BATTLESCENES: STORMTROOPERS OF THE DEEP!

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THE SITUATION

STORMTROOPERS OF THE DEEP! is a basic convoy defense scenario. The PCs are assigned to guard a top secret shipment of war supplies after a rash of startlingly successful attacks in the Atlantic has the brass convinced that the Nazis have a new naval superweapon.

This scenario can be used with Allied characters associated with the war effort in the UK, US or USSR. The close alliance between these three powers makes it reasonably plausible that super-soldiers from any of those nations could be guarding the convoy.

At the GM's discretion, the convoy is destined for either Great Britain or the Soviet Union. If the convoy is going to the UK, it will be leaving from St. John's, Newfoundland bound for Liverpool. If the convoy is headed for the USSR, the PCs will join it as it leaves from Hvalfjörður, Iceland and is bound for Arkhangelsk in the northern Soviet Union

THE BRIEFING

Read or summarize the following section for the PCs. This mission briefing will be delivered by Rear Admiral Nicholas Jeffries, a balding, salty US Navy senior officer with an eye-patch and a gravelly voice who oversees security escorts for trans-Atlantic convoys.

The Nazis U-boats have always been a threat.

But now, we think they've got a new naval superweapon. We've lost 12 convoy ships in the last four days alone. There have been no survivors left to tell us what took them down. To make matters worse, the boys in Intelligence have been completely unable to uncover any useful information on this new German threat.

So – your team has been deployed as a superhuman security escort for this special three ship convoy. It'll be a freighter, the Fresno, and two merchant marine cruisers, the Hudson Bay and the Cyclops. We're hopeful that a convoy this small will be both faster and easier to overlook. I can't tell you what the Fresno is carrying, as that's classified above your clearance level.

I can tell you that it's absolutely critical for the war effort.

When and if you encounter this new Nazi naval threat, your primary objective is to protect the

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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 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.

Fresno at all costs. Your secondary priority is to get us as much intel on this new threat as you can.

BATTLE IS JOINED

Late on the second night that the convoy is at sea, the attack comes.

The PCs are below decks when they hear the klaxons that indicate the convoy is endangered. When they reach the deck, they see a massive green sea serpent rearing out of the chilly North Atlantic carrying a rider in a diving suit with German markings. The serpent is attacking several crewmen near the bow of the ship while a party of shark-men climb over the railing and charge into the fray.

Tactics: While the serpent attacks the sailors on deck and the bridge, the pack of shark troopers make a dash for the ship's hold to steal the cargo. If the shark troopers are unopposed, they will take 5 pages to get to the hold, grab the cargo (which is inside a large wooden crate), carry it back to the deck and take it overboard with them. The serpent will stop attacking and cover the shark troopers' escape.

If the sea serpent loses more than 2/3 of its Stamina, it will retreat. The shark troopers will only retreat when more than half of their group

MAKING THE ADVENTURE FIT

In order to make the scenario playable for all characters, explain that the PCs have been outfitted with prototype diving suits that were designed by Captain Miracle, the genius American inventor/super-soldier. These diving suits provide the Power Aquatic at level 4 – which enables the PCs to operate in the waters of the North Atlantic.

SO WHAT'S IN THE HOLD OF THE FRESNO?

The contents of the secret war shipment really up to the GM. As written in this scenario, it is just a McGuffin to move the plot along.

One suggestion: It could be a weather control device based on the designs of Nikola Tesla. It would give the Weather Control Power at Level 10 with the effects Attack, Create and Defend.

has been defeated.

Scalability and Tactics: The default suggestion is for one shark trooper per PC and one sea serpent.
We suggest you start out with the Lesser Sea Serpent(s) and see how your PCs handle them. If a greater challenge is desired, you can increase the number of sea serpents attacking the convoy (perhaps having them attack the escort vessels as well) and/or use the more formidable Greater Sea Serpents. For a lighter challenge, stick with only one sea serpent and use the minion option for the shark troopers.

ALTERNATE SEA SERPENT TACTICS

*But - I thought sea serpents crushed ships and dragged them to the sea floor?*

OK. Sure. If you want to play it that way…

A sea serpent coils itself around the convoy ship and begins constricting. The hull groans and buckles.

The crew panics. Some are running around aimlessly on deck. Some are preparing to fling

themselves overboard. A successful Willpower Test (or a charismatic moment of roleplaying) will be required to calm down the panicking crew and get them to enter the lifeboats in a sane and orderly manner.

Within ten pages, the hull will crack in several places, the frigid Atlantic will gush into the broken vessel and the sea serpent will pull it down into the briny depths. If the PCs follow, the sea serpent will drag the wrecked hulk back to the vicinity of the Kampgruppe Krake HQ, where several shark troopers are waiting to pillage the wreck. See the *Ace Up Your Sleeve* section for more information on the undersea Nazi HQ.
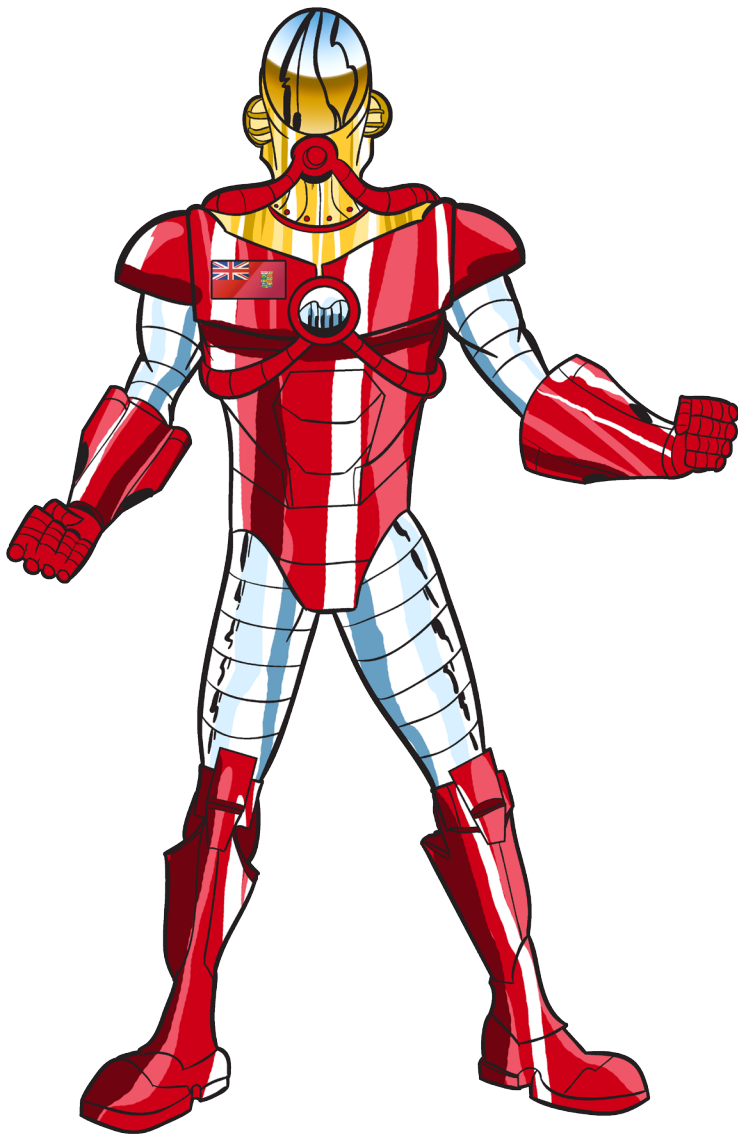
If the serpent loses 2/3 of its Stamina or more, it will uncoil and retreat.

RESOLUTION

1) If the PCs are victorious in repelling the attack they are congratulated by the grateful captain and crew. At the GM's discretion, there's an easy to continue the adventure by using the *Ace Up Your Sleeve* section.

CAPTAIN EXPOSITION

Sometimes despite a GM's best efforts, the PCs might need to a hint delivered to them on a silver platter. They blow all their Awareness Tests or they don't act on the clues that you swear are blinding obvious.

Sometimes, you just need to be a little more direct.

A friendly NPC (perhaps one of the Allied aquatic super-soldiers or the heroic Canadian hero Supermarine Spitfire – who is detailed in the NPC section) shows up at the scene of the battle. After introducing himself briefly, the NPC gives the following useful information:

Hey, easy there, friend – I'm on your side. I've fought these creatures twice before now. I've noticed they've all got a soft spot on the base of their skull. A precise attack on that spot will temporarily paralyze the beasts.

The weakness he describes will require a successful attack Called Shot (pg 67 of ICONS) and will have an additional Paralyze effect at the same level as the attack's Damage.

At the GM's discretion, this could be a method for introducing new PC to the group. We've statted Supermarine Spitfire as a PC in order to make this possible.

2) If the attackers escape (or the boarding party manages to snag the vital cargo, the PCs can give chase – which will result in them following it back to Krake-Kampfgruppe underwater HQ (see the *Ace Up Your Sleeve* section.)

3) If the PCs are defeated, they regain consciousness a few minutes later on deck (having been pulled from the water if that was where they wound up). The shark troopers succeeded in snatching the top secret cargo

ACE UP YOUR SLEEVE

Maybe the dice are hot, or maybe your PCs execute a creative and devastating plan that vanquishes the bad guys extra quickly. If you need to up the challenge or even just want to spice up the scenario, here is an option:

After the PCs repel or defeat the sea serpent(s) and shark troopers attacking the *Fresno,* the escort cruiser *Cyclops* radios for assistance.

The captain of the *Cyclops* explains that while the PCs were defending the *Fresno*, another sea serpent patrol attacked his ship and snatched the secret cargo, which was actually aboard the *Cylops* and not the *Fresno.* (Award the PCs a point of Determination as there was no way they could avoid this plot point setback.)

The Navy was afraid there was a spy in the convoy and was hoping that by posting the super-soldiers on *Fresno* (while the valuable cargo was on the *Cyclops)*, they'd make that ship the Nazis' target. Unfortunately, the Nazis weren't fooled and attacked both ships.

If the PCs leave immediately, they can still catch sight of the escaping raiding party with its stolen prize. After chasing the patrol for two to four pages, the PCs catch sight of its destination: the Krake-Kampfgruppe underwater HQ. The HQ is a fortified grey steel dome sitting on a high ridge on the ocean floor. The entrance to the HQ is guarded by 2 shark troopers (exact number is left up to the GM.)

The PCs can gain entry to the HQ via a concrete tube that leads into a holding tank that houses several sea serpents. Alternately, they could tear their way through the hull which has a Strength of 8.

Inside the undersea HQ:
- In the holding tank and receiving area, the PCs will encounter several sea serpents that will not be hostile unless attacked first or until a Krake-Kampfgruppe trooper mounts them. There will be just one soldier guarding the holding pen (use the Soldier stock character from ICONS.)

- In the barracks, they will find several (6 to 8) off duty Krake-Kampfgruppe operatives out of their diving suits.

- In the HQ's medical bay, they find 2 to 4 (GM's discretion) mutated shark troopers and a doctor checking their vitals.

- In the command center, they find the base commander (use the Soldier Stock Character from ICONS).

Either by interrogating a captured soldier or searching the underwater HQ, the PCs can discover the source of the Octopus Brigade: the Nazis have formed an alliance with rebellious elements in the Oceanic military who have been supplying them with the war beasts and with the technology to splice human and shark DNA. See the *Octopus Brigade* sidebar for more detail.

and escaped beneath the waves. Fatigued and injured from the battle, the serpent(s) and the shark troopers left without finishing off the convoy. The captain thinks he can repair the damage well enough to limp on. He encourages the PCs to give chase and recover the cargo. They can see the last of the attackers diving beneath the waves. If they leave immediately, they'll just be able to follow the sea serpent(s) as they head to the Krake-Kampfgruppe HQ on the sea floor. See the *Ace Up Your Sleeve* section for information on how to proceed.

NPCS

Krake-Kampfgruppe-Soldier (45 pts)

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

Stamina 8

Specialties
  Underwater Combat Expert
  Military
  Weapons (Guns)

Powers
  Aquatic 2 (Device - Diving Suit)
  Invulnerability 3 (Device - Diving Suit)
  Blast 4 – (Device - Harpoon Gun)
  Binding 7 – (Device - Net Gun)

Qualities
  Nazi Deep Sea Stormtroopers
  Motivation : Disrupt Allied shipping as much as possible, destroy Allied naval vessels
  Connections : Shady connections in Oceanic military

Challenges
  Enemy : Allied super soldiers

Sea Serpent (Lesser) (45 pts)

Prowess 3

OCTOPUS BRIGAGE / KRAKE-KAMPF-GRUPPE

Either via documents they uncover in the undersea HQ or from interrogating an officer in the base, the PCs learn the background of the Octopus Brigade (in German: Krake-Kampfgruppe)

The German U-Boat wolf packs were the scourge of Atlantic shipping. But, in recent months, between the 3 Allied aquatic super-soldiers (Swordfish on the Crown Guard, Sea Bee on Vigilance Force and Kasatka on the People's Revolution), the U-Boats are nowhere near as effective as they once were.

Germany realized it needed a countermeasure. However, lacking its own amphibious meta-human asset, the Third Reich contacted rogue elements in the Oceanic military via psychics in the Nazi Occult Bureau and struck a covert pact. A disenfranchised segment of the Oceanic military strongly disapproved of their monarch's close alliance with the United Kingdom as they considered any ties to air-breathers as a sign of corruption and weakness. Despite their aversion for surface-dwellers, they agreed to assist the Nazis in return for a promise of support for a future coup attempt

Using war beasts acquire from these renegades and advanced Oceanic genetic engineering techniques, the Nazis founded the Octopus Brigade. From a network of undersea bases, the sea serpents and shark troopers of the Octopus Brigade launch coordinated raids on Allied shipping and warships.

The files recovered in the HQ will provide the exact locations and strengths of the other newly established Octopus Brigade bases in the Atlantic as well as details about a proposal to found a Pacific Ocean contingent.

Coordination 3
Strength 9
Intellect 2
Awareness 3
Willpower 2

Stamina 11

Specialties
  Underwater Combat Master

Powers
  Aquatic 6
  Blast 7 (Flaming Breath Weapon)
 Invulnerability 3
  Strike 6 - Bite

Qualities
100 foot long domesticated juvenile sea monster

Challenges
Can't survive out of water for longer than an hour
Weakness (Optional): Soft spot on the back of
the skull. A Success on an Awareness Test is
required to notice this. Any successful attack
here will require a Called Shot (pg 67 of ICONS)
and has an additional Paralyze effect at the
same level as the attack's Damage.

Sea Serpent (Greater) (60 pts)

Prowess 7
Coordination 3
Strength 9
Intellect 2
Awareness 3
Willpower 2

Stamina 11

Specialties
  Underwater Combat Master

Powers
  Aquatic 8
  Blast 9 (Flaming Breath Weapon)
  Invulnerability 7
  Strike 8 - Bite

Qualities
150 foot long domesticated mature sea monster

Challenges
Can't survive out of water for longer than an hour
Weakness (Optional): Soft spot on the back of
the skull. A success on an Awareness Test is
required to notice this. Any successful attack
here will require a Called Shot (pg 67 of ICONS)
and has an additional Paralyze effect at the
same level as the attack's Damage.

Mutant Nazi Shark Trooper (45 pts)

Description: These mutant super-soldiers are
created via an excruciating genetic splicing process
that uses advanced Oceanic military bio-engineering
processes and has a very high fatality rate. Only 5
percent of test subjects survived. Those volunteers
who live through the transformation become a
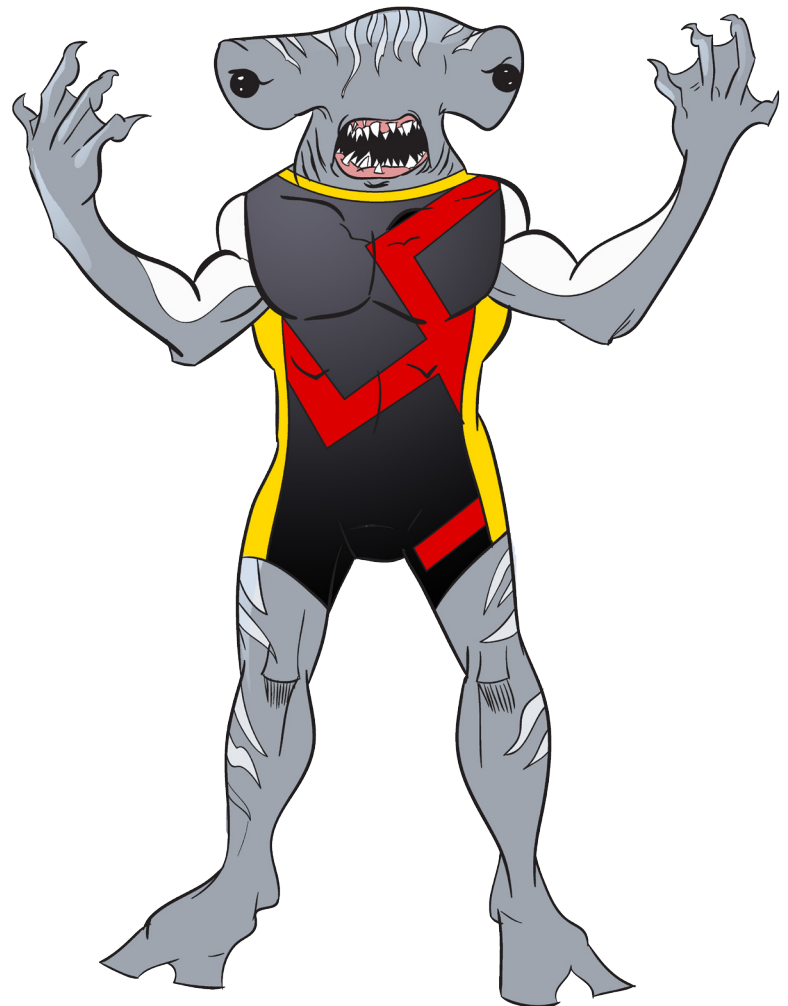
fearsome and lethal combination of man and shark.

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

Stamina 9

Specialties
  Underwater Combat

Powers
  Aquatic 4
  Strike 6 - Bite
  Fast Attack 7

Qualities
  Mutated Amphibious Stormtrooper

Challenges
  Weakness : Prone to blind rage/frenzy
   Weakness: Cannot survive for longer than one hour outside of water.

Supermarine Spitfire (61 pts)

Description: Kenneth Richardson of Canada was a brilliant inventor and millionaire who made his fortune in the steel business in the 1920s. In the 1930s, when duty called, he turned his extensive talents and resources to combating the Axis menace.

Richardson used his technical genius to construct a highly advanced, amphibious battlesuit that could hold its own against German super soldiers, fighter planes and submarines. His armor was dubbed the Supermarine Spitfire, in tribute to a formidable British fighter plane. Richardson quickly developed a reputation as a fearsome adversary of the Nazi U-boats in the North Atlantic and of the Luftwaffe's Messerschmitts in the Battle of Britain.

He preferred to work alone and turned down an invitation to join the Crown Guard, although he was known to team up with both the British and American super-soldier teams. He also worked regularly with the aquatic members of all the Allied super-teams combating Nazi threats in the North Atlantic.

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

Stamina 11
Determination 1

Specialties
  Aerial Combat
  Underwater Combat
  Electronics Master
  Mechanics Expert
  Science Expert (Metallurgy)

Powers
  Invulnerability 4 (Device – Battlesuit)
  Aquatic 4 - (Device – Battlesuit)
  Flight 4 - (Device – Battlesuit)
  Blast 6 - (Device – Battlesuit Plasma Blasters)

Qualities
  Identity: Kenneth Richardson, genius millionaire industrialist
  Epithet: Smartest Man in Canada
  Motivation: Protect the Commonwealth
  Connections: Wife and children at home in Toronto

Challenges
  Enemy: Nazi Super-Soldiers
  Weakness: Loves to be the center of attention. Will go to great lengths to grab headlines

Convoy Ship Stats

All of the ships in the convoy have steel hulls with a Strength value of 8. All three would also require a Strength level of 8 to lift.

The *Fresno* has a deck gun that will do the equivalent damage of Blast 5. The escort ships have heavier artillery on their decks that do the equivalent of a Blast 7.

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