basic attributes, there is also an honor level, respect level, and hit points. These are also described in short below.

At the start of the game, a player is allocated 100 points to spread as he so desires among the 8 basic attributes. Each attribute has a maximum of 30 points (range from 0-30) but a player may only assign a maximum of 20 to any particular basic attribute (this can be raised through other means like skills, honor, etc.). So a player has to use up all of the 100 points between the 8 basic attributes.

Some of the aforementioned attributes have special abilities that will be described as well (charisma, intelligence, wisdom, intimidation etc.).

### Power

Power represents the character's strength. A high rating in this area allows the player to endure more weight.

### Dexterity

Dexterity represents the character skill with his hands. A high rating here increases the character's gun speed.

### Health

Health represents the fitness of the character. A high score increases the player's hit points when they level-up.

### Heroism

Heroism is the courage of a player. A high rating here raises the chance of successfully using the Rouse skill.

### Charisma

Charisma is the character's ability to charm or lead people. A high score not only improves the chances of influencing non-player characters, but also affects the starting money the player starts with (this represents the savings the character had from working).

### Intelligence

Intelligence is the ability to think and solve problems. This ability therefore helps in figuring things out and also a high score has the added bonus of increasing the experience (both for the character and gun) gained from battle (due to the character's quick learning ability).

### Wisdom

Wisdom represents the amount of knowledge a character holds. A high score here means a player is more likely to know just about anything. Also, a high score increases the gun accuracy due to the character knowing the vital spots of the enemy's defenses.

### Intimidation

Intimidation is the character's ability to intimidate the enemy. A high score here allows the character to not only potentially make the enemy flee in terror, but also make one enemy of his choosing to have his hit percentage decreased (both firearm and hand-to-hand combat).

### Respect

Whenever a character levels up, he gains a respect level. So whatever level the player is on, that is also his respect level (not counting any special effects). Respect is used to persuade non-player characters (see charisma effect for more).

### Honor

Each player starts with 10 honor points. Whenever a player does an honorable deed, he gains honor points and when he does a dishonorable act, he loses honor points (at the sole discretion of the Warmaster and a player shouldn't lose or gain more than 1-2 points per event). The range of honor points is 0-50 with 0 resulting in a shameful death and 50 a great noble (with increased attributes).

### Hit Points

Hit points are the amount of life a character has. The higher the better with 0 being death. A player can gain hit points when he loses them but cannot exceed his maximum hit points. Every player starts with 25 hit points but this can go up as the game goes on or high scores etc.

So if a character started with 25 and sustained 10 points of damage, he would be at 15. He could regain a total of 10 points, and couldn't exceed his maximum of 25. However, if his maximum increased (say to 30) then he could gain more hit points.

## Attribute Effects

### Charisma Effect

When a player encounters a non-player character, he can attempt to persuade him to join the party, do a favor etc. The player attempting this must subtract the target's charisma score from his own charisma score. If this score is 0 or negative, then it is an automatic fail. If it is 20 or higher, it is an automatic success. If in between these two extremes, then the player rolls a 20 sided die and must get a roll equal to or less than the subtracted figure to succeed (otherwise it is a failure). With respect, if the player's respect level is equal to or greater than the target's charisma, he automatically succeeds in charming him.

Example: The player, Hitler, has a charisma score of 30 while his target, a White Racial Comrade, has a charisma of 15. The difference is 15 so Hitler must roll a 15 or lower in order to charm the White Racial Comrade. Hitler rolls a 10 and is therefore successful. Hitler therefore charms the man and decides to have him join the party.

Using this ability must be used within reason. It is up to the Warmaster to decide what someone could legitimately get someone to do. It would be extremely difficult to get someone to commit suicide, for example. So, even if a player has a successful role, the Warmaster can decide that what the player wants to do is too much and thus deny the charming effect. This skill can only be used once per non-player character.

### Intelligence Effect

Whenever there is some kind of problem that needs solved, a player can use his intelligence to solve the problem. The Warmaster will declare a point value for the particular problem (from 0-30) and then the player will see if he can get a successful role. He subtracts the point value designated from his intelligence score. If the result is 0 or below, it is an automatic failure while a result of 20 or more is an automatic success. If in between, the player rolls a 20 sided die and if he gets a roll equal to or less than the difference, he succeeds. This can only be used once per problem.

Example: The player, Sherlock, has an intelligence of 30 and finds some footprints in the mud. He uses his intelligence to try and see whose prints they are where they lead. The Warmaster declares this problem to be worth 20 points. This 20 points from 30 is 10. Sherlock rolls a 20 sided die and gets a 12, thus failing. Even Sherlock is stumped by this mystery.

### Wisdom Effect

Whenever there is some knowledge that needs knowing, a player can use his wisdom to ascertain the information. The Warmaster will declare a point value for the particular knowledge (from 0-30) and then the player will see if he can get a successful role. He subtracts the point value designated from his wisdom score. If the result is 0 or below, it is an automatic failure while a result of 20 or more is an automatic success. If in between, the player rolls a 20 sided die and if he gets a roll equal to or less than the difference, he succeeds. This can only be used once per piece of knowledge requested.

Example: The player, Aristotle, sees foreign writing on the wall. The Warmaster declares the knowledge to have a value of 10. Since Aristotle's wisdom is 30, the difference is 20--automatic success. Thus, Aristotle is able to decipher the writing.

### Intimidation/Heroism Effect

Intimidation and heroism are interrelated. When a battle breaks out (either gun or hand-to-hand), both sides add together their combined intimidation score (all enemies add them together and all White warriors do). The side (enemy or ally) with the greater combined intimidation, intimidates the other side and if they do it well enough, causes the other side to lose accuracy or even flee (this is checked every round of battle).

So the side with the higher combined intimidation score is divided by the combined heroism score of the other side. If the result is 2 or more, than the intimidated side (side with lower combined intimidation score) gets adversely affected. All fractions are rounded down.

- If 2, then the intimidated side's accuracy (firearm or hand-to-hand) is decreased by 10%.
- If 3, then intimidated side's accuracy is decreased by 25%.
- If 4, then intimidated side's accuracy is decreased by 50%.
- If 5 or higher, the intimidated side flees in terror (other side gets free, automatic shot with the routed people having their defense at 0). Example: 5 enemies that each have an intimidation score of 10 (for a total of 50 combined) are faced off by 3 allies each with intimidation scores of 15 (for a combined total of 45). Thus the enemy's score of 50 beats out the 45 by the allies.

Each of the allies have a heroism score of 8 for a combined total of 24. 50 divided by 24 is a little over 2 and since we are rounding down, we will count it as 2.

Therefore, the allies have their accuracy decreased by 10%.

## Classes

There are 9 classes. Each one is unique and has differing skills and strengths. The class one is tends to reveal something about the character and how they plan on ridding the world of filth. For example, a gladiator is adept at hand-to-hand fighting and excels in that area while a scholar would use his brain to achieve success.

### Gladiator

The gladiator has extreme fighting prowess with his body and can cause crushing blows with his fist, feet, knees, or even a club.

Skills: Hand-to-hand fighting, Weightlifting

Increased Attributes: Power+2, Dexterity+2, Intimidation+2

Special: Damage+2 and Hit Percentage+10% in Hand-to-Hand Fighting

### Leader

The leader is a character with a natural ability to lead and get others to follow him.

Skills: Leadership, Diplomacy

Increased Attributes: Charisma+2, Intelligence+2, Wisdom+2

Special: Respect+5

### Soldier

The soldier is a warrior that is trained for battle and is thus skilled with firearms.

Skills: Weapon Specialty, Courage

Increased Attributes: Dexterity+2, Heroism+2

Special: Firearm Accuracy+5% (per level-up), Firearm Damage+1 (per level-up),

Firearm Speed+1 (per level-up)

### Scholar

The scholar uses his great intellect to further the cause and his honorable, wise ways help bring victory.

Skills: Reading, Puzzles

Increased Attributes: Wisdom+4, Intelligence+2

Special: Honor+5

### Hero

The hero is a fighter who uses his ability to rouse and inspire to improve moral and bravery in combat.

Skills: Rouse, Courage

Increased Attributes: Heroism+4, Charisma+2

Special: Rouse skill is achieved automatically

### Sniper

The sniper is extremely proficient with an assault rifle and uses this gun with extreme accuracy.

Skills: Weapon Specialty (Assault Rifle), Weapon Repair

Increased Attributes: Dexterity+4, Power+2

Special: Firearm Damage+2 (per level-up, assault rifle only), Firearm Accuracy+10% (per level-up, assault rifle only)

#### Athlete

The athlete is a character who sculpts his body and keeps in shape in order to best fight the forces of evil.

Skills: Athletics, Weightlifting

Increased Attributes: Health+2, Power+2, Dexterity+2

Special: Hit Points+10 (per level-up)

#### Medic

The medic is skilled in the healing arts and so uses this to heal the wounded after a battle.

Skills: Holy Books, Food Scavenging

Increased Attributes: Health+4, Wisdom+2

Special: Healing (twice per day, heals 1d6 per level [so a third level medic would heal 3d6] )

### Skills

Skills are various talents that are available in the game. They bestow added bonuses or abilities. The skills are leveled and thus start at 1 but can be raised to 5. With the increase in level, the more effective the skill is or the more bonus points the character gets. Each character gets four skills to start off the game with--2 as designated by the character's class and 2 more that he chooses from the list below.

Some skills have a percentage chance of achieving success. To see if successful, one rolls 2, 10-sided dice with the first die roll being the first number and the second roll being the second number. If the roll is equal to or lower than the percentage score, then the attempt is successful; otherwise it fails.

#### Clothesmaking

This skill allows a character to make clothes. This means he could design his own T-shirts, pants, hats etc. So a character could design a Creativity or Swastika shirt. The item clothes material is required for this skill.

- First Level: 50% of successfully making the desired clothes item
- Second Level: 60% of successfully making the desired clothes item
- Third Level: 70% of successfully making the desired clothes item
- Fourth Level: 80% of successfully making the desired clothes item
- Fifth Level: 90% of successfully making the desired clothes item

#### Computer Hacking

This skill allows the character to do hack computers. This means accessing restricting sites, creating viruses etc.

- First Level: 50% of successful hacking
- Second Level: 60% of successful hacking
- Third Level: 70% of successful hacking
- Fourth Level: 80% of successful hacking
- Fifth Level: 90% of successful hacking

#### Computer Operation

It is assumed that basic computer operation is know to all. If a character wishes to do something more than basic operation, then he has to use this skill in order to determine success (like if he wanted to make a computer program).

- First Level: 50% of successful advanced operation
- Second Level: 60% of successful advanced operation
- Third Level: 70% of successful advanced operation
- Fourth Level: 80% of successful advanced operation
- Fifth Level: 90% of successful advanced operation

#### Drive

It is assumed that the characters have basic driving skills in vehicles. However, in order to do anything fancy (like a high speed chase), this skill comes in handy.

- First Level: 50% chance of performing daredevil feat
- Second Level: 60% chance of performing daredevil feat
- Third Level: 70% chance of performing daredevil feat
- Fourth Level: 80% chance of performing daredevil feat
- Fifth Level: 90% chance of performing daredevil feat

#### Food Scavenging

This skill allows a character to search for and find food (which allows a character to recover hit points). The higher the level, the better chance of finding food and finding more of it. This can be used once a day.

- First Level: 50% of success; food equivalent to 1d4
- Second Level: 60% of success; food equivalent to 2d4
- Third Level: 70% of success; food equivalent to 3d4
- Fourth Level: 80% of success; food equivalent to 4d4
- Fifth Level: 90% of success; food equivalent to 5d4

#### General Repair

This skill allows a character to repair general things, other than weapons. A computer could be repaired or a vehicle etc. A toolkit is needed for every attempt.

- First Level: 50% chance at a successful repair
- Second Level: 60% chance at a successful repair
- Third Level: 70% chance at a successful repair
- Fourth Level: 80% chance at a successful repair
- Fifth Level: 90% chance at a successful repair

#### Hand-to-Hand Fighting

Hand-to-hand fighting is fighting with fists, feet, and even clubs. Increased level in this skill enables the character to attack more in hand-to-hand fighting.

- First Level: 2 attacks per hand-to-hand fighting combat round
- Second Level: 3 attacks per hand-to-hand fighting combat round
- Third Level: 4 attacks per hand-to-hand fighting combat round
- Fourth Level: 5 attacks per hand-to-hand fighting combat round
- Fifth Level: 6 attacks per hand-to-hand fighting combat round

#### Holy Books of Creativity

This skill involves study and enlightenment of the greatest books ever written-- Nature's Eternal Religion and The White Man's Bible. By studying these wonderful books, a character is soothed and inspired. He thus restores lost hit points. The Holy Books of Creativity are required to utilize this skill. The amount of times this skill can be used varies on the level.

- First Level: 1d6 of lost hit points are restored, once per day
- Second Level: 2d6 of lost hit points are restored, twice per day
- Third Level: 3d6 of lost hit points are restored, three times per day
- Fourth Level: 4d6 of lost hit points are restored, four times per day
- Fifth Level: 5d6 of lost hit points are restored, five times a day

#### Open

This skill grants a character the ability to open locked doors, windows, etc. It can only be used once per specific thing (window, door) to open.

- First Level: 50% chance of opening
- Second Level: 60% chance of opening
- Third Level: 70% chance of opening
- Fourth Level: 80% chance of opening
- Fifth Level: 90% chance of opening

#### Rouse

This skill is one in which heroes and men of valor use to inspire their comrades to fight on, regardless of the odds. It can be used at the start of a battle (before the intimidation/heroism check) to temporarily increase all a character's allies' abilities in intimidation and heroism (the character performing the skill also has his abilities increased, if successful in performing the skill). These raised abilities last for the duration of the battle and the attributes are returned to normal after the battle is over.

- First Level: 50% chance of successful Rouse; intimidation+1, heroism+1
- Second Level: 60% chance of successful Rouse; intimidation+2, heroism+2
- Third Level: 70% chance of successful Rouse; intimidation+3, heroism+3
- Fourth Level: 80% chance of successful Rouse; intimidation+4, heroism+4
- Fifth Level: 90% chance of successful Rouse; intimidation+5, heroism+5

#### Weapon Repair

Weapon repair allows a character to repair a gun that has been broken. A character with this skill, can attempt to repair any weapon. One toolkit must be used per attempt.

- First Level: 50% chance at repairing weapon
- Second Level: 60% chance at repairing weapon
- Third Level: 70% chance at repairing weapon

- Fourth Level: 80% chance at repairing weapon
- Fifth Level: 90% chance at repairing weapon

#### Weapon Specialty

A weapon specialty grants added bonuses to a particular weapon. There are 3 weapon specialties--pistols, assault rifles, and shotguns.

- First Level: Pistol=Gun Damage+1, Gun Accuracy+5%; Assault Rifle=Gun Damage+2, Gun Accuracy+5%; Shotgun=Gun Damage+3, Gun Accuracy+5%
- Second Level: Pistol=Gun Damage+2, Gun Accuracy+10%; Assault Rifle=Gun Damage+4, Gun Accuracy+5%; Shotgun=Gun Damage+6, Gun Accuracy+10%
- Third Level: Pistol=Gun Damage+3, Gun Accuracy+15%; Assault Rifle=Gun Damage+6, Gun Accuracy+15%; Shotgun=Gun Damage+9, Gun Accuracy+5%
- Fourth Level: Pistol=Gun Damage+4, Gun Accuracy+20%; Assault Rifle=Gun Damage+8, Gun Accuracy+20%; Shotgun=Gun Damage+12, Gun Accuracy+20%
- Fifth Level: Pistol=Gun Damage+5, Gun Accuracy+25%; Assault Rifle=Gun Damage+10, Gun Accuracy+25%; Shotgun=Gun Damage+15, Gun Accuracy+25%

#### Weightlifting

This skill is one that increases power.

- First Level: Power+1
- Second Level: Power+2
- Third Level: Power+3
- Fourth Level: Power+4
- Fifth Level: Power+5

#### Video Games

This skill represents a proficiency in video games and with it an increase in dexterity.

- First Level: Dexterity+1
- Second Level: Dexterity+2
- Third Level: Dexterity+3
- Fourth Level: Dexterity+4
- Fifth Level: Dexterity+5

#### Athletics

Athletics is a skill that denotes good health and physical fitness. As such, it grants a bonus to a character's health.

- First Level: Health+1
- Second Level: Health+2
- Third Level: Health+3
- Fourth Level: Health+4
- Fifth Level: Health+5

#### Courage

This skill adds a bonus to a character's heroism score.

- First Level: Heroism+1
- Second Level: Heroism+2
- Third Level: Heroism+3
- Fourth Level: Heroism+4
- Fifth Level: Heroism+5

#### Diplomacy

The skill of Diplomacy is the art of talking well with others and handling tense situations through communication. It bestows a bonus to the character's charisma.

- First Level: Charisma+1
- Second Level: Charisma+2
- Third Level: Charisma+3
- Fourth Level: Charisma+4
- Fifth Level: Charisma+5

#### Puzzles

A character with this skill is adept at problem solving and thus gets a bonus to his intelligence score.

- First Level: Intelligence+1
- Second Level: Intelligence+2
- Third Level: Intelligence+3
- Fourth Level: Intelligence+4
- Fifth Level: Intelligence+5

#### Reading

This skill improves a character's ability in wisdom as he has read many books.

- First Level: Wisdom+1
- Second Level: Wisdom+2
- Third Level: Wisdom+3
- Fourth Level: Wisdom+4
- Fifth Level: Wisdom+5

#### Domination

Domination is a skill used to improve intimidation.

- First Level: Intimidation+1
- Second Level: Intimidation+2
- Third Level: Intimidation+3
- Fourth Level: Intimidation+4
- Fifth Level: Intimidation+5

#### Leadership

This skill grants an added bonus to a character's respect.

- First Level: Respect+1
- Second Level: Respect+2
- Third Level: Respect+3
- Fourth Level: Respect+4
- Fifth Level: Respect+5

### Guns

There are three basic types of guns--pistols, assault rifles, and shotguns. Each category has its own broad characteristics and each weapon has its own attributes.

#### Pistols

Pistols are lightweight and fast. However, they are not particularly powerful. A character is permitted to carry 2 pistols at a time. The pistol's range should be good enough for any battle a White Warrior may engage in, but the Warmaster does have the power to nullify the attack if the enemy is too far away. If the Warmaster thinks the enemy is far away, he does have the option of decreasing the weapon damage accuracy as he sees fit.

#### Assault Rifles

Assault rifles are rather powerful and have excellent range. They hold large clips and fire rapidly. Only 1 assault rifle can be used at a time. They can fire very far away and do not receive any penalties if a foe is far away.

#### Shotguns

Shotguns are very powerful, but only has a short range. While the shotgun is potent at close range, it loses its powerful the further away an enemy is. Only one shotgun can be used at a time. As such, it is up to the Warmaster to impose penalties on the shotgun-wielder.

### Miscellaneous Information

The following information explains the various information about the game of Racial Holy War. These are: damage, accuracy, gun speed, rate of fire, gun penalty, clip, weight, price, dice, defense, healing, credits, and bonuses.

#### Damage

Damage is the amount of hit points a character loses if he is hit by a gun (if 0 defense). This damage is represented by dice rolls. So if a gun successfully hits a target and has a damage rating of 4d6, the character rolls 4, 6 sided dice. The sum of the roll is then taken and whoever was hit by the gun, receives that amount of damage (if 0 defense).

#### Accuracy

Accuracy is the percentage that a character will hit his target, either with guns or hand-to-hand fighting. 0% would obviously be an automatic miss, while 100% or more would be an automatic hit. In between these extremes, one rolls two 10 sided dice (one die is the first number and the second die is the second number) and looks to get a roll equal to or less than the accuracy figure. So an accuracy of 75% would require a roll of 75 or less. Thus if the first 10 sided die roll was a 6 and the second a 7, that would be 67 and a successful hit.

#### Gun Speed

The speed of a gun is measured with this characteristic. The higher the number the quicker the character is able to fire his particular gun.



### Rate of Fire

Rate of fire (ROF) is the rate at which a gun fires per round. Single shot is once shot per round; semiautomatic is 3 shots per round; and automatic is 5 shots per round.

### Gun Penalty

Some guns receive penalties to their accuracy due to their powerful nature and are hard to handle. This penalty can be removed as the gun levels up.

### Clip

The clip is the amount of ammunition that a gun holds at one time. The more ammunition a clip can hold, the longer a character can go without refilling the clip.

### Weight

The weight factor is obviously the weight of an object in weight units. The greater the character's power, the more he can carry.

### Price

Various items have prices, depending on their value. This is measured in credits.

### Dice

A variety of dice are used. They are: 4-sided (known as a d4), 6-sided (known as a d6), 8-sided (known as a d8), 10-sided (known as a d10), 12-sided (known as a d12), and 20-sided (known as a d20).

The number in front of the "d" stands for the number of dice used and the number after the "d" represents how many sides the dice have. So a "3d6" would be a roll of 3 dice that have 6 sides (possibilities of roll total is 3-18). A "2d12" would be a roll of 2 dice with 12 sides (possibility of roll total is 2-24).

### Defense

Defense helps prevent damage when a character is attacked. The higher the score, the better. Various items add to the defense of a character (vests, jackets, helmets etc.). These are cumulative although only one vest can be worn or one jacket etc. (but one can wear a jacket and a vest).

### Healing

When a player sustains damage and thus loses hit points, he can gain them back through various ways of healing. Some examples are reading the Holy Books of Creativity, eating food, or using the medic skill which a medic has.

### Credits

Each player starts the game with 1,000 credits to purchase things. He can choose to spend them all at the start of the game or save some. At the start, a player can buy items as he sees fit but one may never know when one can get to a shop for goods.

Some items have purely aesthetic values while others serve a valuable purpose (such as ammunition). The items cost a certain amount, weigh a certain amount, and some have special abilities (like adding to the player's defense or healing damage). As such, a player can't exceed his weight limit (as determined by his power) and armor that he wears is cumulative (so one could wear a Heavy Vest and Heavy Jacket for a defense of 9).

### Bonuses

There are various ways to get bonuses--through skills, through leveling up, having high attributes etc. These bonuses are added to your normal score (in whatever category the bonus states). Thus, a score gets heightened by a bonus. In battle there are bonuses to Gun Speed which help the character fire his gun quicker; or a bonus to damage where the bonus is added on to the die roll, etc. It is important to keep track of these bonuses so a White Warrior knows his full potential.

## Experience

As the White Warriors go on adventures and slaughter the enemies of the White Race, they gain experience. With enough experience (designated by a number), a character levels up and gains added abilities (a character starts at level 1). Usually a character gains a certain amount of experience for the enemies bested in battle, but the Warmaster can also grant experience points for clever ideas, good tactics etc. This is up to the Warmaster.

When a battle is won, every White Warrior gets experience points equal to the combined amount of experience for the enemies. So if a band of White Warriors defeated 5 enemies that had 50 experience apiece, then each White Warrior would gain 250 experience points.

When a character gets enough experience points (required experience for each level is listed below), he gains 100 level points. The various ways a player can spend these points is listed below. He must use them all for every level-up and they don't carry over even if a character has some left over (so use them all!).

- 50 points to learn a new skill
- 20 points to increase the level of a skill (can only increase by one level per skill, per level-up; multiple skills can be increased in level though)
- 20 points to increase a basic attribute (power, dexterity, health, heroism, charisma, intelligence, wisdom, intimidation) by one point (can only increase an attribute by one point per level-up; multiple attributes can be increased though)
- 5 points to increase maximum hit points by 1
- 1 point to increase credits by 5

#### Gun Experience

In addition to a White Warrior gaining experience and leveling up, a gun can as well. As long as a character fired his gun during a battle, that gun gains the same amount as experience as he does and also levels up at the same rate (listed below). With this leveling up, the gun gains damage and accuracy. With gun experience, the character is more adept at using the specific gun he fires. So a White Warrior experienced with a Mini 88, does not have the same experience with other guns, even other assault rifles. Furthermore, the experienced gun only has added bonuses to the character using it as this represents a character's skill with the weapon (so an experienced Mini 88 would revert to normal in the hands of a different comrade). Thus the skill is with the wielder of the weapon, not the weapon in of itself.

Most guns start out with a penalty to their accuracy. These guns do not level-up as usual. They do not gain the normal bonuses for a leveled up gun until this accuracy is back to normal. For every 10% loss of accuracy, it takes 1 level-up to restore it (and thus the gun's accuracy is increased by 10%). A gun with a 50% loss of accuracy would therefore take 5 level-ups until it could gain bonuses as usual. So guns with penalties to their accuracy increase 10% in accuracy until their penalty reaching 0%. After that, they increase as listed below, per level-up.

- Pistol: Gun Damage+1, Gun Accuracy+5%, Gun Speed+1
- Assault Rifle: Gun Damage+2, Gun Accuracy+5%, Gun Speed+1
- Shotgun: Gun Damage+3, Gun Accuracy+5%, Gun Speed+1

#### Levels

- Level 1: 0 points (start)
- Level 2: 500
- Level 3: 1,500
- Level 4: 3,000
- Level 5: 5,000
- Level 6: 7,500
- Level 7: 10,500
- Level 8: 14,000
- Level 9: 18,000
- Level 10: 22,500
- Level 11: 26,500
- Level 12: 31,500
- Level 13: 37,000
- Level 14: 43,000
- Level 15: 49,500
- Level 16: 56,500
- Level 17: 64,000
- Level 18: 72,000
- Level 19: 80,500
- Level 20: 89,500
- Level 21: 100,000
- Level 22: 150,000
- Level 23: 200,000
- Level 24: 250,000
- Level 25: 300,000
- Level 26: 500,000 (champion)

## Combat

Combat is the major part of Racial Holy War. Usually the combatants will fight with guns, but hand-to-hand (this includes clubs) combat is possible. As such, both will be explained below. If one combatant wants to fire his gun and the other wishes to find hand-to-hand, then the combatant with the gun will always go first and fire his weapon.

#### Gun Combat

- Step 1: The Rouse skill is able to be used initially in order to increase the White Warriors' intimidation and heroism. This skill can only be used once per round but if it is successful, it can't be used anymore in the specific combat.
- Step 2: Then comes the intimidation/heroism check. Both enemy and White Warrior side add up their intimidation score. The side with the highest score intimidates the other side. The intimidated side (side with lower intimidation score) adds up their combined heroism. The side with the higher combined intimidation score divides this number by the side with the lower intimidation's heroism. Penalties are given if the result is 2 or higher (see Intimidation/Heroism Effect under Miscellaneous Information). If enemy retreats as a result, skip to Step 7.
- Step 3: This phase is one of special attacks. The vile enemies of the White Race are allowed to use their special attacks here (see Enemies for their special attacks). The only thing the White Warriors can do here is use a medic to heal or eat food to heal. Whoever wishes to use these abilities here (either enemy or White Warrior) goes in the order of their dexterity (combatant with highest score goes first, then second highest etc.). In case of a tie with dexterity, the White Warrior goes first. If there is a tie between enemies then the Warmaster decides what enemies go in what order; if a tie with the White Warriors, characters decide what order they go in.
- Step 4: This step determines who gets to attack first in the melee. Whoever has the highest gun speed goes first then the second highest etc. In case of a tie, the White Warrior goes first. If there is a tie between enemies then the Warmaster decides what enemies go in what order; if a tie with the White Warriors, characters decide what order they go in. Once the order of combat is resolved, go to Step 5.
- Step 5: This is the attack phase where guns are fired and damage is dealt (as in the order obtained from Step 4). The first attacker picks his target and fires his weapon. He rolls 2, 10 sided dice to see if he hits (by getting equal to or less than his Gun Accuracy; if accuracy is 100% or higher than it is an automatic hit). If he misses, the next in line fires his weapon. If he hits, he rolls the Gun Damage for his gun and subtracts his target's defense from it. If this difference (Gun Damage minus defense) is above 0, then that target loses that amount of hit points. If it is 0 or lower, then no damage is done. All combatants get one round of fire in this manner unless a combatant is killed before he has a chance to fire. \*A special headshot for White Warriors is possible. This is attempted by decreasing the character's Gun Accuracy by 50%. The only defense of the target taken into account is that of a helmet. If successful in hitting, then double damage is done.\*
- Step 6: Repeat Steps 1-5 until either all enemies are dead, all White Warriors are dead, or one side decides to retreat. In case of the death of one side, the battle is over. In case of a retreat, go to Step 7.
- Step 7: When a side declares a retreat, the other side gets a free round of fire upon the cowardly dogs. The hit rate is automatic so no rolls for hitting a target are required. Defense for the fleeing scum is reduced to zero. After this round of fire, either the retreating party is slaughtered, or it escapes. Either way, the battle is over.

#### Hand-to-Hand Combat

- Step 1: The Rouse skill is able to be used initially in order to increase the White Warriors' intimidation and heroism. This skill can only be used once per round but if it is successful, it can't be used anymore in the specific combat.
- Step 2: Then comes the intimidation/heroism check. Both enemy and White Warrior side add up their intimidation score. The side with the highest score intimidates the other side. The intimidated side (side with lower intimidation score) adds up their combined heroism. The side with the higher combined intimidation score divides this number by the side with the lower intimidation's heroism. Penalties are given if the result is 2 or higher (see Intimidation/Heroism Effect under Miscellaneous Information). If enemy retreats as a result, skip to Step 7.
- Step 3: This phase is one of special attacks. The vile enemies of the White Race are allowed to use their special attacks here (see Enemies for their special

attacks). The only thing the White Warriors can do here is use a medic to heal or eat food to heal. Whoever wishes to use these abilities here (either enemy or White Warrior) goes in the order of their dexterity (combatant with highest score goes first, then second highest etc.). In case of a tie with dexterity, the White Warrior goes first. If there is a tie between enemies then the Warmaster decides what enemies go in what order; if a tie with the White Warriors, characters decide what order they go in.

- Step 4: This step determines who gets to attack first in the hand-to-hand combat. Whoever has the highest dexterity goes first then the second highest etc. In case of a tie, the White Warrior goes first. If there is a tie between enemies then the Warmaster decides what enemies go in what order; if a tie with the White Warriors, characters decide what order they go in. Once the order of combat is resolved, go to Step 5.
- Step 5: This is the attack phase where combatants attack and damage is dealt (as in the order obtained from Step 4). The first attacker picks his target and attacks. He rolls 2, 10 sided dice to see if he hits (by getting equal to or less than his Hand-to-Hand Hit Percentage; if percentage is 100% or higher than it is an automatic hit). If he misses, the next in line attacks. If he hits, he rolls the Hand-to-Hand Damage in order to see how much damage the target takes (loses hit points). Defense of a target is ignored in Hand-to-Hand Combat. All combatants get one round of attack in this manner unless a combatant is killed before he has a chance to fire. \*A special headshot for White Warriors is possible. This is attempted by decreasing the character's Hand-to-Hand Hit Percentage by 50%. If successful in hitting, then double damage is done.\*
- Step 6: Repeat Steps 1-5 until either all enemies are dead, all White Warriors are dead, or one side decides to retreat. In case of the death of one side, the battle is over. In case of a retreat, go to Step 7.
- Step 7: When a side declares a retreat, the other side gets a free attack against the cowardly dogs. The hit rate is automatic so no rolls for hitting a target are required. After this round of attack, either the retreating party is slaughtered, or it escapes. Either way, the battle is over.

## Enemies

There are 5 basic enemies in Racial Holy War--niggers, sand niggers, latrinos, gooks, and kikes. Each enemy has different strengths and weaknesses. Each also has a special attack that is more effective depending on the ability of the enemy. As such, the enemies do not have skills like the White Warriors, but do have a special attack. These special attacks can be employed in place of an attack, once per character per round of combat. The enemy chooses which White Warrior he wishes to use his special attack on and it therefore only effects that character, if successful. If it fails, no effect occurs and that enemy is done for the round (so can't use a special attack and a normal attack in same round). Some enemies can use their special attacks and some normal attacks during a round of combat though (a single enemy just can't use both in one round). The special attacks are more potent and more likely to succeed the more skilled the enemy is. To determine whether the special attacks are successful, the enemy must roll a 20 sided die and get a roll that is equal to or less than the designated number (depending on enemy). The effect and specifics of the special attacks are listed below.

### Nigger

Niggers are smelly and stupid creatures who tend to possess thick skulls. These beasts are one of nature's worst specimen, and it is the duty of a White Warrior to eradicate them at every possible chance. Their special attack is known as Stench and, if successful, the powerful odor that a nigger exudes.

- A Smelly Nigger must roll a 2 or lower on a 20 sided die. If successful, the target of his special attack has his accuracy (both gun and hand-to-hand) drop 10% for that round.
- A Stupid Nigger must roll a 4 or lower on a 20 sided die. If successful, the target of his special attack has his accuracy (both gun and hand-to-hand) drop 20% for that round.
- A Retarded Nigger must roll a 6 or lower on a 20 sided die. If successful, the target of his special attack has his accuracy (both gun and hand-to-hand) drop 30% for that round.

- A Repulsive Nigger must roll a 8 or lower on a 20 sided die. If successful, the target of his special attack has his accuracy (both gun and hand-to-hand) drop 40% for that round.
- A Thick-Skulled Nigger must roll a 10 or lower on a 20 sided die. If successful, the target of his special attack has his accuracy (both gun and hand-to-hand) drop 50% for that round.

#### Latrino

Latrinos are lazy and criminal vermin who waste valuable air on Earth, that should be reserved for Nature's Finest--the White Race. Due to their history of illegal immigration, they are adept at crossing borders and sneaking around. Therefore their special attack is known as Stealth. This skill, if successful, allows the latrino to attack first as part of the special attack.

- A Lazy Latrino must roll a 2 or lower on a 20 sided die. If successful, the latrino proceeds to attack normally, before the White Warriors.
- A Criminal Latrino must roll a 4 or lower on a 20 sided die. If successful, the latrino proceeds to attack normally, before the White Warriors.
- An Ugly Latrino must roll a 6 or lower on a 20 sided die. If successful, the latrino proceeds to attack normally, before the White Warriors.
- A Repulsive Latrino must roll a 8 or lower on a 20 sided die. If successful, the latrino proceeds to attack normally, before the White Warriors.
- An Insane Latrino must roll a 10 or lower on a 20 sided die. If successful, the latrino proceeds to attack normally, before the White Warriors.

#### Sand Nigger

Sand Niggers are scumbags that have a militant religion in Islam. They have declared the White Race as one of their many enemies in their "Jihad" or holy war. Woe to the sand nigger who meets a White Warrior on the battlefield. Due to their fanatical faith, the special attack possessed by sand niggers is known as a Suicide Run. If successful, the sand nigger blows himself and a White Warrior up (sand nigger automatically dies while target White Warrior suffers damage); but if he fails, he simply perishes with a loud boom.

- A Disgusting Sand Nigger must roll a 2 or lower on a 20 sided die. If successful, the sand nigger detonates a bomb and target White Warrior suffers damage equal to 1 roll of a 12 sided die.
- An Abhorrent Sand Nigger must roll a 4 or lower on a 20 sided die. If successful, the sand nigger detonates a bomb and target White Warrior suffers damage equal to 2 rolls of a 12 sided die.
- A Camel-Riding Sand Nigger must roll a 6 or lower on a 20 sided die. If successful, the sand nigger detonates a bomb and target White Warrior suffers damage equal to 3 rolls of a 12 sided die.
- A Thieving Sand Nigger must roll a 8 or lower on a 20 sided die. If successful, the sand nigger detonates a bomb and target White Warrior suffers damage equal to 4 rolls of a 12 sided die.
- A Suicidal Sand Nigger must roll a 10 or lower on a 20 sided die. If successful, the sand nigger detonates a bomb and target White Warrior suffers damage equal to 5 rolls of a 12 sided die.

#### Gook

Gooks are timid, annoying, slanty-eyed pieces of excrement that so desperately wish they were White. Of course, they are not. They have reproduced quite prolifically and there is no doubt that the world will be a better place without them. From watching fake martial arts movies, the gooks have acquired an increased proficiency in hand-to-hand fighting. Therefore, this talent can only be applied with hand-to-hand fighting. If successful, this ability increases the amount of attacks that the character gets (a successful role means the gook goes on to attack as many times as his skill level designates) for that round of combat. If he fails, he doesn't attack.

- A Timid Gook must roll a 2 or lower on a 20 sided die. If successful, the gook gets 2 attacks against target White Warrior in hand-to-hand combat only.
- An Annoying Gook must roll a 4 or lower on a 20 sided die. If successful, the gook gets 3 attacks against target White Warrior in hand-to-hand combat only.
- An Asinine Gook must roll a 6 or lower on a 20 sided die. If successful, the gook gets 4 attacks against target White Warrior in hand-to-hand combat only.
- A Moronic Gook must roll a 8 or lower on a 20 sided die. If successful, the gook gets 5 attacks against target White Warrior in hand-to-hand combat only.

- A Communist Gook must roll a 10 or lower on a 20 sided die. If successful, the gook gets 6 attacks against target White Warrior in hand-to-hand combat only.

#### Kike

Kikes are undoubtedly the worst and most evil parasites that the world has ever seen. They pervert all that is holy, honorable, and just. Once the kikes are removed, the formation of a glorious White Empire is but a step away. Through the years of lying, manipulation, and outright debauchery, the kike has succeeded through brain pollution. This talent is manifested in the kike's special attack of Bribery.

A kike must spend 50 credits to do utilize this ability every time he uses it (credits are subtracted from kike's total credits). If successful, the targeted White Warrior loses his turn for that round. If it fails, then the money is spent and target White Warrior receives the credits with no adverse affects. The kike is able to increase his chances of success by spending 50 credits per Bribe attempt to gain a point (up to 20, which is automatic success). This means that a Perfidious Kike, with a special attack value of 10, could add 50 credits to his Bribe and therefore need an 11 or less to achieve success (on a roll of a 20 sided die). Or, he could spend 500 (50 times 10) credits on the Bribe and bring the special attack value to 20, which is an automatic success.

- A Slimy Kike must roll a 2 or lower on a 20 sided die. If successful, target White Warrior loses his turn for that round and thus can't do anything.
- A Lying Kike must roll a 4 or lower on a 20 sided die. If successful, target White Warrior loses his turn for that round and thus can't do anything.
- A Greedy Kike must roll a 6 or lower on a 20 sided die. If successful, target White Warrior loses his turn for that round and thus can't do anything.
- A Perverted Kike must roll a 8 or lower on a 20 sided die. If successful, target White Warrior loses his turn for that round and thus can't do anything.
- A Perfidious Kike must roll a 10 or lower on a 20 sided die. If successful, target White Warrior loses his turn for that round and thus can't do anything.

### Conclusion

The primary purpose of Racial Holy War is to provide entertainment to those loyal to the White Race. It is an experience where our dedicated White Warriors can do like many of us want to--slaughter the foul enemies of our people who are destroying our race. I therefore hope that it does allow our comrades to crush our enemies.

The world created in Racial Holy War is one of strife and mayhem where the White Warriors fight to bring about a glorious White Empire. If the laws of this realm do not conform to the tastes of some, then they can obviously change them. Someone might not like this or that rule, so change or get rid of this or that rule. The important aspect is to have fun.

Input is very welcome and changes to the game are very possible. Any improvements to the game would also be optional and up to the players playing. Of course for those who play strictly by the rules, then this is fine as that is what the rules are there for. In conclusion, have fun building a Whiter, Brighter World! RAHOWA!

**-Rev. Kenneth Molyneaux**  
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## Enemy Chart

Smelly Nigger	15	15	15	5	5	5	5	10	2 Mini Pistols	2	50	25	
Stupid Nigger	17	17	17	7	7	7	7	12	RA-18	4	100	50	
Retarded Nigger	19	19	19	9	9	9	9	14	Thunderbolt	6	250	125	
Repulsive Nigger	21	21	21	11	11	11	11	16	SS Death	8	500	250	1
Thick-Skulled Nigger	23	23	23	13	13	13	13	18	Ultima Sawed-Off	10	1000	500	1
Lazy Latrino	10	10	10	5	5	5	5	10	Shotgun	2	50	25	
Criminal Latrino	12	12	12	7	7	7	7	12	RA-18	4	100	50	
Ugly Latrino	14	14	14	9	9	9	9	14	2 Druger Pistols	6	250	125	
Repugnant Latrino	16	16	16	11	11	11	11	16	SS Death	8	500	250	1
Insane Latrino	18	18	18	13	13	13	13	18	Ultima	10	1000	500	1
Disgusting Sand Nigger	10	10	10	15	10	5	5	10	2 Mini Pistols	2	50	25	
Abhorrent Sand Nigger	12	12	12	17	12	7	7	12	RA-18	4	100	50	
Camel-Riding Sand Nigger	14	14	14	19	14	9	9	14	Thunderblow	6	250	125	
Thieving Sand Nigger	16	16	16	21	16	11	11	16	Viking	8	500	250	1
Suicidal Sand Nigger	18	18	18	23	18	13	13	18	Death Sprayer	10	1000	500	1
Timid Gook	5	5	10	10	5	10	10	5	Mini 88	2	50	50	
Annoying Gook	7	7	12	12	7	12	12	7	RA-18	4	100	100	
Asinine Gook	9	9	14	14	9	14	14	9	2 Druger Pistols	6	250	250	
Moronic Gook	11	11	16	16	11	16	16	11	2 Bull Pistols	8	500	500	1
Communist Gook	13	13	18	18	13	18	18	13	Death Sprayer	10	1000	1000	1
Slimy Kike	5	5	5	5	10	15	15		Mini 88	2	50	100	
Lying Kike	7	7	7	7	12	17	17	7	2 Rabbit Pistols	4	100	200	
Greedy Kike	9	9	9	9	14	19	19	9	AKW	6	250	500	
Perverted Kike	11	11	11	11	16	21	21	11	SS Death	8	500	1000	1
Perfidious Kike	13	13	13	13	18	23	23	13	2 Nigger Killers	10	1000	2000	1

## Gun Chart

Mini Pistol	1d8	60%	10	Single (1)	0%	10	1	100
Rabbit Pistol	1d10	65%	12	Single (1)	-10%	10	1	200
				Semiautomatic				
Druger Pistol	1d12	70%	14	(3)	-20%	15	1	300
				Semiautomatic				
Bull Pistol	1d8+1d6	75%	16	(3)	-30%	20	1	400
Nigger Killer (pistol)	2d8	80%	18	Automatic (5)	-50%	30	2	500
				Semiautomatic				
Mini 88 (Assault Rifle)	1d12	75%	7	(3)	0%	20	4	300
				Semiautomatic				
RA-18 (Assault Rifle)	2d8	80%	8	(3)	-10%	25	4	600
				Semiautomatic				
AKW (Assault Rifle)	2d10	85%	9	(3)	-20%	30	5	900
SS Death (Assault Rifle)	2d12	90%	10	Automatic (5)	-30%	40	6	1200
Death Sprayer (Assault Rifle)	3d10	95%	11	Automatic (5)	-50%	50	7	1500
Sawed-Off Shotgun	3d6	70%	4	Single (1)	0%	5	4	200
Riot Shotgun	4d6	75%	5	Single (1)	-10%	5	4	400
Thunderblow (Shotgun)	5d6	80%	6	Single (1)	-20%	5	4	600
Viking (Shotgun)	6d6	85%	7	Single (1)	-30%	10	5	800
				Semiautomatic				
Ultima (Shotgun)	7d6	90%	8	(3)	-50%	15	6	1000



## Items Chart

T-shirt	10	1		2
Pants	20	1		2
Light Helmet	100	3	Defense+1	
Heavy Helmet	200	5	Defense+2	
Beret	10	1		2
Goggles	20	1		2
Light Vest	200	10	Defense+4	
Heavy Vest	300	15	Defense+5	
War Vest	400	20	Defense+6	
Light Jacket	50	3	Defense+1	
Heavy Jacket	100	6	Defense+2	
War Jacket	150	9	Defense+3	
Light Boots	30	2		2
Heavy Boots	50	3		2
Snack	20	1	Heals 5 points of damage	
Meal	50	4	Heals 20 points of damage	
Feast	100	10	Heals 50 points of damage	
Light Club	30	2	Hand-to-Hand Damage--1d6	
Heavy Club	50	3	Hand-to-Hand Damage--1d8	
Tennis Shoes	20	1		2
Gloves	10	1		2
Walkie Talkies	30	1		2
Personal Computer	250	3	Needs plugged in	
Wireless Laptop	500	5	Can use anywhere	
Crowbar	20	2	Open Percentage+20%	
Toolkit	50	2	Used for repairing things	
			Used for making clothes (5	
Clothes Material (5)	50	5	uses)	
Holy B	30	2	All Attributes+1	

Light Pistol Ammo (30)	30	1	Normal Ammo
Heavy Pistol Ammo (30)	50	1	Weapon Damage+1
Light Assault Rifle Ammo (30)	30	2	Normal Ammo
Heavy Assault Rifle Ammo (30)	50	2	Weapon Damage+2
Light Shotgun Ammo (30)	30	1	Normal Ammo
Heavy Shotgun Ammo (30)	50	1	Weapon Damage+3