

AMAZING
STORIES OF WAR

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AMAZING STORIES OF WORLD WAR II



BATTLESCENES:

DER

PAHZER-RITTER

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BATTLESCENES: THE PANZER-RITTER

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THE BRIEFING

It's 1945. As the Allied armies race towards Berlin, Nazi scientists create increasingly bizarre super-weapons as the desperation to stop the enemy advance and avoid complete surrender grows.

The PCs are super-soldiers associated with the Allied Powers deployed with the invasion forces on the final push to the German capital. (Feel free to use the characters from *Vigilance Force*, *People's Revolution* or *Crowd Guard* from *Vigilance Press* or roll your own)

The PCs receive orders to check out reports that Military Intelligence has received from Nazi deserters of a strange, arcane super-weapon being constructed at a small German village. Read or summarize the following for your players. This is their mission briefing and is being delivered by a superior officer in their chain of command:

The boys in military intelligence have received some disturbing reports about another Nazi super-weapon. This one has a stranger parentage than usual. It's a collaboration between the Nazi advanced robotics engineers and the cultists of the Thule Society.

The German defectors we've talked to tell us this collaboration is called the "Panzer-Ritter". It's a massive Nazi battle robot, like you may have encountered before. However, instead of conventional power source, it's allegedly fueled by black magic and it reportedly has both

conventional and occult weaponry. Tomorrow night there will be a ceremony in which several Thule Society cultists will conduct a ritual and their soul, life energy (or whatever you want to call it) will power up this "Panzer-Ritter". The defectors tell us that if you can stop the ritual from completing, you can keep this from happening. Which, it goes without saying, is much preferable to having to fight this monster once it powers up.

Whether or not you believe in this mumbo-jumbo is immaterial. The brass is worried enough by whatever this actually is that they want you to recon the area. So, your team is going to the village of Donnersburg immediately to investigate. Your orders are to interrupt the ritual and sabotage this war-machine they can activate it. Failing that, your orders are to destroy the Panzer-Ritter before it can be used against Allied forces and attempt to bring back prisoners that we can interrogate.

Donnersburg is close by, but it is behind enemy

INTRODUCTION: WHAT'S A BATTLE SCENE?

A Battle Scene is an action-packed, single scene combat situation. It's a fleshed out adventure hook that presents enemies, a premise and advice on running the scenario. It's designed for short, frantic, fun play sessions.

In the case of the Amazing Stories of World War Two line, these are obviously set during WW2 in a fantastical superheroic comic book world. It can be played alone as a very short episode or easily inserted into a longer game.

lines. You can either get their under your own power or we can airdrop you in tonight. The village has a small garrison that patrols the area. But that shouldn't present much of a challenge to you. Your objective is an SS compound on a small farm just a half mile north of the village.

Keep in mind, the reports we have come from defectors, so there's a chance this is counter-intel and you're walking into a trap.

BATTLE IS JOINED

- 1) It will be evening as the PCs approach the SS compound (a secluded farm on the outskirts of a Donnersburg.) They will see an SS squad patrolling road in front of the farm. There will be one SS soldier for each PC; use the Soldier Stock Character from ICONS. They can either avoid or engage the patrol. Consider using the minion option if your PCs choose to fight.
- 2) When the PCs infiltrate the compound they find a group of Thule Society mystics and Nazi scientists clustered around a huge robot that is laying flat on the ground. The higher level mystics are engaged in an ornate ceremony being led by a Thule Society Archmage. They are guarded by several SS guards and a handful of Thule Society Acolytes (stats in NPC section). There will be one SS guard and/or acolyte for each PC and they will attack as soon as they become aware of the PCs. As the PCs take down the acolytes and the guards, Thule Society Conjurers (there will be one per PC; stats in NPC section) and scientists (use Onlooker Stock Character from ICONS) will break away from the ritual and engage the PCs. Scalability: To decrease the difficulty or speed up the combat, consider using the minion option for SS Guards, Acolytes and Scientists. To increase the difficulty, consider having a second or third Thule Society Archmage (again, stats

in the NPC section) on hand who can break away from the ritual and reinforce the Conjurers.

- 3) While the PCs are in the first few pages of combat (GMs discretion), the primary Thule Society Archmage intones the final word of the incantation and slaps his hand onto a stone disk that is embedded in the left shoulder of the robot. (Closer inspection would reveal this disk is covered with a series of runes.) Dark, shadowy energy flows out of all the cultists. They slump over as their life force pours into the massive war-machine. The Panzer-Ritter's eyes light up a sickly red hue and the robot clambers to its feet. (Award the PCs a point of Determination as fighting the Panzer-Ritter was a challenge they could not avoid.)
- 4) With the ritual finished, all of the Thule Society mystics will be comatose. The Panzer-Ritter and any remaining SS guards will attack the PCs.

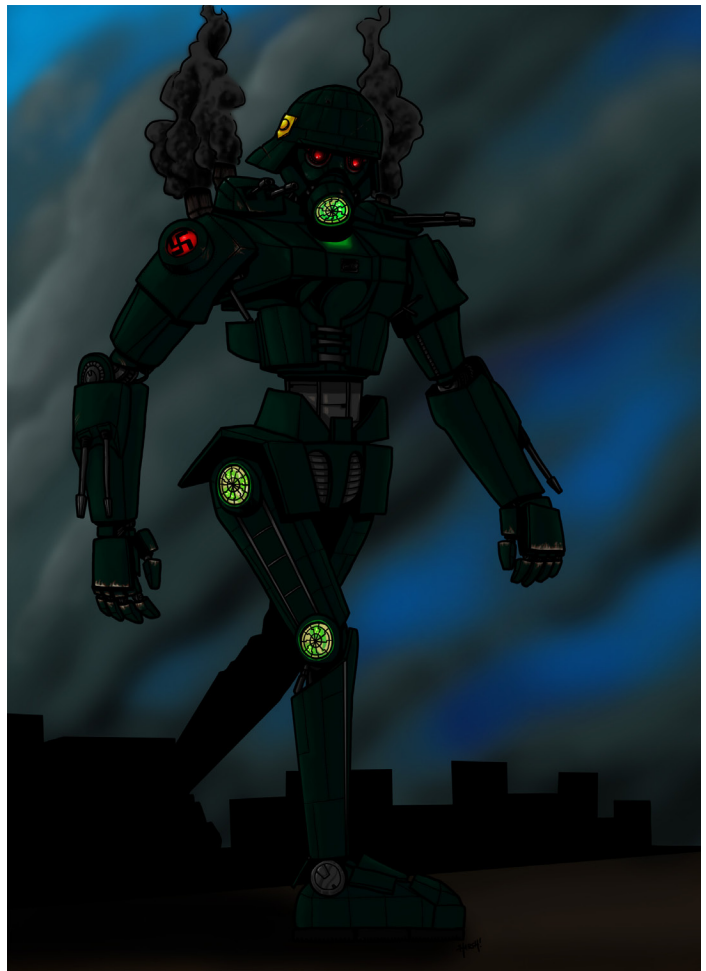
ACE UP YOUR SLEEVE

It's the nature of RPGs that sometimes things don't go to plan: the clue that you thought was 20 feet tall with a neon sign pointing at it gets missed by everyone or the encounter that was supposed to be challenging turns out to be a cakewalk. Here are some tips for dealing with those situations.

- **Captain Exposition!** If the PCs are having a difficult time with the Panzer-Ritter, consider giving them a hint. A translucent image of a shadowy stranger in a flowing, high-collared cloak could appear to one of your PCs and say: *I am the Ethereal Wanderer, defender of this dimension and enemy of chaos magic in all its forms! Heed my words, heroic mortal! You can stop this monstrosity of black magic if you destroy the stone circle*

embedded in its left shoulder. That is the anchor point of the spell. The Ethereal Wanderer then disappears never to be seen again (unless you wish to bring him back as a recurring NPC/source of information.) If necessary, you could also use him to tip off the PCs to the Weaknesses of the Dark Soul Energy Creature described below.

Don't Call it a Comeback Maybe the dice are hot or maybe your players are just brilliant and manage to take down the Panzer-Ritter more quickly than you anticipated. Or, maybe you just want to spice up the scenario. Here's an option for that. Read or summarize the following italicized section to your group: *The battle-bot tumbles to the ground with massive crash. As the Panzer-Ritter impacts, the dark soul energy fueling it spills out like blood and pools around the shattered war-machine. Then...it coalesces into a vaguely humanoid shape. Its eyes are the same baleful red as the Panzer-Ritter and it hisses as it leaps to attack the heroes...* Use the Dark Soul Energy Creature in the NPCs Section. For an increased challenge, a second or third creature could form while the first is attacking the PCs.



RESOLUTION

- 1) The Panzer-Ritter will fight until 2/3 of its Stamina points are gone at which point it will attempt to escape by running into the night. If the PCs can defeat it and bring back part of its superstructure for examination, their leadership will be very pleased. If they manage to defeat it and capture a Nazi scientist and bring him back for questioning, the brass will be even more delighted.
- 2) If the PCs are defeated, they regain consciousness (with half their Stamina) on the compound grounds. The Ritter-Panzer has left the scene and is rampaging across the countryside towards the front

lines. Driven by pure hatred and chaos magic (with just a bit of direction from the Thule Cultists), it is destroying whatever is in its path and thus leaving a very easy to follow trail. By the time the PCs catch up with the battle-bot, it has just plowed into Allied lines and is making short work of the tanks and infantry units that have been ordered to stop it.

NPCS

Thule Society Archmage (46 pts)

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

Stamina 11

Specialties

Mental Resistance
Occult Master

Powers

Fast Attack 1 (Enchanted Amulet)
Strike 4 (Cursed Dagger)
Wizardry 7 (Magic)
 Blast (Mystic Hellfire)
 Reflection (Dark Magical Warding)
 Binding (Dark Energy Shackles)

Qualities

Master of the Dark Arts in service to Nazi regime

Challenges

Weakness: Power Loss. Must be able to speak and gesture to cast spells.

Thule Society Conjurer (39 pts)

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

Stamina 8

Specialties

Mental Resistance
Occult Expert

Powers

Wizardry 4 (Magic)
 Illusion



Telekinesis

Blast 5 (Device: Magic Staff)
Strike 4 (Device: Cursed Dagger)

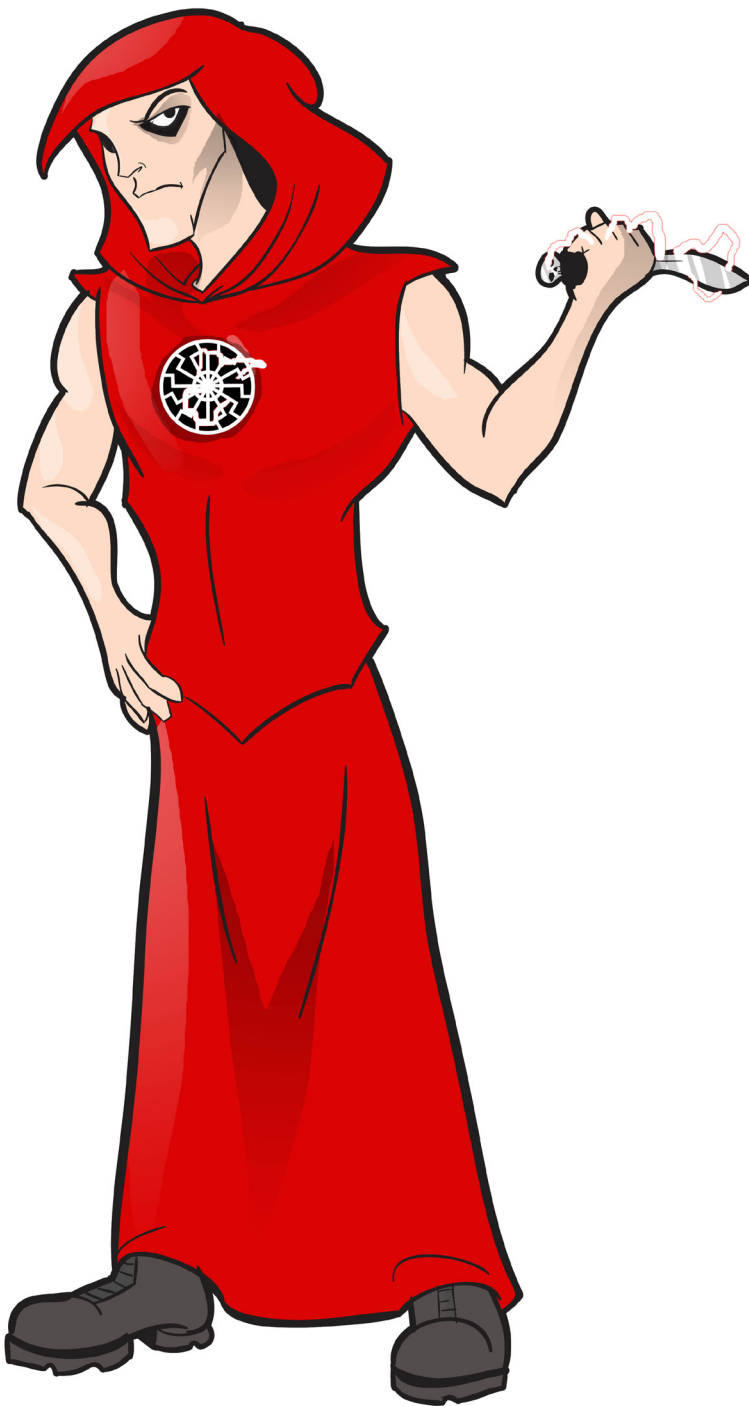
Qualities:

Nazi Battle Mage

Challenges

Weakness: Power Loss. Must be able to speak and gesture to cast spells.

Enemy: Allied super-soldiers



Thule Society Acolyte (26 pts)

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

Stamina 6

Specialties

Athletics
Occult

Powers

Wizardry 2 (Magic)
Illusion
Telekinesis
Strike 4 (Device: Cursed Dagger)

Qualities

Thule Society Inductee

Challenges

Weakness: Power Loss. Must be able to speak and gesture to cast spells.
Enemy: Allied super-soldiers

Panzer-Ritter Mk 1 (69 pts)

Prowess 3
Coordination 5
Strength 8
Intellect 5
Awareness 5
Willpower 8

Stamina 13

Specialties

Occult Master
Mental Resistance Master

Powers

Blast 7 (Explosive Blast)(Arm-mounted Canon)
Emotion Control 10 (Fear) (Head-mounted Fear Ray)
Fast Attack 1
Mental Blast 6
Reflection 6 (Dark Magic Warding)

Qualities

Nazi Super-Weapon Fueled by the Dark Souls of Thule Cultists
30 foot tall Battlebot

Challenges

Weakness: Magic Attacks are +2 Damage

Weakness: There's a small stone disk (1 foot across) inscribed with a rune circle that is embedded on the left shoulder of the robot. If this stone is destroyed (it has Strength of 6), it will break the spell empowering the war-machine. A called shot would be necessary to hit it with a ranged attack.

Dark Soul Energy Creature (51 pts)

Prowess 7
Coordination 5
Strength 4
Intellect 6
Awareness 4
Willpower 7

Stamina 11

Specialties

Occult Master

Powers

Life Drain 5
Phasing 6
Flight 3
Fast Attack 1

Qualities

Intermingled Malevolent Life Force of Thule Cultists.

Challenges

Weakness: Magic based attacks do full damage even while Phased

Weakness: Fire based attack do full damage even while Phased

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