AMAZING STORIES OF WORLD WAR II

BATTLESCENES:
DEATH FROM BELOW

ICONS
SUPERPOWERED ROLEPLAYING
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AMAZING STORIES OF WORLD WAR TWO

BATTLESCENES: DEATH FROM BELOW

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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 a premise, antagonists 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 set in a WW2 era super-heroic comic book setting. It can be played alone as a very short episode or easily inserted into a longer game.

THE SITUATION

The PCs are assumed to be Allied super-soldiers engaged in the fight against the Axis forces in WW2. You can either select pre-generated characters from the many WW2 team books that Vigilance Press has published or roll your own.

The Axis forces are using a subterranean troop carrier to insert specially equipped stormtroopers behind the front lines of Allied forces where they are wreaking havoc.

The Brass have inside information and know when and where the next tunneler machine attack will occur. Armed with this knowledge, the Allies has set a trap. When the tunneler arrives, it will find the PCs waiting.

THE BRIEFING

Read or summarize the following section for the PCs. This briefing will be delivered by a weary front line officer.

WHERE'S IT HAPPENING

This situation can easily be tweaked to be set in several different locations. For example:

- On the Western Front, this scenario could easily be set in France during the Battle of Normandy.

- On the Eastern Front, this encounter could be set during the Battle of Stalingrad or during Operation Bagration.

- In the North African Theatre, this engagement would fit naturally into a long running battle between Nazi and British forces in North Africa. One suggestion would be the Second Battle of El Alamein.

- This scenario would require some tweaking to work in the Pacific Theatre. Mainly, you'd have to have an appropriate Japanese name for the Krieg Schwarm. (Perhaps the Kusanagi Squadron). Long running battles such as the Battle of Manila or the Battle of the Green Islands would be appropriate settings for this scenario. (It also might make sense to have the tunneler machine be amphibious if operating in the Pacific Theatre.)

The damned inventive Germans have a new warmachine. A subterranean troop carrier. It's slipped under our line and inserted stormtroopers behind our defenses three times in the last week. In all three cases it resulted in our lines collapsing and falling back.

I'm talking to you because, in a stroke of luck, we've captured a German scout who has been persuaded to give us the exact location and date

of their next attack. It's going to be at a forward air base close to our front lines tonight at 2200.

Your Mission: be at the air field when the tunneler machine attacks. Repel its attack and capture or destroy it. Your transport leaves immediately. Good luck.

BATTLE IS JOINED

It's night when the PCs arrive at the air base. Fighters and bombers are lined up on the tarmac. Hangars, barracks and other buildings are nearby.

The PCs are patrolling near the air base when the tunneler machine erupts from the ground with a thunderous racket. It pauses briefly; its rear hatches fling open and a squad of bizarre one man flying machines flood out, emitting an eerie sibilant buzz as they zoom overhead. (The stats for the airborne troopers are in the NPC section under Krieg Schwarm Trooper. The default suggestion for heir number is to be equal to the number of the PCs.)

1. One group of flying stormtroopers swarms over the airfield, using their vehicles' crackling electric weapons to destroy as many Allied planes as possible. Explosions light up the night sky.

2. A second group of the Krieg Schwarm troopers makes a beeline for the air field barracks, where they run headlong into the infantry unit protecting them. The Allied soldiers are doing the best they can, but they're outgunned and outmaneuvered by the Krieg Schwarm.

3. The tunneler's engine roars as it switches gears and it charges towards the hangar and control tower. If unopposed, it will plow through and demolish these buildings in 6 panels.

TACTICS AND SCALABILITY

A successful Perception test will allow a PC to realize that the pods piloted by the Krieg Schwarm troopers appear to be using electrical based weapons and stay in the air using an electrical field. A successful called shot (**pg. 67 *ICONS***) on the elec-

trical generator (located on the back of the pod) should depower its weapons and ground it.

The tunneler machine (aka the Dacht-Panzer) has a relatively high Invulnerability (5) and it may not be possible for it to be overcome via conventional means. The PCs may have to get creative to defeat it. Towards this end, here are some things to keep in mind about the tunneler:

- It can be lifted with a Strength of 8.

- A successful coordination test with a difficulty of 4 will be necessary to climb on while it's moving. A similar test with a difficulty of 2 will be necessary to stay onboard the tunneler while it's moving.

- The top hatch and the rear hatch are the only visible access; both are made of iron and have a Strength of 7. The vehicle's hull is steel and has a Strength of 8.

- If the heroes enter via the rear hatch, they find the bay empty except for the cage of mutated POWs described in the *Ace Up Your Sleeve* section. The mutants are aggressive, but the cage is locked. (The cage bars have a Strength of 7. The lock can be picked with a successful Intellect or Coordination test with a difficulty of 4. The prisoners will attack immediately if released. Use the Verhexte stats in the NPC section. The default suggestion if for one Verhexte per PC.) The driver has a remote control switch that can unlock the cage door. However, the driver and cockpit crew will not be able to hear the PCs approaching from this direction as the bay is separated from the cockpit by a locked steel door with a Strength of 7.

- A successful Perception test with a difficulty of 2 (appropriate Specialties – such as Mechanics – can assist with this test) will reveal to a PC that there is a precise spot that is vulnerable on the vehicle's tank tracks. A called shot to this area will reduce the tunneler's Coordination by 3 for every successful attack. If Coordination is reduced to 0, the vehicle is immobilized.

- The tunneler is has a crew of 3 in the cock-

pit; one driver and two side turret gunners. Use the Stock Character Soldier from *ICONS* (with a sidearm that has Blast 4 (Shooting) for these enemies.

For an easier encounter, consider using the minion option for the Krieg Schwarm troopers.

For a tougher encounter, do not use the weaknesses provided for the Krieg Schwarm troopers and the tunnneler. Also, consider increasing the number of Krieg Schwarm troopers and/or have a member or two of the Eugenics Brigade or Pearl Harbor December accompanying the Krieg Schwarm troopers and the tunneler crew.

In addition, a tougher variant of the Krieg Schwarm troopers with more powerful weapons and a minor force have been provided in the NPC section (see the stats for Krieg Schwarm Trooper Mk II.)

ACE UP YOUR SLEEVE

Scenario design and Game Mastering are not exact sciences. Sometimes, despite your best intentions, thing do not go to plan. If the PCs trounce the Krieg Schwarm troopers and tunneler much quickly than you anticipated, here's a scenario you can pull out of your back pocket:

Suddenly, the tunneler's rear hatch swings open. A steel cage tumbles out from the back of the war machine. It contains several feral humanoids who are wearing tattered remains of Allied military uniforms. These unfortunate POWs have apparently been mutated by the Nazi Eugenics serum and turned into enraged, Neanderthal-like, feral berserkers.

There's an audible click as the cage door is remotely unlocked and the mutated menaces spring out, rampaging towards the heroes…

Use the Verhexte stats in the NPC section for the mutated Allied soldiers. The default suggestion is for one Verhexte per PC.

Note: After deploying the Verhexte, the tunneler crew will likely bail out of the vehicle and enage the self-destruct mechanism. See Bullet Point 2 under the Resolution section for more information on that.

RESOLUTION

1. If half or more of the Krieg Schwarm soldiers are defeated, the tunneler will recall its troops and retreat to fight another day. The tunnel it leaves behind it will stay stable for 4 to 6 panels after the warmachine has fled and then collapse. To make the tunneler's escape more interesting, considering using the situation in the *Ace Up Your Sleeve* section.

2. If the tunneler is immobilized or reduced to a quarter of its Stamina, the crew will activate a self-destruct mechanism and bail out of the vehicle. PCs within a reasonable distance to the vehicle will hear a mechanical voice from within the cockpit counting down from 60 in German. (In game time, this can be as long or short a time as the GM needs it to be. 4 to 6 panels is a reasonable suggestion.) If a PC climbs into the cockpit and attempts to disable the self-destruct device, a successful Intellect test with a difficulty of 4 will be required. When the self-destruct device explodes, it will atomize the tunneler, and everyone within 30 feet who isn't behind cover will take damage as though they were hit by an Explosive Blast 6 attack (**pg. 49 *ICONS***). (**Note:** It's suggested that you have the crew enable the self-destruct mechanism after the you use the option detailed in the *Ace Up Your Sleeve* sidebar.

3. If all the PCs are defeated, they are dragged into a nearby copse of trees by the Allied soldiers present. There they are revived by the base's medics and restored to half their Stamina. While they've been unconscious, the soldiers at the base have been able to hold off the Axis forces for a few fleeting moments, but they're taking a beating and the heroes are needed back in the fight!

4. For a more grim defeat scenario, the PCs are revived after the squadrons at the air base have been destroyed and most of the buildings wrecked. As the PCs regain consciousness, the tunneler and the remaining Krieg Schwarm troopers have noticed them and are double-timing it in their direction. It's fight or flight time…

NPC SECTION

Dacht-Panzer Mk1 Tunneler Machine With Driver (47 points)

Prowess 2

Coordination 6

Strength 8

Intellect 3

Awareness 3

Willpower 3

Stamina 11

Powers

 Blast Device 5 - Side Turrets

 Growth 5 - Permanent (Defense -1) (Invulnerability 5)

 Burrowing 5

 Strike 7 (Slashing) - Ramming Attack with Drill

 Fast Attack 1

Qualities

Nazi Mad Science Tunneling Machine and pilot

Challenges

Enemy : Allied military

Weakness : A successful Perception test will reveal to a PC that there is a precise spot that is vulnerable on the vehicle's tank tracks. A called shot to this area will reduce the tunneler's Coordination by 3 for every successful attack. If Coordination is reduced to 0, the vehicle is immobilized.

Description: Possessed of a revolutionary design and state of the art engineering but ridiculously expensive to produce (at a time when funds and war supplies were growing scarce), only a small number of prototypes of the Dacht-Panzer subterranean troop transporter were manufactured by the Experimental Division of the Waffen-SS for use by tank and infantry units.

Krieg Schwarm Trooper And Vehicle (33 Points)

Prowess 3

Coordination 3

Strength 3

Intellect 3

Awareness 3

Willpower 3

Stamina 6

Specialties

Aerial Combat

Powers

Blast 4 (Shooting) - Sidearm

Elemental Control Device 5 (Electrical) - Krieg Schwarm Battle Pod

Moving (Electrical Field allows pod to "surf" Earth's magnetic field)

Attacking (Lightning Blast Generators built onto the sides of the pod)

Creating (The electrical generators allow the pod to create its own electrical supply)

Binding Device 5 - Battle Pod Electrical Field Generator

Qualities

Krieg Schwarm Battle Pod and Pilot

Description: Built from blue-prints that a German agent stole from Nikola Tesla's lab in 1918, this one man flying machine is power completely by a miniaturized electrical generator that's mounted onto the pod's hull. Several dozen were produced by the Waffen SS's Experimental Division before the project was discontinued so that scarce war materials could be devoted to more conventional tanks and planes.

Challenges

Enemy: Allied super-soldiers

Weakness : (Optional) Successful called shot (**pg. 67 *ICONS***) to vehicle's electrical generator can nullify flight power and depower its weaponry.

Krieg Schwarm Trooper Mk II And Vehicle (35 Points)

Prowess 3

Coordination 5

Strength 3

Intellect 3

Awareness 3

Willpower 3

Stamina 6

Specialties

Aerial Combat

Powers

Blast 4 (Shooting) - Sidearm

Elemental Control Device 7 (Electrical) - Krieg Schwarm Battle Pod

Moving (Electrical Field allows pod to "surf" Earth's magnetic field)

Attacking (Lightning Blast Generators built onto the sides of the pod)

Creating (The electrical generators allow the pod to create its own electrical supply)

Force Field Device 3 - Battle Pod Electrical Field Generator

Qualities

Krieg Schwarm Battle Pod and Pilot

Challenges

Enemy: Allied super-soldiers

Weakness : *(Optional)* Successful called shot (**pg. 67 ICONS**) to vehicle's electrical generator can nullify flight power and depower its weaponry.

Description: A heavier variant of the Krieg Schwarm pod with a force field and more powerful weapon.

Verhexte (43 pts)

Prowess 7

Coordination 8

Strength 7

Intellect 1

Awareness 2

Willpower 2

Stamina 9

Specialties

Athletics

Powers

Invulnerability 5

Strike 5 (Slashing)

Regeneration 5

Qualities

Feral mutated menace

Challenges

Social : Inhuman. Cannot relate or speak.

Weakness : Driven mad by rage

Description: These unfortunate POWs have been transformed into sub-human creatures, called 'Verhexte' by German eugenicists after their racist slang term for mutants: a jinx. There is no known cure for this transformation. Of course, your PCs might be able to engineer one…

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