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ADVENTURE SERIES



Contamination

Sam Richards & Matthew Pook

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ACHTUNG! Cthulhu™

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*Could you file this with the
other Operations dossiers, please Peggy.*

A. T.

Foreword from Sam Richards

Chance is an integral part of any good game, in my humble opinion. Without chance, a game just becomes a mathematical problem. However, by adding chance to the equation, you introduce “David versus Goliath” confrontations where the underdog somehow manages to triumph, and simple tests of your capabilities can be transformed into an epic struggle for survival.

It was by chance that I came across a post by Chris Birch on an internet forum, putting a call out to writers of all levels of experience, stating that he was looking for contributors to write for the **Achtung! Cthulhu** line. Although I had at this point been running **Tweet RPG** for about a year or so—a project inspired by my love of gamebooks and videogames—I was only just beginning to grasp the connections and similarities between my creative endeavours and the world of tabletop roleplaying.

Writing in the world of **Achtung! Cthulhu** has been incredibly rewarding, but also a very hearty challenge. By taking up the opportunity to develop a scenario for the series, I was stepping out into unknown territory. I had never written any fiction which utilised historical events; I was only vaguely aware of Lovecraftian horror; and (this is the big shocker) I have never played a tabletop roleplaying game in my life! But here’s the thing—when a chance comes along, you’ve got to take it.

Despite the enormity of the task ahead, I resolved to attack it with everything I had, relishing the challenge. However, I cannot claim to have walked the path alone. I have to thank the **Tweet RPG** players, who helped to shape the core elements of *Kontamination* through playing the scenario as a “crowd-shaped” online experience. I also owe a massive debt of gratitude to my co-writer and editor Matthew Pook, who has fleshed out the mechanics of the scenario and provided invaluable insights into the history and Mythos of the **Achtung! Cthulhu** series.

So, while chance played a key role in the development of *Kontamination*, it was also brought to life through hard work, perseverance, support, and encouragement. I hope you will have some thoroughly enjoyable and memorable experiences whilst playing this scenario, and that I will be able to provide you with more literary and gaming experiences to enjoy in the future.

Sam Richards

Sam Richards
writer, and creator of **Tweet RPG**
Winter 2014



CHAPTER 1

Introduction

"What's good need not be secret, and what's secret is not good."
- Unknown

Achtung! Cthulhu is a setting for Lovecraftian roleplaying during World War Two, which allows you to investigate, explore, and discover the truth behind the malign influence of the Lovecraftian Mythos as war engulfs the globe during 1939-1945. In most scenarios, the players take on the roles of Allied servicemen and women, secret agents, or members of the Resistance; doughty heroes, all standing firm in the face of the Nazi oppression that holds most of Europe in its grasp. In *Kontamination*, the player characters take on the roles of Germans—members of the *Wehrmacht*, the Reich Main Security Office, or even civilians—who are forced to confront

The Second World War is drawing to a close, but combat still rages on.

the horrors that are being perpetrated on behalf of the Reich as they take part in a desperate plan during the Ardennes Offensive of late 1944. As written, *Kontamination* is a one-shot scenario, but notes are included on how to use it with different characters and in different periods of the war.

Kontamination is intended for use with the *Call of Cthulhu, Sixth Edition* roleplaying game published by Chaosium Inc., or the *Savage Worlds* roleplaying game published by Pinnacle Entertainment Group. You will also need both *Achtung! Cthulhu: the Investigator's Guide to the Secret War* and *Achtung! Cthulhu: the Keeper's Guide to the Secret War*. Pre-generated investigators can be found in **Chapter 3: Pre-generated Investigators** (p.42) or, alternatively, the players can create their own using the *Call of Cthulhu* or the *Savage Worlds* rules and the guidelines found in *Achtung! Cthulhu: the Investigator's Guide to the Secret War*.

OVERVIEW

December, 1944: the Second World War is drawing to a close, but combat still rages on across Europe. The Allies have successfully pushed the Nazi forces back into Germany after the D-Day landings and subsequent operations, with the battle lines stabilising along the edge of the German border with Belgium and Luxembourg. However, Hitler is not prepared to accept defeat and has conceived an ambitious counter-offensive to strike back at the overconfident Allied troops. His German *Panzer* divisions will attack through the Ardennes region, with the aim of recreating the successful invasion of Belgium and France in 1940, striking with such force that the Allies will be persuaded to accept an offer of peace.

As part of this counter-offensive, Hitler has also devised a special "false flag" operation called Operation *Greif* (Griffin). The plan calls for the creation of "*Panzer* Brigade 150", a unit made up of English-speaking German soldiers under the command of the legendary *Waffen-SS* commando, Otto Skorzeny. These troops are tasked with moving behind the enemy lines, dressed in US infantry uniforms and using US arms and armour, their primary objective being the capture of key bridges along the River Meuse. Within *Panzer* Brigade 150, Skorzeny has also created "*Einheit Stielau*", an elite commando unit comprised of the best English speakers under his command. These commandos have particular instructions: disrupt the Allied forces' ability to respond to the counter-offensive by planting demolition charges at key targets, spreading disinformation amongst the enemy forces, and sabotaging the telephone wires, road signs, and land mine warnings to confuse the enemy further. The *Einheit Stielau* commandos have a very risky mission; any soldier caught wearing an enemy uniform is liable to be executed.

A History of Kontamination

In 1920, the Providence, Rhode Island police were called to the house of Crawford Tillinghast after a gun shot was heard. Inside, they found Tillinghast dead of apoplexy and his friend, Franklin Rathke, in shock, gun in hand. Rathke claimed that he had fired the shot in question into a device that Tillinghast had been demonstrating. Rathke was taken in for questioning, but his claim that Tillinghast's machine opened up a "Beyond" into which Tillinghast's servants were lost was discounted by the police due to his obvious mental distress. Without any evidence tying him to Tillinghast's death, they were forced to release him.

Tillinghast bequeathed Rathke both his device and his notes, and they were to be his obsession until his disappearance in 1943. By 1935, agents of the secret occult organisation known as Black Sun were scouring the world for information and artefacts that would further reveal the lost magics of Ancient Hyperborea. This included the USA, where agent Christoph Baum spotted one of Rathke's advertisements seeking backing to develop Tillinghast's device. Using Baum's money, Rathke managed to repair the device sufficiently to give a demonstration to his backer, which was enough to convince the German agent that it would be of interest to his masters in Berlin. While the machine was too large to steal, Rathke's notes were not and Baum absconded with them, but not before a fight in which the precious schematics were partially damaged.

Back in Berlin, the notes were enough to fascinate Black Sun and the members of its "scientific" research department, but none of them could replicate the effects of

Tillinghast's original device. Their version was only able to open a tiny crack in reality through which the Beyond could be seen. Unable to create any other effect, no practical use could be found for the device, and with Black Sun being more interested in the occult than the sciences, it languished in the organisation's archives until it was taken by *Nachtwölfe* during its split from Black Sun in 1937.

Yet even their specialists could not develop or find a use for it until a laboratory technician stared for too long into the Beyond and appeared to lose his mind, quite literally, retaining only basic autonomic functions. This effect was what drew the attention of Dr. Richard Fehling, a medical scientist whose theories about the brain and its capacity to store information had brought him to the attention of *Nachtwölfe's* research department. At last he had found a means to empty the minds of his subjects, ready to fill them with new information; all he had to do was find a means of placing that information into those now vacant minds.

Unfortunately, Fehling has never been able to find a means of doing so, nor has he been able to increase the size of the breach. Instead, at *Major* Wolfram Engel's request, he has developed the *Auflade-Vorgang*, a method of infecting others with what can be seen in the Beyond. Throughout 1943 and 1944, Dr. Fehling has been miniaturising the apparatus so that it can easily be transported in a number of packing cases. Now, in the closing months of 1944, as Germany prepares to make one final offensive against the invading Allies, the process is about to receive its first field-test...

However, something dark stirs deep within the plans. Brigadier of Police, Walter Schellenberg, commander of *Ausland-SD*, the civilian foreign and (by 1944) military intelligence agency of the *Reich* Main Security Office (and a markedly paranoid man) has been keeping a close eye on any intelligence that his agents can provide about the massing of troops and armour on the Western Front. In reviewing the reports from his agents, one word has made Schellenberg's blood run cold: "*Nachtwölfe*". His predecessor, Admiral Wilhelm Canaris (the former commander of the abolished *Abwehr* military intelligence organisation) had warned Schellenberg that a secret division reporting directly to the *Führer*, and known as *Nachtwölfe*, was engaging in bizarre and troubling covert operations. Even from the scant information that Canaris had been able to obtain, these operations appeared to be of a highly "unnatural" character...

The information on Schellenberg's desk points to *Nachtwölfe* being involved with Operation *Greif*, working alongside *Panzer* Brigade 150. While Schellenberg had been

content to merely keep tabs on the actions of this unit, news of *Nachtwölfe* involvement in Hitler's big push means that it is imperative for the commander of the *Reich* Main Security Office to have men on the ground who can find out what is going on. To that end, Schellenberg has selected the best available English-speaking men that he can find, either from under his own command or elsewhere, and tasked them with the infiltration of Skorzeny's commando unit. Their goal: discovering what terrible deeds *Nachtwölfe* is planning to unleash in the name of the Third *Reich*.

Operation Kontamination: the Real Plan

Schellenberg is right to be concerned by the presence of members of *Nachtwölfe* on the Western Front. Led by *Major* Wolfram Engel (masquerading as an SS officer), the unit plans to conduct a field test of Operation *Kontamination* which will require experimental subjects. To obtain these, *Major* Engel



will order the *Einheit Stielau* commando teams—some of whom will be the investigators—to each capture a US officer for questioning. Engel does not really want to interrogate these officers; he wants to perform the twisted process of filling their consciousnesses with Mythos-fuelled insanity, converting them into a *Leiter* (or “conduit”) for spreading madness.

Once the commandos have brought the US officers back for “questioning” and the *Auflade-Vorgang* (“charging” process) has been carried out, they will be ordered by Engel to exchange the Allied officers for captured German officers. In reality, no such deal has been made with the Allies. It is a ruse to ensure that the captured and experimented-upon officers are returned intact to their respective units. In the immediate aftermath of the exchange, it is expected that the returned US officers will involuntarily unleash and spread their insanity, thereby sewing chaos amidst the Allies. As this chaos reaches its climax, *Nachtwölfe* troopers will move in, wiping out anything in their path—even the duped *Einheit Stielau* commandos.

The British occult intelligence service, Section M (see **Chapter 5: Secret and Occult Societies**, *Achtung! Cthulhu: the Keeper's Guide to the Secret War*), also has its suspicions regarding *Nachtwölfe*, and has agents deployed in the Ardennes area, working alongside the American troops and other Allied forces. Sergeant William S. Miller, a Majestic field agent currently reporting to Section M in London, has been tasked with investigating *Nachtwölfe* activities on the frontlines. He will be an important ally for the Reich Main Security Office agents, and could be the person who decides their ultimate fate...

EPISODE OVERVIEW

Kontamination consists of a prologue, five episodes, and an epilogue. In the Prologue: *Before Schellenberg's Guns*, the player characters will receive their true orders from *Generalmajor* Schellenberg before travelling to the front in the Ardennes. In Episode One: *Engel's Mission*, following their official orders, they will attempt to get as close to the frontlines as they can to capture and return an Allied officer to their new commanding officer, while in Episode Two: *The Bauernhof*, they will have the opportunity to learn what he actually wants with their American captive. In Episode Three: *Reaching Kalterherberg*, the characters are given a new assignment: exchanging the captured US officer for a German officer, which will be done in Episode Four: *The Exchange*. The consequences of this exchange are revealed in Episode Five: *Chaos Arises!*

And the Alternative?

As written, the events of *Kontamination* take place under a certain set of conditions. They happen during 1944 in the latter part of the war as part of the Ardennes Offensive (also known as the Battle of the Bulge; see p.10 and *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.8). This is Nazi Germany's last great push to end the war in the West; to bring it at least to a stalemate from which the Third Reich might snatch victory from the looming jaws of defeat. It is a desperate time and, for the investigators, a sense of that desperation should pervade the scenario, for defeat not only

drives Germany further towards losing the war, but it also means that their secrets will be revealed, their fears fulfilled, and promises they have made will be broken.

Nevertheless, the events and tone of *Kontamination* need not be confined to the Battle of the Bulge. There is no doubt that Major Wolfram Engel would have conducted field tests earlier in the war if he had had the opportunity. All he really requires is the chaos of a campaign front against the Allies where he can send “expendable” troops across enemy lines at least once, if not twice. Suggested active fronts include the drive through France in 1940 against French and British forces, that culminate in the Dunkirk evacuation (see *Zero Point: Heroes of the Sea* for another adventure option set during this time period); the back and forth drives across North Africa against the forces of the British Commonwealth and, possibly, the Americans (as described in *Achtung! Cthulhu: the Guide to North Africa*); on the hard fought retreat from Moscow against the indefatigable Russians (*Achtung! Cthulhu: the Guide to the Eastern Front*); and the struggle to hold the lines against the encroaching Allies across the Italian peninsula through 1943 and 1944.

If the Keeper shifts the campaign to an earlier conflict during the war, relatively little has to be changed; certainly not the plot, and definitely not the desperate nature of the scenario. Names and places will, in all likelihood, have to be altered to fit the shift, as will the details of various arms and armour. Such details can be found in *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, **Chapter 8** (for British, French, and American forces) and *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, **Chapter 6** (for the German forces). The nature of the war and the need to gain an advantage over the enemy means that the pace of technological change is rapid, leading to new developments in the weapons and equipment available as the conflict progresses. While the Keeper should not overly dwell on such details, getting them right will help add verisimilitude to the scenario.

Determining the names and places to fit the shift to an earlier period in the war will require some research upon the part of the Keeper. This is a matter of deciding a battle front and selecting locations to replace those of Münstereifel, Harperscheid, and Kalterherberg. On the Italian and Russian fronts, this should not be too difficult, as both have numerous settlements. The same cannot be said of North Africa, where there are wide swathes of empty sand and rock. The long distances between settlements will need to be taken into account, and thus the travel distances and the difficulty of travel over the hard terrain will need to be factored in if *Kontamination* is shifted to the Dark Continent.

If the events of *Kontamination* are set before 1944, then the figure who is essentially blackmailing the investigators may also be different. *Ausland-SD*, Nazi Germany's civilian foreign intelligence agency, is headed by Walter Schellenberg between 1942 and 1944, and before that by Heinz Jost. *Ausland-SD* takes over the responsibilities of the *Abwehr*, the German military intelligence agency, in 1944 when it

is dissolved and its head, Admiral Wilhelm Canaris, is dismissed and executed (for more details on the state of German Intelligence during the war, refer to *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.98-99). Any one of these men could have reason enough to summon the investigators to Berlin and “persuade” them to infiltrate the operations of a secret organisation within the Third Reich. Canaris, in particular, is likely to be interested in the activities of a secret Nazi organisation that seems to answer to no-one but the *Führer*.

If the Keeper wants to run *Kontamination* and his players do not want to use the pre-generated investigators provided with the scenario, then they will need to create characters of their own; unless, of course, the Keeper is already running a campaign set within the Third Reich involving German investigators. Investigators created for this scenario require two important elements: first, they need to be able to speak the language of the enemy that is currently being engaged, whether that is the English of the British or the Americans, or the Russian of the Soviets, and do so well enough to be able to pass for a native speaker. Second, each investigator has to have a weakness; a flaw, secret, or desire that not only gives Schellenberg enough leverage to use against the investigator in order to recruit him to the secret mission, but is also motive enough for the investigator to want to see it through, even to the bitter end. If a player cannot devise a weakness for his investigator, then he should feel free to use one of those included for the pre-generated investigators.

ALLIED OPPORTUNITIES

Kontamination is written to be played as a one-shot by members of the German soldiery, but it can be adapted to be run as a part of an ongoing campaign with Allied investigators instead. This works particularly well if the investigators work for one of the Allied intelligence services and are often sent on missions behind enemy lines. In such a case, perhaps the investigators have wormed their way into Walter Schellenberg's confidence, and are sent to the Western Front as his agents. In terms of game mechanics, this requires that the investigators speak good German; after all, they have to pass themselves off as Germans before they pass themselves off as Americans.

If moved to the Eastern Front, the NKVD would certainly be ruthless enough to carry out something like Operation *Kontamination* (“Операция Загрязнение”) on the despised Nazis. The NKVD might use German prisoners for this purpose, but it would be more likely to use Soviet political prisoners. In this instance, the investigators would again have to pass themselves off as Germans and speak good German.

Another side that might be desperate enough to conduct *Opération Kontamination* are the French or, rather, the French Resistance. As with the Soviets, the French could use German prisoners, but they might also use those suspected of being collaborators with the Germans or the Vichy government. Again, the investigators would need to speak good German.



CHAPTER 2

Plot Episodes

*"The measure of a man is what he does with power."
- Plato*

PROLOGUE: BEFORE SCHELLENBERG'S GUNS

It barely seems like a week ago that you stood before the infamous "office fortress" desk of SS-Brigadeführer und Generalmajor der Polizei Walter Schellenberg, and you were sure that the head of the Ausland-SD, the Reich Main Security Office, had his fingers on the triggers of the automatic guns purportedly built into the desk. Schellenberg did not shoot you, but instead gave you orders that could save you if you succeed. You hate to think of the consequences if you fail.

Hitler has a plan to defeat the invading Allies, he told you: a counter-offensive that will drive them back from Germany's borders. Part of this plan, he confided, involves subterfuge, the use of English-speaking Germans dressed in American uniforms to sow confusion and disrupt the response to the Führer's plan. This you knew would involve yourself; after all, you speak English (American English, at least) and you speak it well. But worse was to come.

*With a smile on his face, Schellenberg confirmed that yes, you would be part of this plan, but there was something that he wanted you to do for him, something that would really save Germany. There is a secret organisation, *Nachtwölfe*, so secret that few will talk about it; so secret that it only reports to the Führer himself. It has its own operation planned, all hiding outside the normal chain of command. You would be part of this secret operation, following the orders of the *Nachtwölfe* officer in command, but in secret reporting to Schellenberg. Thus you find yourself serving and investigating a military unit so secret that even the head of the Reich Main Security Office knows little about.*

In return, SS-Brigadeführer Walther Schellenberg promised you his help.

Here, now, in front of the *Ausland-SD* offices at the time insisted upon by Brigadier Schellenberg, is the first time that the investigators will have met each other. They all wear *Heer* uniforms, vary in age, and they appear freshly scrubbed, if not a little weary. The investigators now have a three day journey to get from Berlin to the rally point in the town of *Münstereifel*, giving them an opportunity to introduce themselves and share as much information as they are willing.

EPISODE ONE: ENGEL'S MISSION

The investigators are provided with their orders: they must plan and carry out the capture of an Allied officer from the forces stationed in the Ardennes area of Belgium, using their subterfuge skills and plundered enemy uniforms. Once they have captured an officer, they must escort him to the rendezvous point near the village of *Harperscheid*.

Scene 1: Unusual Orders

*After nearly three day's journey west across Germany from Berlin to the Rhineland, you have at last reached you destination, the spa town of *Münstereifel*. It is perhaps quite the prettiest town that many of you have seen since before the start of the war, completely contained within its medieval walls with its buildings (many of them hundreds of years old) barely touched by the conflict. Until now that is... The town is an assembly point for the Führer's big plan; one that will bring the Allies to the negotiating table. Troops are lining up ready to march out, NCOs bark orders, and officers loiter impatiently, all the while*

Achtung! Cthulhu Skill Difficulties

There will be certain situations in an **Achtung! Cthulhu** adventure or supplement that will present an investigator with more, or less, of a challenge to his standard skill ability.

Cth In **Call of Cthulhu**, the skill's percentile value is temporarily modified. If the challenge is easy, but there still exists the chance of a mishap, the skill's value is doubled. However, if the challenge is difficult, the skill's value is halved and rounded down. For example, an investigator with Spot Hidden 30% faced with an *Easy Spot Hidden* check would roll against an enhanced value of 60%, but against one of only 15% if facing a *Difficult Spot Hidden* roll. This modification can also be applied to Idea or Know rolls. The Keeper is, of course, free to modify an investigator's skill rolls according to the situation and as he sees fit.

Sav In **Savage Worlds**, the difficulty of the Trait roll will be modified. An *easy* Notice roll may be displayed as Notice (+1) or Notice (+2), and a *difficult* Notice roll will be displayed as Notice (-2). Extraordinarily difficult rolls may even have a -4 penalty, but this will be an exceedingly rare occurrence. Remember: it is the dice result that is modified, not the difficulty number.

This is no different than the rules presented in the **Savage Worlds** core rulebook, but is presented here to avoid confusion.

overseen by members of Feldgendarmarie, the military police, resplendent with the dreaded gorgets that they wear as part of their uniforms. At that moment, two soldiers of the Feldgendarmarie, one of them a sergeant, notice you looking around and approach you. The sergeant politely, if curtly, states, "Your orders, please?"

Sergeant Muller will inspect the investigators' orders before handing them back and directing them to the castle above the town where they are to report to SS-Obersturmbannführer Skorzeny. The two then let them pass with a salute. If any of the player characters have come from a *Strafbattalion* (Penal Battalion), they may be uncomfortable around the members of the *Feldgendarmarie*, which operates the *Reich's* prisoner units. It will take a successful *Difficult* Psychology roll [Cth]/a Knowledge (Psychology) (-2) test [Sav] by another character to spot this discomfort.

It will take the investigators almost thirty minutes to work their way through the bustling streets of Münstereifel to the castle overlooking the town. The castle is roughly rectangular in plan, with white walls and four round towers, as well as signs of damage from a centuries-old battle. Once

Historical Profile for Otto Skorzeny

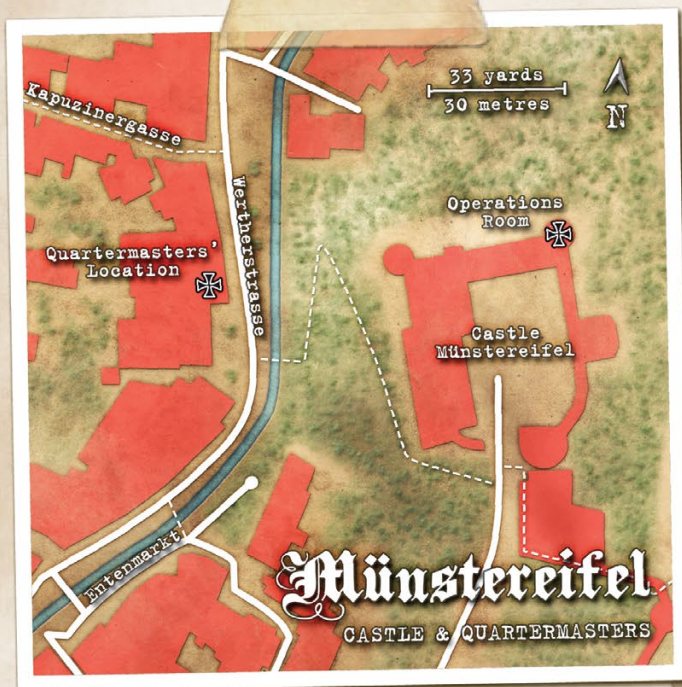
Lieutenant Colonel Otto Skorzeny (born 12th June, 1908) is known for his various exploits whilst serving in the German military during the Third Reich, and was also visually memorable due to a large and vivid scar across his left cheek, caused by a fencing wound. Skorzeny became a member of the Austrian Nazi party in 1931, before joining the military in 1939. He impressed his superiors with his intelligent tactics, and was awarded the Iron Cross for bravery while serving on the Russian Front for continuing to fight after suffering a shrapnel wound to the head. His talents for warfare having been recognised, Skorzeny was given the task of training elite commando units, as well as heading up various other operations. The most famous of his successes was the liberation of the deposed Italian dictator Benito Mussolini in July 1943, which was carried out without firing a single shot. His achievements on and off the battlefield earned him the respect of Hitler, who assigned the command of Operation *Greif* to him personally.

they have shown their papers again, the characters will be directed to the North-east tower where they are told that SS-Obersturmbannführer Otto Skorzeny, the officer in command of Panzer Brigade 150, has his operations room.

Approaching the entrance to the tower, the characters will be able to hear a heated exchange between two officers: SS-Obersturmbannführer Otto Skorzeny and "SS-Sturmbannführer" Wolfram Engel. Unless the investigators knock hard on the door, their presence outside the operations room will not be acknowledged by either Skorzeny or Engel, so deep are they in conversation. Knocking hard enough to gain their attention and interrupt their exchange will annoy both men. (Should this happen, then the conversation could take place after Skorzeny and Engel have left the operations room, in which case the Keeper will have to paraphrase what is said). Note that although Engel will be heard to describe his mission as an "SS operation", this is a lie to hide the identity of his true masters from Skorzeny.

Voice #1 (A soft well-spoken voice; this is Skorzeny):
Sturmbannführer Engel, might I remind you that the Führer himself has placed me in command of Panzer Brigade 150?"

Voice #2 (A sharper voice; this is Engel):
"Of that I have no doubt, Obersturmbannführer Skorzeny, but I am forced to remind you that my mission is an SS operation and thus supersedes the demands of the normal military power structure."



The Risks of Operation Greif

The use of enemy uniforms is a risky tactic for Skorzeny to employ, due to the possibility of fatal ramifications. Under the Hague Convention of 1907, any German soldier captured wearing an American uniform can be immediately executed, and likewise for the Allies. (Several *Einheit Stielau* commandos are shot for this crime during Operation Greif). Another risk is that friendly troops could mistake the disguised soldiers and vehicles for the enemy. This issue is dealt with using various methods of identification, such as wearing pink or blue scarves and displaying small yellow triangles on the back of plundered US vehicles. The investigators will need to bear these facts in mind; otherwise they risk execution at the hands of the enemy, or attacks from their own forces.

Voice #1:

"What is this mission, Sturmbannführer? You have yet to tell me."

Voice #2:

"You understand that I can only tell you so much, Obersturmbannführer?"

Voice #1:

"...And yet, Engel, you steal my best English speaking men from my command. Exactly the kind of men I need to carry out missions critical to the success of the operation!"

At this point, Engel's loyal bodyguard, Adam, will step down the stairs that lead up into the tower. He stands over 6ft (1.8m) tall, and is overly muscular with a bland expression. He wears black coveralls and carries what appears to be a modified StGw 44 assault rifle slung over his shoulder—possibly a new prototype. Given that he has probably caught the investigators eavesdropping, he will eye them with suspicion and demand to know what they want. At the sound of voices outside, Major Engel will appear in the doorway and diffuse any potential situation, but Adam will have developed a healthy mistrust of the investigators. This will not be difficult to note if the investigators ask, requiring only an *Easy Psychology* roll [Cth]/a *Knowledge (Psychology)* (+1) test [Sav] to confirm. Even if Adam has not just found the investigators listening at keyholes, he is far from friendly in nature.

Major Engel will order the characters into Skorzeny's operations room for a briefing. The operations room is lightly furnished with a table and chairs and a map-board. There are also maps and other papers on the table, as well as a number of cases on the floor. The maps show the current state of the Western Front. Major Engel is almost

cadaverously thin with jaundiced skin. His voice is quite sharp. Throughout the briefing Adam remains by the door, while Skorzeny leans against the wall smoking a cigarette, obviously in a foul mood, his famed duelling scar livid (see Skorzeny's biography on p.8 for further details); he wants to be privy to anything that Engel tells the investigators. He will not respond to any attempt to engage him in conversation, replying only with a brisk curtness. If pushed too far by the characters, he will make life difficult for them as and when they prepare for their new mission.

Indicating that they can sit, Engel will inform the investigators that they are now under his command and that he has a special mission for them to undertake. They must capture an Allied officer and bring him to the rendezvous point at a farmhouse on the edge of the River Olef, near the German village of Harperscheid. Engel states that they must avoid drawing any Allied troops in pursuit; subterfuge is essential. He will order them to employ the same methods as those for Operation Greif; that is, the use of Allied uniforms as disguise. If the investigators question the risks involved with this, Engel will dismiss their concerns and mock them for cowardice. He will also state that it is imperative that the captured Allied officer be uninjured and in good physical health; the investigators must not ill-treat their hostage. As to how they are to capture this Allied officer, Major Engel will inform the investigators that this is up to them. After all, they were recommended to him as capable men. He will also issue them with a password, "*Nationstolz*" ("Nation's Pride"), which he will assure them is sufficient to get back into German territory. Lastly, the Major will point to Skorzeny and say, "*Obersturmbannführer* Skorzeny here can provide you with an intelligence briefing, and I am sure that he will let you look over his maps."

At this, Skorzeny will straighten and walk over to the maps before beginning a decidedly terse briefing. He will inform the investigators that the frontlines are 37 miles (60km) to the west. The US forward positions are manned during the day, but most of the soldiers leave their posts during the night. There are periodic patrols through the forests during daylight hours, but rarely after dark. Many of the US infantry soldiers in the area are untested reinforcements, still very green and inexperienced. Their officers are of a similar calibre, most of them either straight from training or having proven themselves to be ill-equipped to carry out more important missions; that is to say bumbling, ineffective individuals. There are veteran US troops in the area, but they are more likely to be resting and recuperating than manning the frontlines; the possibility of encountering them is, nevertheless, still there.

Studying the maps of the Ardennes area will reveal the following to the investigators: there is an extensive and fairly undamaged road network throughout the area, accessible to both the Germans and the Allies. The forest itself is marked with a number of ravines as well as craters from the previous war. With an *Easy Tactics* or *Difficult Idea* roll [Cth]/a

Overview of the Battle of the Bulge

The Battle of the Bulge, also known as the Ardennes Offensive, could be considered as the final major German offensive in the West. Planned in extreme secrecy, Hitler's vision was to strike a decisive blow against the Allied forces that were pushing his armies back into the Fatherland. With the enemy sitting overconfident and under-prepared on the doorstep, the assessment was made that a concentrated attack could split their lines, leaving the various armies isolated and weakened. The plan was to recreate the 1940 invasion of Belgium and France, when the Nazi forces had passed through the forests of the Ardennes region to swoop down upon their enemy.

The initial German assault began on 16th December, 1944, at 5.30am, and with inclement weather negating the Allies' air superiority, it gained significant victories. However, this success was short-lived. Although the fighting continued on into the January 1945, Hitler was not able to achieve the grand aims he had envisaged, such as taking the city of Antwerp; aims which many of his advisors had already warned were too ambitious. The Allies doggedly held onto many key positions, such as the town of Bastogne, and improved weather conditions allowed them to launch air attacks on the German soldiers and their supply lines. In the end, Hitler was only able to create a "bulge" in the enemy line, hence the name of this battle.

Knowledge (Battle) (+1) or Smarts (-1) test [Sav], an investigator will realise that the ravines could be perfect terrain from which to stage an ambush, while the craters could prove useful for taking cover in.

An *Easy Psychology* roll [Cth]/a Knowledge (Psychology) (+1) test [Sav] will indicate that Skorzeny is giving the briefing with some reluctance and that he is unlikely to want to spend any more time answering questions. If he feels that the investigators are wasting his time, or they annoyed him earlier by interrupting his conversation with Engel, he will put in a bad word about them to the quartermasters (see Scene 2: Moving Out, p.13). Once done, *Major* Engel will thank Skorzeny and the *SS-Obersturmbannführer* will leave.

While they are being briefed, there are a few other small clues that may catch the investigators' attention. With an *Easy Spot Hidden* roll [Cth]/a Notice (+1) test [Sav], they will spot the edge of a battered leather-bound book that can be seen inside Engel's briefcase. The book looks tarnished and archaic, but has a sturdy-looking locking mechanism around it. With a successful *Spot Hidden* roll [Cth]/a Notice test [Sav], a character will also be able to see that Engel has an unusual emblem on his jacket lapel: a black shield upon which is a clawed cog with an eye at its centre—the *Nachtwölfe* emblem.

If any of the investigators have more questions for Engel, or want to further discuss their orders with him, one of their number must make a successful *Persuade* roll [Cth]/a *Persuasion* test [Sav]. Even if successful, Engel will reveal only that he has other *Einheit Stielau* squads assigned to the same mission as the player characters, and his own troops in the area. Once done, Engel will dismiss the investigators with, "No doubt you will want to collect your 'disguises' and formulate your plan of attack. Herr Skorzeny's quartermasters will have the equipment that you need."

Although they have been given their orders and are expected to move on, the investigators may wish to take a look around Skorzeny's room undisturbed and unobserved whilst Engel still has his bags stored there. They will have this opportunity when first Skorzeny leaves, and then Engel and Adam as two trucks pull up outside. The trucks are here to collect the *Major's* luggage. Both Engel and Adam will go outside to supervise the loading. Once they are outside, there will be a few precious moments to investigate and it may be better for an individual to attempt this whilst the other characters go outside.

Cth If one character investigates the room, he only needs to make an *Easy Sneak* (or equivalent) roll to alter Adam's *Spot Hidden* roll to notice the character's activities to *Difficult*. If more than one character searches the room, the difficulty of Adam's *Spot Hidden* roll is unmodified.

Sav If one character investigates the room, Adam suffers a -2 penalty to his *Notice* check to oppose the investigator's *Stealth* check. If more than one character searches the room, the difficulty of Adam's *Notice*

check is unmodified. Remember, in *Savage Worlds* games, the result of the investigator's Stealth roll stands as the target number for Adam's Notice roll.

Most of Engel's luggage is either of no interest, or tightly locked with chain and padlock. However, the one item of interest in the room is likely to be Engel's journal, and it is probably the one item that an investigator will have time to examine. It is an overstuffed, battered, and stained book bound in brown leather. Its locking mechanism can be picked if the investigator has the right tools and can succeed at a *Difficult* Locksmith roll [Cth]/a Lockpicking (-2) test [Sav]. Unlocking the book will reveal its contents as Engel's Mythos journal, containing the notes and theories he has recorded over the last fifteen years. Written in scratchy black ink and containing a number of horribly explicit illustrations of various surgeries on the brain, even quickly flipping through the pages is shocking enough to warrant a Sanity (0/1) roll [Cth]/a Nausea (+2) test [Sav]. Much more time than the investigator has presently is required to fully comprehend the contents of the journal as the subjects within are varied and the writing meandering. However, the most recent notes are of importance, and make reference to "Dr. Fehling's *Auflade-Vorgang*" and the word "*Leiter*" ("conduit"). Both *Auflade-Vorgang* and *Leiter* are underlined in the notes.

If the investigator lacks either the tools or the skill to unlock Engel's journal, he will be able to prise open the top and bottom of the book to gain a glimpse of its content. The only thing of note to be seen is the word *Leiter* underlined; the journal's mention of Dr. Fehling and his *Auflade-Vorgang* cannot be seen unless the journal is properly perused. Should Adam spot that the investigator is still in Skorzeny's operations room he will enter and demand to know what the investigator is doing. The investigator will have time to return Engel's journal to the *Major's* briefcase and make himself look as if he is doing something else, but Adam's suspicions about the investigators will only have been confirmed.

"SS-STURMBANNFÜHRER"

(MAJOR) WOLFRAM ENGEL, AGE 41

Appearance: "SS-Sturmbannführer" Wolfram Engel (born 21st March, 1903) is a sickly-looking man, skeleton-thin with pallid yellow features and an unnerving smile. Engel joined the *Heer* at the age of eighteen, having lived in an orphanage since the age of seven after his parents were tragically killed in a house fire. He quickly rose through the ranks and became a member of the Nazi party in 1929. His ambition brought him to the attention of Black Sun and he was inducted into the organisation in 1931, eventually working for Mina Wolff, the then-Head of Acquisitions for the Order. When Wolff split from Black Sun and formed *Nachtwölfe*, Engel went with her as one her loyal lieutenants. Cunning and persuasive, the *Major* learnt from a young age that you do not have to be the strongest, fastest, or brightest, to gain power; you just need to be in control of



SS-Sturmbannführer (Major) Wolfram Engel

those who have the attributes you need. Engel's interest in the occult, and Mythos texts in particular, stems from this desire to "control" power; he sees it as a tool to use, ignoring the perils he could be uncovering...

| | | | | |
|------------|--------|----------------|--------|--------|
| Cth | STR 08 | DEX 12 | INT 17 | CON 16 |
| | SIZ 13 | APP 09 | POW 14 | EDU 14 |
| | SAN 25 | Hit Points: 15 | | |


Damage Bonus: none.

Skills: Archaeology 25%, Chemistry 35%, Combat Engineer 50%, Command 35%, Cthulhu Mythos 18%, Fieldcraft 40%, Folklore 20%, History 45%, Library Use 40%, Mechanical Repair 65%, Military Doctrine 45%, Physics 35%, Spot Hidden 45%, Tactics 20%, Use Atlantean Technology 20%.

Language Skills: German (Own) 75%, Atlantean 20%, English 25%, Hyperborean 15%.

Weapons: *Walther P38 Pistol* (Handgun) 45%, damage 1D10, atts 2, shots 8, base range 15 yds, malf 99.

Spells: *Blessing of the Black Sun*, *Cloud Memory*, *Contact Nyarlathotep*, *Create Gate*, *Dominate*, *Elder Sign*, *Flesh Ward*, *Summon/Bind Fire Vampire*.

Sav  **Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d10.



Engel's loyal body guard, Adam

Skills: Atlantean Technology d4, Investigation d6, Intimidation d8, Knowledge (Archaeology) d4, Knowledge (Atlantean) d4, Knowledge (Battle) d4, Knowledge (Chemistry) d6, Knowledge (English) d4, Knowledge (Espionage) d6, Knowledge (Folklore) d4, Knowledge (History) d8, Knowledge (Hyperborean) d4, Knowledge (Mythos) d4, Knowledge (Physics) d6, Notice d6, Persuasion d8, Repair d8, Shooting d6, Stealth d6.

Charisma: -3; **Pace:** 6; **Parry:** 2; **Toughness:** 7; **Sanity:** 3.

Gear: Walther P38 pistol (12/24/48, 2d6-1, Shots 8, Semi-Auto).

Hindrances: Anemic, Fanatic, Habit (Unnerving Smile), Ugly, Vow (*Nachtwölfe*).

Edges: Command, Fervor, Luck.

Special Abilities

- **Scary:** there is something "off" about Engel which unnerves people. The penalty on his Charisma becomes a bonus on his Persuasion and Intimidation rolls.
- **Spells:** Engel can cast *blessing of the black sun*, *cloud memory*, *contact Nyarlathotep*, *create gate*, *dominate*, *elder sign*, *flesh ward*, and *summon/bind fire vampire*.

ADAM

Adam should be presented to the investigators as something of a mystery, especially given that he wears no insignia, but still appears to be a soldier of some kind. Before the war he was a mercenary, serving in various difficult parts of the world, North Africa in particular; now, he is employed as Engel's bodyguard and general *factotum*. He appears to be entirely devoted to Engel, following his commands to the letter, and anyone with any combat experience will recognise

Muddying the Waters

The character of Adam can provide the Keeper with a few different options besides that of *Nachtwölfe* enforcer. He can, alternatively, be played as an equal partner with Engel, or he could even be the true leader of the operation, controlling Engel from behind the scenes (although, given the general effects of *Vitalität IX* on cognitive function, he is unlikely to be achieving this through guile and subtlety). With the latter choice, a Keeper with a good knowledge of Lovecraftian lore could circumvent this issue by making Adam the physical embodiment of some horrific Mythos god who has come to this realm to wreak destruction and chaos.

the ease with which he carries both himself and his weapons. But, should Engel ever waver in his devotion to *Nachtwölfe*, Adam's true loyalties will not be in any doubt.

Adam carries two weapons of note. The first is his *Jagdgewehr StGw43-A* assault rifle, which is fitted with a Leitz Zielgerät 1229 active infrared night vision sight, consisting of a targeting light that emits a beam of infrared light which can be seen through the infrared viewer in the ZG1229's 1.5×

Anyone with any combat experience will recognise the ease with which he carries both himself and his weapons.

scope. The device is powered by a 13.5-kg power pack that is connected by cables to the sight, and is worn on the user's back. In the cold weather, this will give a big advantage, particularly at night. To those not in the know, the *Jagdgewehr* looks like a larger, heavier version of the *StGw44* assault rifle.

The second weapon is a *DWM FmW46* flamethrower, which consists of a 24" (60cm) long, pressurized tube containing almost 2 pints (1 litre) of flaming oil, a nozzle, a single igniter cartridge, and a pistol grip and trigger. Although it looks like a portable fire extinguisher, this 3.6kg (8lb) device is a one-shot flamethrower capable of squirting flaming oil over three targets. Adam carries three of these in a canvas bag.

Appearance: Adam is a *Nachtwölfe* Stalker, one of *Nachtwölfe's* fearsome combatants augmented using a secret serum developed by *Nachtwölfe* scientists and known as *Vitalität IX*. This process has made him more physically capable and aggressive, but at the loss of cognitive capacity. He appears to be in his mid-forties, with solid, robust features, a stern face, and close-cropped, blond hair, and stands nearly 7 feet tall, heavily muscled

and menacing. He wears plain, dark coveralls rather than a uniform. In the field, Adam wears armoured gauntlets and boots which enable him to deliver fearsome punches and kicks.

Cth

STR 21 DEX 14 INT 09 CON 16
SIZ 21 APP 10 POW 14 EDU 13
SAN 35 Hit Points: 19

Damage Bonus: +2D6.

Skills: Climb 34%, Close Combat 45%, Command 25%, Conceal 45%, Cthulhu Mythos 10%, Dodge 48%, Explosives 25%, Fieldcraft 50%, Heavy Weapons (Machine Gun) 50%, Jump 50%, Listen 40%, Mechanical Repair 40%, Military Doctrine 35%, Navigate (Land) 25%, Radio Operator 25%, Spot Hidden 40%, Tactics 30%, Throw 60%, Use Atlantean Technology 25%.

Language Skills: German (Own) 65%.

Weapons: *Fist/Punch* 60%, damage 1D3+2D6.

Grapple 50%, damage Special.

Head Butt 25%, damage 1D4+2D6.

Kick 35%, damage 1D6+2D6.

Steel-booted Kick 35%, damage 1D6+2+2D6.

Heavy Knife 40%, damage 1D6+2D6, atts 1, base range touch.

DWM FmW46 (Flamethrower) 50%, damage 2D6 burn +Shock, atts 1, shots 1, base range 25 yds, malf 95.

Jagdgewehr StGw43-A (Rifle) 60%, damage 3D6+3, atts 2 or burst, shots 30, base range 100 yds, malf 96.

Sav

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+2, Vigor d12.

Skills: Atlantean Technology d4, Climbing d6, Fighting d8, Intimidation d8, Knowledge (Communications) d4, Knowledge (Demolitions) d4, Knowledge (Mythos) d4, Knowledge (Navigation) d4, Notice d6, Repair d6, Shooting d8, Stealth d6, Throwing d8.

Charisma: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 9; **Sanity:** 5.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (*Nachtwölfe*).

Edges: Block, Brawler, Brawny, Bruiser, Combat Reflexes, Command, Dodge, Improved Nerves of Steel.

Equipment: StGw43-A assault rifle (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB, underslung grenade launcher, infrared sight allows it to ignore darkness penalties), 3x FMW41 flamethrower (Cone template, 2d10, Shot 1, ignores armour).

Scene 2: Moving out

Once outside in the courtyard, the investigators will be directed down the hill to Wertherstrasse where the *Einheit Stielau* commandos are congregating in order to collect the uniforms, arms, equipment, and vehicles that will be their cover for Operation *Greif*. The use of US uniforms and equipment is a major part of the operation, a tactic employed to enable the commandos of *Einheit Stielau* to move undetected behind the enemy lines and cause havoc. The investigators will need to see what US kit they can obtain to help them maintain their cover and so complete Engel's mission. There are three NCO quartermasters in charge of cataloguing and distributing the plundered US equipment: *Unteroffizier* Steigerwald is in charge of clothing, *Unterfeldwebel* Haider is in charge of weaponry, and *Feldwebel* Winkeler is in charge of vehicles. Unfortunately, not enough US arms, uniforms, and vehicles have been collected to dress and equip everyone adequately, and the best of what has been collected has already been assigned to the men that will pose as American Military Police in order to redirect Allied troops (and therefore sow further chaos behind their lines).

If the investigators simply accept what they are issued, they will receive a US Army overcoat, a US Army pattern steel helmet, a set of dog tags, and a rifle; either an *M1 Garand* or a *Mauser Kar.98k*, with a 50% chance [Cth]/the drawing of a black card from the Action Deck [Sav] of either. They will also be assigned a Willys MB US Army Jeep. If the investigators have annoyed Skorzeny, then they will each be given a British Army overcoat, a set of dog tags, and a *Mauser Kar.98k*. They will still be assigned the Willys Jeep, but there is a 50% chance [Cth]/the drawing of a black card from the Action Deck [Sav] that it will break down each day, requiring a Mechanical Repair roll [Cth]/a Repair test [Sav] to get it going again. All investigators will be issued a *Colt Government M1911A1* handgun and 1D2+1 magazines.

Personal Identification

The dog tags are in the following names:

Adair, Christopher S.
Bowser, Chadwick
Crossley, Adam
Del Rio, Oskar
Gauntlett, Adam
Kräemer, Brett
Lindsey, Thomas
Moeller, Geoffrey
Salmon, Bryan S.

Note that if one of the investigators is female, a dog tag in the name of "Newton, Andrea", will be provided.

Dressing for the Part

If the investigators are assigned US Army uniforms, they will consist of field jackets, field trousers, field or pile caps, high-neck sweaters, combat service boots, goggles, and rain ponchos. The field jackets will be marked with various rank insignia. The range of enlisted men's uniforms available varies more than the commissioned officers' uniforms.

Unteroffizier Steigerwald will not hand out more than a single officer's uniform to the team, but the Keeper should allow the players to select the US uniforms for their investiga-

tors. As an option, the Keeper can also roll for the condition of the uniforms—torn, bloody, worn, with bullet holes, and so on. The condition of the uniforms may affect the investigators' ability to pass as US Army soldiers during Operation *Greif*.

Note that if one of the investigators is female, a US Army nurse's uniform will be provided. The uniform will have the rank of second lieutenant. This is the only exception to the order that the team be given one uniform for a commissioned officer.

ENLISTED RANK UNIFORMS

Private
Private First Class
Corporal/Technician Fifth Grade
Sergeant/Technician Fourth Grade
Staff Sergeant/Technician Third Grade

COMMISSIONED OFFICER RANK UNIFORMS

Second Lieutenant
First Lieutenant
Captain

Anyone issued the *Mauser Kar.98k* will also receive twelve clips (sixty rounds), while 2D3 clips will be issued with the *M1 Garand*. They will be expected to wear their *Heer* uniforms under their overcoats.

The investigators should realise that this equipment is inadequate to the needs of their mission. Its mix will make it easy for US troops to spot that there is something odd about them, if not the fact that they are not genuine American soldiers. Faced with this problem, the investigators can attempt to persuade, bribe, or intimidate (the latter by invoking *SS-Sturmbannführer Engel's* name) each of the quartermasters to get better equipment. This will require a successful Command roll [Cth]/an opposed Spirit roll [Sav] by an officer (the quartermasters each have Spirit d6), or a Persuade roll [Cth]/a Persuasion test [Sav] by an NCO or enlisted man. Either roll becomes *Difficult* [Cth]/suffers a -2 penalty [Sav] if the investigators have provoked Skorzeny's ire.

If the investigators try to bribe each of the quartermasters, certain conditions must be met before they roll for the attempt. *Unterfeldwebel* Haider is susceptible to a carton or two of cigarettes, especially if they are American cigarettes; *Feldwebel* Winkeler will accept a bottle of schnapps or brandy, while *Unteroffizier* Steigerwald will co-operate if given 100 Reichsmarks. The investigators will be able to learn this by asking the other men of *Einheit Stielau* who are also being issued equipment.

Cth Each investigator is assumed to have the 100 Reichsmarks on them, but not the schnapps or brandy, or the cigarettes, unless a *Difficult* Luck roll is made. Bribing or intimidating a quartermaster will improve the difficulty of the Persuade roll to *Easy* or back up from *Difficult* to *Normal* if the investigators

annoyed Skorzeny. Alternatively, the Keeper can have the investigators try and make contact with the black market in *Münstereifel*.

Sav Each investigator is assumed to have the 100 Reichsmarks on them, but not the schnapps or brandy, or the cigarettes, unless they succeed at a *difficult* Luck check. Luck in *Savage Worlds* is determined by draws from the Action Deck. Normally a character is lucky if they draw a joker or a red card; *difficult* luck requires the drawing of a red face card or joker. Those with a Spirit of d10 may draw two cards; a Spirit of d12 and above allows the drawing of three cards. The best drawn card is used. Bribing or intimidating a quartermaster will improve the difficulty of their Persuasion check to +2 or +0, depending on the success of their bribery and how Skorzeny views them. Alternatively, the Keeper can have the investigators try and make contact with the black market in *Münstereifel*.

The nature and quality of the equipment received depends on the quality of the Command or Persuade roll [Cth]/a Spirit or Persuasion test [Sav] made:

- **Critical success** [Cth]/2 or more raises [Sav]: the investigators can choose from Table A.
- **Good success (under half of the appropriate skill)** [Cth]/achieves 1 raise [Sav]: the investigators can choose from Table B.
- **Standard success**: the investigators can select from Table C.
- **Failure**: the investigators can select from Table D.
- **Critical failure** [Cth]/snake-eyes [Sav]: the Keeper assigns the investigators' equipment, which can include their being given bicycles or not even being designated vehicles at all.

Equipment Received from the Quartermasters

TABLE A—CRITICAL SUCCESS

| Uniforms | Arms | Vehicles |
|------------------------------|---|---|
| Dog tags | Colt Government M1911A1 (1D2+1 magazines) | Willys MB Jeep (with a pintle mounted Browning M1919A4 machine gun and two belts) |
| US Army field jacket | M1 Garand (2D3 clips) | GMC CCKW |
| US Army pattern steel helmet | Thompson SMG (1D2+1 magazines) | M8 Armoured Car (1D10 37mm rounds, 3D100 .30 in rounds) |
| | Browning M1918 BAR (1D4+1 magazines) | |

TABLE B—GOOD SUCCESS

| Uniforms | Arms | Vehicles |
|------------------------------|---|--|
| Dog tags | Colt Government M1911A1 (1D2+1 magazines) | Willys MB Jeep (with a pintle mounted Browning M1919A4 machine gun and one belt) |
| US Army field jacket | M1 Garand (2D3 clips) | GMC CCKW |
| US Army pattern steel helmet | Thompson SMG (1D2+1 magazines) | |

TABLE C—STANDARD SUCCESS

| Uniforms | Arms | Vehicles |
|------------------------------|---|----------------|
| Dog tags | Colt Government M1911A1 (1D2+1 magazines) | Willys MB Jeep |
| US Army overcoat | M1 Garand (2D3 clips) | GMC CCKW |
| US Army pattern steel helmet | | |

TABLE D—FAILURE

| Uniforms | Arms | Vehicles |
|------------------------------|---|-------------------------|
| Dog tags | Colt Government M1911A1 (1D2+1 magazines) | Willys MB Jeep (Faulty) |
| British Army overcoat | Mauser Kar.98k (12 clips) | GMC CCKW (Faulty) |
| US Army pattern steel helmet | | |

At the Keeper's discretion, they might also be assigned a Panther tank that has been modified with steel sheets to make it look like an M10 *Wolverine* tank destroyer, though the *Einheit Stielau* has primarily been issued with trucks. Note that the investigators receive only one vehicle and therefore can only make one roll to obtain it, while they all receive one handgun and one longarm each; the latter will usually be a rifle like the *Mauser Kar.98k* or *M1 Garand*, but can also be a *Thompson submachine gun* or the *M1918 BAR*. The investigators will only receive a single *M1918 BAR* between them and a maximum of two *Thompsons*. Each vehicle will come with a full tank of fuel and one or more *Wehrmacht-Einheitskanister* fuel cans, each holding 20 litres (almost 4.5 gallons) of fuel.

Although the German weapons will be in good condition, there is no guarantee that the American weapons will be.

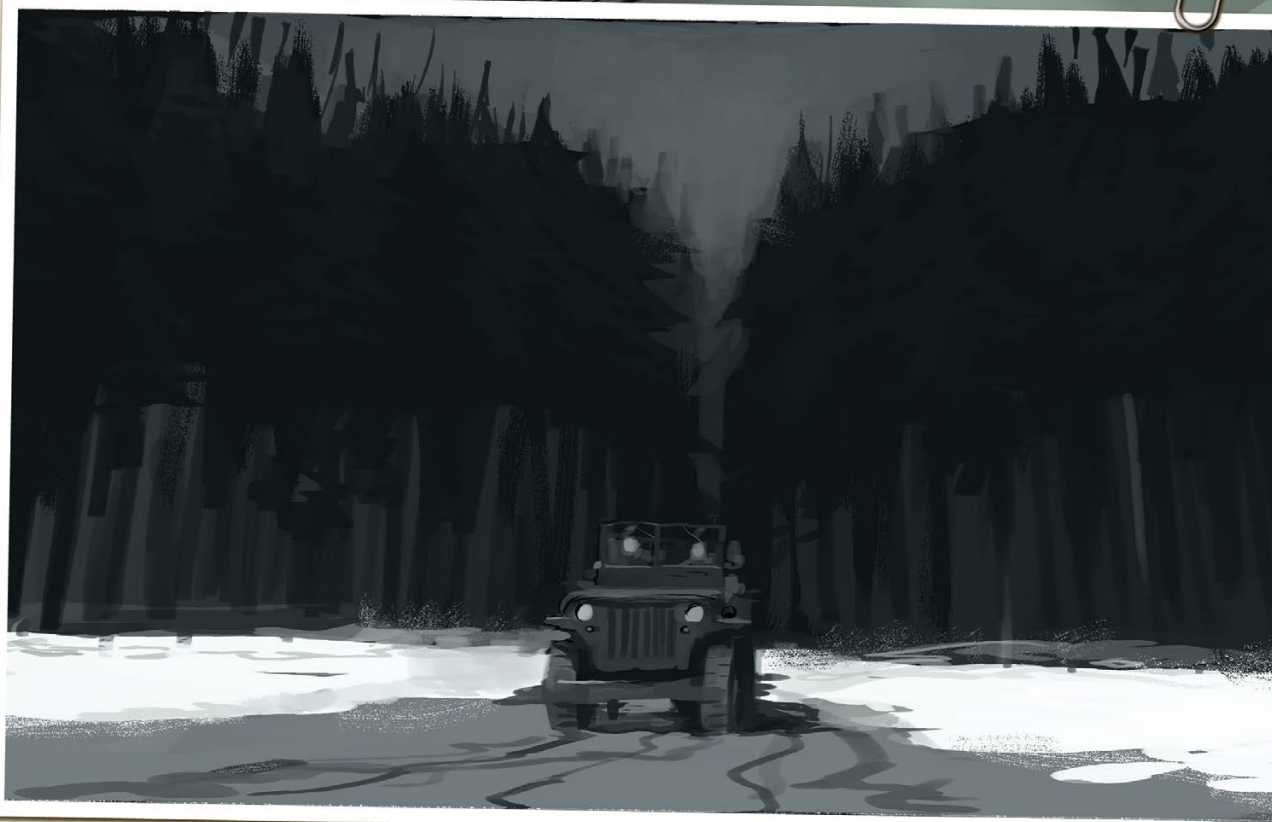
Cth A Luck roll should be made for each American weapon in the investigators' possession. On a failed roll, the weapon's Malfunction (malf) value is lowered by 5%, or by 10% if the failure is a critical result. For example, on a failed roll, the malf for an *M1*

Garand would go from 99% to 94%, and from 99% to 89% if the Luck roll was a critical failure. Simply cleaning the weapon will negate 5% of this penalty (and may, therefore, remove it altogether).

Sav Draw a card from the Action Deck for each American weapon in the investigators' possession. If that card is a black face card, the weapon jams every time a 1 is rolled on the character's Shooting die, although the Wild Die may indicate a hit, in which case the next bullet has jammed in the mechanism and will need a Repair test to rectify.

Likewise, the investigators' vehicle may also be in poor condition and require some repairs. A savvy investigator will check the vehicle over before driving away with it.

Cth This requires a Mechanical Repair check to spot and diagnose any mechanical faults, followed by another Mechanical Repair check to fix any problems. If this second check is failed, the vehicle has a 50% chance of breaking down each day. If the vehicle cannot be repaired, or is beyond repair, then the investigators



can return to *Feldwebel* Winkeler and attempt to obtain a second vehicle, but the Persuade rolls on this attempt are *Difficult* due to the lack of vehicles available. The difficulty of this roll can be improved to *Normal* if *Feldwebel* Winkeler is bribed or intimidated, but only if those methods were not used the first time around.

Sav This requires a Repair check to spot and diagnose any mechanical faults, followed by another Repair check to fix any problems. If this second check is failed, draw a card from the Action Deck for each day the vehicle is used. On a black card, the vehicle breaks down at some point that day, usually at the worst possible moment! If the vehicle cannot be repaired, or is beyond repair, then the investigators can return to *Feldwebel* Winkeler and attempt to obtain a second vehicle, but the Persuasion rolls on this attempt suffer a -2 penalty due to the lack of vehicles available. The difficulty of this test can be removed if *Feldwebel* Winkeler is bribed or intimidated, but only if those methods were not used the first time around.

Alternatively, if the investigators are unhappy with the type and quality of equipment they are issued by the quartermasters, they can resort to trickery (or outright theft) in order to get better. This can be from the quartermasters or from their fellow *Einheit Stielau* commandos. The Keeper should adjudicate such attempts, but the consequences if caught will have an impact on the scenario. If caught by their fellow *Einheit Stielau* commandos, the investigators are likely to end up with a bloody nose or two, whereas if caught

by the quartermasters, they will be stripped of any equipment already assigned and given the worst arms, uniforms, and vehicle possible, if not actually made to walk (at the Keeper's discretion, of course).

Once the investigators have their US kit, they will be expected to familiarise themselves with it, though this does not include actually firing any weapons as there is insufficient ammunition for this. Unlike the other *Einheit Stielau* commandos, the investigators will have some leeway before they are expected to leave for the frontlines—they are on a special mission after all. During this time they will be expected to do some planning in preparation for their abduction of an Allied officer and, if they ask, they will be allowed to examine the maps in Skorzeny's operations room, though *Major* Engel's luggage will no longer be there. During this planning session, the investigators should realise that although completing Engel's mission is paramount to maintaining their cover as *Einheit Stielau* commandos, their main objective remains to find out what dark deeds the contingents of *Nachtwölfe* are planning to commit.

Full stats of the new vehicles and weapons can be found in Chapter 4: New Tomes and Equipment (see p.46); existing weapons and vehicles can be found in either the Keeper's or Investigator's Guides. The Willys MB Jeep is a four-by-four vehicle capable of off-road travel, though the terrain of the Ardennes will be challenging. Including the driver, it is capable of transporting four soldiers with ease, perhaps five or six in discomfort. The GMC CCKW is a 2.5 ton,

six-by-six truck that requires a crew of two, but has benches in the rear that will seat ten with ease. Both of these vehicles may come with a canvas top. Lastly, the investigators may be assigned the M8 Light Armoured Car, a six-by-six armoured car armed with a 37mm gun and a coaxial machine gun mounted in a turret. It requires a crew of four, so if there are more investigators than this, some will have to ride on the hull of the vehicle.

Scene 3: The Capture

Once the investigators have devised a plan to capture a US officer, and have obtained all the equipment that they can, they should head out of Münstereifel towards the battle lines, roughly 37 miles (60km) to the west. The investigators' choice of vehicle will affect how they get there. If they are travelling in a captured Allied vehicle, the likelihood is that, if they are spotted and targeted by Allied aeroplanes, the pilot will recognise the vehicle as being friendly. It is suggested that if the investigators' vehicle is strafed, then it be done to scare them rather than kill them or damage their vehicle.

If the investigators were unlucky and failed to obtain a vehicle of any kind, they will need to obtain other means of transport, or decide whether they want to take the time and energy to go on foot. This will take three days, or two if the investigators want to make time.

Cth If they chose the latter option, each investigator must make a CON×5 check at the end of the first day, or suffer a -10% penalty to all rolls until he gets a full day's rest (a particularly mean Keeper might insist on a roll at the end of each day, with a cumulative penalty). The check can be avoided if an investigator has access to a map and makes a Navigate skill check, as he will be able to plot a route across country and along certain roads that will reduce the travel time to two days.

Sav *Savage Worlds* investigators who fail to obtain, or maintain, motorised transport and push themselves to reduce the travel time to two days must make a Vigor roll at the end of the first day's travel, or suffer a level of Fatigue until they rest for a full day. The check can be avoided if an investigator has access to a map and makes a Knowledge (Navigation) skill check, as he will be able to plot a route across country and along certain roads that will reduce the travel time to two days.

The other means of transportation available include cycling on bicycles, riding on horseback, and hitching a lift with infantry who are heading in a similar direction. All three options will be faster than walking, but involve different drawbacks. Cycling requires no fuel and bicycles could be obtained from local civilians but, like walking, it is physically demanding and does not provide an easy way to transport a captured officer to the rendezvous point. Riding to the frontlines by horseback would be faster than pedalling, but does require the investigators to find fodder to feed the horses. It also requires all of the investigators having a certain level of

riding skill, and at least one of them to have some affinity with animals. Tagging along with other *Heer* infantry is a very fuel-effective choice, but the investigators may have to waste precious minutes or hours waiting for their transport to leave, and they would still have to walk the last part of the journey to the frontlines.

Once the investigators have reached the forests of the Ardennes, they can put their plan into action to capture a US officer. If the investigators have reached the forests during the daytime, there are likely to be US patrols throughout the area, but these are more for training purposes than seeking out enemy forces. This could actually play in the characters' favour, as the inexperienced American soldiers are likely to be easier to overcome and the targeted officer easier to capture, assuming that the investigators' disguises and language skills are good enough. During the night, the investigators are unlikely to come across patrols, as most US troopers are pulled back to rest in the barns and farm houses of nearby Belgian settlements.

Normally in a scenario like *Kontamination*, the investigators will want to avoid enemy patrols. In this scenario, they actually want to encounter one. Nevertheless, they will want to encounter it under circumstances that they dictate and, unless the investigators are being particularly careless, they should be able to avoid patrols with little difficulty. The Keeper is, of course, free to have them encounter a patrol or guard post, if only to ramp up the tension a little.

In order to capture a US officer, the investigators will need to employ subterfuge. The three most obvious means to capture him are to ambush a patrol, to sneak behind the US lines and snatch the officer from his billet, or to approach a US patrol directly, using the uniforms and equipment as a means to hide their true identities and intent. A decision will have to be made as to whether the squad will shoot to

"Nuts!"

— General Anthony McAuliffe,
United States Army, 22nd December, 1944,
when asked to surrender Bastogne.

kill, obviously sparing the officer, or attempt to capture the soldiers alive. The investigators should remember that Engel instructed them to ensure that the US forces remain unaware of their presence, and can recall this with an Idea/Smarts roll. The investigators also need to bear in mind that once they open fire, other US squads are likely to be alerted to their presence. Whether they manage to capture an officer or not, they will need to leave the area quickly in case they come under heavy fire as US troops in the area respond to the sounds of the confrontation.

Cth Any investigator who engages the patrol with the express intent to kill, and who has not taken part in a similar situation before, must make a

Sanity (0/1D3) check. Similarly, any investigator who captures members of the patrol and subsequently kills them in cold blood must also make a Sanity (1/1D4) check.

Sav Any investigator who captures members of the patrol and subsequently kills them in cold blood must also make a Spirit roll, or have to make a Horror (+0) roll.

If the investigators do want to overcome a patrol by force, they may wish to set up an ambush to make their lives easier, using landscape features like valleys and ravines to place themselves in strategic positions. The investigators need to make *Easy* Fieldcraft or Track rolls [Cth]/Notice (+2) or Tracking (+2) checks [Sav] to assess the nearby patrol routes employed by the US Army. Once this has been determined, the investigators must make Fieldcraft or Hide rolls [Cth]/Stealth checks [Sav] to determine the best location from which to stage the ambush; then once more in order to actually launch their attack. The US patrol will have a chance to spot the ambush, the difficulty being determined by how well the investigators made their rolls.

Cth If the Fieldcraft roll result was half that of the skill (or less), then the Spot Hidden roll by the patrol becomes *Difficult*, for example. A Military Doctrine or *Difficult* Idea roll will be necessary to spot the officer in the patrol.

Sav *Savage Worlds* GMs roll the patrol's Notice (with a Wild Die, seeing as they are a group of Extras) using the result of the investigator's roll as the Target Number. Spotting the Allied officer requires a successful Notice (-2) or Common Knowledge (-2) roll.

Since the investigators have been given permission to make use of Operation *Greif* tactics, they can also try to use their enemy uniforms and equipment as a means to hide their intentions and approach a US Army patrol directly. The US soldiers will be susceptible to such a ruse because the last thing that they will be expecting is the enemy masquerading as friendly forces. However, this does not mean that the patrol will be unwary; they are moving along the frontlines, after all, and the enemy is probably less than a mile away... Still, the success of such a scheme relies on the following factors:

- The condition of their US uniforms—if the fatigues are riddled with bullet holes or stained with blood, the US soldiers will immediately become suspicious.
- The investigators' linguistic capabilities—although they can all speak English, only those who can pull off a convincing American accent will fool the members of the patrol.
- The psychological state of the US soldiers—the investigators may be fortunate enough to come across a group of inexperienced and naïve soldiers, but there is also a chance that they will run into a group of battle-hardened veterans who are likely to be cautious and more discerning.

If surprise is achieved using either method (ambush or subterfuge), the investigators will have a temporary advantage over the Americans, especially if they are facing inexperienced troops. The enemy will not react immediately unless they make a *Difficult* Luck roll, or on the second round unless a *Normal* Luck roll is made [Cth]. Their first action will be to find the nearest cover, and then the sergeant or the officer will attempt to rally them with Command rolls. If surprise is achieved using either method, the investigators will have The Drop on the American troops for the first round [Sav].

Alternatively, the investigators might decide to sneak behind enemy lines and, under the cover of darkness, snatch a US Army officer from his billet. In doing so, they will have the benefit of the low light levels, and although there will be more enemy troops about, they will not be alert, except for the sentries. Once the investigators have located a farm or barn where there is a US Army unit billeted, they need to arrange watches to keep an eye on the soldiers. A successful group Luck roll (that is, the investigator with the lowest Luck making the roll) [Cth]/the drawing of a red or Joker card from the Action Deck [Sav] enables the group to spot an officer moving about. The officer will be alone and will either be going out to the latrine or to check the sentries. It is a matter of Sneak or Fieldcraft rolls [Cth]/Stealth tests [Sav] and a quick subdual to capture the man.

THE US PATROL

The patrol itself consists of a single squad, comprised of eight soldiers plus an NCO—a sergeant, who has had some combat experience. Accompanying the patrol is an officer.

US ARMY PRIVATES, AGE 19 (8)

Cth

| | | | |
|--------|----------------|--------|--------|
| STR 12 | DEX 11 | INT 11 | CON 12 |
| SIZ 13 | APP 11 | POW 10 | EDU 12 |
| SAN 50 | Hit Points: 13 | | |

Damage Bonus: +1D4

Skills: Close Combat 58%, Fieldcraft 41%, First Aid 44%, Grapple 50%, Heavy Weapons (Machine Gun) 25%, Military Doctrine 40%, Tactics 35%, Throw 55%.

Language Skills: English (Own) 60%.

Weapons: M1 Carbine (Rifle) 63%, damage 2D6+2, atts 1, shots 15, base range 90 yds, malf 98.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none.

Equipment: *Steel Helmet* (+1 head only), *M1 Carbine* (15/30/60, 2d6, Shots 15, Semi-Auto).

US ARMY SERGEANT, AGE 20

Cth

STR 12 DEX 11 INT 12 CON 12
SIZ 13 APP 11 POW 11 EDU 12
SAN 55 Hit Points: 13

Damage Bonus: +1D4.

Skills: Close Combat 63%, Command 35%, Fieldcraft 46%, First Aid 44%, Grapple 60%, Heavy Weapons (Machine Gun) 45%, Military Doctrine 50%, Rifle 60%, Tactics 40%, Throw 55%.

Language Skills: English (Own) 60%.

Weapons: *Thompson* (Submachine Gun) 45%, damage 1D10+2, atts 1 or burst, shots 20, base range 30 yds, malf 96.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d8, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Sanity:** 5; **Toughness:** 5.

Edges & Hindrances: Dodge, Rock and Roll!

Equipment: *Steel Helmet* (+1 head only), *Thompson Submachine Gun* (12/24/48, 2d6+1, Shots 20, AP 1, Auto).

SECOND LIEUTENANT STEPHEN INGRAMS, AGE 24

Appearance: Second Lieutenant Ingrams is a former college student who was studying the law before being drafted. He is all but fresh out of training and has no combat experience. The patrol was a chance for him to see the frontlines and gain some field experience. When captured, Ingrams will initially believe that they are Americans and will want to know where they are taking him and why. If he learns that they are Germans, he will default to giving only his name, rank, and serial number, but his curiosity will get the better of him and he will ask the investigators the same questions again. He will also question why they are wearing American uniforms and using American equipment, pointing out that they are breaking the terms of the Hague Convention of 1907. Ingrams will only attempt to escape once he realizes that they are Germans, which will become obvious once the investigators take him into German territory.

Cth

STR 12 DEX 10 INT 12 CON 14
SIZ 14 APP 16 POW 11 EDU 14
SAN 55 Hit Points: 14

Damage Bonus: +1D4

Skills: Accounting 50%, Art (Dance) 55%, Bargain 45%, Close Combat 35%, Command 12%, Credit Rating 20%, Fieldcraft 23%, First Aid 34%, Geology 21%, Law 35%, Library Use 50%, Literature 20%, Military Doctrine 21%, Persuade 25%, Submachine Gun 18%, Tactics 22%.



Language Skills: English (own) 60%, French 21%, German 11%, Latin 51%.

Weapons: M1 Carbine (Rifle) 28%, damage 2D6+2, atts 1, 15 rnds, base range 90 yds, malf 98.

Colt M1911 Pistol (Handgun) 22%, damage 1D10+2, atts 1, shots 7, base range 15 yds, malf 98.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Battle) d6, Persuasion d6, Shooting d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: none.

Edges: Command, Rank (Officer).

Equipment: M1 Carbine (15/30/60, 2d6, Shots 15, Semi-Auto), M1911A1 Pistol (12/24/48, 2d6+1, Shots 7, AP 1, Semi-Auto).

Once the investigators have captured a US officer, they then have the task of taking him to the rendezvous. If they have captured other US soldiers, they will have to decide how to deal with them, as they cannot be brought along. There is the brutal option of killing them there and then in the woods, or the more humane option of leaving them bound and gagged. However, in the winter weather and with sub-zero temperatures, this option could be just as barbaric. If the investigators leave the soldiers in this way then they each need to make a Sanity (1D3/1D4) roll [Cth]/a Spirit or Horror (+0) roll [Sav], knowing that they have probably left them to die. The investigators should remember that Engel has instructed them to deliver their captive in good health, which will require them not to be too rough when escorting the officer back through the woods.

Depending on the character of the captured soldier, other issues may arise for the investigators. If the man is a tenacious and daring type, he may try to escape, or fight his way out of the situation. If he is weak-willed and frightened, he may become overwhelmed and unreasonable; this could result in the captive becoming catatonic, or drawing attention to the investigators' presence through loud crying and pleading. A sample American officer is provided in The US Patrol (p.19). The Keeper is free to use him or create one of his own but, either way, he should portray the reactions of the captive officer as realistically as possible, so as to engage the sympathies of the investigators.

If the investigators fail to capture a US officer, or decide not to try (they may not want to take the risk, or want to avoid being party to Engel's evil plans), they will eventually have to give up and head towards the rendezvous point without a captive. For the sake of allowing the adventure to continue, other *Einheit Stielau* commando teams will have

been sent out with the same mission; when the investigators arrive at the rendezvous point, the Keeper can introduce the two other teams there who will have succeeded in capturing American officers, though neither of them will also be working for Schellenberg.

EPISODE TWO: THE BAUERNHOF

Crossing back into German-held territory, the investigators make their way to the rendezvous at a farmhouse near the village of Harperscheid. There they are expected to hand over their captive to Engel and his *Nachtwölfe* scientists. While waiting for their next orders, they will have the opportunity to search for clues under worsening weather conditions, before facing one of *Nachtwölfe's* escaped test subjects...

Scene 1: Time to Look for Some Clues

Once the investigators have captured an officer, or have run out of time to do so, they must head to the rendezvous point: a *Bauernhof*, or farmhouse, on the banks of the River Olef, near the tiny village of Harperscheid. This means crossing friendly lines back into German territory using the password given to them by *Major Engel*. The farm is accessed via a track that leads off a road which continues to the village in one direction and crosses the river in the other. Surrounded by several nearby fields, the farmyard is dominated by the farmhouse (a large wooden building with a tiled roof), plus stables, a pig pen, a wood shed, and a nearby barn. A second, or upper, barn stands further up the track and slightly isolated from the rest of the farm. Like the farmhouse, the outbuildings are built of sturdy wood and have tiled roofs. Several vehicles can be seen parked around the upper barn. They include *Major Engel's* Volkswagen *Kübelwagen*, an Sd.Kfz. 251 halftrack (armed with two MG42s), and an Opel Blitz three-ton, canvas-covered truck.

The farm belongs to the Brühl family, who have owned the land for generations. Currently in residence are *Herr Klaus Brühl* and *Frau Juliane Brühl*, and their three children: *Bernhard*, *Kurt*, and *Rosaline*. *Major Engel* is present at the *Bauernhof*, along with his personal assistant *Adam*, a squad of *Nachtwölfe* troopers, two *Nachtwölfe* technicians, and the scientist, *Dr. Richard Fehling*. Also present are two other *Einheit Stielau* commando *trups*, consisting of five men each, but once they have reported to *Major Engel* to deliver their American captives (or, potentially, report their failure, depending on the activities of the investigators), he will order them to collect some supplies from the nearby village.

When the investigators arrive, they will be greeted by an expectant *Engel*. How he reacts towards them will depend upon whether or not they have brought an American captive with them. If they have, then he will congratulate the

investigators on their success and tell them to stay here at the farm overnight as they will need to get their rest; they will receive new orders in the morning. He will indicate a wood shed near a large barn where they are to sleep. He will do likewise if the investigators failed to bring a captive to the farm, but not before demanding an explanation for their failure (for which they had better have good reason!). Either way, any and all captives will be taken away to the furthest building from the main farmhouse, the upper barn, by two of the *Nachtwölfe* troopers.

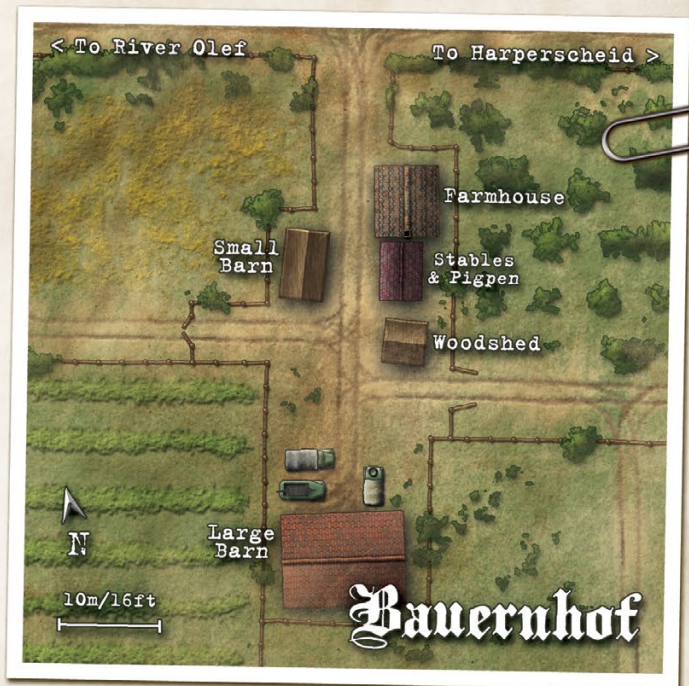
Engel also briefly introduces the investigators to Fehling, describing him as an “analyst”. Engel, along with Fehling, Adam, and the two technicians, will leave and head towards the upper barn where the captives are being held. Both technicians will be present at the farm during this scene, but they will not communicate with the investigators, being nervous and mistrustful in their company as they are unused to field work. If the investigators attempt to engage them in conversation, they will initially appear startled, but then make excuses about having duties to attend to and leave. Left to their own devices, the investigators now have the opportunity to follow a number of different avenues if they want to learn more about Engel’s plans and activities.

As the Brühl family is still present, the investigators might find it prudent to see if they can discover any clues about the family’s visitors. The parents will respond politely to all questions and will engage in simple conversation, but will not give any information away. An *Easy Psychology* roll [Cth]/a *Knowledge (Psychology)* (+2) test [Sav] will determine that they fear their “guests”, and that includes the investigators. However, *Herr Brühl* may be won over if the investigators offer to undertake some farmyard chores. This

There is more to be learned by
communicating with the children,
but the investigators must be careful.

can be simple labouring, but *Herr Brühl* will be seen to go into one of the larger barns, where he can be found working on his tractor. The vehicle is in dire need of repair and, if an investigator can help him repair it (a *Mechanical Repair* roll [Cth]/a *Repair* test [Sav] will be all that is needed) then the farmer will be more forthcoming.

However, the only facts that *Herr Brühl* will reveal are that the *Nachtwölfe* soldiers arrived a day or so ago, and that he could hardly refuse their request to use his buildings for their purposes. His wife, *Frau Brühl* is a closed book; she will not talk to any of the investigators when she is not with her husband, and even when she is with Klaus, her demeanour is shy and fearful. There is more to be learned by communicating with the children, but the investigators must be careful. If the parents become concerned by the interactions, the children will be called indoors and the Brühls will become



hostile and uncooperative. The boys, Bernhard and Kurt, are fascinated by the soldiers and their guns, and will take every opportunity to follow them about the farm. The *Nachtwölfe* troops will chide the boys and send them packing, but the investigators may be able to uncover a few facts from them:

- Dr. Fehling and his two technicians brought with them two giant cases, both of which were padlocked and wrapped in thick metal chains.
- There are always two *Nachtwölfe* troopers guarding the far building.
- Two other Americans were brought in earlier and taken to the far building.
- SS-*Sturmbannführer* Engel is staying in the farmhouse with the family. He had a set of thick, leather-bound tomes brought up to his room. The books themselves are covered with strange symbols.

The youngest Brühl child, Rosaline, has a very enlightening story to tell, but the investigators will have to work hard to discover it. Rosaline is often with her mother, and will therefore shy away from contact, mimicking her parent. However, if the investigators get a chance to talk to her away from her mother and father (a risky gamble, as their intentions could be questioned by the parents), or when she is with her brothers, Rosaline may tell her story. If the investigators have any chocolate on them, then the little girl will happily tell her tale if given a piece or two. Earlier in the day, just after the second American was delivered, the young girl ran up to the end of the farm, playing a game by herself. Using her diminutive size and familiarity with the farmland to stay hidden, she sneaked up to the building and looked in through the shutters. In her undisturbed innocence, she

Engel's Journal

Mythos Grimoire: **THE JOURNAL OF WOLFRAM ENGEL, WITH NOTES FROM RICHARD FEHLING**—in German with Atlantean and Hyperborean (both translated). A4 size. 160 pages. Contains the notes of Major Wolfram Engel detailing his occult training activities as a member of Black Sun and later *Nachtwölfe*. It describes a journey he made in 1934 to the Valley of the Black Sun; various missions looting museums and private collections in the Low Countries; and, more recently, the notes of Dr. Richard Fehling detailing his surgical and other experiments on the human brain. These descriptions are accompanied by photographs and drawings.

Cth *Sanity loss: ID3/ID6; Cthulhu Mythos +4 percentiles; average 4 weeks to study and comprehend; 16 hours to skim. The reader gains skill checks in Biology and Medicine, as well as +1% each in Other Language (Atlantean) and Other Language (Hyperborean). Spells: Blessing of the Black Sun, Cloud Memory, Contact Nyarlathotep, Summon/Bind Fire Vampire.*

Sav German (-1). 4 successful rolls needed to read the book. As well as increasing the reader's Knowledge (Mythos) skill, the journal

also gives a +1 bonus to the following skills: Knowledge (Biology), Knowledge (Medicine), Language (Atlantean), and Language (Hyperborean). Once these bonuses have been successfully used, they cannot ever be used again.

Spells: *blessing of the Black Sun, cloud memory, contact Nyarlathotep, summon/bind fire vampire.*

Dr. Fehling's notes include diagrams and sketches showing a piece of apparatus that appears to be a box upon which rests two thick phonograph records connected by some sort of brown metallic strip or band. A heavy cord runs from the box to a large pair headphones. These are fitted with a strap to hold them in place on a person's head.

Engel has marked out a particular statement in the doctor's notes:

"...[I]t seems perfectly viable that a human Leiter could be created to transport the infection. However, [the] Aufladen process would have to be undertaken with great care; otherwise, the vessel itself may succumb to the corruption."

will say that she saw a man "wearing big ear muffs and big black glasses" (headphones and a mask) and that he had something covering his mouth but, "he must have been very happy because he was telling himself jokes and giggling." The Keeper may choose to shroud the facts communicated by Rosaline behind her childlike way of telling the story, and could have her brothers mock her and deride her tale.

The investigators can also search the farmhouse and other buildings for clues, but they will have to exercise extreme caution; if discovered whilst exploring, they will have to talk their way out of the situation, or worse. Both Engel and Fehling have taken rooms in the farmhouse. In Engel's room the investigators will find his personal effects and clothing as well as various books, including a signed copy of *Mein Kampf*. They may well recognise one of the other volumes from seeing it in Engel's briefcase in Müstereifel: his journal (detailed in the sidebar on p.55). The other books are *The Witch-Cult in Western Europe*, *The Golden Bough*, *Remnants of Lost Empires*, and *Von denen Verdammten*. (Details of these books can be found on pp.92 & 99 of *Call of Cthulhu, Sixth Edition*; *Savage Worlds* stats for these books can be found on pp.46 & 48). Fehling's room contains a change of clothing and his personal effects, including a well-thumbed copy of *Wunderbare Reisen zu Wasser und zu Lande: Feldzüge und lustige Abenteuer des Freiherrn von Münchhausen* (*Marvellous Travels on Water and Land: Campaigns and Comical Adventures of the Baron of Münchhausen*).

If any of the investigators have an understanding of Mythos texts, they may want to attempt to decipher the books in Engel's collection. However, this will take a considerable amount of skill and also time, and therefore may not be the most sensible option. The investigators could steal any of the books or notes in Engel's room at the farmhouse, but this action could put their mission in jeopardy if discovered.

Investigating the other farm buildings will provide little in the way of clues, apart from the upper barn where Dr. Fehling is carrying out his "interrogation". The barn has been set aside as sleeping quarters for the *Nachtwölfe* troops. None of the squad of *Nachtwölfe* troops will engage in conversation, and if any attempts are made to converse with them or ask them questions, they will threaten to inform Major Engel about the investigators' actions. If the investigators persevere, then the *Nachtwölfe* troopers will carry out their threat. The wood shed where the investigators will be sleeping has been partially cleared and the floor spread with rushes. Blankets have been provided for each of the investigators, but the cold weather means that they will not get a comfortable night's sleep.

Investigating the far building is probably what the investigators will want to do the most, but this will require a high level of skill and cunning. The building is guarded by a pair of *Nachtwölfe* troops around the clock and another pair patrols the area. The investigators will either have to talk the *Nachtwölfe* guards into leaving their post, or approach using

stealth. Persuading the *Nachtwölfe* guards to leave their post involves either a Command or *Difficult Persuade* roll [Cth]/a Persuasion (-2) test [Sav] in addition to a suitable reason for them to leave their post. The guards will inform *Major Engel* if they are persuaded or commanded to leave their station.

Approaching the upper barn undetected is possible, but it will take a considerable amount of time and effort to skirt around the edge of the farmland and avoid the *Nachtwölfe* sentries. Although the sentries are watching for intruders, they are not expecting them to come from within the farm itself.

Cth All Fieldcraft, Sneak, and Hide rolls are *Difficult* during the day, but are *Easy* at night under both the cover of darkness and the snow that begins to fall during the night. Of course, the better the investigators roll, the harder it is for the sentries to spot them.

Sav All Stealth checks are -2 during the day, but are +2 at night under both the cover of darkness and the snow that begins to fall during the night. Of course, the better the investigators roll, the harder it is for the sentries to spot them.

If the investigators manage to get to the door leading into the building, they will find it locked from the inside by a padlock. To find out what is going on within, they will either have to watch through a window, or climb in through said window; both of these options have a high risk of detection. Note that none of the windows in the barn are glazed, but they do have shutters that open outwards. With an *Easy Mechanical Repair* roll [Cth]/a Repair (+2) or *Lockpicking* (+2) test [Sav], an investigator can get one of these open enough that he can either look or climb inside.

The upper barn is a two-storey, wooden building with a thatched roof. It has two entrances, one above the other on the ground floor and first floor. The upper entrance cannot be reached from outside and is purely for accessing the hoist so that hay and the like can be stored on the first floor. The first floor itself is one large area currently stacked with fodder for the farm's animals. It is also where the technicians are quartered. A ladder leads from the ground floor up to this storage area. The ground floor consists of a main room where the cattle can shelter, and two small rooms at the back. In one of the small rooms the investigators will find the doctor and his technicians performing the *Auflade-Vorgang* of instilling the *Mythos* madness into one of the captive officers; the man will be strapped into a chair, his face covered by a gag and black goggles, with large headphones covering his ears. The current victim of Dr. Fehling's experiment, Second Lieutenant Andrew Hughes, may either be convulsing and trying to scream, or will be nodding and mumbling in a delirious manner. Adam will also be present, as protection for the doctor and technicians. The investigators may also see the other captives in the room next door, tied up and slumped over, drugged and docile. If they captured an officer, then this is where the investigators will find him, along with another officer, First Lieutenant Gordon Alexander.

As evening closes in, the other *Einheit Stielau* commandos will return to the farm, having found some supplies for an evening meal in the nearby village. The investigators may join them and partake in their meal, and will eventually have to bed down for the night, so as to avoid causing suspicion. However, the investigators may want to plan a night-time excursion to search for any clues that they were unable to uncover in the day. One or more of them may head out under the cover of darkness and the falling snow, but they must not disturb the other soldiers or attract attention from the *Nachtwölfe* guards. If discovered sneaking around at night, it is likely they will be shot on sight. However, they may wish to take the opportunity to rest, or assign individuals to keep watch in case anything occurs during the night—which it will...

**DR. RICHARD FEHLING,
NACHTWÖLFE MEDICAL SCIENTIST, AGE 54**

Dr. Richard Fehling (born 17th October, 1890) grew up comfortably in Düsseldorf in a wealthy family and followed in his father's footsteps, travelling to America to study for his medical degree at Miskatonic University Medical School, where he was a contemporary of Herbert West. It



Dr. Richard Fehling

was while he was at Miskatonic University that he became fascinated with two things. First: the human mind and how it assimilated information and, second, with some of the esoteric knowledge to be found on the shelves of the university library. Where his fellow student, Herbert West, was interested in how the recently dead could be brought back to life, Fehling wanted to know how the Mythos affected the mind and how that could be put to beneficial use. His life, too—like that of West—became consumed by a desire to combine his medical and Mythos knowledge, much to the dismay of his family, who cut off their embarrassment of a son when news of his strange interests reached home. Fehling returned to Germany penniless and filled with quiet resentment in 1929 but, after a decade working as a physician in a small rural town, the Nazis sought him out. Taken in by the shadowy *Nachtwölfe*, Fehling was given the opportunity to finally show everyone who doubted him the things he was capable of...

Appearance: the doctor is an ordinary looking man with thinning, grey hair, heavily-rimmed spectacles and, when not actually focussed on his experiments, usually puffing away at a cigarette. If attacked, his first reaction will be to

How does Fehling's *Auflade-Vorgang* work?

The concept behind Fehling's *Auflade-Vorgang* is simple: empty the contents of a container and fill it with a different substance. However, in this case, the container is actually the mind of a human being. Fehling makes the subject wear a device that covers both his ears and his eyes, blocking out all external stimuli, and forcing the subject to listen to the controlled sounds and watch the controlled visuals of the Beyond being opened. This device is a modified and miniaturised Tillinghast machine that exposes a tiny crack in reality through which the Beyond can be seen. Prolonged visual exposure to the crack not only sends the viewer insane and burns out his eyes, but also turns him into an instant *Leiter* for what can be seen through the fissure. Anyone who looks into the empty eye sockets of a *Leiter* is exposed to whatever the *Leiter* himself saw through the breach and is transformed into a *Wahnsinniger*, or lunatic. Similarly, someone who does not undergo the full process is also transformed into a *Wahnsinniger* (pl. *Wahnsinnige*). This typically occurs because the process is interrupted, either because the subject manages to dislodge the apparatus required for Fehling's process, or the apparatus is removed halfway through the procedure.

flee rather than fight, and if that fails, he will cower rather than defend himself. Only in life-or-death situations will he attempt to use his gun. He will defend the scientific validity of his experiments most vigorously.

Cth

STR 10 DEX 13 INT 15 CON 11
SIZ 11 APP 10 POW 14 EDU 19
SAN 45 Hit Points: 11

Damage Bonus: none.

Skills: Biology 70%, Cthulhu Mythos 15%, Electrical Repair 55%, History 35%, Library Use 60%, Mechanical Repair 60%, Medicine 70%, Occult 35%, Pharmacy 45%, Physics 45%, Psychology 55%, Psychoanalysis 35%, Spot Hidden 35%, Use Atlantean Technology 35%.

Language Skills: German (Own) 95%, Atlantean 05%, English 50%, Latin 40%.

Weapons: *Walther PPK Pistol* (Handgun) 10%, damage 1D8, atts 3, shots 7, base range 10 yds, malf 98.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Atlantean Technology d6, Investigation d8, Knowledge (Atlantean) d4, Knowledge (Biology) d10, Knowledge (English) d6, Knowledge (History) d6, Knowledge (Latin) d6, Knowledge (Medicine) d8, Knowledge (Mythos) d4, Knowledge (Occult) d6, Knowledge (Physics) d6, Knowledge (Psychology) d8, Notice d6, Repair d8, Shooting d4.

Charisma: -6; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 5.

Hindrances: Bad Eyes, Fanatic, Mean, Vow (*Nachtwölfe*), Yellow.

Edges: Mechanically Inclined.

Equipment: *Walther PPK* (10/20/40, 2d6-1, Shots 7, Semi-Auto).

PROFILE FOR LEITER

A *Leiter* is no danger either to himself or anyone around him if his eyes are kept covered. He will do little more than giggle and drool. If his eyes are uncovered, he is revealed as a gibbering, capering madman with empty eye sockets that blaze an electric blue. He is incapable of using weapons, but he can fight manically with his fists and teeth. He will also seem oblivious to the pain of any damage inflicted upon him. In his Mythos-fuelled mania, he appears to caper randomly. Seeing a *Leiter* gambol and gire with violent intent warrants a Sanity (1/1D3) roll [Cth]/a Horror (+1) test [Sav].

Being turned into a *Leiter* has one further effect. The sight of his glowing sockets drains the sanity of anyone who catches his eyeless gaze; they are, after all, a direct conduit to the Beyond.

Cth For each combat round that a viewer holds the “gaze” of a *Leiter*, he must make a Sanity (1D3/1D6) check. Avoiding this gaze requires a POW×4 check, but halves the value of any attack skills made against the *Leiter*. If a viewer is sent temporarily insane by the gaze of the *Leiter*, he must make a POW×5 check or be turned into a *Wahnsinniger*. If the viewer suffers enough Sanity loss to go permanently insane, he automatically changes and passes out of player control.

Sav For each combat round that a viewer holds the “gaze” of a *Leiter*, he must make a Horror (-1) check. Avoiding this gaze requires a Spirit (-1) check, but doing so incurs a -2 penalty to the characters’ attacks. If a character suffers enough Dementia to lose one point of Sanity, he must make a further Spirit check or temporarily become a *Wahnsinniger*. The player draws a card from the Action Deck at the **end of every round**; if the card is a red face card or a joker, the investigator regains his sanity and control. If the Dementia gain causes the loss of the investigator’s final point of Sanity, then the doomed soul never recovers.

Although a *Leiter* appears to be impervious to pain and seems to have an almost supernatural ability to avoid being hit (a *Leiter* can use its Dodge skill to avoid bullets as well as other attacks), it can still be killed. The *Leiter*’s only true weakness is fire. It seems to confuse the creature, which will stop moving and attacking in order to watch the flames. In addition, fire does double damage to a *Leiter*.

To create a *Leiter*, the Keeper should apply the following template to any ordinary human:

Cth +6 STR, +6 CON, +6 DEX.
Lose all skills except Climb, Dodge, Fist/Punch, Grapple, Head Butt, Hide, Jump, Kick, and Sneak.

Double the Dodge skill (can be rolled to avoid being shot and still attack).

SAN Loss: 1D3/1D6.

Special Rules: fire does double damage.

Sav Agility, Strength, and Vigor are all increased by one die type.

Toughness increases by 1, due to the increase in Vigor.

Lose all skills except Climbing, Fighting, and Stealth.

Add the following **Special Abilities**:

- **Dodge:** attackers subtract 1 from their Shooting or Throwing rolls.
- **Fleet-Footed:** the *Leiter* roll a d10 when running.
- **Hardy:** two Shaken results will not put a *Leiter* down.
- **Horror (-1):** meeting the eyes of a *Leiter* gives the viewer a glimpse of the Beyond. He must make a Spirit (-1) test or roll on the Horror Effects Table. Avoiding

the gaze of a *Leiter* in anything beyond Short range means the attacker suffers a -2 to attack rolls.

- **Immune to Pain:** *Leiter* do not suffer any wound penalties.
- **Weakness (Fire):** *Leiter* are fascinated by fire and cease all activity when confronted by a sizeable amount of it. Their Parry drops to 2, and they are no longer able to use their Dodge ability.

PROFILE FOR WAHNSINNIGE

A *Wahnsinniger* is an unfortunate person who has been corrupted into a rage-filled, blood-thirsty psychopath. Either as a result of the *Auflade-Vorgang* going awry, or as a result of coming into contact with a *Leiter*, the victim has lost much of his sanity, replaced by the insatiable desire to lash out at anyone around him. The process of becoming a *Wahnsin-*

If his eyes are uncovered,
he is revealed as a gibbering madman
with empty eye sockets that blaze an
electric blue.

niger may take a matter of minutes as the victim is rapidly drained of his sanity, or an hour or more as the victim slowly realises what he has seen. However long it takes, the *Wahnsinniger-to-be* suffers symptoms characterised by sweating, laboured breathing, pale complexion, and a gradually increasing blueness of the victim’s eyes, which will begin to glow as soon as his sanity has been lost completely. Once the victim has transformed into a *Wahnsinniger*, he generally has blood oozing out of his eye sockets and emits blood-curdling screams of rage, but his most notable feature is those unearthly blue, glowing eyes.

In addition, because a *Wahnsinniger* exists in a perpetual state of rage, he is physically driven and physically more capable than an unaffected human being. He has a greater strength and speed, and is capable of withstanding more injury than an ordinary person. However, the body will still decay and damage in the same way that a normal human would, apart from two factors: first, their insanity will allow them to push onwards despite injury, and second, a *Wahnsinniger* is susceptible to the effects of fire. Just as with a *Leiter*, a *Wahnsinniger* will be confused by fire, and will stop moving and attacking in order to watch the flames. In addition, fire does double damage to a *Wahnsinniger*.

When encountered in groups, the *Wahnsinnige* will ignore each other and attack anything human. They may push one another out of the way to get to their victims, but they will not turn on each other. It is possible to subdue a *Wahnsinniger*, either with enough damage, or through a strong sedative. Whether a *Wahnsinniger* will recover from his ordeal is unknown, as all test subjects to date have been killed.

To create a *Wahnsinniger*, the Keeper should apply the following template to any ordinary human:

Cth +6 STR, +6 CON, +6 DEX.

Lose all skills except Climb, Dodge, Fist/Punch, Grapple, Head Butt, Hide, Jump, Kick, and Sneak.

Double the Dodge skill (can be rolled to avoid being shot and still attack).

SAN Loss: 1/1D2

Special Rules: fire does double damage.

Sav Agility, Strength, and Vigor are all increased by one die type.

+2 to Pace Parry -2, Toughness +3.

Lose all skills except Climbing, Fighting, and Stealth.

Add the following **Special Abilities**:

- **Berserk:** *Wahnsinnige* attack in frenzy. They gain a +2 on Fighting and Strength rolls, but suffer a -2 to Parry. If they roll a 1 on their Fighting die, they hit a random adjacent target rather than their intended victim. Wild Card *Wahnsinnige* do not suffer any wound penalties.
- **Dodge:** attackers subtract 1 from their Shooting or Throwing rolls.
- **Fist and teeth:** Str+d4. This damage is **not** subdual damage.
- **Fleet-Footed:** *Wahnsinnige* roll a d10 when running.
- **Hardy:** two Shaken results will not put a *Wahnsinniger* down.
- **Nausea (+1):** a *Wahnsinniger* is extremely disturbing, and those who do not succeed at a Spirit (+1) roll when encountering them suffer a -1 penalty to all rolls for the rest of the encounter.
- **Weakness (Fire):** *Wahnsinnige* are fascinated by fire and cease all activity when confronted by a sizeable amount of it. Their Parry drops to 2, and they are no longer able to use their Dodge ability.

NACHTWÖLFE TROOPERS (8)

Cth STR 13 DEX 12 INT 13 CON 14
SIZ 14 APP 11 POW 12 EDU 13
SAN 45 Hit Points: 14

Damage Bonus: +1D4

Skills: Close Combat 50%, Command 25%, Drive Automobile 40%, Fieldcraft 40%, First Aid 40%, Grapple 55%, Heavy Weapons (Machine Gun) 45%, Military Doctrine 50%, Rifle 50%, Submachine Gun 50%, Tactics 35%, Throw 50%.

Language Skills: German (Own) 65%.

Weapons: *Walther P38 Pistol* (Handgun) 45%, damage 1D10, atts 2, shots 8, base range 15 yds, malf 99.

MP40 Maschinenpistole (Submachine Gun) 50%, damage 1D10, atts 2 or burst, shots 32, base range 30 yds, malf 98.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Driving d6, Fighting d8, Healing d6, Notice d6, Stealth d6, Shooting d8, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Edges & Hindrances: Loyal, Vow (*Nachtwölfe*).



Equipment: *Walther P38* (12/24/48, 2d6-1, Shots 8, Semi-Auto), *MP40* (12/24/48, 2d6-1, Shots 32, AP 1, Auto).

**GERD FRINKEN & ERIC SCHIERMAN,
NACHTWÖLFE TECHNICIANS**

Cth

STR 12 DEX 12 INT 14 CON 13
SIZ 12 APP 11 POW 13 EDU 15
SAN 45 Hit Points: 13

Damage Bonus: +1D4

Skills: Biology 60%, Cthulhu Mythos 15%,
Electrical Repair 65%, History 45%, Library Use 50%,
Mechanical Repair 65%, Medicine 45%, Physics 45%,
Spot Hidden 35%, Use Atlantean Technology 45%.

Language Skills: German (own) 75%, Atlantean 10%,
Latin 35%,

Weapons: *Walther PPK Pistol* (Handgun) 40%,
damage 1D8, atts 3, rnds 7, base range 10 yds, malf 98.

Sav

Attributes: Agility d6, Smarts d8, Spirit d6,
Strength d6, Vigor d6.

Skills: Atlantean Technology d6, Investigation d8,
Fighting d4, Healing d6, Knowledge (Atlantean) d4,
Knowledge (Biology) d8, Knowledge (Latin) d6,
Knowledge (Medicine) d6, Knowledge (Mythos) d4,
Knowledge (Physics) d6, Notice d6, Repair d6,
Shooting d6.

Charisma: -6; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 5.

Hindrances: Fanatic, Mean, Vow (*Nachtwölfe*).

Edges: Mechanically Inclined.

Equipment: *Walther PPK Pistol* (10/20/40, 2d6-1, Shots 7,
Semi-Auto).

Scene 2: The Mad Soldier

In the dead of night, one of the US officers who has partially undergone the *Auflade-Vorgang* escapes from the far barn and begins to attack anyone in his path in a murderous frenzy. The test subject has managed to knock his head covering off and, forced to contain the effects of the Beyond streaming into his brain, has become a *Wahnsinniger*. In this psychotic state, the US officer's strength, speed, and constitution are amplified, and although he is physically unchanged (apart from his glowing, blue eyes), he will ignore injury and pain until his body finally surrenders to death.

The Keeper is free to decide which of the three captives held by Engel and his men gets free and goes on the rampage, but it is suggested that it not be the officer that the investigators themselves captured. Likewise, the Keeper is free to decide how the *Wahnsinniger* will proceed in his berserk state. Will he attack the *Nachtwölfe* troopers first, either those sleeping in the barn or the sentries posted around the

farm? Alternatively, will he attack the other *Einheit Stielau* commandos first, or the investigators? Worse, will the *Wahnsinniger* attack the occupants of the farmhouse? This last option would be a very dark choice, as the Keeper should bear in mind that the mad soldier would then potentially be attacking women and children.

However he acts, this encounter should ideally bring the investigators into direct contact with the results of Fehling's abominable experimentation. This option could be taken if the investigators have been unable to uncover many clues up to this point, giving them a clear indication of the madness that Engel plans to spread amongst the US forces.

The manner in which the investigators experience this episode will depend on how they have chosen to spend their night at the farm. If they have decided that they should all sleep in the woodshed and not post a watch of their own, then the first moment that they become aware of the *Wahnsinniger* might be a face-to-face confrontation in the woodshed. If they have posted guards, or the Keeper is feeling generous, then the investigators may be alerted to his actions by shouting and gunfire from the other buildings. If they hear the chaos ensuing nearby, it will be up to their discretion as to whether they want to watch from afar or wade into the action. Fighting the mad soldier will be a risky gambit, as the psychotic man could target one of the investigators, but they will then have a clear understanding of the havoc that Engel plans to unleash. However, the investigators will not be fighting alone, as the other commandos will also attack, as well as the *Nachtwölfe* troopers. Even with his Mythos-fuelled strength, the *Wahnsinniger* will not survive long against an onslaught of bullets.

If the investigators decided earlier to send one or more of their number out to inspect the far building during the night, then their interaction with the mad soldier could be much more intense, especially if he suddenly and unexpectedly charges out of the snow at the investigator. At the Keeper's discretion, such an abrupt encounter may warrant a SAN (0/1) roll [Cth]/a Nausea (+1) test [Sav]. If the investigator manages to make his way to the building, he may witness the officer breaking loose from his bonds and savaging the *Nachtwölfe* trooper guarding him. The *Wahnsinniger* will break out of the building and, if he discovers that the investigator is nearby, he will attempt to attack and kill him. The investigator will have to decide how to react. He could hide if stealth is his strongest attribute, run to find safety or help, or take on the *Wahnsinniger* in combat.

Once the *Wahnsinniger* has been dispatched, *Major* Engel and Adam will quickly arrive on the scene (if they are not already there). The *Major* will be furious at the breakout, and will order Adam to dispose of the body. Engel's assistant will retrieve a flame-thrower and will torch the soldier's corpse, leaving only charred remains (and foreshadowing the events of the final episode). Engel will order his men to secure the area and instruct the commandos, the investigators included, to return to their quarters. If questioned, he

Disobeying Orders

The investigators may decide to intervene if they discover Fehling's experiment, and try to free the captured Americans. Even if the captured soldiers have not been subjected to the *Auflade-Vorgang* or drugged, helping them flee from the farm would still be a tall order. Not only would they need to get past the *Nachtwölfe* guards patrolling the area, but they would also have to avoid the *Einheit Stielau* commandos, the doctor and his technicians, the Brühl family, and of course, *Major Engel* and Adam. Although the farm is located fairly close to the battle lines, the Americans would still have to cross enemy territory to get back to their forces.

If the investigators do decide to break out one of the Americans, most likely the officer they took captive, the Keeper is advised that this action could lead to a swift resolution of the scenario. If discovered, the investigators will be taken captive by the *Nachtwölfe* forces, interrogated ruthlessly by Adam, and then executed by firing squad (or, worse, become *Leiter* themselves). If the investigators do start down this path, it is suggested that the Keeper could steer them back onto the main path of the scenario; for example, if discovered with a captive in tow, the assumption could be that the investigators have recaptured the escaping officer, giving them a chance to maintain their cover. The Keeper could also use an attempt to free the American officers as the catalyst for one of those officers to descend into the murderous rage of the *Wahnsinniger*, and that is why he gets loose.

will inform them that they will need to be rested for their next mission, but will quickly lose patience if the investigators continue to press him for an explanation as to what has just happened.

The investigators may want to continue looking for clues, but as the camp is on full alert at this point, it may not be a wise idea. Therefore, this will be a good opportunity for them to prepare for receiving new orders. This could involve replenishing their supplies, ensuring their equipment is in full working order, or getting some rest in the woodshed.

If the investigators witness one of the captives undergoing the *Auflade-Vorgang* in the upper barn before the *Wahnsinniger* breaks free, or if they see the *Wahnsinniger* break free and then rampage through the farm, then they should be able to put two and two together and realise that Engel and Fehling have something similar in store for the captive that they brought back. They may not know exactly what they have in mind, but the investigators should realise that it cannot bode well for their captive. Such a realisation is worth a Sanity (1/1D2) roll [Cth]/a Horror (+2) test [Sav].

THE AMERICAN WAHNSINNIGER

Cth

STR 19 DEX 12 INT 12 CON 20
SIZ 14 APP 16 POW 12 EDU 14
SAN 00 Hit Points: 17

Damage Bonus: +1D6

Skills: Climb 33%, Dodge 48%, Hide 10%, Jump 25%, Sneak 25%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D6.

Grapple 25%, damage Special.

Head Butt 10%, damage 1D4+1D6; *Kick* 25%, damage 1D6+1D6.

Special Rules: fire does double damage.

Sav

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d6.

Pace: 8; **Parry:** 3; **Toughness:** 8.

Special Abilities

- **Berserk:** *Wahnsinnige* attack in frenzy. They gain a +2 on Fighting and Strength rolls, but suffer a -2 to Parry. If they roll a 1 on their Fighting die, they hit a random adjacent target rather than their intended victim. Wild Card *Wahnsinnige* do not suffer any wound penalties.
- **Dodge:** attackers subtract 1 from their Shooting or Throwing rolls.
- **Fist and teeth:** Str+d4. This damage is **not** subdual.
- **Fleet-Footed:** *Wahnsinnige* roll a d10 when running.
- **Hardy:** two Shaken results will not put a *Wahnsinniger* down.
- **Nausea (+1):** a *Wahnsinniger* is extremely disturbing, and those who do not succeed at a Spirit (+1) roll when encountering them suffer a -1 penalty to all rolls for the rest of the encounter.
- **Weakness (Fire):** *Wahnsinnige* are fascinated by fire and cease all activity when confronted by a sizeable amount of it. Their Parry drops to 2, and they are no longer able to use their Dodge ability.

EPISODE THREE: REACHING KALTERHERBERG

The investigators are given a new objective—they must take one of the surviving captured US officers back across enemy lines and exchange him with the Americans for a German officer. As the weather takes a turn for the worse, there will be chances to find out what has been done to the captives (if the events of the night before have failed to enlighten the investigators), but this could be perilous...

Scene 1: New Orders

In the morning, the investigators will awake to find that the temperature has dropped and the ground is covered in a snow that continues to fall. A few hours after the incident with the mad soldier, the investigators will be summoned to meet with *Major Engel*. Engel is still in a foul mood after the events of the previous night and, unlike his effusive manner when they arrived the day before, he will be curt and direct with the investigators when giving them their orders. He is accompanied by Adam (dressed in thick winter gear and armed with his *StGw 43-A* assault rifle attached to his backpack by a cable) and four *Nachwölfe* soldiers. Standing between two of the soldiers is one of the other captive US officers. The man's head is covered with a hood of thick, black cloth. Beneath the hood, a mask obscures the officer's eyes and, despite the low temperature, he is clearly sweating (as evidenced by his slick hands). He sways drunkenly, as if in a dreamlike state, the full effect of Dr. Fehling's *Auflade-Vorgang* having taken firm control of him.

Engel outlines the investigators' new orders. They must escort the captive, now a *Leiter* (though Engel will not point this out) to the US camp outside the occupied German town of Kalterherberg, close to the border with Belgium, and there exchange him for a German SS officer being held there: *SS-Hauptsturmführer* Dietrich Hitzig. The *Major* will inform the investigators that the US forces are expecting them to arrive at the camp within the next twenty-four hours, and that they will be careful not to open fire on any German forces who approach with a white flag raised (this item is given to the investigators at this point).

Kalterherberg is only a ten-mile hike to the west, so Engel expects the investigators to get there within the day.

The *Major* will pull a map from a case and unfold it to show the investigators. This depicts the current state of the frontlines, but because of the big push from the day before by German forces, he will warn the investigators that the situation is likely to be different by the time that they arrive. "A sure sign of German success, don't you agree?" he will ask. He will not give the map to the investigators. He will, however, also state that Adam will be accompanying them as their charge, the American officer, will need some help getting to Kalterherberg given his current condition. Engel will apologise, but explain that the investigators' American vehicle (if they have one) is wanted elsewhere; "It is so hard to ignore the demands of as elite an officer as *Obersturmbannführer* Skorzeny," he will comment with a wry grimace (not that taking an American vehicle along to a prisoner exchange is necessarily a very sensible or safe idea). Engel can be persuaded to change his mind, but this requires a *Difficult Persuade* roll [Cth]/a *Persuasion* (-2) test [Sav]. If the investigators decide to question Engel, and if they manage to get him to respond, the *Major* may share these pieces of information:

- The American officer is wearing the mask because he has a highly contagious eye disease; an infection which is apparently spreading through the US forces.
- One of the side effects of the disease is delirium, hence the actions of the mad soldier the previous night; he makes no mention of the glowing eyes...
- Adam must accompany the investigators because he knows how to administer the medicines which will stop the captive from succumbing to the same madness. Each dose lasts roughly one hour.



However, the investigators are being used by Engel to complete his true mission: the corruption of the American forces from within, using the *Leiter* to infect them with madness that seeps in from the Beyond. *SS-Hauptsturmführer* Hitzig does not exist—there is no trade to be done. The real reason that Adam is tagging along with the investigators is ensure that they do not inadvertently “activate” the *Leiter* before they reach the US camp. He will periodically inject the man with tranquillising drugs to keep him docile and compliant. Once the effects of the drugs wear off, the officer will become agitated and difficult to control.

The investigators can move out straightaway if they wish, resupply if they still need to do so, or spend some time looking for clues. However, if they do decide to investigate, the Keeper should bear in mind that after the events of the previous night, the *Nachtwölfe* soldiers will still be on full alert and so will be wary of any suspicious activity around the farm. If the investigators do decide to have a look around, they will only have brief opportunities to gain clues in the farmhouse. However, none of the Brühl family will communicate with any of the soldiers, with the children being kept out of sight. Neither *Major* Engel nor Dr. Fehling have packed up yet, so their possessions and personal effects are still in the rooms they have been staying in, so if the investigators are quick, they can still be examined. Nevertheless, within the hour, two *Nachtwölfe* troopers will be sent to pack up the cases and bags. It is also important to remember that if Engel or Adam suspects that the investigators are delaying the start of their mission, they may risk blowing their cover by investigating any further, or for too long.

Once the investigators have finished their preparations or searching for clues, it is time for them to move out once again...

For the past three months,
this German forest has been the location
of heavy fighting.

Scene 2: Return to the Forest

It is time for the *Reich* Main Security Office double agents to head back into the forest, towards the enemy lines. However, this time they will be travelling through the Monschau Forest to reach Kalterherberg. For the past three months, this German forest has been the location of heavy fighting between forces of the US 1st Army and various German divisions. Despite fierce casualty levels on both sides, the Germans have fought the American advance to a stall over what is rugged and unforgiving terrain. Dense conifers restrict vision and make it impossible for vehicles to traverse the landscape off-road, and there are also man-made obstacles to negotiate; bunkers, barbed wire, and minefields have been laid liberally across the forest as part of the German defences.

Due to the good condition of the road network throughout the Monschau Forest, the journey from the farm to Kalterherberg could be a fairly brief affair. If the investigators do manage to persuade Engel to allow them the use of a vehicle, it could take a mere 30 minutes to reach the US camp. This may seem like the obvious choice, but the investigators must bear in mind the threat posed by Allied air superiority if the inclement weather clears. If it does, the investigators' vehicle will present an easy target for any enemy aeroplane flying overhead (the only possible exception being if they are using American transportation). When the German army began their counter-offensive, they were fortunate to have dense cloud cover to conceal their troops and armour. The Keeper should decide whether the investigators will also be this fortunate, or if they will be strafed by a pair of Hawker Typhoon attack aircraft (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.124 & p.137)...

If the investigators do decide to move out on foot, the undamaged infrastructure throughout the Monschau area will still offer them a speedy journey. They will easily be able to travel to Kalterherberg within the twenty-four hour deadline Engel has imposed on them. The Keeper is encouraged to guide the investigators towards this method of travel, as it will allow Adam the opportunity to make his getaway much more easily (see p.31). To that end, Adam could react negatively towards the suggestion of using a vehicle, reinforcing the danger presented by Allied aeroplanes. If the Keeper does need to run the investigators off the road, this could be done literally: have an air attack send them swerving off into a tree trunk, or cause a punctured tire to cripple their vehicle.

Given the disruption of the German attack of the day before (see Overview of the Battle of the Bulge, p.10), the investigators should not be surprised to find that the situation has changed on the frontlines. The US forces will have been driven back and, where they are holding the line, will have dug in. The attacks and the coming daylight means that there are likely to be considerably more US infantry patrols working the no-man's land between the American and German lines. These patrols will consist of more alert and more experienced troops. There are various ways in which the investigators can encounter them, depending on their actions and the decisions of the Keeper. If the investigators are fortunate, or skilful, enough to catch some US infantry soldiers unaware, they may be able to take them captive and use them as guides or hostages to secure their passage to Kalterherberg. They could also end up in a firefight with enemy soldiers, in which case they may choose to surrender, in the belief that they will be able to complete their mission if taken to the US camp.

Once the investigators have left the farmyard and are separated from the main *Nachtwölfe* force, they will have the opportunity to interact with the *Leiter* and possibly discover what dark processes have been worked on him. Adam will try to stop the investigators from attempting to communicate

with the prisoner, such that he will become very aggressive if they persist in doing so. If the investigators do manage to communicate with the man, they will be protected from his maddening gaze by the mask covering his eyes, unless this is removed. If the mask is removed, the investigators will be immediately struck by the electric-blue glow emanating from his empty eye sockets, a ghastly sight that forces the investigators to make a Sanity (1/1D3) roll [Cth]/a Horror (+1) test [Sav]. Worse, they will definitely lose sanity if they maintain eye contact.

If the *Leiter* is still under the effects of the tranquilisers and the investigators make contact, the sockets will softly glow with an electric-blue light, rather than blaze as they would if he was not under the effects of the narcotics. If Adam realises that the investigators have agitated or interfered with their prisoner, he will first make sure the conduit of evil is subdued, either with the drugs or, in more extreme circumstances, by knocking him unconscious with the butt of his assault rifle. He will then turn his attention to the investigators. If he suspects foul play on their part, he is likely to attack them, but will attempt to escape if it appears that the investigators are going to kill him.

As they approach Kalterherberg, Adam will make every attempt to abandon the investigators and the captive to their fate (but not before they are sufficiently far away from the German lines to prevent the *Leiter* from accidentally infecting the wrong side). Ideally, he plans to take advantage of the weather and any encounter they have with US forces in the forest, diving for cover and doing his best to disappear. Should the investigators go looking for him, they will be unable to find him. If they go looking for his tracks, they will have been obscured in the mix of mud and falling snow. Should the investigators manage to make their way to Kalterherberg without being spotted or attacked, Adam will linger at the back, aiming to leave before they reach the American camp. Although the investigators will no doubt be being observant on their journey, the billowing snows and Adam's own skill make any Spot Hidden roll to notice his absence *Difficult* [Cth]/incurs a -2 penalty on any Notice tests [Sav]. If his escape attempt is successful, then he links up with the *Nachtwölfe* strike team ready to launch an attack on Kalterherberg once the *Leiter* is set free (see Chaos in Kalterherberg, p.36).

If the investigators do surrender, or are taken captive by US forces, they will be disarmed and taken to the nearest ranking officer before being passed up the chain of command. Once the investigators have a chance to explain themselves (probably several times), the decision will be taken, especially in light of their captive's possible injuries, to have them transported to the camp at Kalterherberg. The investigators will be handed over to a military police unit, who will guard them all the way there.

In addition, there is the possibility that their captors may unintentionally activate the *Leiter* by removing his mask. If there is a veteran soldier leading the US squad, he

will likely take the initiative and disable the *Leiter* with a strong blow to the head. However, if none of the American infantry take this action, or the investigators are unable to do so, all those present will have their sanities assaulted, first at the sight of the *Leiter's* glowing empty eye sockets, and then continuously when they lock "eyes" with the *Leiter*. The effect will be lessened if the *Leiter* received a dose of Adam's drugs within the last two hours. If any of the US infantry or investigators lose their sanity, they will be transformed into *Wahnsinnige* and attack anyone nearby without prejudice (see p.25 for further details).

The investigators may instead decide to reach the US camp at Kalterherberg by stealth, attempting to avoid all contact with American forces until they get there. Although the Allied forces are in some disarray due to the unexpected German counter-offensive, they will nevertheless be wary of anything out of the ordinary. Thus such a feat of the investigators' Fieldcraft would be *Difficult* [Cth]/a Stealth (-2) [Sav], especially given that they have a hooded, masked captive in tow.

THE EXPERIENCED PATROL

Any squad encountered during this stage of the German offensive is more experienced than that encountered during the investigators' capture of the American officer. They will appear rough and drawn, with several days' worth of stubble on their faces and their uniforms are dirty and mud-spattered. They will have heard the rumours about German

Photo: Ručkowski, Heinz - Ardennenoffensive, deutsche Infanterie geht im Wald vor, Dezember 1944 - Bundesarchiv, Bild 183-J28510 / Ručkowski, Heinz / CC-BY-SA



saboteurs wearing American uniforms and so will be wary of soldiers whom they do not immediately recognise. They will accept any show of a white flag and surrender just as warily.

EXPERIENCED US ARMY PRIVATE, AGE 21 (8)

Cth STR 12 DEX 11 INT 11 CON 12
SIZ 13 APP 11 POW 10 EDU 12
SAN 46 Hit Points: 13

Damage Bonus: +1D4

Skills: Close Combat 58%, Fieldcraft 51%, First Aid 50%, Grapple 50%, Heavy Weapons (Machine Gun) 45%, Military Doctrine 45%, Tactics 40%, Throw 60%.

Language Skills: English (Own) 60%.

Weapons: M1 Carbine (Rifle) 65%, damage 2D6+2, atts 1, shots 15, base range 90 yds, malf 98.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d8, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: Dodge, Rock and Roll!

Equipment: Steel Helmet (+1 head only), M1 Carbine (15/30/60, 2d6, Shots 15, Semi-Auto).

US ARMY SERGEANT, AGE 21

Cth STR 12 DEX 11 INT 12 CON 12
SIZ 13 APP 11 POW 11 EDU 12
SAN 49 Hit Points: 13

Damage Bonus: +1D4

Skills: Close Combat 63%, Command 40%, Fieldcraft 56%, First Aid 50%, Grapple 60%, Heavy Weapons (Machine Gun) 45%, Military Doctrine 55%, Rifle 65%, Tactics 45%, Throw 55%.

Language Skills: English (Own) 60%.

Weapons: Browning Automatic Rifle (Heavy Weapons) 45%, damage 2D6+4, atts 1 or burst, shots 20, base range 90 yds, malf 98.

M1911A1 Pistol (Handgun) 50%, damage 1D10+2, atts 1, shots 7, base range 15 yds, malf 98.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Fighting d6, Notice d8, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: Dodge, Rock and Roll!

Equipment: Steel Helmet (+1 head only), Browning Auto Rifle (30/60/120, 2d8, Shots 20, AP 2, Auto, Snapfire), M1911A1 Pistol (12/24/48, 2d6+1, Shots 7, AP 1, Semi-Auto).

EPISODE FOUR: THE EXCHANGE

During this episode, the investigators will be taken captive after attempting to carry out the prisoner exchange with the US forces occupying Kalterherberg. They will discover that they have been duped and will meet a potential ally within the US troops.

Scene 1: Interrogation

If the investigators have managed the prodigious feat of approaching Kalterherberg and the US camp undetected, they will now have the difficult task of making contact with the enemy soldiers. If Adam has accompanied the investigators this far, he will leave at this point. Contrary to Engel's briefing, the soldiers are not expecting their arrival and have not made any arrangements to exchange prisoners. Further, given the rumours about saboteurs and the like, the soldiers are nervous and wary. Therefore, even if the investigators approach with a white flag raised, there is a distinct possibility that a jumpy soldier may open fire on them.

The investigators will be disarmed once they reach the camp (if they have not already been captured); they will be severely outnumbered, having entered the enemy camp, and fighting will therefore be a very unwise choice. The *Leiter*, who at this point may either be unconscious or under the effects of Adam's drugs, will be taken away to receive medical attention.

The investigators will be escorted into the centre of the town; once there, they will be separated from the *Leiter*, who will be taken to a nearby school where a field hospital has been established. The investigators will be marched to a half-destroyed house down a side street and placed in an upstairs room, under armed guard. The room has two doors, but only one exit; one door is blocked by rubble. There is a table and two chairs in the room, but no light except for that coming in from the cracks in the roof. A packet of cigarettes is placed on the table along with a lighter, but no food or drink. Two guards are stationed outside. With a Military Doctrine or *Difficult Idea* roll [Cth]/a Smarts -2 roll for [Sav], an investigator will be able to determine that there are roughly forty American soldiers in the town in addition to those stationed at the field hospital. They have trucks and jeeps, but appear to have no armour or heavy weapons beyond machine guns and mortars.

Meanwhile, the doctors in the field hospital will have examined the *Leiter* and discovered the nature of



his injuries. Within half an hour they will have informed the commanding officer of the camp, Major Gregory L. Riley, who will come blustering into their temporary cell, demanding to know what has been done to the *Leiter*, whom he will identify by name and rank. Also present during the interrogation is Sergeant William S. Miller, a member of the US army who actually works for Majestic, the sister organisation to the Office of Strategic Services that is specifically tasked with managing the more esoteric threats mounted by the Axis forces and various enemies within (see *Achtung! Cthulhu: the Keeper's Guide to the Secret War* for further information). In the European theatre of operations, he reports to Section M, the British counterpart to Majestic. Riley will order the investigators to explain what has been done to the *Leiter*. The investigators may decide to tell the Major about the events they witnessed at the farm, but it is more likely that they will want to know why the prisoner exchange has not occurred; where is *SS-Hauptsturmführer* Dietrich Hitzig? If they put this question to Major Riley, he will reveal that they have no captive German officers in the camp, and that he has no knowledge of a prisoner exchange being arranged.

The Major will continue to question the investigators about what has been done to the *Leiter* and what their actual mission is. The investigators must decide whether they will share any information or stay silent. They may wish to relate the events that occurred at the farm with the mad soldier, or they may drop all pretences and admit their true mission as agents of the Reich Main Security Office, reporting directly to the *Generalmajor* of Police, *SS-Brigadeführer* Walter Schellenberg. However, the Major will treat any information regarding *Nachtwölfe* and its activities with derision and contempt, seeing it as a feeble attempt made by the investigators to cover up their true intent.

The Kalterherberg Timeline

Once the investigators have arrived in Kalterherberg, events should occur as follows. This timeline is approximate and can be shortened or lengthened according to the needs of the scenario.

- +00:00 hrs.** Investigators arrive in Kalterherberg; the *Leiter* is taken to the field hospital and examined and treated. Major Gregory L. Riley and Sergeant William S. Miller are informed of his condition.
- +00:15 hrs.** Major Riley and Sergeant Miller interrogate the investigators about the *Leiter's* condition (see Scene One: Interrogation, p.32).
- +00:45 hrs.** Major Riley and Sergeant Miller leave the investigators. The tranquillisers used on the *Leiter* begin to wear off, and those in contact with him are the first to become infected.
- +01:15 hrs.** Private Stead transforms into a *Wahnsinniger* (see Captivity, p.35).
- +01:45 hrs.** Alerted and ready for the chaos now being spread by the *Leiter*, Adam and his *Nachtwölfe* strike team attack the troops in Kalterherberg (see Chaos in Kalterherberg, p.36).

Sergeant Miller, on the other hand, will be very interested to hear more from the investigators about *Nachtwölfe*. Unlike the Major, he knows of the existence of the paranormal organisation, and has been sent to the frontlines to gather intelligence on their activities. He will engage the investigators in conversation, much to the disapproval of Major Riley, and will be far more sympathetic towards any fantastic tales that they tell. Major Riley, of course, will regard any such stories as complete baloney and will say so. Sergeant Miller will freely share these pieces of information:

- Although he is a sergeant in the US infantry, Miller has been tasked with investigating evidence of the Nazis' use of unorthodox methods and any related atrocities.
- He reports directly to London in this matter.
- He is aware of *SS-Sturmbannführer* Engel (although he knows him as *Major Engel*) and, if the investigators mention their involvement with him, will enquire as to his most recent whereabouts.

Sergeant Miller will offer no guarantees of co-operation or leniency to the investigators, so they will have to make a judgement call as to how much information they wish to share. If any hint of a deal or bargain is made, for example, if the investigators offer to share Major Engel's last known location in exchange for their freedom, Major Riley will assert his command and make it clear that he will not negotiate with enemy troops. The investigators may try to use the appropriate conversational skills to obtain more information during this interaction, but there is little chance of success. However, they could discover the following:

- There is a field hospital in the school building found in the north of the town. The *Leiter* is being treated there.
- A couple of the US soldiers who have come into contact with the *Leiter* seem agitated.
- Major Riley is concerned that the investigators are trying to spread some kind of virus throughout the camp with the *Leiter* being a carrier. He is not far wrong.

GREGORY L. RILEY, US ARMY MAJOR, AGE 37

Appearance: Major Gregory Leonard Riley (born 16th December, 1907) can appear quite cold and heartless on first impression, but those under his command know him to be dedicated to his men, despite his brisk exterior. Major Riley arrived in Europe with the 99th Infantry Division in October, 1944, one of the main divisions involved in repelling the German advance during the Ardennes Offensive. Tall, well-groomed, and always wearing a grim look, Riley is a consummate commander.

Cth STR 12 DEX 13 INT 13 CON 14
SIZ 14 APP 14 POW 12 EDU 15
SAN 56 Hit Points: 14


Damage Bonus: +1D4

Skills: Bargain 45%, Chemistry 40%, Climb 25%, Close Combat 35%, Drive Automobile 40%, Fieldcraft 50%, First Aid 45%, Fast Talk 35%, Command 45%, Handgun 40%, History 50%, Law 25%, Literature 40%, Listen 45%, Military Doctrine 60%, Heavy Weapons (Machine Gun) 25%, Persuade 40%, Rifle 30%, Submachine Gun 30%, Tactics 30%, Teach 55%.

Language Skills: English (Own) 75%, German 15%, Latin 25%.

Weapons: M1911A1 Pistol (Handgun) 40%, damage 1D10+2, atts 1, shots 7, base range 15 yds, malf 98.

Thompson (Submachine Gun) 30%, damage 1D10+2, atts 1 or burst, rnds 20, base range 30 yds, malf 96.

Sav  **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Driving d6, Fighting d6, Knowledge (Battle) d8, Knowledge (Chemistry) d6, Knowledge (German) d4, Knowledge (History) d6, Knowledge (Latin) d4, Knowledge (Law) d4, Knowledge (Literature) d6, Notice d6, Persuasion d8, Shooting d6, Stealth d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 7.

Hindrances: Doubting Thomas, Loyal.

Edges: Command, Hold The Line!, Rank (Officer).

Equipment: Thompson Submachine Gun (12/24/48, 2d6+1, Shots 20, AP 1, Auto), M1911A1 Pistol (12/24/48, 2d6+1, Shots 7, AP 1, Semi-Auto).

WILLIAM S. MILLER, US RANGER SERGEANT & MAJESTIC AGENT, AGE 31

Appearance: Before the war, Sergeant William Stanley Miller was an FBI agent who had some odd encounters in New York and New England; encounters that he neither likes to talk about, or, officially, is able to talk about. When war came, he enlisted and eventually became a US Army Ranger, coming ashore on D-Day up the infamous Pointe du Hoc. He was often distracted by a passion for adventure and danger, ready to take risks where others were not, and that included storming a bunker single-handedly, despite having been given orders not to do so. Miller was given a medal and pulled from the line, his superiors not knowing quite what to do with him. It was when he was cooling his heels that he was approached by Majestic, a secret intelligence department based in Washington, DC. He had come to its attention because of his experiences before the war, and the department needed a man in the field. Miller was told to report to London and Section M. His current assignment is monitoring the frontlines for information about unorthodox German methods of war.

Cth STR 14 DEX 13 INT 14 CON 13
SIZ 13 APP 12 POW 17 EDU 16
SAN 73 Hit Points: 13

Damage Bonus: +1D4


Skills: Accounting 40%, Bargain 30%, Chemistry 41%, Climb 40%, Close Combat 46%, Command 27%, Cthulhu Mythos 05%, Demolitions 32%, Disguise 21%, Drive Automobile 40%, Fieldcraft 50%, First Aid 35%, Fist/Punch 65%, Espionage 35%, Fast Talk 25%, Forensics 25%, Grapple 44%, Heavy Weapons (Machine Gun) 30%, Law 50%, Listen 45%, Martial Arts (Boxing) 21%, Military Doctrine 49%, Occult 25%, Persuade 45%, Pilot (Boat) 20%, Psychology 30%, Radio Operator 25%, Rifle 35%, Spot Hidden 45%, Survival (Temperate) 21%, Swim 45%, Tactics 23%, Teach 19%, Throw 31%.

Language Skills: English (Own) 80%, German 21%, Latin 21%.

Weapons: M1911A1 Pistol (Handgun) 45%, damage 1D10+2, atts 1, shots 7, base range 15 yds, malf 98.

Thompson (Submachine Gun) 26%, damage 1D10+2, atts 1 or burst, rnds 20, base range 30 yds, malf 96.

Brass Knuckles, 65% damage 1D3 +2+1D4, atts 1, base range touch.

Sav  **Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8.

Skills: Boating d4, Climbing d6, Driving d8, Fighting d6, Healing d6, Investigation d8, Knowledge (Accounting) d6, Knowledge (Battle) d4, Knowledge (Chemistry) d6, Knowledge (Communications) d4, Knowledge (Demolitions) d6, Knowledge (Espionage) d4, Knowledge (German) d4, Knowledge (Latin) d4, Knowledge (Law) d8, Knowledge (Mythos) d4, Knowledge (Occult) d4, Knowledge (Psychology) d6, Notice d6, Persuasion d6, Stealth d8, Shooting d6, Survival d4, Swimming d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7; **Sanity:** 6.

Hindrances: Heroic, Overconfident.

Edges: Blood and Guts, Brave, Dodge, Killer Instinct, Rank (NCO), Rock and Roll!

Equipment: Brass Knuckles (Str+d4), Thompson Submachine Gun (12/24/48, 2d6+1, Shots 20, AP 1, Auto), M1911A1 Pistol (12/24/48, 2d6+1, Shots 7, AP 1, Semi-Auto).

When Private Stead brings them their food and coffee, they realise that the American soldier's hands are sweating.

Scene 2: Captivity

Once Major Riley has concluded his interrogation of the investigators, he and Sergeant Miller will leave, but not before informing the investigators that transport is being arranged for them that will take them to a secure POW camp away from the frontlines. As the door shuts, the investigators will hear the Major say to Miller, "Sergeant, there is something screwy about these Germans of yours. I do not want them under my watch any longer than they have to be. In the meantime, get them some chow, and then get them out of here..."

Food, in the form of K Rations (consisting of beef and pork loaf with biscuits, several Hershey bars, several four-packs of cigarettes and a box of matches) and hot coffee (instant coffee, but better than the *ersatz* coffee available in Germany, the investigators will be pleased to note) will arrive half an hour after Riley leaves, delivered by a Private Stead. The two guards, Privates Haynes and Cox, will also allow the

investigators to use the bathroom facilities, though under guard and only one at a time. Although none of the American privates will be outright hostile towards the investigators, they will not be friendly either. It will take a *Difficult Persuade* roll [Cth]/a *Persuasion* (-2) test [Sav] upon the part of an investigator to get them to talk, and they will not have any more information to tell than the investigators would have learned from Major Riley. At this point, it may seem to the investigators' that not only is the war over for them, but so is their involvement with whatever *Major Engel* has been doing. However, something terrible is stirring within the camp, and the investigators are unarmed and currently unable to escape...

When Private Stead brings them their food and coffee, they may each with a successful *Spot Hidden* roll [Cth]/a *Notice* test [Sav] realise that the American soldier's hands are sweating. This may be due to simple nervousness, but it might also indicate the onset of the Mythos-fuelled psychosis that creates a *Wahnsinniger* (see Profile for *Wahnsinnige*, p.25). Ideally, Private Stead should transform into a *Wahnsinniger* just as he is delivering their meal. If so, the soldier will clutch his face and moan as an unearthly blue light flashes between his fingers and blood drips down his cheeks.

This, of course, will be in the view of one of the guards, who will be in the doorway with his rifle in his hands. Initially both guards will react in shock at Private Stead's screaming transformation into a *Wahnsinniger*, first wanting to know what is wrong before they respond to the situation. Both will be reluctant to take action against him, but will use the butts of their rifles to subdue him if necessary. Actually shooting him will be a last resort, one that they will only take if the other guard has been assaulted by Private Stead. They will not be quite so reluctant with the investigators, who will also need to decide how to react. Do they cower under the *Wahnsinniger's* assault and shout for help if inside their gaol? Do they take advantage of the confusion and attempt to overpower their guards and escape?

This would also be a dramatic moment for Sergeant Miller to return and witness the effects of a failed attempt to apply the Mythos to medical science. He will react more readily, and more handily than the guards, either pulling out his brass knuckles and punching the unfortunate Private Stead to the ground, or drawing his M1911A1 and shooting him. He will also be the first to respond to the news of Private Stead's situation should he not be there when it happens, demanding to know what has happened.

IF YOU THOUGHT BRITISH COFFEE
WAS BAD, JUST WAIT TILL YOU TRY
THIS ERSATZ STUFF...

- SGT. CARTER

**CHRISTOPHER COX & PETER HAYNES,
US ARMY PRIVATES, AGE 22**

Cth

STR 12 DEX 12 INT 11 CON 12
SIZ 13 APP 11 POW 11 EDU 12
SAN 51 Hit Points: 13

Damage Bonus: +1D4

Skills: Close Combat 55%, Fieldcraft 50%, First Aid 45%, Grapple 50%, Heavy Weapons (Machine Gun) 40%, Military Doctrine 45%, Tactics 40%, Throw 60%.

Language Skills: English (Own) 60%.

Weapons: M1A1 Carbine (Rifle) 60%, damage 2D6+2, atts 1, 15 rnds, base range 90 yds, malf 99.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none.

Equipment: Steel Helmet (+1 head only), M1A1 Carbine (15/30/60, 2d6, Shots 15, Semi-Auto).

**PRIVATE DESMOND STEAD,
WAHNSINNIGER-TO-BE**

Cth

STR 19 DEX 12 INT 12 CON 20
SIZ 14 APP 10 POW 12 EDU 11
SAN 00 Hit Points: 17

Damage Bonus: +1D6

Skills: Climb 33%, Dodge 48%, Hide 10%, Jump 25%, Sneak 25%.

Weapons: Fist/Punch 50%, damage 1D3+1D6.

Grapple 25%, damage Special.

Head Butt 10%, damage 1D4+1D6.

Kick 25%, damage 1D6+1D6.

Special Rules: fire does double damage.

Sav

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d6, Stealth d6.

Pace: 8; **Parry:** 3; **Toughness:** 8.

Special Abilities

- **Berserk:** *Wahnsinniger* attack in frenzy. They gain a +2 on Fighting and Strength rolls, but suffer a -2 to Parry. If they roll a 1 on their Fighting die, they hit a random adjacent target rather than their intended victim. Wild Card *Wahnsinnige* do not suffer any wound penalties.

- **Dodge:** attackers subtract 1 from their Shooting or Throwing rolls.
- **Fist and teeth:** Str+d4. This damage is **not** subdual damage.
- **Fleet-Footed:** *Wahnsinnige* roll a d10 when running.
- **Hardy:** two Shaken results will not put a *Wahnsinniger* down.
- **Nausea (+1):** a *Wahnsinniger* is extremely disturbing, and those who do not succeed at a Spirit (+1) roll when encountering them suffer a -1 penalty to all rolls for the rest of the encounter.
- **Weakness (Fire):** *Wahnsinnige* are fascinated by fire and cease all activity when confronted by a sizeable amount of it. Their Parry drops to 2, and they are no longer able to use their Dodge ability.

EPISODE FIVE: CHAOS ARISES!

Having fully recovered his consciousness by this point, the *Leiter* begins to fulfil his role as the conduit of Mythos madness, turning any nearby US soldier into a raging psychotic *Wahnsinniger*. Having surreptitiously approached the camp, *Nachtwölfe* troops launch their assault in the midst of the chaos. The investigators could run, surrender, or try to fight!

Scene 1: Chaos in Kalterherberg

By this point, the investigators should be very aware that the Mythos madness has reached Kalterherberg and that the likelihood is that they brought it with them! Within moments of their situation in the temporary gaol having been resolved, they should become aware of the chaos erupting in the streets outside. The sounds of gunshots ring out, accompanied by cries of terror and pain, mixed with screeching screams of utter rage. If either guard survives, he will go to investigate, giving the investigators the opportunity to escape. If he is there, Sergeant Miller will also go to investigate the situation outside. He will order the investigators to go with him. He wants answers and the best source for these is the investigators!

Having escaped from captivity one way or another, the investigators are in a very risky situation. They are likely only to have a couple of firearms (taken from their former guards), and therefore combat will be even more dangerous than usual. They also face the threat from two enemies at once. The first is the sane US infantry who, if they recognise the German investigators in their *Heer* uniforms, will open fire on them; the second is the *Wahnsinnige*, who will attack anyone who crosses their path. However, if the sane soldiers are busy fending off their insane colleagues, the investigators will have chances to slip by unnoticed. Also, if they come across victims of the *Wahnsinnige* attacks, they may find weapons with which to arm themselves.



What if Adam is Killed?

There is the possibility that Adam will be dead or incapacitated by this point. In this case, the *Nachtwölfe* strike team he was planning to rendezvous with will act in his stead, but under the command of *Oberleutnant* Deisher instead.

OBERLEUTNANT JENDRIK DEISHER, NACHTWÖLFE STRIKE TEAM COMMANDER

Cth STR 13 DEX 13 INT 14 CON 14
SIZ 14 APP 12 POW 13 EDU 14
SAN 40 Hit Points: 14

Damage Bonus: +1D4.


Skills: Close Combat 50%, Command 35%,
Drive Automobile 50%, Fieldcraft 50%, First Aid 40%,
Grapple 55%, Heavy Weapons (Machine Gun) 50%,
Military Doctrine 55%, Rifle 55%, Tactics 45%, Throw 55%.

Language Skills: German (Own) 70%.

Weapons: *Walther P38 Pistol* (Handgun) 50%,
damage 1D10, atts 2, shots 8, base range 15 yds, malf 99.

MP40 Maschinenpistole (Submachine Gun) 55%,
damage 1D10, atts 2 or burst, shots 32, base range 30 yds,
malf 98.

FmW46 Flamethrower (Heavy Weapons) 45%,
damage 2D6 burn+Shock, atts 1, shots 1, base range 25 yds,
malf 95.

Sav  **Attributes:** Agility d6, Smarts d8,
Spirit d6, Strength d6, Vigor d8.

Skills: Driving d8, Fighting d8, Healing d6,
Knowledge (Battle) d6, Notice d8, Shooting d8, Stealth d8,
Throwing d8.

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 4.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (*Nachtwölfe*).

Edges: Combat Reflexes, Command, Dodge, Rock and Roll!

Equipment: *Walther P38 Pistol* (12/24/48, 2d6-1,
Shots 8, Semi-Auto), *MP40* (12/24/48, 2d6-1, Shots 32,
AP 1, Auto), *FmW46 Flamethrower* (Cone template, 2d10,
Shots 1, ignores armour).

*Just when you thought you'd seen it all, these N.W chaps
come up with yet another nightmare.*

A. T.

The number of *Wahnsinnige* in the streets should be enough to challenge the investigators, but not necessarily overwhelm them. The question for the investigators at this point is whether they will try to escape the camp or deal with the threat being unleashed by the *Leiter*. Their orders were to find evidence and interfere if they judged it necessary, so it will be up to them to decide if they want to stop the spreading chaos. If Miller has already teamed up with the investigators at this point, he will encourage them to join him in stopping the *Leiter*, but will allow them to leave if they are adamant in taking that course of action. However, they will have given up a possible lifeline by refusing to help...

If Miller has not been encountered since he interrogated the investigators, then the Keeper can choose to have the investigators come across him in the street in combat with a *Wahnsinniger*. The investigators will have the opportunity to rescue the Sergeant, or leave him to his fate.

GAMBOLLING LEITER

Cth STR 18 DEX 10 INT 12 CON 20
SIZ 14 APP 16 POW 11 EDU 14
SAN 00 Hit Points: 17

Damage Bonus: +1D6

Skills: Climb 28%, Dodge 40%, Jump 25%, Sneak 25%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D6.

Grapple 25% damage Special.

Head Butt 10%, damage 1D4+1D6.

Kick 25%, damage 1D6+1D6.

Special Rules: fire does double damage.

Sav ✦ **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d6.

Pace: 6; **Parry:** 5; **Toughness:** 6.

Special Abilities

- **Dodge:** attackers subtract 1 from their Shooting or Throwing rolls.
- **Fleet-Footed:** *Leiter* roll a d10 when running.
- **Hardy:** two Shaken results will not put a *Leiter* down.
- **Horror (-1):** meeting the eyes of a *Leiter* gives the viewer a glimpse of the Beyond. He must make a Spirit (-1) test, or roll on the Horror Effects Table. Avoiding the gaze of a *Leiter* in anything beyond Short range means the attacker suffers a -2 to attack rolls.
- **Immune to Pain:** *Leiter* do not suffer any wound penalties.
- **Weakness (Fire):** *Leiter* are fascinated by fire and cease all activity when confronted by a sizeable amount of it. Their Parry drops to 2, and they are no longer able to use their Dodge ability.

RAMPAGING WAHSINNIGER

Cth STR 19 DEX 12 INT 12 CON 20
SIZ 14 APP 16 POW 12 EDU 14
SAN 00 Hit Points: 17

Damage Bonus: +1D6

Skills: Climb 33%, Dodge 48%, Hide 10%, Jump 25%, Sneak 25%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D6.

Grapple 25%, damage Special.

Head Butt 10%, damage 1D4+1D6.

Kick 25%, damage 1D6+1D6.

Special Rules: fire does double damage.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6.

Pace: 8; **Parry:** 3; **Toughness:** 8.

Special Abilities

- **Berserk:** *Wahnsinnige* attack in frenzy. They gain a +2 on Fighting and Strength rolls, but suffer a -2 to Parry. If they roll a 1 on their Fighting die, they hit a random adjacent target rather than their intended victim.
- **Dodge:** attackers subtract 1 from their Shooting or Throwing rolls.
- **Fist and teeth:** Str+d4. This damage is **not** subdual damage.
- **Fleet-Footed:** *Wahnsinniger* roll a d10 when running.
- **Hardy:** two Shaken results will not put a *Wahnsinniger* down.
- **Nausea (+1):** a *Wahnsinniger* is extremely disturbing and those who do not succeed at a Spirit (+1) roll when encountering them suffer a -1 penalty to all rolls for the rest of the encounter.
- **Weakness (Fire):** *Wahnsinniger* are fascinated by fire and cease all activity when confronted by a sizable amount of it. Their Parry drops to 2, and they are no longer able to use their Dodge ability.

Scene 2: *Nachtwölfe* Strikes

With the streets of Kalterherberg descending into chaos, it is time for the *Nachtwölfe* troopers to move in. The *Leiter* has done his job. The enemy is in turmoil, completely unprepared for an assault. There is peril at every turn, and the investigators have got to find a way out.

The *Nachtwölfe* troopers, led by Adam (or *Oberleutnant* Deisher, if Adam has been killed), will converge on the camp, moving methodically through the streets and gunning down American soldiers, sane and insane alike. Their aim is

to wipe out the US forces stationed in Kalterherberg, and then disable the *Leiter*, killing him if it is not possible to take him alive to use again. The troopers are armed with MP40 *submachine guns* and a single-use flamethrower each, which they will use against the infected (although, depending on the level of mayhem, they may well have insufficient flamethrowers to hand to deal with all of them). This should give the investigators a clue as to how to deal with the insane soldiers, if they have not already witnessed the effects of fire on the creatures.

If the investigators have not already guessed it, they are expendable pawns in this game; *Nachtwölfe* has no use for them anymore.

NACHTWÖLFE STRIKE TEAM (8)

Cth

STR 13 DEX 12 INT 13 CON 14
 SIZ 14 APP 11 POW 12 EDU 13
 SAN 45 Hit Points: 14

Damage Bonus: +1D4

Skills: Close Combat 50%, Command 25%, Drive Automobile 40%, Fieldcraft 40%, First Aid 40%, Grapple 55%, Heavy Weapons (Machine Gun) 45%, Military Doctrine 50%, Rifle 50%, Tactics 35%, Throw 50%.

Language Skills: German (Own) 65%.

Weapons: *Walther P38 Pistol* (Handgun) 45%, damage 1D10, atts 2, rnds 8, base range 15 yds, malf 99.

MP40 Maschinenpistole (Submachine Gun) 50%, damage 1D10, atts 2 or burst, rnds 32, base range 30 yds, malf 98.

FmW46 Flamethrower (Heavy Weapons) 40%, damage 2D6 burn+Shock, atts 1, rnds 1, base range 25 yds, malf 95.

Sav

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Driving d6, Fighting d8, Healing d6, Notice d6, Stealth d6, Shooting d8, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 4.

Edges: Combat Reflexes, Rock and Roll!

Hindrances: Loyal, Vow (*Nachtwölfe*).

Equipment: *Walther P38 Pistol* (12/24/48, 2d6-1, Shots 8, Semi-Auto), *MP40* (12/24/48, 2d6-1, Shots 32, AP 1, Auto), *FMW41 Flamethrower* (Cone template, 2d10, Shots 1, ignores armour).

If the investigators have decided to take the moral high ground and are attempting to stop the *Leiter* from spreading any more madness, they will need to cross the town in order to make their way to the field hospital in the school house. The investigators may also opt to make their escape, in which case they will need to find a way to leave the town. Both courses of action will involve avoiding or dealing with attacks from sane and insane US soldiers, as well as avoiding the *Nachtwölfe* units. If they have decided to team up with Sergeant Miller and take out the *Leiter*, he may be able to persuade the sane American soldiers that the investigators are not a threat. However, in the heat of the action, the soldiers may not listen, or may conclude that Miller is a traitor working with the enemy.

There is also the option of surrendering to the *Nachtwölfe* troops. After all, the investigators are German soldiers and these are their comrades in arms. However, this is not a wise choice. The troopers have been ordered to "purge" the town, i.e. wipe it clean. They will not listen to the investigators, and may even lure them in close before opening fire. If the investigators have not already guessed it, they are expendable pawns in this game; *Nachtwölfe* has no use for them anymore. The exception to this rule is if the investigators happen to cross paths with Adam. If they surrender to him, or are defeated in combat, Adam will disarm the investigators and take them captive, forcing them to witness the fruition of his mission before taking them away for execution (see Epilogue, p.41).

The Infected Investigator

Having been in close proximity to the *Leiter*, it is highly likely that one of the investigators could be transformed into a *Wahnsinniger*. If this situation occurs, the investigators will have to make the difficult decision of how to deal with their infected brother-in-arms, and they will have to choose quickly!

If an investigator succumbs to madness after prolonged contact with the *Leiter*, the Keeper should alter his stats and skills to reflect his insane rage (see Profile for *Wahnsinnige*, p.25). Two approaches are open to the Keeper at this point: he can either take control of the insane investigator, whose loss of Sanity has essentially transformed him into an NPC, or offer the player some limited choices for how his corrupted investigator will now operate. If the Keeper feels confident enough to embark on the latter choice, it could add a tense twist to the experience, as one of the players suddenly turns on his comrades.

Stopping the *Leiter* will not be an easy task. As he is the cause of the madness spreading throughout the camp, he is situated at the epicentre of the chaos. The investigators will be much more likely to encounter *Wahnsinnige* as they approach the field hospital in the school building and, if they are not careful, they could be surrounded by a mob of crazed and vicious men. Even whilst outside the field hospital, the investigators may begin to hear the inhuman mumblings of the *Leiter* as he continues to be a pipeline to the Beyond.

There are two main approaches that the investigators could use to disable the *Leiter*, thus stopping the spread of the madness: enter the school and kill the man, or destroy the building with him inside. Both of these options have risks attached. If they enter the building, they may be attacked by more mad soldiers trapped inside, and they will also have to do combat with the *Leiter*, whose very gaze is enough to erode the viewer's sanity. Having taken off his hood and mask in an attempt to render him medical aid, the doctors in the field hospital have unwittingly unleashed the *Leiter*, whose gaze is at full effect now that Adam's drugs have worn off.

As well as his ability to destroy an individual's sanity and reduce them to a bloody-minded psychopath, the *Leiter* also has the same resistance to pain and fatigue as his victims. If threatened, he responds with vicious physical attacks as well as continuing to attempt to catch the gaze of those around him. The investigators can reduce the effectiveness of the process if they avoid eye contact, but this will also reduce their ability to fight, making all attacks *Difficult* [Cth]/-2 [Sav]. Sergeant Miller will join the fight against the *Leiter* if he is present. His willpower means that

he has a high chance of withstanding the deleterious effects of the *Leiter*'s gaze, and he is more than capable with firearms. Both make him a valuable ally!

The investigators may decide that it is best just to get out of Kalterherberg; after all, they will be unable to report their findings if they are dead. This will involve finding a route out of the town without being pursued by insane soldiers or hunted by *Nachtwölfe* troopers. If they do make it safely out of the town, the investigators must decide in which direction they will head: back towards their own forces, or attempt to find solace with the enemy.

All of the above courses of action have involved the investigators working alone or with Miller in tow. However, another way to approach the events in Kalterherberg

If they enter the building, they may be attacked by more mad soldiers inside...

is to ally with the sane US forces and fight off the corrupted soldiers, the *Leiter*, and the *Nachtwölfe* invaders. Working with Miller is the first essential part of this plan; he is their best hope if the investigators want to prove they were not involved in the plan to double-cross the Americans.

The second essential element of this plan is gaining the support of Major Riley. The investigators will have to get to the commander of the camp and, with Miller's help, persuade him to work with them to deal with the various threats striking against his troops. There is the risk that



Riley may have been ravaged by a *Wahnsinniger* before the investigators can reach him; the Keeper could introduce a hidden timer for the occurrence of such an event, if he sees fit. Riley will not be easily convinced that firing on his own troops is the best course of action, but if he sees the investigators and Miller battling against mad soldiers, he will quickly come around.

Once the investigators have some American soldiers onside, they will have the task of organising their resources and their men. It will require Command skill rolls [Cth]/opposed Spirit rolls [Sav] to give orders to the US Army soldiers. If the investigators attempt to rally and give orders to US soldiers who have suffered sanity loss but not yet transformed into *Wahnsinnige*, then they need to make *Difficult* Command skill rolls [Cth]/opposed Spirit (-2) rolls [Sav]. The US troops will still be susceptible to the *Leiter's* power, so they could be more danger than help if turned into *Wahnsinnige*. However, they do know the layout of the town, and they do know what resources the US Army has in Kalterherberg. The advantage that the investigators may have is knowledge of the *Leiter's* weakness (fire) either because they saw Adam use fire to kill the *Wahnsinniger* at the farm, or they have seen it in use during the *Nachtwölfe* assault on Kalterherberg.

EPILOGUE

If the *Nachtwölfe* troops are successful in obliterating the American camp at Kalterherberg, they will know that Dr. Fehling's *Auflade-Vorgang* can be implemented with devastating consequences for the enemy. *Major* Engel and his assistant Adam will immediately begin preparations for their next operation.

A variety of consequences face the investigators if *Nachtwölfe* is able to achieve its objective. If they managed to escape the camp and chose to return to the remaining *Heer* forces, the investigators will be arrested and turned over to Engel. The *Major* needs to keep his operation a secret so that he can continue to exploit his fellow German soldiers in future. Engel will have the investigators taken away to an isolated location, where they will be shot by firing squad (or, worse, turned into *Leiter*; see below). If the investigators chose to remain with the Allied forces, they will be taken captive and questioned. However, unless they are working with Sgt. Miller, their story will not be believed and they will be transported to a POW camp.

In the above scenarios, there is one factor that could save the investigators: Miller. If the investigators co-operated with

Miller, sharing information or aiding him in combat during the outbreak at Kalterherberg, he will return the favour at this point. Even if they refused to help him stop the *Leiter*, their actions are likely to have persuaded him that they could be useful allies. At the Keeper's discretion, Miller and a team of commandos will rescue the investigators from Engel's firing squad, or Miller will arrive on the scene whilst the investigators are being questioned by the Allies. In both situations, the story will conclude with Miller offering to recruit the investigators to work for Section M or Majestic, with the goal of stopping *Nachtwölfe*.

Should the investigators be captured by Adam during the siege of the American camp, he will make them observe as he wipes out the entire base, concluding with the capture or destruction of the *Leiter*. The investigators will be interrogated before being subjected to the *Auflade-Vorgang*, so rinsing every last piece of information from their shattered minds. *Major* Engel will then set them loose on the Allies to wreak further havoc and madness. Again, Sergeant Miller is their only hope of survival if he can rescue the investigators before they undergo their conversion. If the Majestic agent is present when they are captured, he will also be tortured and forced to undergo the process. However (again, at the Keeper's discretion), if Miller is present, an Allied commando team will intervene before the procedure can take place, allowing the investigators to leave with them.

The investigators may have been able to stop the *Nachtwölfe* assault and defeat the *Leiter*. If this is the case, Miller will once again offer them to the opportunity to join Section M or Majestic and continue the fight against evil occult forces within the Axis.

And what if the investigators manage to survive and make it back to *Generalmajor* Schellenberg? It is up to the Keeper to determine whether he is a man of his word, or whether the investigators have proven themselves to be sufficiently valuable that he uses what he knows to coerce them into "just one more operation"...

Sanity Rewards

- **If the investigators stopped the *Leiter*:** +1D6 [Cth]/A free attempt to recover from an affliction or to lose Dementia [Sav].
- **For each *Wahnsinniger* defeated (maximum 4):** +1 [Cth]/+1 to mental recovery rolls [Sav].
- **If the investigators left Miller to die in Kalterherberg:** -1D3 [Cth]/Horror (+0) [Sav].
- **If the investigators left everyone to die in Kalterherberg:** -1D6 [Cth]/Horror (-1) [Sav].



CHAPTER 3

Pre-generated Characters

"What is all wisdom save a collection of platitudes?"
- Norman Douglas



The following pre-generated investigators are provided to enable the Keeper to run *Kontamination* without his players having to create their own. These experienced investigators have been generated using the rules from *Achtung! Cthulhu: the Investigator's Guide to the Secret War*. They can be used as written, as inspiration for the players, or as members of other *Einheit Stielau* units.

Sav The *Savage Worlds* pre-generated characters are Novice rank, but have 10 exp to reflect the knowledge and skills they have gained during the war. All the characters have also been given a free skill of English (or, in one case, German) d8, to reflect their fluency with the foreign tongue.

One female pre-generated investigator has been included, although the presence of such a character would be highly unusual if you are running a historically accurate game (see *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.11 for further information).

What do they say
about the enemy of
your enemy, again?

E.H.



**HARTMAN BOCHNER,
Feldwebel, age 46**

Real Name: Jürgen Brambach, *Fregattenkapitän*, age 46.

Background: Your family has a strong naval tradition. You grew up in Kiautschou-Bucht, the German Colonial Concession of Jiaozhou Bay in China, where your father served in the German East Asia Squadron. Graduating from the Naval Academy Mürwik, you served aboard U-boats during the Great War and in the merchant navy between the wars, seeing much of the world. This is how you became highly conversant in English. When war broke out, you re-enlisted in the *Kriegsmarine* and have served loyally, now commanding your own boat despite your advancing years.

Schellenberg's Promise: Your wife is American, which makes your loyalties suspect. Schellenberg has promised to protect you and your family.

Cover: You have been assigned to Operation *Greif* as you are familiar with American engines.


Gth STR 14 DEX 14 INT 15 CON 12
SIZ 13 APP 14 POW 12 EDU 17
SAN 57 Hit Points: 13

Damage Bonus: +1D4

Weapons: none.

Skills: Anthropology 11%, Artillery (Naval) 37%, Climb 38%, Command 60%, Credit Rating 40%, Cryptography 31%, Damage Control 19%, Electrical Repair 56%, First Aid 33%, Handgun 50%, Jump 35%, Mechanical Repair 51%, Military Doctrine 35%, Navigate (Air/Sea) 57%, Operate Heavy Machine 51%, Pilot (Ship) 51%, Pilot (Submarine) 50%, Radio Operator 47%, Rifle 29%, Swim 45%, Tactics 39%, Torpedo 53%.

Language Skills: German (Own) 75%, English 76%, Chinese (Mandarin) 11%, Spanish 11%.

Sav  **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Boating d6, Climbing d6, Fighting d6, Healing d6, Knowledge (Chinese/Mandarin) d4, Knowledge (Communications) d6, Knowledge (Cryptography) d6, Knowledge (English) d8, Knowledge (Navigation) d6, Knowledge (Spanish) d4, Repair d8, Shooting d6, Swimming d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Curious, Hard of Hearing (Minor), Loyal.

Edges: Mechanically Inclined.

**HORST BUCHHOLZ,
Grenadier, age 31**

Real Name: Michael Becker, *Grenadier*, age 29

Background: You have always had a love of the written word, whether in your own language, or that of Shakespeare, Flaubert, or Cicero. You were fortunate enough to study at Brown University in Rhode Island, Providence, in America, where you grew to love Thoreau and Emerson, as well. You had little interest in politics, but you answered the call of your country (like any good German would) and left your post as Professor of American Literature at the University of Greifswald. As a soldier in the *Heer*, you hate your life, you hate the army, and you hate the war. You have seen too many men die and you resent them for being the "lucky" ones. Finally, enough was enough. Refusing to fight saw you court-martialled, stripped of your rank, and assigned to a *Strafbattalion*, a penal battalion carrying out desperate engineering work under fire, or holding a section of the line against overwhelming odds.

Schellenberg's Promise: You are a homosexual. Your loyalties would be suspect were this to be known. Schellenberg has promised to protect you and get you assigned elsewhere. You have no desire to wear the red triangle of the *Strafbattalion* again.

Cover: You are a simple soldier who studied English literature before the war.


Gth STR 12 DEX 13 INT 17 CON 11
SIZ 10 APP 09 POW 18 EDU 21
SAN 73 Hit Points: 11

Damage Bonus: none.

Weapons: none.

Skills: Art (Poetry) 31%, Close Combat 34%, Command 26%, Credit Rating 35%, Drive Automobile 46%, Fieldcraft 32%, First Aid 35%, Folklore 25%, Handgun 30%, Heavy Weapon (Machine Gun) 31%, History 40%, Library Use 75%, Listen 45%, Literature 70%, Military Doctrine 58%, Persuade 50%, Psychology 50%, Rifle 42%, Spot Hidden 45%, Submachine Gun 25%, Tactics 30%, Teach 52%, Throw 35%.

Language Skills: German (Own) 99%, English 81%, French 51%, Latin 51%.

Sav  **Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6.

Skills: Fighting d4, Driving d6, Healing d4, Knowledge (English) d8, Knowledge (French) d6, Knowledge (History) d8, Knowledge (Latin) d6, Knowledge (Literature) d10, Knowledge (Psychology) d8, Notice d4, Persuasion d6, Shooting d4, Stealth d4.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 7.

Hindrances: Bad Eyes (Minor), Code of Honor, Shell Shocked (Minor).

Edges: College Boy.

NORBERT GRUPE,
Oberleutnant, age 32

Real Name: Wilhelm von Homburg, Major, age 32

Appearance: Your father was a diplomat and you spent much of your childhood in America but, being from an old *Junker* family, you were sent to a military academy back in Germany. You graduated high in your class and, shortly after taking up your commission in the *Wehrmacht*, you volunteered to serve with the Legion Condor in Spain. You were turned down, so you resigned and volunteered with the Nationalists, where you fought as an ordinary soldier. Upon returning to Germany you re-enlisted in the *Wehrmacht*, and have served faithfully ever since. You fought in Poland, France, Norway, Russia, Italy, and then Russia again. You have seen victory and you have seen defeat, but now you know that it is only a matter of time before Germany is defeated. You know that Hitler and his cronies are responsible, but you know that voicing such suspicions will get you into trouble. It was why you did not take part in the July 20th plot to kill Hitler, but you had colleagues who did and they are dead now. You are beginning to wonder if you are also suspected of being involved...

Schellenberg's Promise: Schellenberg knows that you are innocent of involvement in the 20th July Plot and has promised to clear your name.

Cover: You are simply being assigned to the new offensive.


Cth STR 14 DEX 15 INT 15 CON 14
SIZ 16 APP 16 POW 12 EDU 17
SAN 54 Hit Points: 15

Damage Bonus: +1D4

Weapons: none.

Skills: Art (Dance) 15%, Close Combat 31%, Command 49%, Credit Rating 31%, Fieldcraft 62%, First Aid 35%, Grapple 55%, Handgun 30%, Heavy Weapons (Anti-Tank Weapon) 55%, Jump 46%, Melee Weapon (Sabre) 25%, Military Doctrine 84%, Parachute 26%, Persuade 25%, Ride 25%, Rifle 69%, Submachine Gun 45%, Tactics 73%, Teach 25%, Throw 65%.

Language Skills: German (own) 85%, English 76%, French 11%, Russian 11%, Spanish 16%.

Sav  **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d8.

Skills: Fighting d8, Healing d6, Knowledge (Battle) d6, Knowledge (English) d8, Knowledge (French) d4, Knowledge (Russian) d4, Knowledge (Spanish) d4, Persuasion d4, Shooting d8, Throwing d6.

Charisma: +0; **Pace:** 5; **Parry:** 6; **Toughness:** 7; **Sanity:** 5.

Hindrances: Bad Luck, Obese, Wanted (Minor).

Edges: Grizzled, Command, Level Headed, Tactician.

WOLFGANG KURTH,
Oberleutnant, age 43

Real Name: Ute Lang, Businessman, Age 43

Appearance: From school you went straight into your family's import/export business and, as you worked your way up, you traded with Great Britain, Canada, and the USA, particularly enjoying your visits to the latter. Spending time in these countries made you realise that as much as Hitler was making Germany great again, he was also putting the country in great danger. This made you ripe for recruitment by a foreign power and when the offer came, it was from MI6, the British Secret Intelligence Service. You have been reporting to London for six years now, primarily via Sweden, and since the war began, as an experienced businessman, you have been working for another agency, Germany's Reich Main Security Office (and its predecessors). You maintain your cover as a businessman and a loyal member of the Nazi party, the latter much to your disgust. Your masters in London have frequently asked you about secret organisations in Germany.

Schellenberg's Promise: Schellenberg not only knows that you are double agent, but approves. Nevertheless, he could inform his superiors at any time.

Cover: You were a shipping clerk in Hamburg before the war and have been a quartermaster since enlisting.


Cth STR 10 DEX 14 INT 16 CON 12
SIZ 11 APP 10 POW 14 EDU 19
SAN 70 Hit Points: 15

Damage Bonus: none.

Weapons: none.

Skills: Accounting 50%, Anthropology 20%, Bargain 50%, Conceal 35%, Cryptography 41%, Disguise 46%, Espionage 46%, Fast Talk 45%, Handgun 40%, Hide 50%, Law 25%, Listen 50%, Persuade 40%, Sabotage 26%, Spot Hidden 45%.

Language Skills: German (own) 99%, English 76%, Swedish 26%.

Sav  **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Cryptography) d6, Knowledge (Demolitions) d4, Knowledge (English) d8, Knowledge (Espionage) d6, Knowledge (Swedish) d4, Notice d6, Persuasion d6, Shooting d6, Stealth d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Cautious, Vow (Minor; Nazi Party), Vow (Major; MI6).

Edges: Alertness, Great Luck, Luck.

FRANZISKA KELLMAN, Oberleutnant, age 30

Real Name: Anne-Kathrin Hoeck, *Hauptmann*, age 29

Appearance: Your family made its money in dyes, enough so you could travel, including visiting relatives in the USA. You would spend summers in the Hamptons, picking up an accent that would annoy your tutors at finishing school. When Hitler came to power you were not a supporter of the Nazis, a preference that you have learned to hide in the last ten years. Your disgust has grown and grown in recent years; you even harboured those that Hitler and all too many of his cronies would have made disappear. While your family's money is enough to ensure that you could live a life without the need to work, you have to be seen to be part of society and a respectable Nazi. So, you enlisted as a nurse in an auxiliary unit. Your respectability has bolstered your rise in rank.

Schellenberg's Promise: Schellenberg knows that you have been harbouring Jews and has promised not to inform the authorities.

Cover: You have been assigned to ensure the health of any prisoners in the forthcoming offensive.

Gth

STR 13 **DEX** 14 **INT** 17 **CON** 11
SIZ 12 **APP** 11 **POW** 12 **EDU** 15
SAN 60 **Hit Points:** 13

Damage Bonus: +1D4

Weapons: none.

Skills: Art (Oil Painting) 65%, Biology 26%, Climb 26%, Close Combat 27%, Command 30%, Credit Rating 65%, Dodge 26%, Drive Automobile 40%, Fieldcraft 15%, First Aid 59%, Handgun 32%, Medicine 45%, Military Doctrine 13%, Persuade 55%, Pharmacy 41%, Psychology 45%, Ride 35%, Rifle 26%, Shotgun 40%, Tactics 17%.

Language Skills: German (own) 70%, English 80%, French 21%, Latin 20%.

Sav



Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Driving d6, Fighting d4, Healing d10, Knowledge (English) d8, Knowledge (French) d4, Knowledge (Latin) d4, Knowledge (Psychology) d6, Persuasion d8, Shooting d6.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 6.

Hindrances: Death Wish, Stubborn, Vow (Major: Overthrow the Nazis).

Edges: Healer.





CHAPTER 4

New Tomes and Equipment

"Results are what you expect, and consequences are what you get."
- Unknown

The majority of the equipment, spells, and tomes mentioned in *Kontamination* can be found in *Achtung! Cthulhu: the Investigator's Guide to the Secret War* and *Achtung! Cthulhu! The Keeper's Guide to the Secret War* (as well as the *Call of Cthulhu, Sixth Edition* rulebook, for those not playing *Savage Worlds*). New tomes, vehicles and weapons are detailed below.

MYTHOS AND OCCULT TOMES

Occult Tomes

Sav Several of the tomes detailed here do not grant (or curse) investigators with Mythos knowledge, but instead give them an ongoing +1 bonus to Knowledge (Occult) rolls. Reading several of these books is possible, but will only ever increase the bonus to a +2, and never higher. However, this bonus can be combined with the Scholar Professional Edge, giving investigators a potential of +4. These investigators will be acknowledged world famous experts in the Occult.

THE GOLDEN BOUGH—in *English*, by Sir George Frazer, pub. 1890. Originally a two volume set, a greatly expanded, thirteen volume edition is published between 1911-1915. The work is usually described as a classic of anthropology, which explores the development of religious, magical, and scientific thought. Many US libraries carry an abridged version.

Cth See the *Call of Cthulhu, Sixth Edition* rulebook, p.92 for further details.

Sav **Language:** English (+0). 4 successful rolls required to read the book. Success gives the reader an ongoing +1 bonus to all subsequent Knowledge (Occult) rolls, but **does not** increase the reader's Knowledge (Mythos) skill. **Spells:** none.

Mythos Grimoire: **REMNANTS OF LOST EMPIRES**—in *German*, by Otto Dostmann, pub. 1809.

Cth See the *Call of Cthulhu, Sixth Edition* rulebook, p.99 for further details. The spells contained within are at the Keeper's discretion, but could include Dominate and Flesh Ward, to explain where Engel obtained those spells.

Sav **Language:** German (+0). 4 Successful rolls needed to read the book. **Spells:** at the Keeper's discretion, but could include *dominate* and *flesh ward* to explain where Engel obtained these spells from.

Mythos Grimoire: **VON DENEN VERDAMMTEN**—in *German*, by Edith Brendall, pub. 1907.

Cth See the *Call of Cthulhu, Sixth Edition* rulebook, p.99 for further details. The spells contained within are at the Keeper's discretion, but could include Create Gate and Elder Sign, to explain where Engel obtained those spells.

Sav **Language:** German (+0). 8 Successful rolls needed to read this book. **Spells:** at the Keeper's discretion, but could include *create gate* and *elder sign* to explain where Engel obtained these spells from.

THE WITCH-CULT IN WESTERN EUROPE—in *English*, by Dr. Margaret Murray, pub. 1921. There have been many editions and printings since the first modern English

Cth

New Equipment

| Vehicle | Country | Spd. | Weapons | Damage | Crew | Armour (Front/Side/ Rear/Top) | HP | Handl. | Accel./ Decel. |
|--------------|------------|------|-----------------|--------|------|-------------------------------------|----|--------|-------------------|
| M8 Greyhound | Britain/US | 6 | 37mm gun | 6D6 | 4 | 15/15/15/15 | 30 | 8 | x3 |
| | | | .50 machine gun | 2D6+4 | | | | | |
| | | | .30 machine gun | 2D6+4 | | | | | |

| Equipment | Country | Available | Starting Skill | Damage Done | Base Range | Attacks/ Round | Rounds in Gun | HP | Malf |
|---------------------------|---------|-----------|-------------------|----------------|---------------|-------------------|------------------|----|------|
| Flammenwerfer (FmW) 46 | Germany | 1944 | Heavy Weapons | 2D6 +shock | 25y | 1 | 10 | 8 | 95 |

Sav

| Vehicle | Acc./ TS | Toughness (Front/Side/Rear) | Crew | Notes | Weapons | Weapon Statistics |
|--------------|-------------|--------------------------------|------|--------------|-----------------------------------|---|
| M8 Greyhound | 6/25 | 10/10/10 (3/3/3) | 4 | Heavy Armour | 37mm gun (HE 80 rounds) | 50/100/200, damage High Explosive 4d6, AP 3, RoF 3, Medium Burst Template, Heavy Weapon |
| | | | | | .50 machine gun (3,000 rounds) | 2d10, 50/100/200, AP 4, RoF 3, Heavy Weapon, Auto |
| | | | | | .30 machine gun (1,000 rounds) | 40/80/160, 2d8+1, RoF 3, AP 2, Auto |

| Equipment | Template | Damage | RoF | Range | Shots | Min Str | Weight | Notes |
|---------------------------|----------|--------|-----|-------|-------|---------|--------|-----------------|
| Flammenwerfer (FmW) 46 | Cone | 2d10 | 1 | — | — | — | 60 | Ignores armour. |

Fire certainly has its uses,
although I doubt this is
quite what Prometheus
had in mind....

-R.D.



Photo: Scheck - Nordfrankreich, Soldat mit Flammenwerfer, 1944
- Bundesarchiv, Bild 101I-299-1808-15A / Scheck / CC-BY-SA

octavo version, complete with resplendent dust jacket. The work makes connections between the purported “covens” of the medieval period with pre-Christian beliefs that now only survive as superstitions, having been driven underground long ago by the Church. Bookstores and libraries regularly have copies of this publication.

Cth

See the *Call of Cthulhu, Sixth Edition* rulebook, p.92 for further details.

Sav

Language: English (+0); 4 successful rolls required to read the book. Success gives the reader an ongoing +1 bonus to all subsequent Knowledge (Occult) rolls, but **does not** increase the reader's Knowledge (Mythos) skill. **Spells:** none.

NEW VEHICLES

M8 Greyhound Armoured Car

The M8 Greyhound is developed to fill a need for fast-moving reconnaissance vehicles. Its speed is very good: capable of 55mph (90km/h) on a good road. However, in woods, muddy, or snow-covered terrain, or broken, rocky terrain

it is rarely up to the task of surmounting such difficulties; limitations which make it particularly susceptible to ambush under these conditions.

First entering combat service in early 1943, the M8's undercarriage is lightly armoured, making it highly vulnerable to land mines. M8 crews implement a stop-gap fix

The M8 Greyhound is developed to fill a need for fast-moving reconnaissance vehicles.

to protect themselves: lining the floor of the vehicle with sandbags. The M8 can carry up to 80 rounds for its 37mm gun, but this is reduced to 40 rounds or less if equipped with a second radio to facilitate forwarding orders and information to and from other reconnaissance units and central command.

Armed with a 37mm main gun, as well as 50-calibre and 30-calibre machine guns, the M8 is a match for other armoured cars, light tanks, and infantry. Unfortunately, medium and heavy tanks and anti-tank weaponry can destroy an M8 with ease.

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