

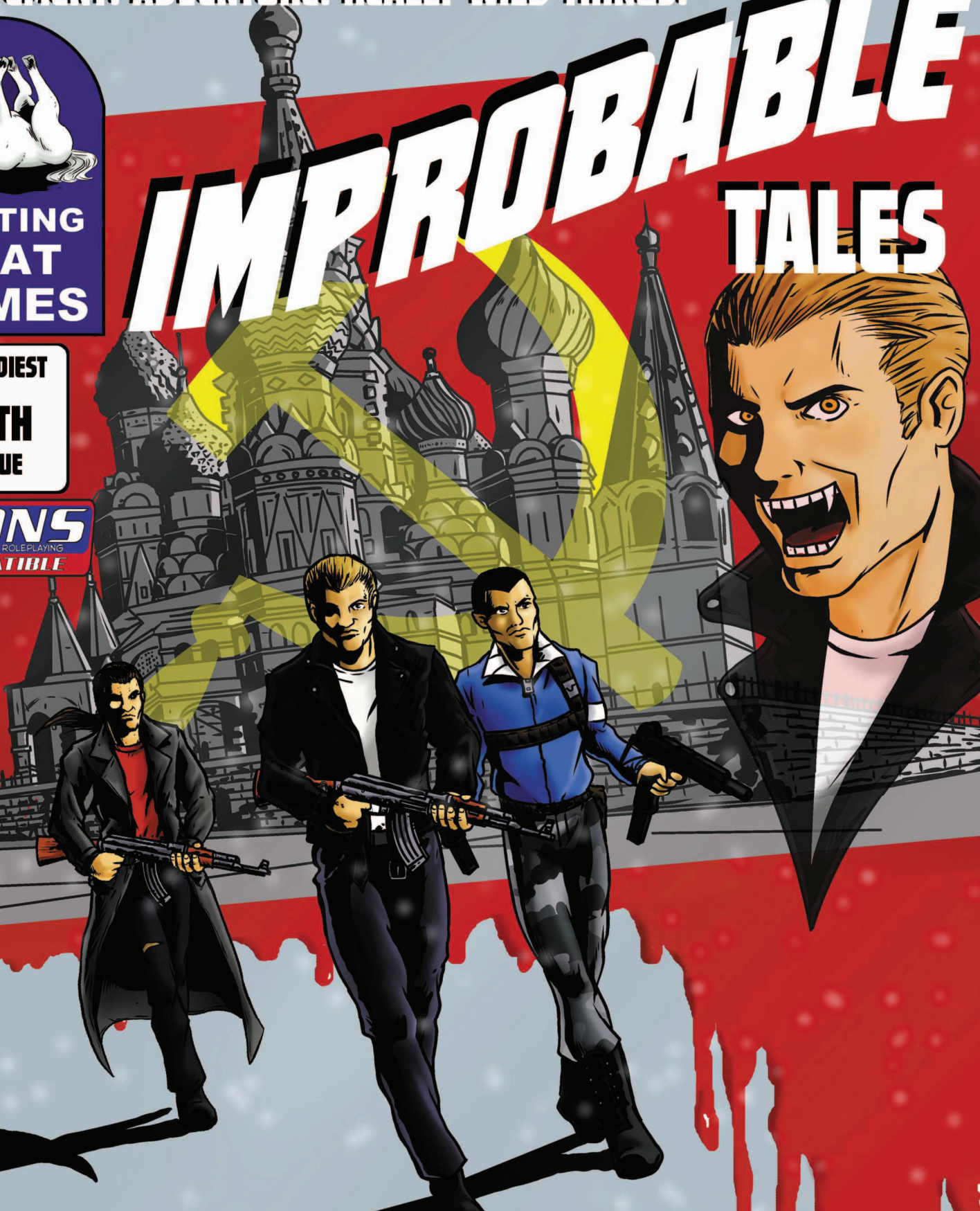
EXCITEMENT! ADVENTURE! REALLY WILD THINGS!



BLOODIEST
4TH
ISSUE

ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

IMPROBABLE TALES



VAMPIRES OF RED SQUARE

почему вампиры в kremlin?

FAINTING GOAT GAMES

PRESENTS

VAMPIRES OF RED SQUARE

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ADDITIONAL FONTS BY BLAMBOT.COM

Introduction

Remember the old GI Joe cartoon? Every so often there'd be a high-stakes episode where the Joes were involved in a crazy climactic battle, Such as - fighting aliens (who were actually COBRA agents) in flying saucers trying to destroy Moscow and Washington, DC, Or the one where they had to use a wind-powered naval vessel (the USS *Constitution*) to save the US Navy's Atlantic Fleet because COBRA had used an EMP to take out all modern naval vessels?

That's the kind of quirky fun we're aiming for here. For good measure, we've designed it so that you get to punch Nazis and hunt vampires (two great tastes that go great together, right there). It's intended to be a quick episode for your group, though it could be easily incorporated into a longer adventure.

411 for the GM: Here is what's going on

Plot Points

- 1) A horde of vampires has besieged Red Square in a coup attempt. The PCs are transported to the scene by super-agency P.A.T.R.I.O.T. to help.
- 2) A squad of undead (and possibly time-travelling) Nazi holdouts from World War 2 is leading the vampire army.
- 3) While the Russian military holds off the rank and file, the PCs are tasked with neutralizing the leadership of the undead army. The heroes are dispatched to several "hotspots" on the battlefield to counter these threats.
- 4) The chief vampire (Baron Mannheim) has been spotted entering Lenin's Tomb. The PCs need to stop him before he can raise the Soviet leader as his undead thrall.

Enemies

Baron Mannheim
Dr. Night
SS Vampires
Vampire Troopers
Hauptmann Fafnir

Bloodwolves (Nazi Werewolves)

Important NPCs

Night Hunter – archer agent of super-agency P.A.T.R.I.O.T. (Primary Anti-Terrorist Regional & International Operations Taskforce).
Endangered civilians and government officials

Action Scenes

Dr. Night
Fafnir Attack
Tank!
Flying Bloodsuckers!
Battle at Lenin's Tomb

Set-Up:

How the Heroes Get Involved

Exposition – sometimes it can set the perfect tone for a gaming session. Sometimes it just slows down a session before it even gets started.

We're giving you both options. If you're a "Have fun NOW" kind of group, just use the Quick Briefing below and then jump down to the Battle Begins section and get rolling.

Does your group need more than that? Then use the Extended Briefing section below

Quick Briefing

Night Hunter, an agent of super-agency P.A.T.R.I.O.T. (Primary Anti-Terrorist Regional & International Operations Taskforce) shows up that the PC's HQ where they are all relaxing or having a potluck or whatever heroes do in their downtime. He arrives with a tablet computer, with a video at the ready.

Night Hunter says:

"Gentlemen and Ladies, I'm Night Hunter of P.A.T.R.I.O.T. This message is for you."

The screen comes alive with the face of a stern-looking general, wearing a US Army uniform and chomping a cigar. He's African-American, with a thick mustache.

"There's a vampire army attacking Red Square in

Moscow. That's right, ladies, freaks are attacking our allies and they need support. We suspect time-traveling Nazis (led by a goose-stepping vampire named Baron Mannheim) are behind it. Russian military is not responding and the bloodsuckers have already begun an assault on the civilian populace. I don't know if the Russkies can't or won't protect those people, but it's clear we can't let the bloodsuckers take over the largest country in Europe. Due to your so-called 'abilities,' you've been deputized by P.A.T.R.I.O.T. to deal with this crisis. I've got a scramjet parked in the street. We can be there in 10 minutes. Let's go, freaks, the world needs you."

Extended Briefing

The P.A.T.R.I.O.T. agent Night Hunter had deputized the PCs to respond to an urgent global crisis in the Russian capital.

The scene opens with the heroes on a P.A.T.R.I.O.T. scramjet as it approaches Moscow.

As the jet begins its landing cycle, he summarizes the mission briefing:

"We're working with an Omega-Level global threat in Red Square, so we've deputized you to help respond to this.

At 21.00 hours Moscow time, a brigade-sized force of vampires surrounded Red Square and demanded the immediate surrender of the Russian government. They announced that they intend to establish a Vampire Nation where their kind can finally live in the open – with humans in their rightful place as chattel.

The Russian senior officials are trapped in the Palace of Congresses at the Kremlin, cut off from outside military aid. Their only line of defense against a vampire army is the handful of Interior Ministry soldiers who were on guard duty, a few dozen P.A.T.R.I.O.T. commandos we've been able to airlift in, and you.

We don't believe this is just an undead uprising. According to satellite imaging, a Nazi meta-human from WW2 has resurfaced and covertly created an

army of vampires and other supernatural creatures. We've identified him as Baron Mannheim — a leader of a Nazi super-human squad that was called the Night Brigade. His second-in-command is a necromancer known as Dr. Night.

Our current theory is that Mannheim (and the supernatural agents under his command) used time travel to bring him to the modern age. He was facing imminent defeat during the Siege of Stalingrad, and being a part of a Fifth Column within the Nazi's Occult Bureau, he would not be defeated so easily. The Night Brigade was last seen disappearing in a flash of light just before Soviet super-soldiers would have overwhelmed their position. We believe Dr. Night did a ritual to transport them forward in time.

Regardless of how he got here, Mannheim has rapidly built an army of vampires and is trying to finish what Hitler started back in WW2.

If he captures the Palace of the Congresses in Red Square (where the Russian President and senior government ministers are barricaded after a late-night meeting), he'll have at least partial control of the country. This must be stopped at all costs.

He's disrupted domestic communication networks in Russia enough to hamper response. He also appears to have compromised enough of their military leadership to prevent any meaningful military response."

Tactical Situation

(It will be helpful to use the map of Red Square as a visual aid when presenting this information to the players.)

Night Hunter delivers the dire tactical situation to the heroes in his to-the-point style:

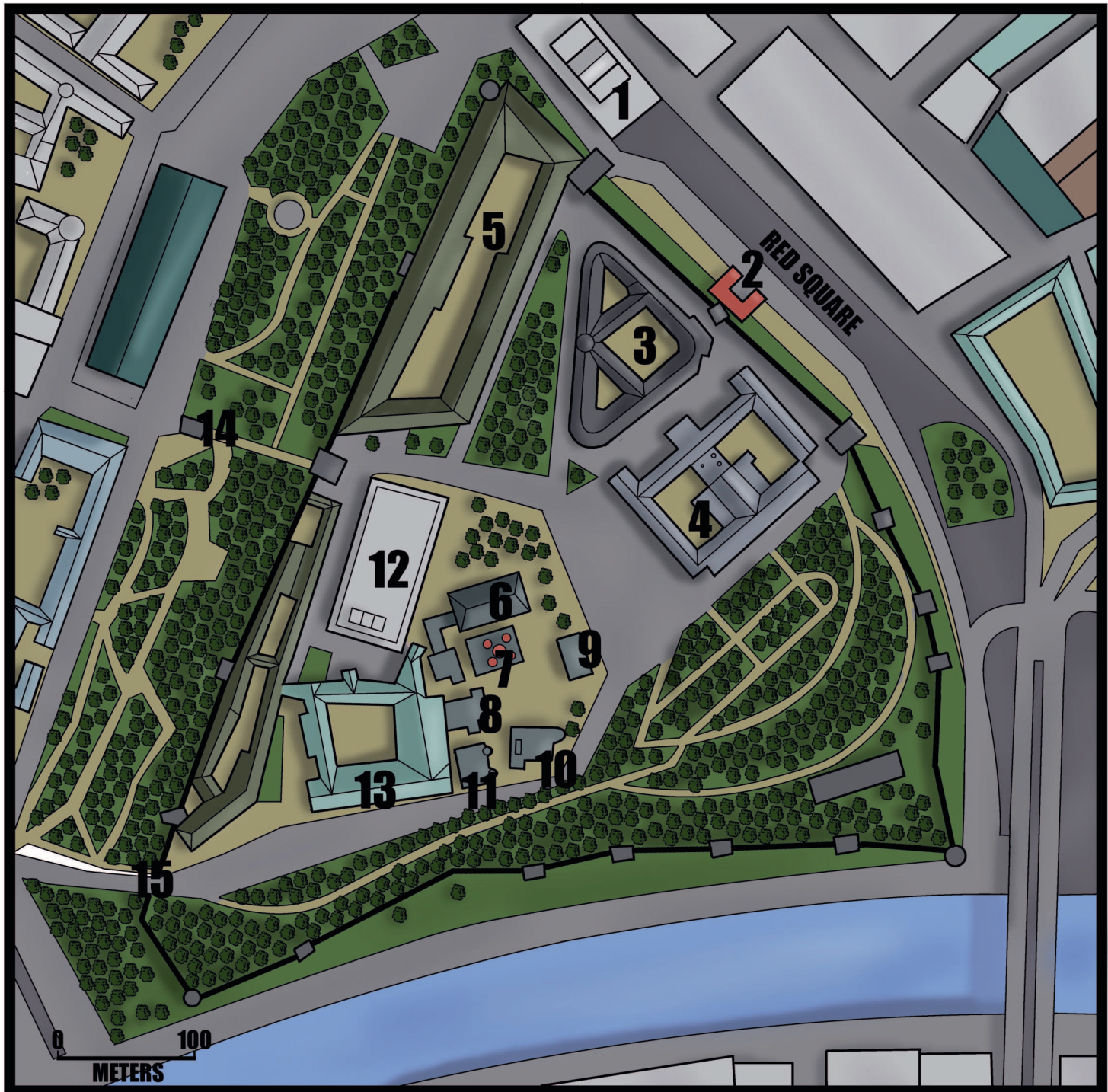
"We're almost fully compromised. The only building in Red Square that we know for sure is still under human control is the Palace of Congresses (12 on the map). Everything else – we've lost contact with. The Moscow Regiment (who previously were in the Arsenal) have taken up

THE KREMLIN

1: HISTORICAL MUSEUM
2: LENIN'S MAUSOLEUM
3: PRESIDENTIAL PALACE
4: ADMINISTRATION BUILDING
5: ARSENAL

6: CATHEDRAL OF THE TWELVE APOSTLES
7: ASSUMPTION CATHEDRAL
8: THE PALACE OF FACETS
9: IVAN THE GREAT BELL TOWER
10: ARCHANGEL CATHEDRAL

11: ANNUNCIATION CATHEDRAL
12: PALACE OF CONGRESSES
13: TEREM PALACE
14: MAIN KREMLIN ENTRANCE
15: THE ARMORY



Red Square Locations

1) Historical Museum – Massive museum of Russian history containing over 4 million items on display. Its exhibits range from prehistoric items to pieces of art collect by the Romanov Dynasty.

2) Lenin's Mausoleum – Also known as Lenin's Tomb. The embalmed body of Vladimir Lenin (first Premier of the Soviet Union and a pivotal leader in the October Revolution of 1917 that resulted in the creation of the Soviet Union) Lays here. Lenin's embalmed remains have been on exhibit in Red Square since shortly after his death in 1924.

3) Presidential Palace – Formerly known as the Kremlin Senate. Currently it houses the Russian Presidential Administration and is a highly-secured facility.

4) Administration Building – Also known as the Kremlin Presidium or simply as Building 14. Constructed in the mid-1930s, it previously housed the Supreme Soviet, the highest legislative body of the Soviet Union. Currently, it houses various offices of the Russian presidential administration.

5) The Arsenal – The northern corner of the Kremlin is occupied by the Arsenal, which was originally built for Peter the Great in 1701. It is currently a military facility that houses the Moscow Regiment – the military unit that provides security for the Russian President and the buildings of the Kremlin. Over 850 cannon from Napoleon's army are on display along the south wall of the Arsenal.

6) Cathedral of the Twelve Apostles – a minor cathedral commissioned in the 15th Century by the Patriarch Nikon, leader of the Russian Orthodox Church, as part of his residence in Moscow. Currently, it serves as a museum and contains several notable religious icons.

7) Assumption Cathedral – (aka The Cathedral of the Dormition) A Russian Orthodox church located on the north side of the Kremlin's Cathedral Square and is considered the mother church of Russia. It is the former site of the coronations of the Tsar and is also the burial spot of most of the Patriarchs of the Russian Orthodox Church. It is currently an active house of worship that conducts regular services.

8) The Palace of Facets – This is the oldest preserved secular building in the Kremlin (or Moscow in general) and contains what used to be the main banquet reception hall of the Muscovite Tsars. Currently, it is an official ceremonial hall in the residence of the President of the Russian Federation and thus closed to the public.

9) The Ivan the Great Bell Tower – At 266 feet, this is the tallest tower in the Kremlin. It was built in 1508 for the use of the Orthodox cathedrals in the center of Moscow.

10) Archangel Cathedral – A Russian Orthodox church dedicated to the Archangel Michael located in Cathedral Square of the Moscow Kremlin between the Great Kremlin Palace and the Ivan the Great Bell Tower. It was the main necropolis for Russian royalty until the relocation of the capital to St. Petersburg in 1713. There were over four dozen burials here during the 17th and 18th centuries, including that of Saint Pious Tsarevitch. It is currently an active church and museum.

11) Annunciation Cathedral – An ornate cathedral with white limestone façade and gilded onion shaped domes crowning its towers. It dates back to the 15th centuries and contains multiplentable works of art and religious relics – including a reliquary that containsthe remains of approximately 50 religious figures considered saints by the Russian Orthodox Church.

12) The Palace of the Congresses – The State Kremlin Palace is unofficially better known by its previous name: The Palace of Congresses. It is a large modern glass and concrete design, with several floors underground. The main hall is able to hold six thousand people. Over the years this was the main place for mass state events (particularly party congresses).

13) Terem Palace – Also known as Teremnoy Palace it was the main residence of the Russian tsars in the 17th century. Currently it is part of the official residence of the President of Russia.

14) Main Kremlin Entrance – The primary public entrance for Red Square.

15) The Armory – The southwestern section of the Kremlin holds the Armory building. Built in 1851 to a Renaissance Revival design, it is currently a museum housing Russian state regalia and the Diamond Fund. (See the Diehard 3 option under the Optional Big Finish Section for more on the Diamond Fund.)

positions on and around the Palace of Congresses to defend the Russian President and the legislature who were in a late-night meeting. Our job is to help them hold the Palace until daybreak.”

Tactical Situation

(It will be helpful to use the map of Red Square as a visual aid when presenting this information to the players.)

Night Hunter delivers the dire tactical situation to the heroes in his to-the-point style:

“We’re almost fully compromised. The only building in Red Square that we know for sure is still under human control is the Palace of Congresses (12 on the map). Everything else – we’ve lost contact with. The Moscow Regiment (who previously were in the Arsenal) have taken up positions on and around the Palace of Congresses to defend the Russian President and the legislature who were in a late night meeting. Our job is to help them hold the Palace until daybreak.”

6 The Battle Begins

The scramjet begins a vertical landing in Red Square. Out of the windows, the heroes can see the small-arms fire and hand-to-hand fighting between the vampire army and the small force of human defenders protecting the Kremlin.

The scramjet lands and the heroes and Night Hunter disembark. Night Hunter passes out wrist communicators and finishes the briefing:

“The Russian troops and P.A.T.R.I.O.T. commandos have constructed a makeshift barrier from vehicles and concrete highway barricades. This hastily-constructed wall serves as the only protection for the front-line defenders.

Conventional forces should be able to hold off the bloodsuckers until dawn. We need you guys to neutralize Mannheim and his lieutenants. We’ll be dispatching you to hotspots on the battlefield as we catch sight of Mannheim or his leadership.”

Night Hunter glances at a battle map from one of the P.A.T.R.I.O.T. troopers. He looks up at the heroes and says:

“There are multiple hotspots we need you to address immediately to shore up our defenses.”

Action Scene 1: Flying Bloodsuckers

A squad of vampiric SS troopers with jetpacks is harassing the snipers we have on top of the Palace of the Congresses. The snipers have been crucial in this battle. Get up there and neutralize the flying bloodsuckers.

The Boris and Natasha Effect, aka the Chekov Conundrum

You may notice that we have presented the Night Hunter NPC’s lines as fairly straightforward without any hint of Russian characterization. He’s intended as an American character that happens to be intervening in an international incident.

However, you’ve got Russians, Nazis, Vampires - and believe me, handling any one of those accents is a Streepian task.

Accents can be hard - and it’s easy to wind up sounding like a comic relief character from a well-loved sci-fi series.

However, if you feel up to doing a Russian accent for all of Night Hunter’s lines, or sounding like Bela Lugosi or Count Chocula for Dr. Night or the other characters, you could just as easily say he’s a superhero from St. Petersburg who’s trying to save his country by deputizing the heroes to help.

Enemies: Use the SS Vamps from the NPC Section.

Scalability: Consider using the minion damage option for a lighter encounter; alternately, don't use the minion option but do not use the Invulnerability power for these enemies. For a much tougher battle, use the Vampire Lord stats from the NPC section, and put the undead foes within skintight leathers that cover their skin, meaning that only direct sunlight will hurt them.

Situation: (Note: If the PCs don't have flight powers, you might want to bypass this encounter. However, the heroes could also use the elevator or stairs to get to the roof and assist from there. Alternately, a hero could spend Determination to remember that he saw some emergency jet packs (Flight 4) in the P.A.T.R.I.O.T. scramjet.)

Airborne vampires (one per PC) are attacking the Russian snipers on top of the Palace of the Congresses. (Use the Vampire Trooper from the NPC section.)

The vampires do not have natural flight powers and are instead using jetpacks (Flight 4). A successful called shot maneuver (ICONS, p. 67) will disable the jetpack and send the vampire falling to the ground. At GM's discretion, a called shot might cause the jetpack to detonate like a small bomb, inflicting Blast 5 damage on everyone in close range.

Enemy Tactics: After half their number is defeated, the vampires will withdraw. If the GM wanted to make things interesting, one or two of vampires

might consider suicide attacks in which they'd crash into a crowd and detonate their jet packs (see above for damage from detonating jetpack). Remember that airborne targets can be slammed regardless of comparative Strength levels.

Action Scene 2: Naziferatu

Night Hunter radios the PCs with an urgent update:

"A squad of SS vampire stormtroopers are storming the north barricade. These are older, stronger vampires than the front-line cannon fodder. These battle-hardened SS vamps are very tough and they're cutting through our troops like a fat kid through birthday cake. The line is threatening to break – get over there and eliminate this threat!"

Enemies: SS Vampires
Vampire Troopers
Bloodwolves (optional)

Situation: The suggested number of vampires is equal to the number of PCs engaging them. When the PCs approach the front lines, they see the SS vampires wading into the human commandos, tossing them aside and taking out with minimal effort. If the PCs don't stop this advance, the lines will collapse and the defenders will have to fall back and regroup.

Scalability: Consider using the minion damage option for them to provide a lighter challenge. For a more difficult encounter, consider adding a level or two of Invulnerability to the SS Vampires and/or have a squad of Bloodwolves reinforce them.

Villain Tactics: The vampires will use speed (Fast Attack) to engage as many targets as possible. They will break off and withdraw after half their number has been defeated.

Action Scene 3: Doctor Night

The heroes' communicator crackles and Night Hunter gives them this dispatch:

"The Nazi mystic, Dr. Night, has stormed the eastern line. (This is the guy we think is behind the Nazis' time travel.) He's summoned some kind of



Those Crafty Heroes, or, What Would MacGyver Do?

"Maybe it's about time I expanded the realm of possibilities around here." — MacGyver

Chances are your players will think of some ideas I didn't while this was being written. Here are a couple of interesting angles that came up in playtesting.

Magic

In one playtest group, a mystical hero wanted to do a ritual to cause Red Square to fill with sunlight. The GM had her do a Success Pyramid (Villainomicon, P. 17) with appropriate tasks and she (with help from her party) succeeded. The blast of sunlight obliterated most of the vampires. The remaining adversaries were a handful of Bloodwolves, Dr. Night, Fafnir and Baron Mannheim (who, the GM ruled, was already inside Lenin's Tomb). Therefore, the ritual did successfully destroy Mannheim's army and allowed the PCs to fast-forward to the climactic battle inside the mausoleum.

Science

In another playtest group, a science hero with a high Intellect score performed an Invention stunt (ICONS, p. 63) to cannibalize the P.A.T.R.I.O.T. scramjet and engineer a UV radiation bomb that he used to make short work of the vampire army.

Religious Symbols and Relics as Weapons

Despite once being the seat of power of the Soviet Union, Red Square has a **ton** of churches — including at least one that holds the bones of a saint.

In case your players decide to take advantage of this here are some quick stats:

Crucifixes: Treat as Affliction 5 when attacking undead

Holy Water, Holy Relics (bones of saint, etc): Treat as Affliction 7 against Undead.

Religious relics or crucifixes will bypass any damage resistance that vampires have.

The Tsar Cannon

The largest bombard in the world (per the Guinness Book of World Records) is in Red Square: the Tsar Cannon. It's located just past the Armory (15 on the map) and faces the Presidential Residence (3 on the map). Right next to it are (ornamental) cannonballs that weigh one ton each. (Strength of 6 to lift. Strength of 8 to lift and throw to close distance. See ICONS, p. 59 for more on throwing objects).

Technically, the cannonballs are too large to be effectively fired from the Tsar Cannon — **but** we're trying to emulate superhero fiction here. If the heroes want to use the Tsar Cannon, we recommend you require a massive success on an appropriate test to get it functional and allow the players to use the Success Pyramid option to creatively accumulate successes toward this goal. A functional Tsar Cannon will be a powerful weapon with an attack of Blast 8. Note that it weighs easily as much as a tank and will require a Strength of 8 to move and aim.

If a clever hero were to load up the Tsar Cannon with religious relics (which can readily be found at the many churches in Red Square) and use it as a giant shotgun (the cannon was actually designed to fire grapeshot, so this is a legitimate option), the damage inflicted will bypass the damage resistance of the undead army.

demonic minions and they're making short work of our troopers. Our forces are falling back fast. This could be the breaking point. Hold the line against his demons! Keep this from becoming a rout so that we can regroup and solidify our position!"

Enemies: Dr. Night
Demon Minions

Situation: The suggested number of minions is the twice the number of PCs engaging them. When the PCs approach, they see the soldiers running from the horde of minions that Dr. Night has unleashed upon them. Dr. Night is floating above the ground with an evil gleam in his eye.

Scalability: We suggest using the minion damage option with the Demon Minions. Consider having Dr. Night summon more, tougher-looking minions (who don't use the minion damage option) if the demons are dropping too easily.

Villain Tactics: When Dr. Night sees the PCs interfering, he will use his mystic blast to counter

the heroes. At GM's discretion, he may use the Multiple Targets Maneuver (ICONS, p. 68) to attempt to attack all the heroes at once with his Mystic Blast power (this gives a -4 to his attack test).

Dr. Night will not retreat unless 2/3 of his Stamina is gone.

Dr. Night is well-practiced in the art of quick escape, and has a spell waiting to go off once he's uttered the magic words and performed the necessary gestures. This will allow him to teleport to the side of Mannheim for the final showdown using Teleport 6. He won't be able to perform this feat again during the adventure; he simply doesn't have the time.

Action Scene 4 – Fafnir!

"A mystical stormtrooper by the name of Fafnir is storming the north barricade, with a squad of vampires as backup. He's largely impervious to small-arms fire and he's got a hellfire flame thrower that's roasting our troops. The line is threatening to break. Get over there and eliminate this threat!"

Reap the Whirlwind (Optional)

Dr. Night has the Elemental Control (Wind) power. In our default suggestions for his tactics, we do not suggest that you have him attack with a windstorm or tornado. However, if you have heroes with certain powers that could be used to counter such an attack (such as Elemental Control, Flight, or Super-Speed), that could enhance the encounter in a fun way.

If the heroes successfully test their powers against 7 (the level of Dr. Night's tornado) then they successfully dissipate the storm.

See page 10 of the Villainomicon for more details on dealing with a storm.

In addition, Dr. Night is trying to use the classic battle tactic of overwhelming force to hammer the Russians; a blitzkrieg — with super-powered and mystical beings rather than the superior firepower — instead of the panzers, rockets, and artillery that would have been used in conventional warfare.

With that thought in mind, think of Night's Element Control as artillery, lifting large objects and launching them into the Square from the outskirts. He's using the Demons to create a fortified artillery position, rather than just attacking with abandon at the line of defenders

Enemies: Hauptmann Fafnir from NPC section. Vampire Troopers from NPC section (the suggested number of minions is equal to the number of PCs engaging them)

Scalability: Our default suggestion is using the minion damage option for the Vampire Troopers. Drop this if it proves too easily or consider upgrading the Vampire Troopers to the Vampire Lord (also found in the NPC section). If Hauptmann proves too difficult for your heroes, remember to let the Determination fly in this portion of the game. They can tag up on his Device Weakness. They can also spend Determination for a hint to notice that a called shot (ICONS, p. 67) to the backpack that fuels his hellfire thrower would likely cause it to explode.

Note: Remember to make use of Fafnir's Fast Attack power to make him a greater threat. Fafnir will retreat after 2/3 of his Stamina is gone, using the same kind of spell that Dr. Night had prepared for himself.

Action Scene 5 (Optional): Tank Attack

Introduction

The heroes' wrist communicators buzz again. The Night Hunter gives them the following briefing:

"The leeches have captured a tank and are trying to bulldoze through the western line. Intercept and neutralize immediately."

Enemies: Russian Tank
Vampire Troopers

Note: This encounter might not be for all groups. The tanks can be very difficult to take out without high-end Strength or powerful attacks.

Situation: The hastily-constructed barrier along the front line serves as the only protection for the defenders, who are grimly staring at the tank as it thunders towards them. A squad of vampire troops (who number the same as the PCs) is moving up behind the tank as it advances. The defending human troops are firing from behind their barricade – but it is woefully ineffective against the tank.

The tank will reach the front lines in 3 panels after the PCs arrive.

Villain Tactics: The vampires manning the tank (there are 3 of them) are determined to break through the ranks. They won't stop until their tank is disabled (i.e., when all of its Stamina is gone). They will bulldoze through the front line, trading shots and making a direct path for the Palace of Congresses. Their ultimate goal is to storm the complex and hold the senior government ministers.

The vampire troopers supporting the tank will retreat back to their own line when the tank is disabled.

Scalability: For a tougher encounter, have a second tank join the raid and a second squad of 10 vampires following them providing infantry support. For a lighter encounter, use the minion option for the troopers.

Action Scene 6: Battle at Lenin's Tomb

Introduction: Night Hunter dispatches the heroes to Lenin's Tomb with the following:

"P.A.T.R.I.O.T. satellites have gotten a fix on Mannheim. Mannheim was seen entering Lenin's Tomb with some mystics, including Dr. Night. We think he is raising Lenin in a (probably misguided) attempt to shake the resolve of the Russian soldiers on the line. I don't think Mannheim realizes just how much things have changed in Russia. In any event, this is our best chance to take him out. And — if we can take out Mannheim — then his army will crumble and retreat."

Enemies: Baron Mannheim

Dr. Night

Nazi Mystics (use ICONS Stock Character cultist)

SS Vampires

Bloodwolves

(Optional) the newly reincarnated Vladimir Lenin

Situation: As the heroes enter the tomb, Mannheim and two Nazi mystics scowl at them from the raised dais next to Lenin's coffin. A squad of SS Vampires

(numbering the same as the heroes) is between the heroes and Mannheim. Mannheim points at the heroes with a bony finger and screeches:

“Keep them at bay! The ceremony is almost complete!”

Within 5 pages (GM’s discretion), Mannheim, Dr. Night and his mystics will have completed the ritual and resurrected Lenin as a zombie loyal to Mannheim.

Scalability: If an easier encounter is desired, consider using the minion option for the SS vampires, the mystics, and the resurrected Lenin. For a more difficult encounter, add in any of the other major threats (Bloodwolves, Fafnir or Dr. Night) who survive previous encounters with the heroes. For a much more difficult encounter, considering using the Giant Lenin option described in the Optional Big Finish.

Villain Tactics: The SS Vampires will immediately close to melee distance and clash with the PCs. Mannheim will join the melee either when he completes the ceremony or if it is interrupted. The mystics will try to keep their distance and use Mystic Blast to attack. If things start to go badly (most of his underlings are defeated or 2/3 of his Stamina is gone), Mannheim will direct any of his remaining allies to keep the heroes occupied while he attempts to escape from Lenin’s Tomb. Mannheim will most likely try to use his Alternate Form (Gaseous) power to escape.

OPTIONAL BIG FINISH

So, maybe the situation went too quickly. Maybe you want to ramp up and go for a big finish.

1) A Giant Amongst Men. Either right before trying to escape or with his dying breath, Mannheim looks up at the heroes and then points at the shambling corpse of the undead Vladimir Lenin.

“You think you have bested me, heroes. But you have yet to even glimpse my full power!”

He dies immediately after sending a powerful ray of dark magic into Lenin (resurrecting him if the heroes



had defeated him), causing him to grow to gigantic proportions (Growth 8), bursting out of any building and into the city outside. (Growth 8 gives Lenin Strength 8, -2 to Defense rolls, and a new height of 30 feet. Usually, Growth 8 will also give Invulnerability 8 – but due to the frailty of Lenin’s preserved corpse, in this case, lower his Invulnerability to 4.)

Confused and filled with inarticulate rage, the giant undead Lenin rampages through Red Square.

How do you stop a giant Lenin? Brute force is one option. Alternately, a counter-ritual could be done as a success pyramid to drain the dark energy from Lenin and return him to his rightful state (i.e., dead)

2) Zombies! Optionally, Mannheim shoots a blast of dark mystical energy into the Kremlin wall necropolis where dozens of former premiers (Stalin, Brezhnev, Andropov), generals, and cosmonauts are interned. The deceased heroes of the former Soviet Union shamble to life and attack the heroes. Use the Zombie from the Stock Character section in ICONS. The number of zombies is left up to the GM.

3) The Diehard 3 Option. As the PCs are battling Baron Mannheim in Lenin’s Tomb, he receives a

radio transmission saying simply:

"The package has been secured."

Mannheim smiles at the PCs and flees using his Alternate Form power to shape-shift into fog. (Give the PCs a point of Determination as this was a plot point they could not avoid.) When the PCs leave the tomb to give chase, they notice Mannheim climbing into the lead truck in a convoy of 3 heavy cargo trucks that's pulling away from the Armory. Night Hunter radios the PCs.

"It was all a ruse," he grumbles.

"The Red Square Armory is the resting place of the Diamond Fund – the largest cache of gemstones anywhere in Eurasia. It's like the Russian version of Fort Knox. It turns out that the vampires' coup attempt was just a feint to cover up their heist."

Each truck is guarded by a group of vampires (either SS Vampires or Vampire Troopers at the GM's discretion) whose numbers are half those of the PCs. The lead truck has Baron Mannheim as well. Within 10 panels, the trucks will arrive at a rendezvous point where they will transfer their ill-gotten jewels to 3 waiting helicopters. (Stats for both trucks and helicopters are in the NPC section.)

Resolution

- After the PCs have neutralized the leader and elite forces of the Vampire Army, the remaining undead force will break and flee before dawn.

- If the fight goes badly (the PCs are defeated or have to retreat), P.A.T.R.I.O.T. commandos have prepared for this contingency. They fall back to an Interior Ministry bunker a few miles away to plot a counter-attack on the Kremlin (which is now controlled by the undead). They'll have to strike fast before the vampires can (attempt to) bring the military under their sway. A strike team including the PCs is prepped for a stealth mission to infiltrate the Palace of Congresses and take out the Vampire Army leader, Baron Mannheim. Mannheim will be guarded by a handful of his SS Vampires (who number the same as the PCs). Luckily, P.A.T.R.I.O.T. has a Russian operative who is familiar with the

Kremlin and who can lead the PCs into the complex via the sewers and maintenance tunnels. They will be able to infiltrate directly to Mannheim's current position in a subterranean communications room.

Many thanks to:

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NPC SECTION

Vampire Trooper

Prowess 3
Coordination 5
Strength 3
Intellect 3
Awareness 3
Willpower 2

Stamina 5

Specialties

Deception
Stealth
Weapons (Guns)

Powers

Immortality
Life Drain 3
Wall-Crawling 2
Life Support 10 (Cold, Breathing, Eating, Heat, Pathogens, Pressure, Radiation, Sleeping, Toxins, Vacuum)
Blast 4 (Shooting) - Gun
Resistance 1 (Physical Damage)

Qualities

Vampire (Undead)

Challenges

Must Drink Blood to Survive (Stamina only regained through Life Drain)

Vampiric Weaknesses: Destroyed by sunlight or beheading (negates Immortality); silver weapons cause normal damage (negates Resistance); repelled by crosses; a stake through the heart causes an automatic Stun result that lasts until the stake is removed

Point Total 43

Description:

These vampires have been hurriedly created by Mannheim to form his undead army. They're very new to the undead life and not as strong or capable as the SS Vampires or Mannheim himself.



SS Vampires

Prowess 5
Coordination 5
Strength 5
Intellect 3
Awareness 3
Willpower 2

Stamina 7

Specialties

Military
Stealth
Martial Arts
Weapons (Guns)

Powers

Immortality
Life Drain 5
Wall-Crawling 2
Life Support 10 (Cold, Breathing, Eating, Heat, Pathogens, Pressure, Radiation, Sleeping, Toxins, Vacuum)
Blast 4 (Shooting) - Gun
Resistance 1 (Physical Damage)

Qualities

Vampire (Undead)

Challenges

Must Drink Blood to Survive (Stamina only regained through Life Drain)

Vampiric Weaknesses: Destroyed by sunlight or beheading (negates Immortality); silver weapons cause normal damage (negates Resistance); repelled by crosses; a stake through the heart causes an automatic Stun result that lasts until the stake is removed

Point Total 50

Description:

These SS troopers volunteered to have Mannheim "embrace" them so that they could better serve Hitler as vampiric stormtroopers in the Night Brigade. They are battle-hardened and blindly loyal to Mannheim.



Baron Mannheim

Prowess 5
Coordination 5
Strength 5
Intellect 6
Awareness 3
Willpower 3

Stamina 8

Specialties

Deception
Weapons (Guns)
Occult Master
Stealth Expert

Powers

Immortality
Life Drain 4
Wall-Crawling 2
Life Support 10 (Cold, Breathing, Eating, Heat, Pathogens, Pressure, Radiation, Sleeping, Toxins, Vacuum)
Blast 4 (Shooting) - Gun
Resistance 3 (Physical Damage)
Alternate Form 7 (Gaseous)
Fast Attack 1

Qualities

Vampire (Undead)
Time-Traveling Nazi Vampire Commando

Challenges

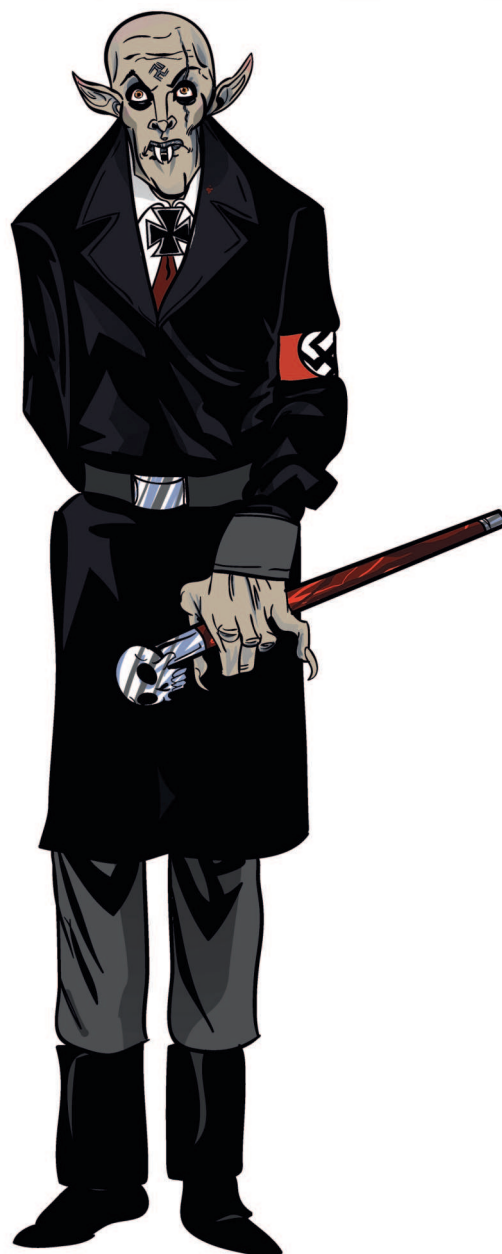
Must Drink Blood to Survive (Stamina only regained through Life Drain)

Vampiric Weaknesses: Destroyed by sunlight or beheading (negates Immortality); silver weapons cause normal damage (negates Resistance); repelled by crosses; a stake through the heart causes an automatic Stun result that lasts until the stake is removed.

Point Total 66

Description:

Baron Mannheim is 340 years old and was haunting the hills of central Europe for decades before being



15

recruited by the mystical branch of the Nazi party into fighting for Hitler. He led his supernatural commando team, the Night Brigade, to many victories in France, Poland, and Russia before they disappeared in a flash of light while being overrun at Stalingrad.

The flash of light was actually a time-travel spell cast by Dr. Night to save his team. He had only meant to send them a few days into the future – but in the panic of the moment, he mistakenly sent them six decades ahead, into the 21st Century.

Mannheim decided to make the best of the situation and launch a blitzkrieg attack on Moscow as the first step in restoring the Reich.

Hauptmann Fafnir

Real name: Kurt Ramsden

Origin: Gimmick

Prowess 5

Coordination 7

Strength 4

Intellect 3

Awareness 3

Willpower 4

Stamina 8

Specialties

Weapons Expert (Guns/Flamethrowers)

Powers

Blast 6 (Blasting) - Hellfire Thrower

Force Field Device 4 - Amulet of Baldur

Fast Attack 8

Mental Blast 3 - Enchanted Face mask

Qualities

Occult Nazi Stormtrooper

Melding of Man and Magic

Challenges

Grotesque Physical Appearance

Weakness: removing his amulet removes his force field

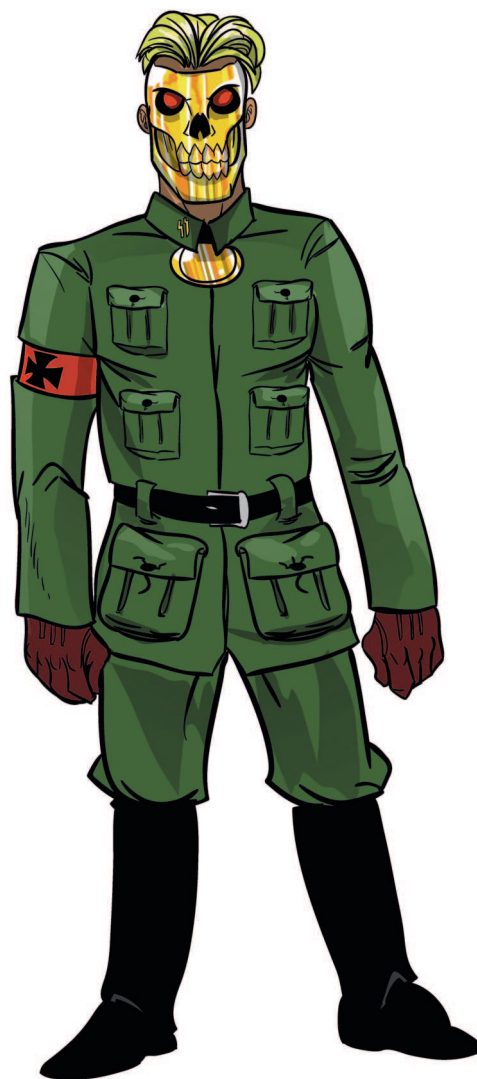
Weakness: Device – Hellfire Flamethrower can be hit with a Called Shot and cause Blast 8 flame damage to Fafnir once ignited

Point Total 49

Description:

Kurt Ramsden was a highly decorated trooper in the German Army (Wehrmacht) who was grievously wounded at the Battle of Stalingrad. Impressed with his fighting spirit, Hitler recommended Ramsden for induction into the mystical wing of the Waffen-SS.

The SS sorcerers healed Ramsden's broken body with their spells and grafted mystical artifacts onto his body, giving him abilities far beyond those of mortal men. He was quickly recruited into



Mannheim's Night Brigade.

With his mystically-enhanced reflexes, the force field from his magical amulet, and his eldritch flamethrower, Ramsden was a one-man tank corps. The Nazi propaganda machine capitalized on his powers and battlefield success by naming him Fafnir after the dragon of Norse legend.

Blutwolf (the Bloodwolf)

Prowess 6
Coordination 6
Strength 8
Intellect 2
Awareness 6
Willpower 2

Stamina 10

Specialties

Nature
Stealth Expert
Martial Arts

Powers

Invulnerability 2
Strike 6 - Claws and Teeth
Alter-Ego - Can Change into Mundane Wolf
Super-Speed 1

Qualities

Forest Creature Mutated by Mannheim
Bloodthirsty Feral Berserker

Challenges

Weakness : Silver or fire based attacks do +2 damage
Weakness : Silver or fire based attacks ignore Invulnerability

Point Total 44

Description:

Baron Mannheim is a master of dark magic and uses his eldritch skills to mutate forest creatures into cannon fodder for his army. The Bloodwolves he has created for his supernatural army (German: Blutwolf) are sturdy and deadly samples of his handiwork.



Note: One playtest GM gave the Bloodwolf the power of Burrowing, renamed him the Badgerwolf, and had him attack the heroes from the very ground beneath their feet. Apparently this was good for a laugh – particularly when he bellowed the warcry, “Beware the wrath of the Badgerwolf!” If this sounds like fun to you, feel free to unleash the Badgerwolf on your own players.

Dr. Night (German: Doktor Nacht)

(aka Prince Lokesh)

Prowess 3
Coordination 3
Strength 2
Intellect 5
Awareness 4
Willpower 7

Stamina 9

Specialties

Occult Master

Powers

Wizardry 7 (Magic (Willpower)) - Egyptian Sorcery
Elemental Control (Wind) (Used to create windstorms)
Blast (Mystic Blast)
Summon
Fast Attack 9 (4 Attacks)

18 Qualities

Undead Egyptian Sorcerer
Catchphrase : "For the glory of Set!"
Focused on Ruling Egypt

Challenges

Weakness : Undead

Point Total 44

Description:

Lokesh was a renegade Egyptian prince during the Age of Pharaohs who advocated for the worship of Set over all other gods. His heresy invoked the wrath of the clergy who had the ear of his father, the Pharaoh.

Lokesh was exiled from court and sent to live in the desert. Gifted with sorcery by Set himself, Lokesh declared war on his father. Whipping up sandstorms to reinforce his army of outcasts and fellow Cultists of Set, Lokesh was defeated by the stronger magic of the priests of Osiris and Horus.



Condemned to death, Lokesh was resurrected by Nazi mystics using dark magic in the 1930s. Lokesh agreed to serve in Mannheim's Night Brigade under the name Dr. Night in exchange for being named ruler of Egypt after the war was concluded.

Frustrated with the lack of success during the war, Lokesh nevertheless has stayed with Mannheim all these years – helping him raise his army and caring for him while he was asleep. He believes he is walking the path Set wants him to – but he is growing impatient.

Dr. Night's Demonic Minions

Per the Summon Rules (in Vigilance Press's *Museum Mayhem*) Dr. Night can either summon 14 Weak Minions or 7 Average Minions. Both use the Minion Damage Option (ICONS, p. 71). Stats for both are given below.

Weak Demonic Minion

Prowess 4
Coordination 4
Strength 3
Intellect 3
Awareness 3
Willpower 3

Powers

Claw Attack (Strike 4 (Slashing))
Shadow Energy Bolt (Blast 3 (Blast))

Average Demonic Minion

Prowess 6
Coordination 6
Strength 4
Intellect 4
Awareness 4
Willpower 4

Powers

Claw Attack (Strike 5 (Slashing))
Shadow Energy Attack (Blast 4 (Blast))
Cloud of Shadow (Blinding 3)

Cargo Truck

Prowess 6
Coordination 4
Strength 8
Speed 3 (effectively Super-Speed 3)
Stamina 5

Extras

Extra Passengers
Invulnerability 1 (Armor plating)



Night Hunter

Prowess 5
Coordination 6
Strength 5
Intellect 4
Awareness 4
Willpower 4

Stamina 9
Determination 4 (if used as a PC)

Specialties

Weapons Master (Bows)
Acrobatics Expert
Aerial Combat
Martial Arts Expert
Occult (Vampires)

Powers

Blast Device 5 (Shooting) - Customized Bow
Vehicle 4

20 Qualities

Connections : Agent of P.A.T.R.I.O.T.
Motivation : Patriotism/Duty
Motivation: Killing Undead

Challenges

Enemy : Organized Crime
Enemy : Vampires
Personal : Brusque Demeanor

Point Total 46

PATRIOT Sky-bike

Prowess 4
Coordination 5
Strength 5
Speed 4 (effectively Flight 4)
Stamina 4 (provides no protection in combat)

Extras

Remote Control
Binding 5: Hidden bolo-gun



Description:

David Williams was in the United States Army Special Forces, also known as the Green Berets, during the Kosovo War in the late 1990s. It was there that he had his first brush with vampires when his unit was on a mission in rural Albania to track down a Serbian terrorist leader who had proved unusually tough to kill.

Williams was one of the few survivors of that mission. Afterwards, he was recruited by P.A.T.R.I.O.T. and inducted into their supernatural countermeasures team. Given the code name Night Hunter, Williams detests the undead and looks forward to each new mission as a chance to wipe a few more out of existence.



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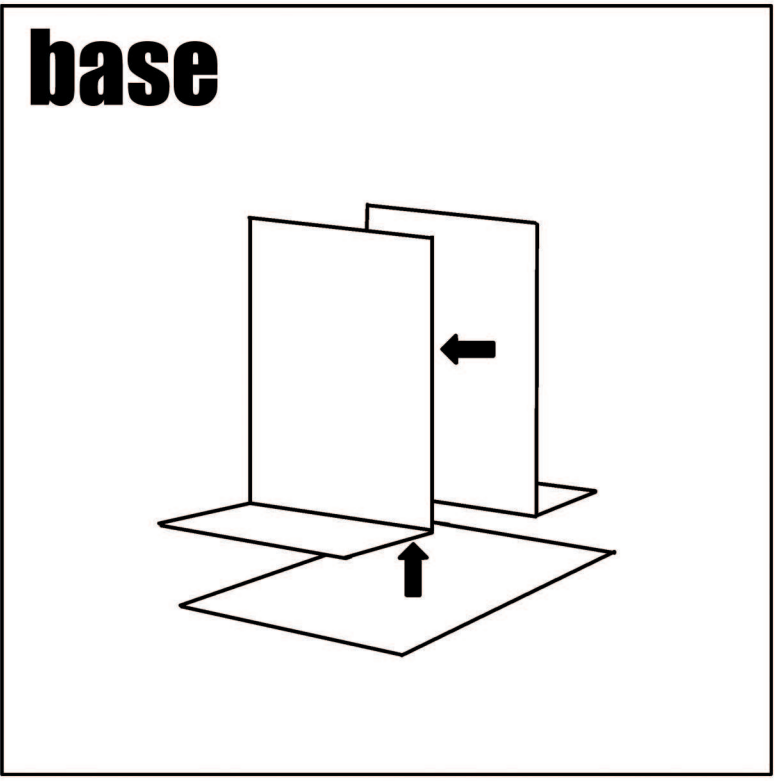
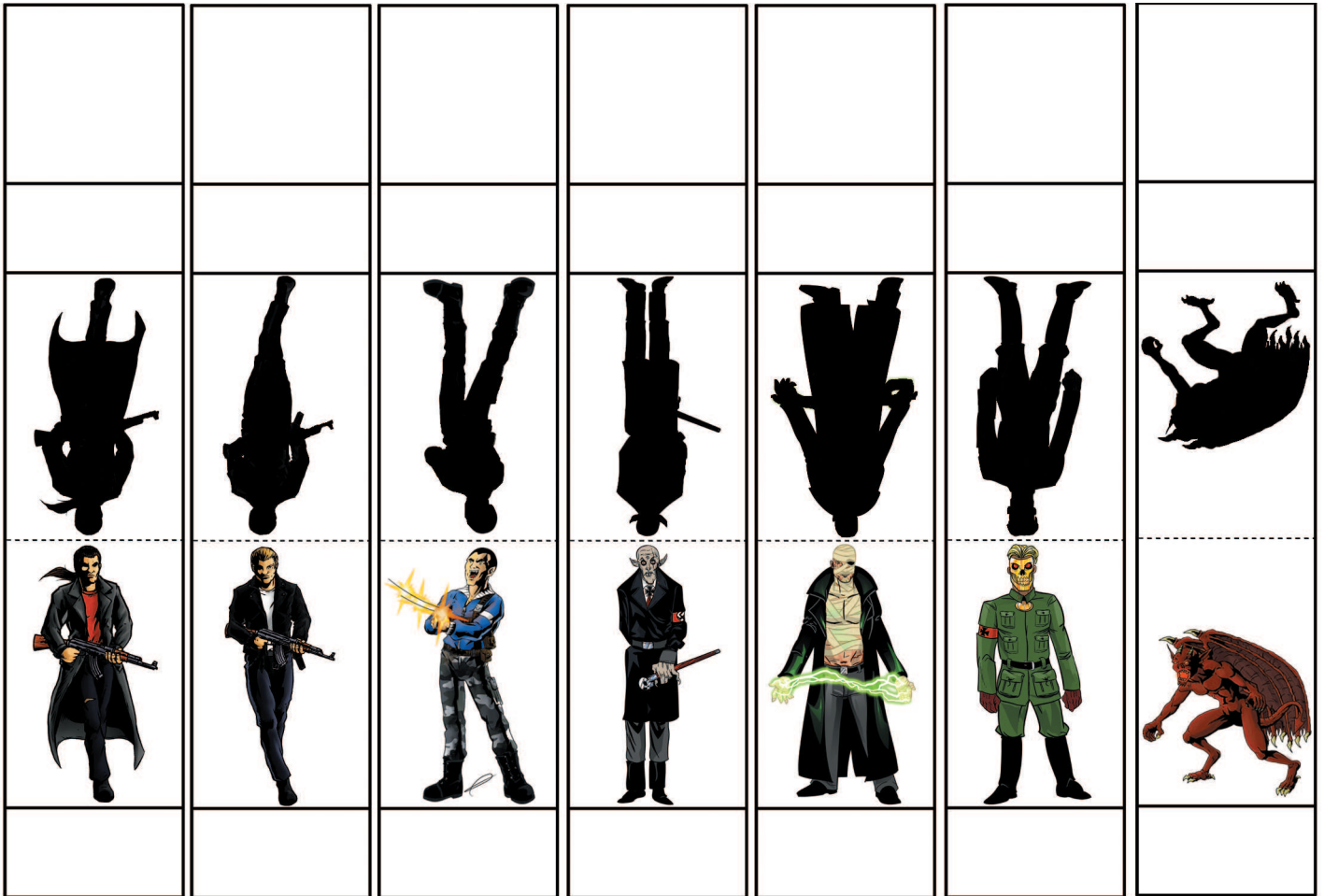
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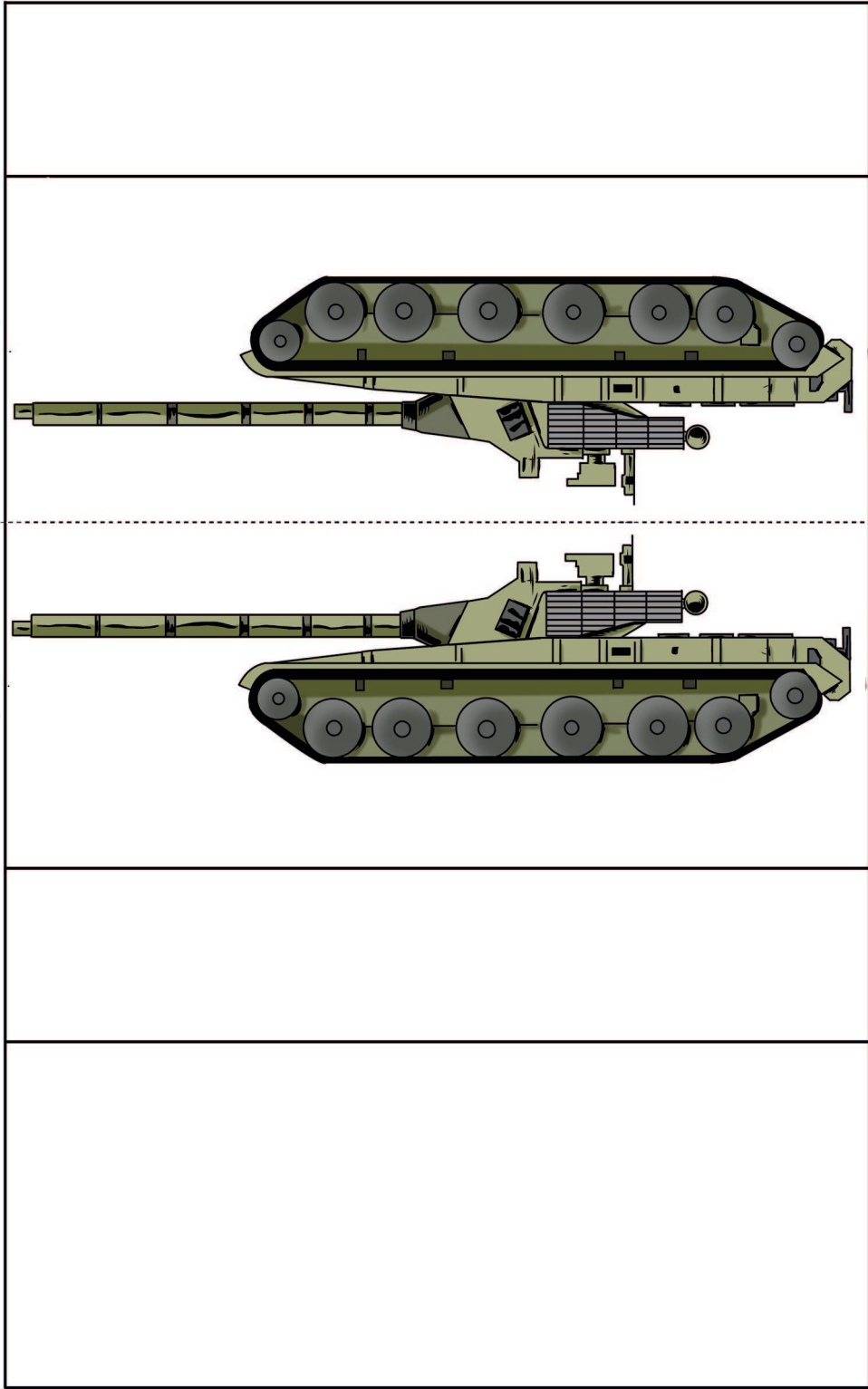
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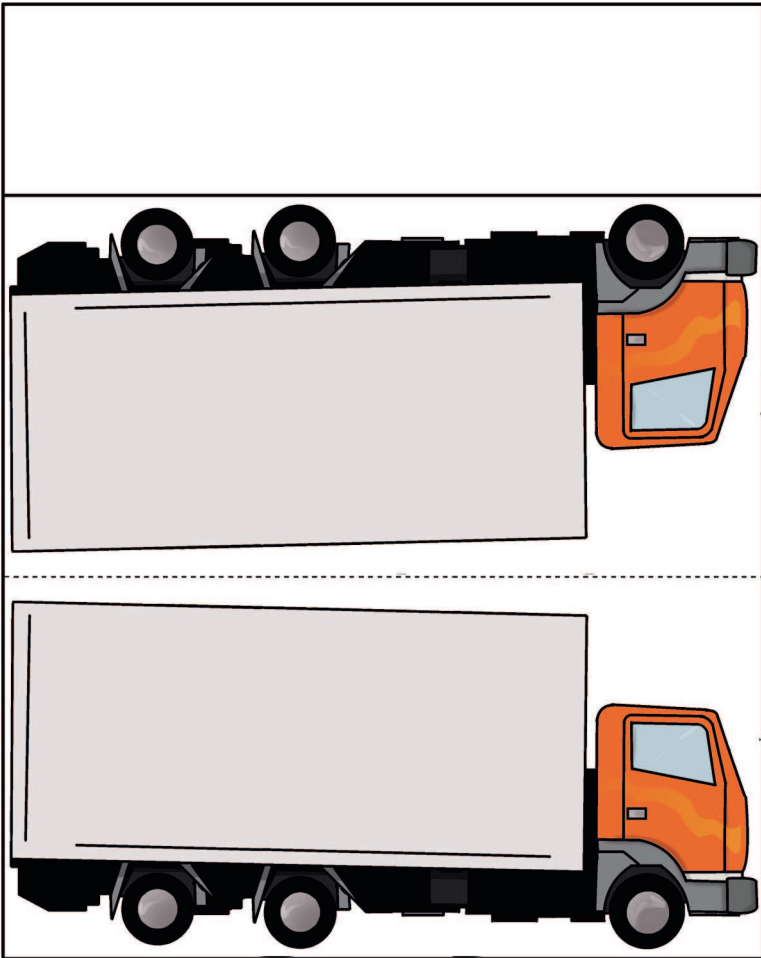
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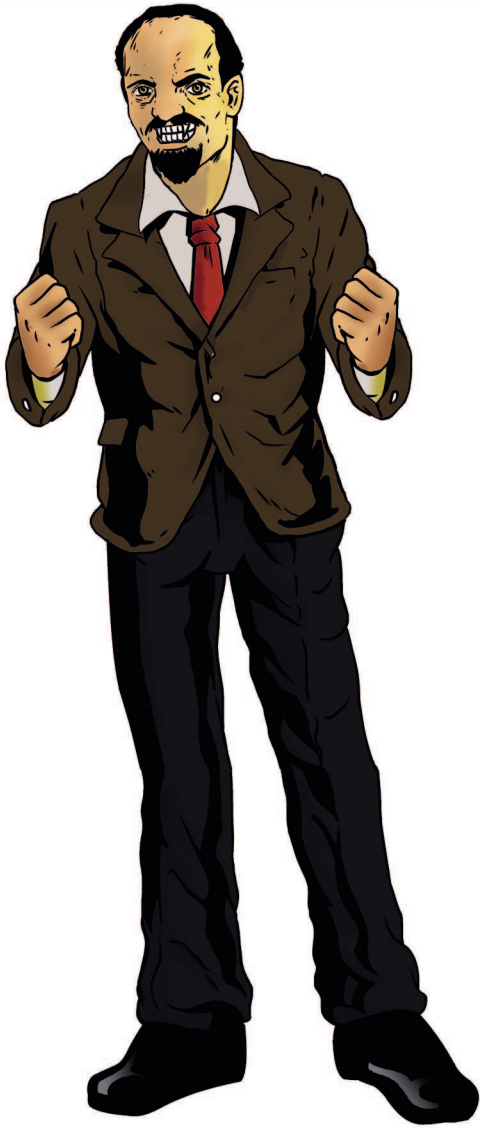
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