

AMAZING
STORIES OF WAR

VIGILANCE PRESS COMICS GROUP



\$5.00

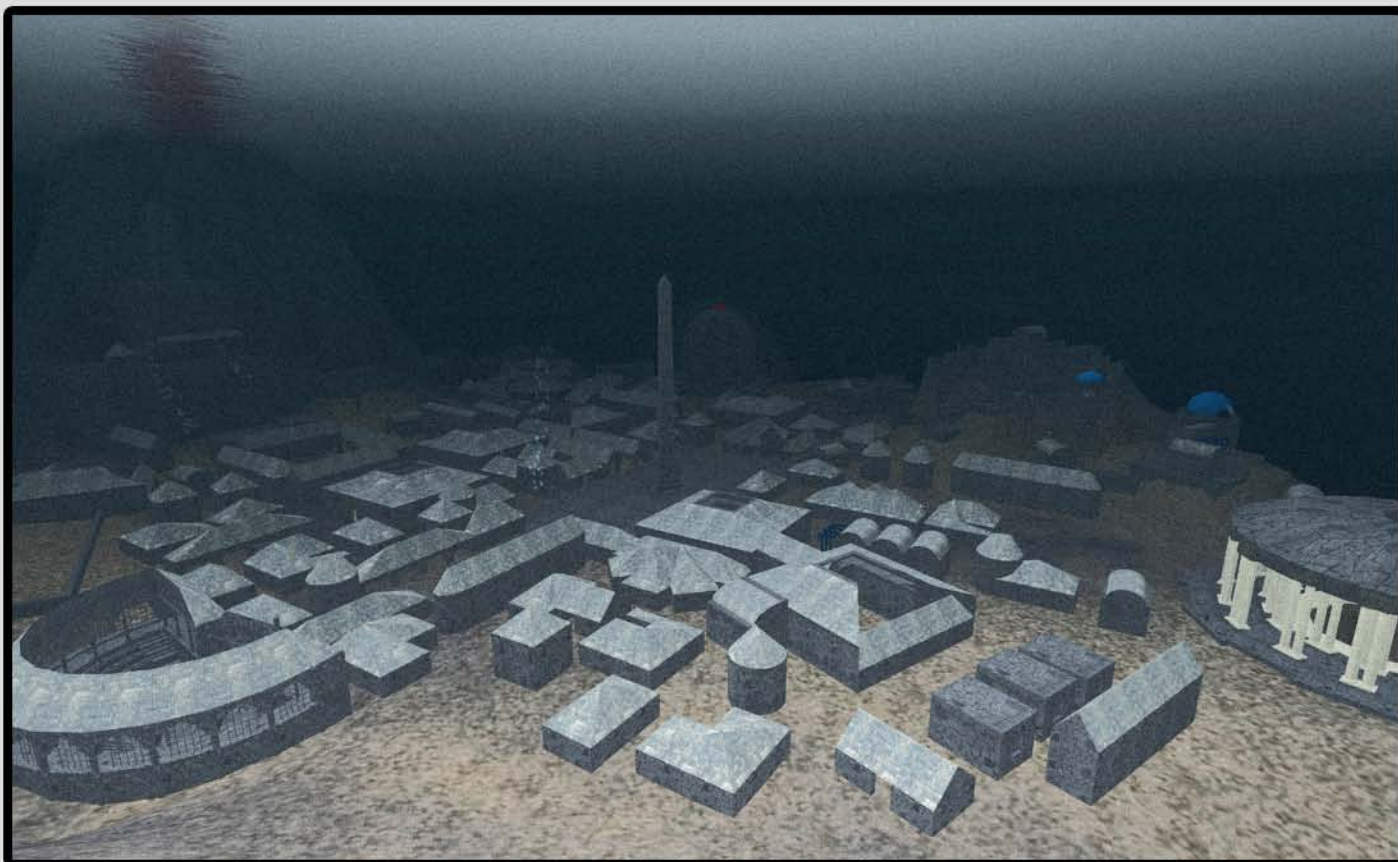
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AMAZING STORIES OF WORLD WAR II



INVASION: OCEANIA!

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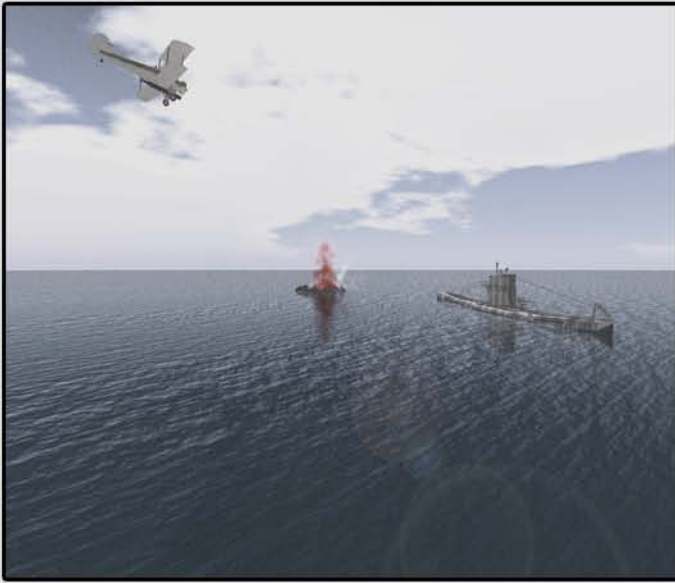
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When does this Invasion take place?

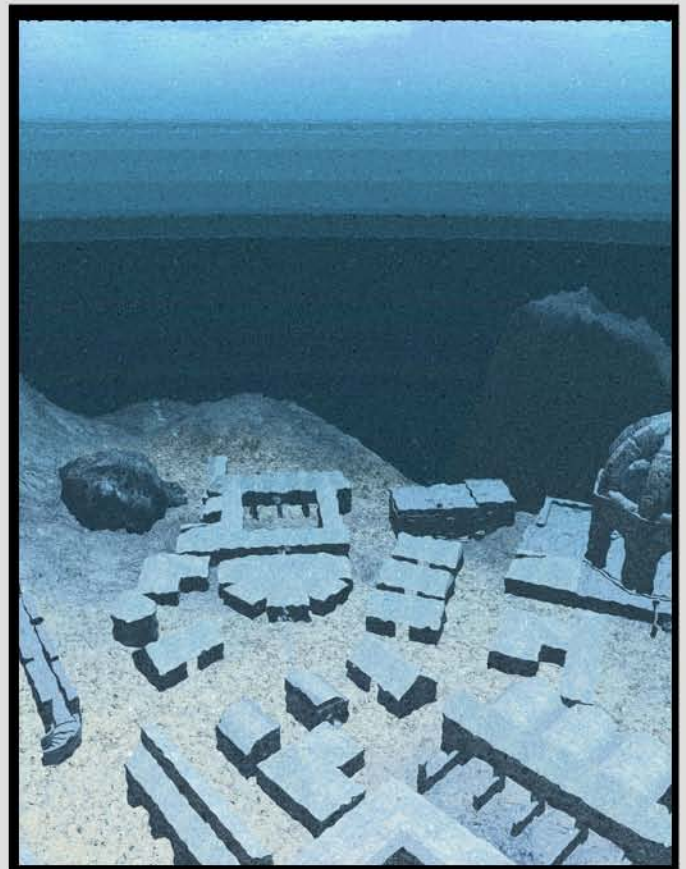
This scenario is conceived as taking place in mid-1941, when the Nazi march is at its highest. At this time, America is not in the war, but it is already arming and reasons for American involvement are dealt with later in this book. In fact, this scenario could take place almost any time before mid-1944, when the Axis interest became entirely focused on defending what they had taken and no longer involved itself with foreign adventures.

INVASION OCEANIA

One of the great advantages the Allies have in the war is their alliance with the undersea nation of Oceania. Sitting as it does along the Great Atlantic Ridge, populated by the amphibious Oceanians, it provides an important refuge and way station for Allied forces in the Atlantic.

Situated just south of the Azores Islands, Oceania has been a reclusive kingdom for centuries. After a spate of attempted conquests of the surface world in Classical times (which helped create the legends of Atlantis) the people of Oceania decided that the surface world held no interest for them and avoided any contact.

But now the undersea fleet of the Nazi steamroller has been mobilized to invade Oceania. Using technology that makes the ocean depths tolerable for their stormtroopers, they intend to loot Oceania of its amazing bio-technology and underwater technology and leave it in the hands of a rebellious faction that wants nothing to do with the surface.



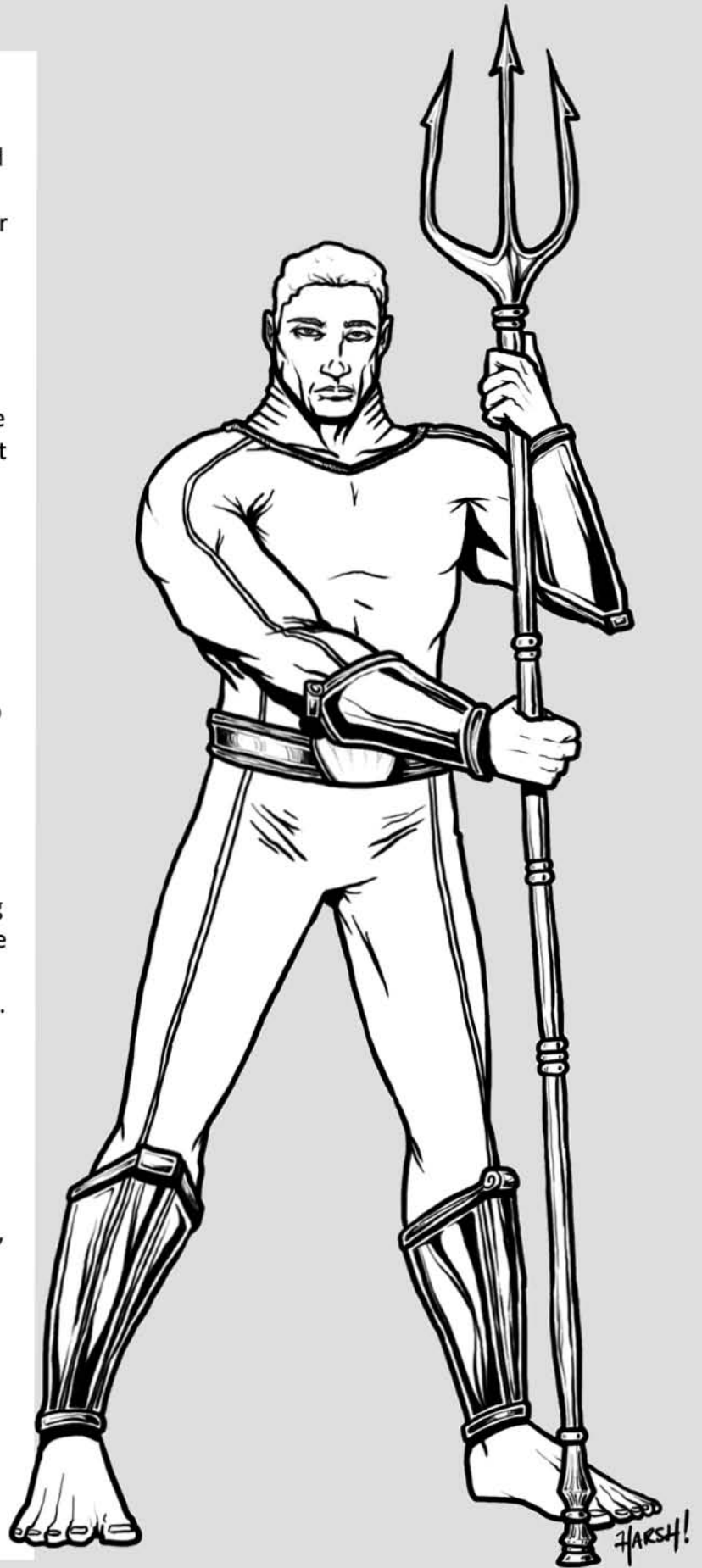
HISTORY OF OCEANIA

The earliest history of the land of Oceania is lost in prehistory. The current population found the ruins of the city after it had been submerged. How long the ruins had been under water was impossible to tell.

Just how the relatively primitive Oceanians managed to arrive at the ruins is also a good question, and does not appear in the known legends of the land. All that is known is that the People (the Oceanians) found the city and great secrets were revealed to them by Dagon. Apparently some of the volcanic forges were still in operating condition and some of the biological knowledge was available in some form.

In Classical times, Oceania's technological superiority was sufficient to encourage them to attempt to conquer the Mediterranean. The attempt met with initial success, but attempts to garrison their conquests were disastrous. Though truly amphibious, Oceanians had been too long under water, and their lungs and skin could not truly adapt to breathing air and being exposed to the ultraviolet rays of the sun. There is also a hint in the legends of Oceania that metahuman intervention may have taken place.

Within two decades the Great Conquest was over and the Oceanians were back in their city. Shortly after, they decided on an active policy of Avoidance. This policy was occasionally breached by individuals, but aside from adding to occasional legends of merpeople and selkies, and producing some hybrids who were shunned by both parentages, these breaches had no affect on surface history.





When submarines were developed by surface navies, the Avoidance was broken. It was a Portuguese submarine in the 1920s, exploring the region around the Azores, that first provided definite proof of the existence of Oceania.

King Kammar III of Oceania was a Prince at the time, and he took onto himself the investigation of this new development. He rapidly learned that the British were the “Lords of the Seven Seas” and sought out representatives of the British Navy. Early on, he met the Duke of York, who was a naval officer, and formed a fast friendship.

When the war started, now-King Kammar was persuaded by his friend (now King George VI) to join the Crown Guard.

He served with distinction, but had to take leave in 1940 to deal with an attempt by a rogue Oceanic general, Sibav, to usurp the throne. Kammar defeated the usurper in single combat in according to Oceanian tradition and drove him from Oceania. Kammar then immediately resumed his duties with the Crown Guard, unknowingly leaving behind a secret cabal that had supported Sibav and had other strings to their bow of usurpation.

PEOPLE OF OCEANIA

The people of Oceania are of North African stock. The closest DNA (and language) match is to the Berber tribesmen of the Sahara.

Current (2011) Anthropological theory suggests that as the jungles started to submit to the encroaching sands of the desert, one tribe of Stone Age homo sapiens took to the shallows of the ocean to subsist on what could be gleaned from the waters. How they developed true amphibian qualities is unknown, but alien intervention, primitive shamanic rites that made the hunters "identify" with their aquatic prey, and demonic/Eternal trickery have all been suggested, as have some form of natural selection that let babies that could not breathe air be able to breathe water and become a dominant strain.

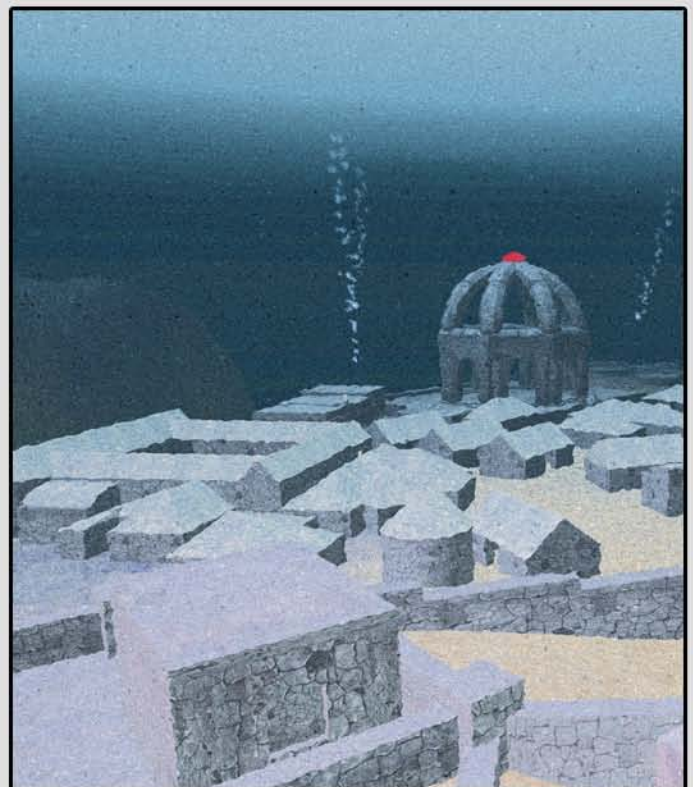
Whatever the cause, the people of Oceania are now thoroughly adapted to a watery environment. Some of the adaptation may be due to bio experiments performed after they gained the biological manipulation resources of Oceania city. They have webbed fingers and toes; their lungs can breathe water with the help of auxiliary gills, and they are much stronger and resistant than their surface-dwelling cousins. They also have Low-Light vision to a fantastic degree.

Unlike aquatic mammals like dolphins and whales, Oceanians are true water breathers. An Oceanian can spend his or her entire life under water and expel a last breath of water as they die. Oceanians do have problems with pressure over 500 ft down. An Oceanian in a protective suit can dive deeper, but they are not comfortable and have trouble breathing. The ocean's cold also starts to affect them, since they do not have the fat layers most aquatic mammals have. Most Oceanians look pudgy because of the fat layers they do have, but they don't look like dolphins with long flukes.

GEOGRAPHY OF OCEANIA

Oceania perches on a couple of peaks of the Atlantic Ridge that do not quite reach the ocean surface. The depth of the capitol ranges from about 120 ft to 350 ft deep. Other outposts and small colonies inhabit similar perches. Industrial complexes are emplaced on active sub sea volcanoes, which provide the necessary heat for many industrial processes. A few of these outposts and complexes are north of the Azores Islands, but most of the nation is south of the Azores.

Because they essentially inhabit mountain tops, Oceania is like an archipelago. There are tremendous depths all around the city that are totally uninhabited save by deepwater fish and whatever still-living detritus has survived dumping from the experimental labs of Oceanian scientists. Given the depths involved, the inhabitants of Oceania have not paid a lot of attention to waste recycling principles. Weight the trash down and dump it over the edge is the general philosophy. The depths are avidly patrolled by scavengers of every aquatic stripe.



LIVING in OCEANIA

The main occupation of Oceanians is aquaculture. Specially bred kelp crops provide most of the sustenance, though there is an active hunter culture that seeks out fish and shellfish and other delicacies. The lower levels of Oceania are also home to fish farms where food fish are kept in special pens for harvesting.

Oceanians eat a lot of their food raw, but surface explorers were startled to find that cooking is done, mostly using vented volcanic heat that is bled off the factories. They have developed spices of their own and many of the dishes have been praised by surface chefs, who are trying to figure out how to duplicate the dishes in an atmosphere.

Very few Oceanian homes have vented stoves. Cooked food is eaten in public eating houses, which serve much the same purpose as the Roman baths did in Ancient Rome. Homes of the high nobility do have vented kitchens. Nobles in charge of the far flung industrial complexes vie with each other with the quality of their private kitchens. In Oceanian society, this is known as the Food Circle.

Home and public entertainment mostly consists of playing certain musical instruments (mostly stringed) and singing. Surface music aficionados would have trouble recognizing the songs, which tend to be patterned on whale songs. Composers and entertainers wait for the sound of migrating whales and create new pieces based on them. Some Oceanians claim to be able to understand the original songs of the whales.

The official religion of Oceania is worship of Dagon, who they picture as a reptilian humanoid figure. This seems to have been based on statuary originally found in the palace of worship where most Oceanians attend services. The building was built on the foundations of one of the original ruins found by the Oceanians when they arrived. Dagon is credited with giving them the city and teaching them the secrets of the volcanic forges and bio resources. No surface explorers have been permitted into the Temple of Dagon, though worshippers speak openly about what has taken place in services. Photographs have also been allowed.

Oceanians have domesticated and bred several fish species to pull chariots or even ride. These creatures are all entirely piscine. Aquatic mammals are considered too unreliable because of their ongoing need to head for the surface and breathe. Some aquatic mammals interact with Oceanians as pets or hunting companions. Some Oceanians have learned to communicate with them.

Since the war began, two British submarines have patrolled the Oceanian territory. At the moment, the submarines are the Undaunted and the Turbulent . The Oceanian military also maintains patrols of their own open-to-water submersibles. These latter carry about 20 Oceanian soldiers who debark to do battle at the first hint of trouble. The submersible is essentially just a conveyance. While the British submariners are alert to possible dangers, the Oceanians tend to consider the patrol a tedious chore. Oceania has been safe beneath the waves for millennia, after all.

These are British submarines that were actually lost in mid-1941. GMs with a taste for authenticity who wish to set this adventure at a different date might want to research British submarine losses during the appropriate date.

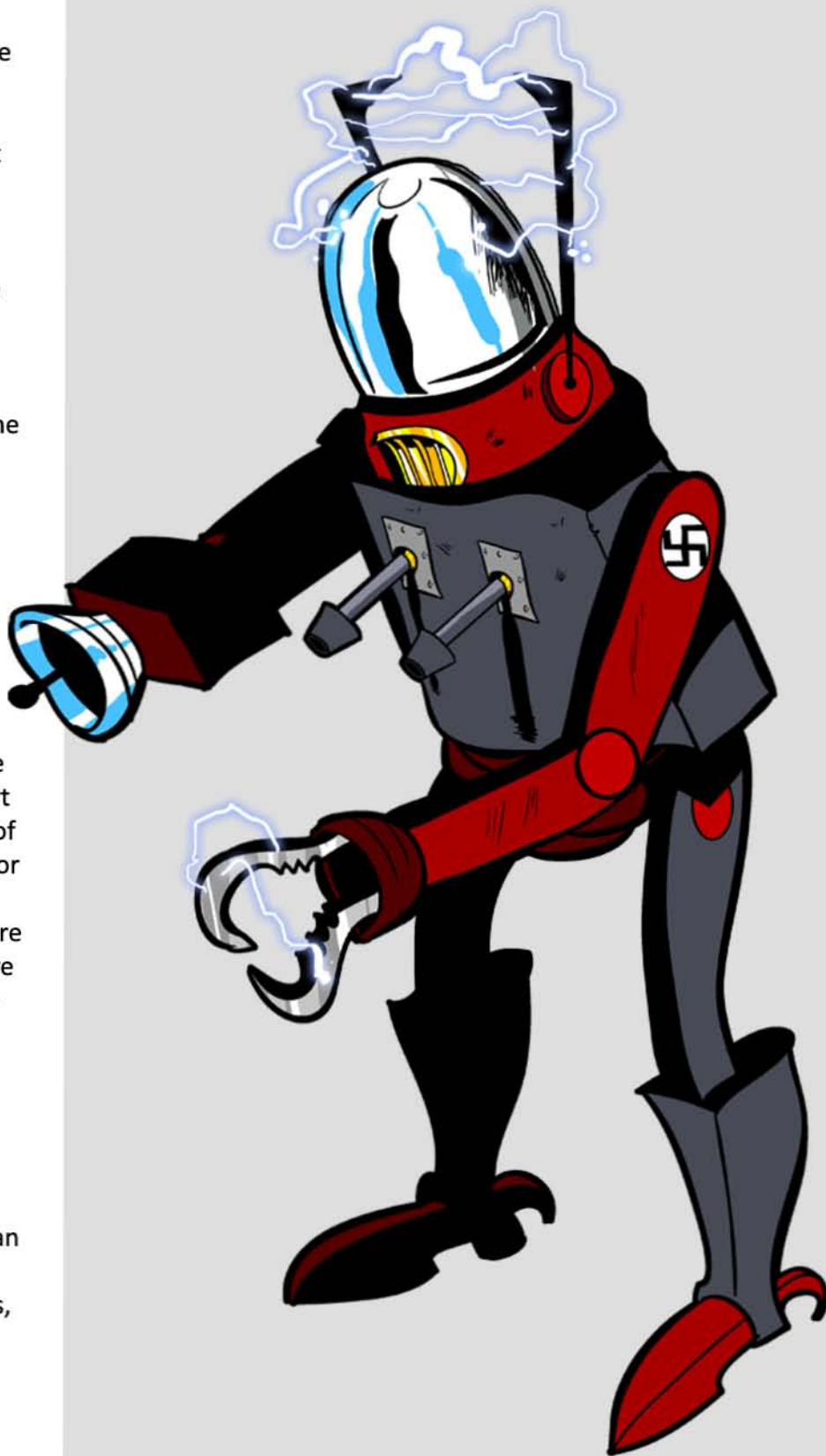
NAZI INVASION PLAN

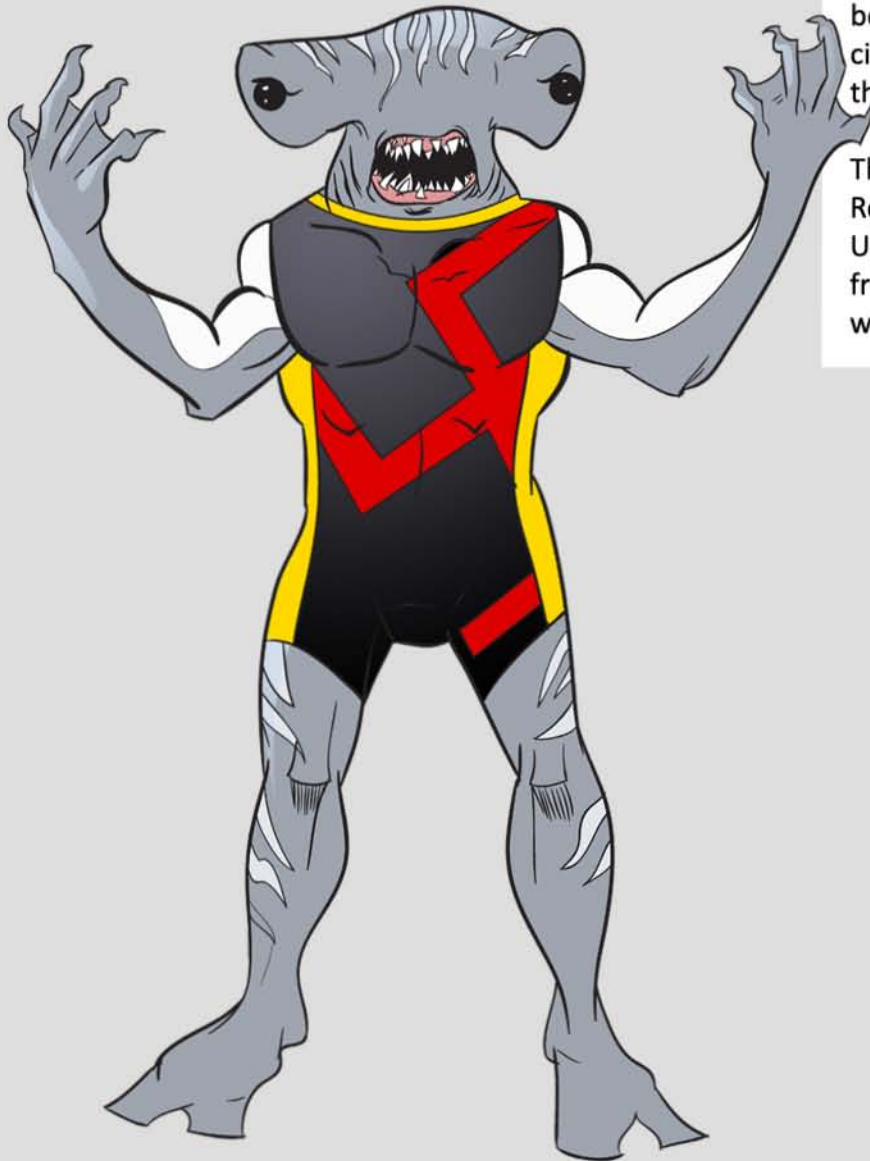
The Invasion plan depends on the use of the latest product of Nazi Mad Science, the Oxygenator (Sauerstoff-Sättigungs-Maschine is the official name, meaning "Oxygen Saturation Engine"). This device, set up in a central position, super-saturates a 10,000 ft radius volume of water with air, making it simple for storm troopers to move around the city using just a rebreather, rather than the deep diving rig normally needed for the depths involved. The Oceanians can still breathe the water, but it actually disrupts their metabolisms, which can't deal with essentially being in water and air at the same time.

The Oxygenator also relieves the stress of pressure up to 500 ft beneath the waves. A stormtrooper can move freely, using the personal undersea jets or Patroller torpedoes. They must still swim, however. The water is still there.

The Nazis are interested in the Palace of the King (to loot for various ancient objects d'art collected during the Conquest), the Palace of Dagon (which is also central headquarters for the bio-engineers of Oceania), the Factory (which is built over a volcanic vent and where most Oceanic manufacturing innovations are documented and examples stored), and the Arsenal (where the Oceanic amphibious vehicles are stored).

The German plan involves catching the patrolling submarines unaware with sharktroopers who plant explosives on the hulls of the British submarines. Any Oceanian submersibles who get in the way are to be taken care of by sharktroopers and serpents, backed up by Reichbots.





The assault submarines, constructed especially for this operation, then arise from the depths under the city and deploy Sharktroopers and Octopus Brigade members who set up the Oxygenator. As the Oxygenator does its work, the specially selected Unterzee

Überfallkommandos and stormtroopers boil out of the assault subs and take over the city. The Oceanians are too discommoded from the effects of the Oxygenator to stop them.

The main threat to the heroes will be Reichbots, stormtroopers and Unterzee Überfallkommandos. If they have to approach from outside the city, they may have to deal with sharktroopers and serpents as well.

SCALING the THREAT

A particularly powerful hero group may call for a sterner defense by the Nazis. Of course, they may be accompanied by members of the Eugeniks Brigade, and/or a squad of Ubermenchen. Other possibilities include psychic agents of the Nazi Occult Bureau and/or acolytes of the Thule Society. Also possible are Unterzee Reichbots Mark II or even some werewolves wearing underwater gear.

Even if the hero group is relatively low powered, an Ubermensch and a psychic agent might add some variety to dealing with stormtroopers and Unterzee-Uberfallkommandos.

GETTING INVOLVED

Heroes can be members of the Crown Guard or Vigilance Force, or members of a different group also helping the Allied effort. They should be already experienced in dealing with the Nazi menace. If the invasion takes place before America enters the war, American heroes might be volunteers similar to the American pilots who formed the Eagle Squadron in the RAF or the Flying Tigers in China before America joined the war.

Heroes should get involved after the initial invasion has taken place. There are several ways they can be brought into the situation:

- *They might be acting on intelligence that gave warning of the attack just too late to head it off*
- *They might be friends of King Kammar's who he has recruited to help him after an incredible journey to reach them (the friends should really have a good method of fast transportation back)*



- *They might be visiting Oceania and caught unawares until there are stormtroopers on the swimways and their Oceanian friends are gulping for air,*
- *They might be in the general area (perhaps in the Azores or guarding a convoy) and be the first heroes on the scene.*

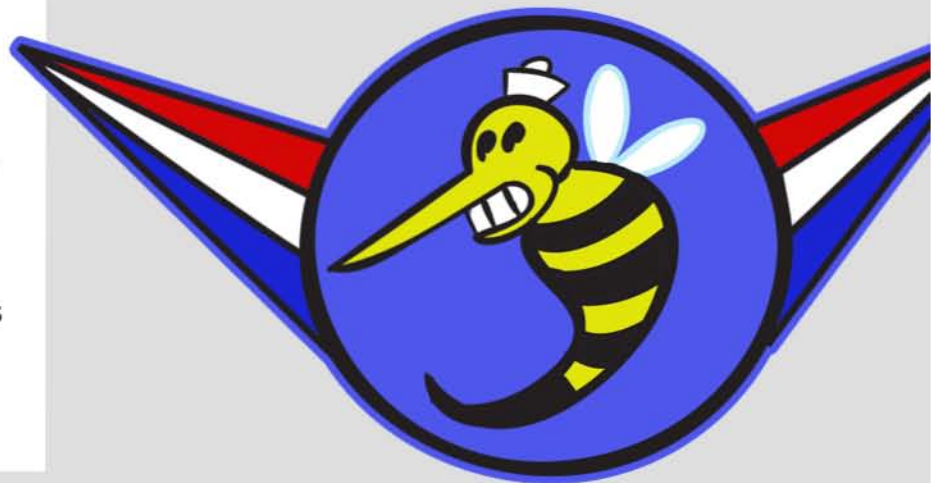
GETTING INVOLVED (cont.)

Time is of the essence here. The Nazis intend to thoroughly loot the city, but they are not adding it to their list of conquests. For one thing, they have no faith that the Oxygenator will function for more than a week or so. And after all, overextended as it is, the British Navy is still the biggest in the world and the Azores are not that far from England.

When the heroes arrive, the Oxygenator is in operation, stormtroopers are swimming patrols, and the sharktroopers and serpents are outside the influence of the Oxygenator, patrolling against any interference. The British submarines are either sunk with all hands or badly crippled and no help to the Heroes. Oceanian soldiers not already captured cannot enter the Oxygenator's influence and operate efficiently.

The heroes might have assistance from (or be playing) Swordfish (King Kammar III) of the Crown Guard or Sea Bee of Vigilance Force. They might even get help from General Sibav (Killer Whale, see Peoples' Revolution), since the traitors assisting the Nazis have written him off as a lost cause and no longer want to deal with him. All of these Oceanians are sufficiently familiar with surface world conditions that the Oxygenator does not noticeably bother them. Sea Bee will work with either of the rivals, King Kammar will work with Sea Bee reluctantly, and Sibav will be equally reluctant to work with Sea Bee. Kammar and Sibav will not work together.

Given the number of stormtroopers available, a head-on attack will probably be suicidal. However, if the Oxygenator can be disabled, the Nazi plan will be foiled and quite likely a lot of stormtroopers drowned. Thus, the focus of the operation should be avoiding a confrontation until the Oxygenator can be smashed.



ENVIRONMENTAL CHALLENGES

Wherever the heroes insert themselves into the situation, they are facing a situation that surface world heroes rarely face. There are three main differences to dealing with this situation rather than the normal surface situation.

Visibility

Assuming the heroes have been equipped with some form of low light vision, the field of vision is still restricted, with buildings and people suddenly popping into view as they come into the range of the vision device. There are light sources. The Oceanians are naturally equipped with low light vision, but still need some form of light to use the ability. Bio-engineered paint extracted from luminescent fish is used to paint the outside of buildings and fixtures inside the buildings. There are even some electric fixtures powered by bioengineered eels, and volcanic vent generators.

Generally a properly-equipped newcomer to the city will see glowing shapes looming out of the blue-green water like a church tower in the London fog. To the Oceanians, the color and pattern of the glows tell them everything they need to know about the looming building, but the clues are not obvious to the visitor.

Infravision and radar are particularly useless. The temperature of the water dampens all heat tracks until you are right on top of them. Radar pulses are diffused by the water. SONAR is quite efficient, and the GM must determine if senses that depend on detecting the motion of bodies through air are dampened or enhanced by being underwater.

Dimensionality

Underwater is a three-dimensional environment. A foe can come from any angle. Characters with flight powers (but see below) will be more familiar with the situation, but surprise will be much more likely, on either side.

Effect on Powers

Essentially, all normally ranged powers are cut down to short range by the effect of the water. Heat is dispersed, cold makes ice entirely too efficiently, sonics go to different frequencies, electricity is grounded (but see Nazi electric weapons), and bullets slow down very quickly. Guns also cause shockwaves due to the relative immovability of water. Radiation and light suffer similar problems.

Flight powers need to be evaluated by the GM on an individual basis. In general, Flight loses two ranks of power due to the friction of moving through water. Flight that depends on air, such as non-amphibious jets, are useless. Wings might be help or hindrance.

Weapons and powers that depend on the target breathing in a substance are automatically cut to half effectiveness inside the radius of the Oxygenator and have no effect in normal water.

SPECIFIC PROBLEMS ON APPROACH

A group specializing in quick movement or stealth may be able to get to the Oxygenator without many obstacles and just have to deal with the final defenders. A more diverse group might arrange a diversion by attacking one of the looting groups and getting the attention of most of the invaders, letting a stealth group make the strike at the Oxygenator.

Suiting Up

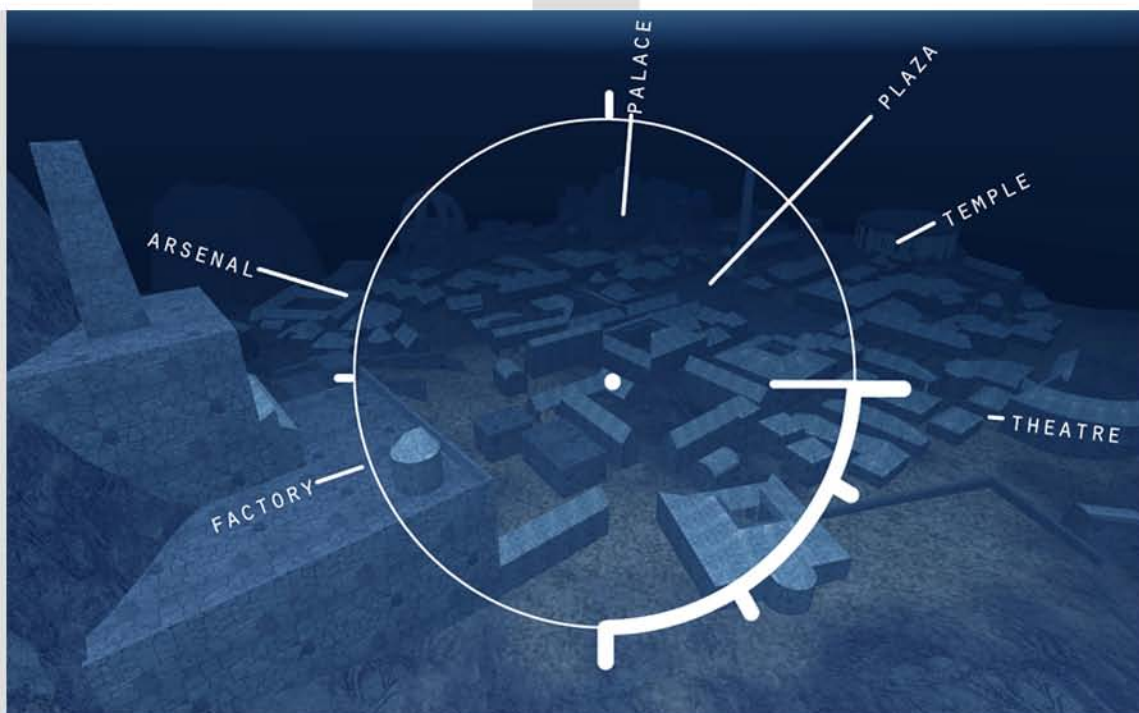
Heroes who don't have a normal method of dealing with the hazards of deep water diving can be provided with jury-rigged versions of the Oceanian deep water suits. Every outpost of Oceania has them on hand and most of the outposts are outside the radius of the Oxygenator. The suits essentially provide the same effects as the Nazi stormtrooper Aquatic modifications, including low light vision and swimming jets. If Kammar has recruited the heroes, he is using an Oceanian amphibious jet sub (see Oceanian NPCs) that comes equipped with the suits.

The suits depend on the user breathing the Oxygenated water, just as an Oceanian user would still breathe the water around him. They do not have a separate air supply.

Getting there

If the hero group has a mass teleporter, the GM can either (1) allow him to haul the rescuers directly to the central plaza where the Oxygenator is installed or (2) establish interference from either Thule Society sorcerers or Occult Bureau Psi Agents that does not allow a teleporter to get a "fix" on the location. Circumventing the guard system with a teleporter makes for a shorter mission, which may be a good thing for a group who cannot meet often or has only a limited time.

If the group is known to the Nazis, they are much more likely to have an interference shield in place. Keep in mind that the Eugeniks Brigade is ferried to its targets by a world class teleporter, so the Nazis have ample opportunity to experiment with ways to block a teleport. If they want to risk losing Gotterdammerung, he might even be on hand, using his teleportation powers to block incoming teleports.



Perimeter Patrols

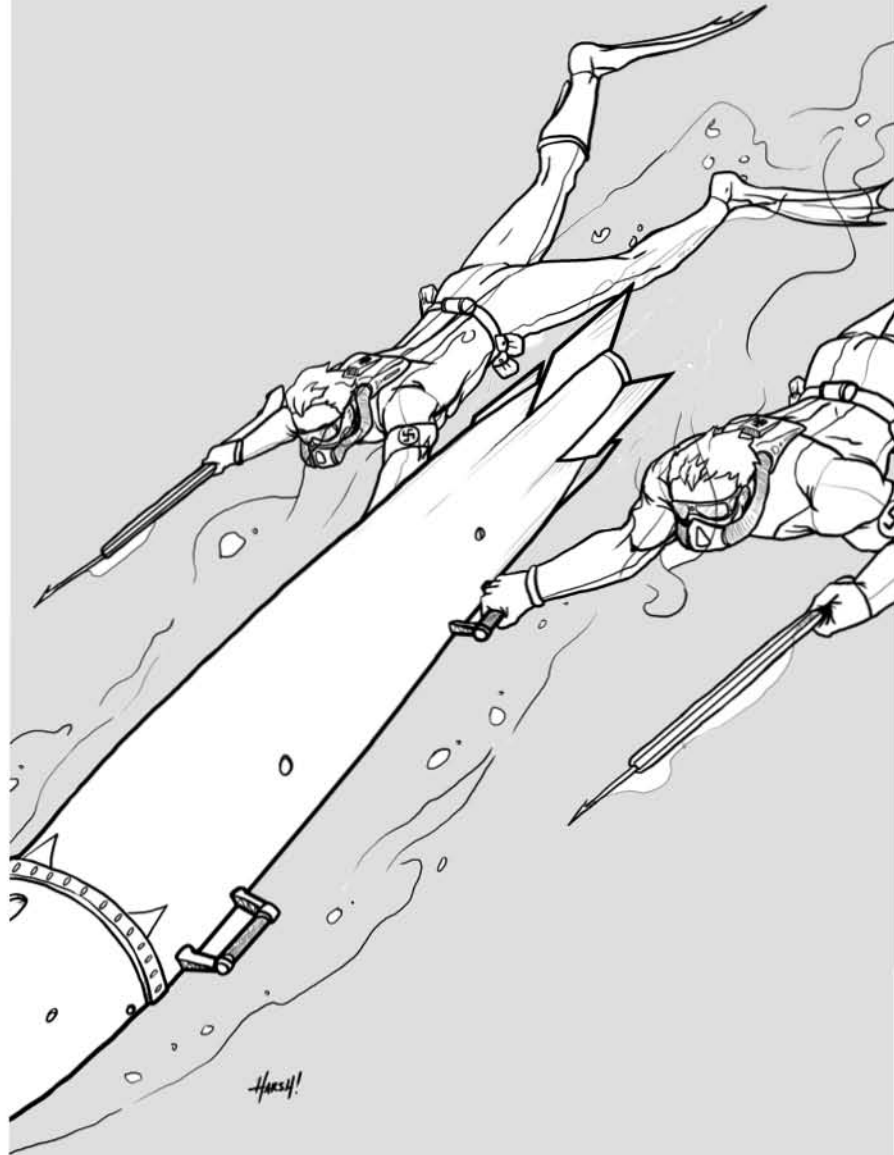
The first obstacle to a rescue mission is the Octopus Brigade (Krake-Kampfgruppe), with its specialized undersea equipment, its shark trooper allies, and sea serpents. Most of the Krake Kampfgruppe is busy with convoy raiding (and possibly trying to recover from being hammered in the Battlescenes: Stormtroopers of the Deep if that has already been played), so there are only three patrols working 12 hour shifts on perimeter duty. Two are patrolling and one is resting at any given moment. They have established a base camp on an undersea peak outside the radius of the Oxygenator.

A patrol consists of a lesser sea serpent, its Krake Trooper handler, two shark troopers and four more Krake troopers. Following this patrol is a major sea serpent and its handler, and two more shark troopers. The second patrol stays far enough back that it may be able to surprise ambushers in turn.

The patrolled territories are either open ocean (away from the mountaintops holding Oceania), a couple of nearby unsettled mountain tops, and the lower slopes of the Oceanian mountains. All of these areas must be at least 2 miles from Oceania because of the radius of effect of the Oxygenator.

Because of their diving suits, the Krake troopers can enter the Oxygenator area, but the Shark troopers and Sea Serpents must stay away because the variation in water pressure is too abrupt for their systems to adjust to.

Since the Oxygenator covers all the volume of ocean between the city and the surface, storm trooper observers are on the roofs of the city, keeping an eye on the overhead. If the PCs drop in directly from the surface, they will find the equivalent of four street patrols (see below) rising from the city to meet them.



Street Patrols

Street patrols consist of Storm Troopers equal in number to the PCs, plus two Untersee-Uberfallkommandos. The latter are “flying” over the storm troopers at building top elevation. The stormtroopers (following surface world instincts) are close to the swimways surface, taking some consolation from its similarity to a surface world street.

The swimways are very like streets. There are not enough Oceanians for them to seriously consider turning the swimways into tunnels and having doors and accommodations coming in at every possible angle, as is possible for a 3 dimensional environment like Oceania. Instead, swimways have concave “floors” and are unroofed. Buildings rarely have more than three stories, but there are no ladders or stairs, as the inhabitants can simply swim to the opening at the level they wish to enter. There are no equivalents of sidewalks or traffic lanes, everyone just swims where they need to go.

At the Temple

The Temple is a domed building with a massive main hall where services take place. There are small shrines to many other (very much lesser) gods around the periphery and there are rooms under the Temple where the Priests and acolytes live and work on bio-engineering experiments and production. The Priests of Dagon are also the principal bio-engineering scientists and engineers for Oceania.

A few of these priests have been suborned into helping the Nazis. They were equipped for the invasion by wearing modified deep diving suits and they are helping the Nazis load some experimental prototypes into the buoyant sledges that will be used to take the materiel to the submarines.

Unknown to both the traitor priests and the Nazis, the Master of Security for the Temple has an ace in the hole. Deep below the Temple is a cave which is the sometime home of a monster from Jurassic times, a Pliosaur. Possibly the largest and fiercest predator of the Age of Dinosaurs, this aquatic juggernaut is the traditional guardian of the temple and doesn't seem to need to breathe air at all. For that matter, it is apparently the same pliosaur the original high priest found many centuries ago.

The High Priest, under guard with his main entourage, has been holding onto his amulet of office and summoning the warder. And it is just about at the Temple.

Command over the creature is spotty, at best. It is as likely to attack rescuers as Nazis. The High Priest considers them all equally invaders, anyway.



At the Palace

This is where the commander of the expedition is spending his time, browsing through the art displayed and selecting what items will be taken back to Germany. His troops are also looking for stores of gold, which Oceanians have displayed on many occasions. The commander is a political appointee. He was mostly appointed for his knowledge of ancient art. He has almost no military training or capability.

The stormtroopers and Reichbot accompanying him are a much tougher nut to crack. However, attacking this group will certainly bring all the other groups running as the commander screams for help over every frequency he can access.

At the Arsenal

A group of Nazi technicians guarded by stormtroopers are trying to activate the four amphibian jet subs on the launch deck. They are having problems because a brave and determined Oceanian technician removed the ignition device from each engine and dived over the edge of the platform into the depths below.

It won't take too much longer for the Nazis to figure out there are parts missing and find similar parts in the Arsenal hanger. If they get the four vehicles operational they could bring a lot of firepower into the fight at a strategic moment. Similarly, if their activity is interrupted and the heroes manage to activate the jet subs, they might have their own surprise at a crucial moment elsewhere.

At the Factory

Here, the Nazis are going through the exhibition rooms, grabbing every device they find that might be useful on the surface. Most of the scientific advisers they brought are in this group.

What they don't know is that one of the managers of the factory has inched open a containment valve. This is letting toxic gases from the volcano below into the air of the city. Since the Nazi aquatic adapters depend on actually being able to breathe the oxygen in the water around them, this toxic substance is insinuating itself into their bodies.

The effects of this gas on the Nazi invaders, not to mention the Oceanians, who are used to lower concentrations of the substance, is left to the imagination of the GM.

The Final Confrontation

The Oxygenator is inside an armored containment shell with an invulnerability of 6. There are several intake and outflow vents that allow access to the innards, which are much more vulnerable. However, they are baffled such that random explosions in the vicinity have to deal with the full invulnerability.

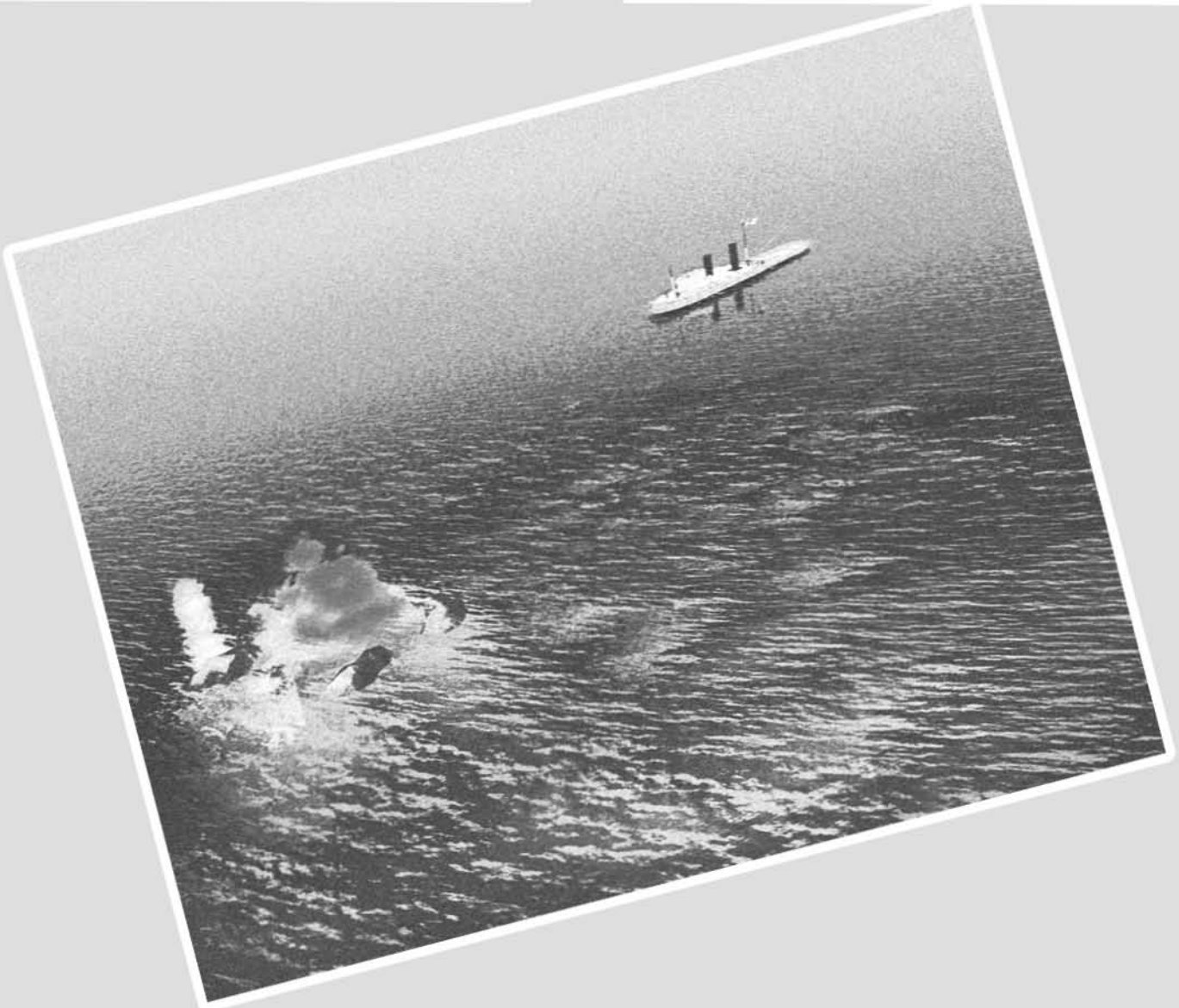
The Oxygenator is also guarded by at least one stormtrooper per attacking PC and an untersee uberfallkommando for every two attacking PCs. There are also a half dozen technicians. If there is an UberMensch with the invasion, he is almost certainly stationed here. The only thing that would draw him away was if a similarly strong and tough Allied meta was with a diversionary force. If more than one Eugeniks Brigade member is attached, at least one would be left to guard the Oxygenator. An Unterzee Reichbot would also not be distracted.

For further confusion, note the situations described in previous sections. If the heroes manage to get themselves to the Oxygenator unstopped, they could find themselves having to deal with (1) a rampaging pliosaur from the Temple, (2) amphibious fighters from the Arsenal, (3) the effects of the toxic effluvia from the Factory, and (4) the returning looters from the Palace.

CONSEQUENCES

Even a successful assault on the Nazi occupiers can have a bad effect on the state of the British-Oceanian Alliance. King Kammar is virtually alone in his liking for surface people. Slaughtered Oceanians, damaged buildings, destroyed amphibious aircraft, and even a slain or damaged Temple Pliosaur can increase the negative feelings of the Oceanians for the surface world. For most of them, including high ranking nobility and priest/engineers, one surface man is much like another. They resent the presence of the patrolling British submarines and blame the British connection for the invasion of the Nazis.

Unless the PCs do an incredible job of diplomacy as well as rescue, the Oceanians will grudgingly fulfill their obligations during the war and then retreat under the waves for the next several centuries unless the surface world intrudes on them. They may even pull up stakes and retreat to the Arctic or Antarctic where they can be fairly sure no one will intrude on them. King Kammar will continue his service with the Crown Guard until hostilities are over, but as soon as King George VI dies in the early 1950s, Kammar and the Oceanians will disappear from the history of the planet for at least a century.



Krake-Kampfgruppe-Soldier

PROWESS 5
COORDINATION 4
STRENGTH 5
INTELLECT 4
AWARENESS 4
WILLPOWER 3

STAMINA 8
DETERMINATION *

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

BACKGROUND

These are the elite Nazi undersea soldiers. They are equipped with the best underwater gear and they are well-trained in how to use it.



Untersee-Stormtrooper

PROWESS 4
COORDINATION 4
STRENGTH 4
INTELLECT 3
AWARENESS 3
WILLPOWER 3

STAMINA 7
DETERMINATION *

SPECIALTIES

Martial Arts
Weapons (Guns)

POWERS

Aquatic 2 (Device: Diving Suit)
Invulnerability 3 (Device: Diving Suit)
Blast 4 (Device: Harpoon Gun)

QUALITIES

- Elite Stormtrooper volunteers

CHALLENGES

- Enemy: Oceanian military
- Enemy: Allied super soldiers.

BACKGROUND

The stormtroopers used in this mission are rejects from the Krake Kampfgruppe (see above) program. This still makes them some of the best soldiers around and equipped to deal with underwater combat, though they don't have the Octopus Brigade's expertise.



Mutant Nazi Shark Trooper

PROWESS 7
COORDINATION 5
STRENGTH 7
INTELLECT 2
AWARENESS 4
WILLPOWER 2

STAMINA 9
DETERMINATION *

SPECIALTIES

Underwater Combat

POWERS

Aquatic 4
Strike 6 - Bite
Fast Attack 7 (3 targets per panel)

QUALITIES

- Mutated Amphibious Stormtrooper

CHALLENGES

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

BACKGROUND

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.



Sea Serpent (Lesser)

PROWESS 3
COORDINATION 3
STRENGTH 9
INTELLECT 2
AWARENESS 3
WILLPOWER 2

STAMINA 11
DETERMINATION *

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.

BACKGROUND

These creatures were created by the Nazi-leaning Oceanian bio-engineers. Originally meant as guardians for the city, they proved too dangerous to friend or foe. The Nazi handlers have used advanced mind control techniques to "tame" them, but how long this will last under combat situations is anyone's guess.

Sea Serpent (Greater)

PROWESS 7
COORDINATION 3
STRENGTH 9
INTELLECT 2
AWARENESS 3
WILLPOWER 2

STAMINA 11
DETERMINATION *

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.

Untersee-Uberfallkommando "Swimming Squad"

PROWESS 4
COORDINATION 3
STRENGTH 4
INTELLECT 3
AWARENESS 3
WILLPOWER 3

STAMINA 7
DETERMINATION *

SPECIALTIES

Aerial/Underwater Combat
Weapons (Guns)
Military

POWERS

Aquatic 4 (Device: Adaptive Underwater Gear)
Blast Device 6 (Device: Electro-Blaster Pistol)
Force Field 4 (Device: Diving Suit mounted Electric Force field Projector)
Flight/Swim 3 (Device: 3rd Reich Jet Pack)

QUALITIES

- Nazi Jet Pack Commando

CHALLENGES

- Enemy: Allied super-soldiers

BACKGROUND

These crack stormtroopers have been outfitted with the best equipment mad scientists of the Third Reich could devise. Their gear has been altered to include an air supply and Low Light Vision goggles in the helmet and their jet packs have been modified for amphibious duty.

With their jetpacks, blasters, and force fields, they are a highly agile super-powered commando force that can change the tide of a battle. The Blaster's electric charge emits as ball lightning and has a short range in water before it dissipates. The force field has to be constantly reinforced, and the user must keep in constant motion to continually recharge its batteries.



Untersee-Reichbot Mark I

PROWESS 2
COORDINATION 2
STRENGTH 4 (5 with Growth)
INTELLECT 0
AWARENESS 2
WILLPOWER 0

STAMINA 8
DETERMINATION *

SPECIALTIES

Aerial Combat
Underwater Combat

POWERS

Aquatic 4
Blast 6 (Shooting) - Heavy Machine Guns
Flight 4
Growth 5 (Permanent)
(Strength goes to 5, gives Invulnerability of 5,
Defense is -1)

QUALITIES

- 21 Foot Tall Nazi Mechanical Menace

CHALLENGES

- Enemy: Allied super-soldiers
- (Optional) Weakness: Design flaw, the robot's control center is accessible via the weak coverings over the robot's optical sensors.

A successful Awareness test is necessary to notice this. A called shot to the eye (*see page 67 in ICONS*) will hit the robot's control center. The exact result of this (immediate shutdown, loss of weapons use, loss of mobility) is left up the GM. Our default suggestion is that any successful called shot to the eye has a +1 to damage and ignores the Reichbot's Invulnerability.

BACKGROUND

*This is the initial version of the Reichbot, now adapted to aquatic action. The more powerful Mark II (see *Battle-scene: The Panzer-Ritter and Blitzkrieg, London*) is being held back for more desperate actions.*



Psychic Agent from the Nazi Occult Bureau

PROWESS 5
COORDINATION 3
STRENGTH 3
INTELLECT 4
AWARENESS 3
WILLPOWER 4

STAMINA 7
DETERMINATION *

SPECIALTIES

Mental Resistance Expert

POWERS

Aquatic 2 (Device - Diving Suit)
Mental Blast 8
Mind Control 7
ESP 5
Fast Attack 7

QUALITIES

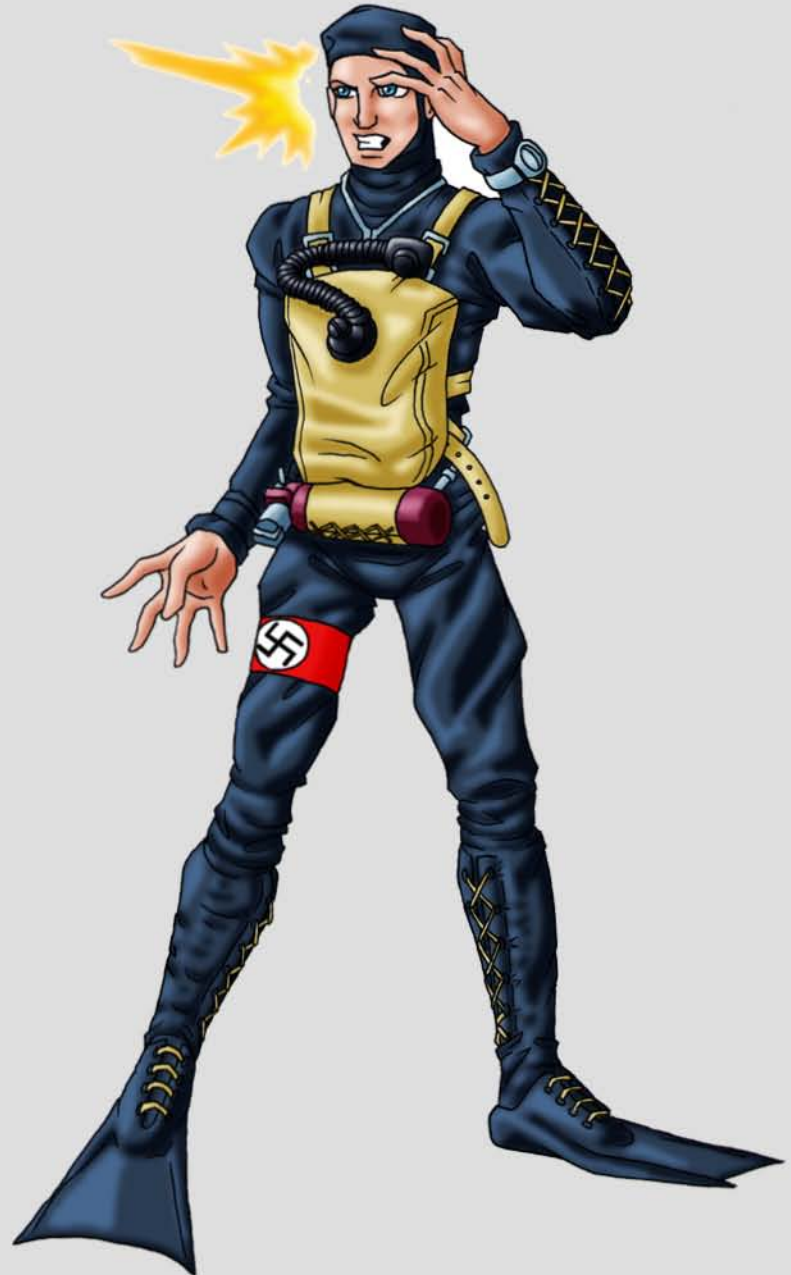
- Mentalist from the Nazi Occult Bureau
- Expert at extracting information from reluctant interrogation subjects

CHALLENGES

- Weakness: Arrogance makes him careless. Relies too heavily on his mental powers.
- Weakness: Prone to bouts of extreme paranoia as a side effect of the process that gave him psychic abilities

BACKGROUND

The Nazi Occult Bureau explores a wide range of supernatural phenomena in its quest for super-weapons to use against the enemies of the Reich. One of their most successful projects is the development of technology that enhances psychic powers. This process has a regrettably high fatality rate. However, it only results in the death of seventy percent of its test subjects – which is one of the lowest among similar programs in the Bureau.



The psychic agents created by this process are often deployed to assist the Gestapo on interrogations while a select handful has been groomed for behind-the-lines assassination missions.

Thule Society Field Operative Sorcerer

PROWESS 3
COORDINATION 4
STRENGTH 2
INTELLECT 4
AWARENESS 2
WILLPOWER 4

STAMINA 8
DETERMINATION *

SPECIALTIES

Mental Resistance
Occult Expert

POWERS

Aquatic 2 (Device - Diving Suit)

Wizardry 4 (Magic)

- Illusion
- Reflection
- Telekinesis

Blast 5 (Device: Magic Staff)

QUALITIES

- Nazi Battle Mage

CHALLENGES

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

- Enemy Allied super-soldiers

BACKGROUND

Fiercely loyal, trained in the dark arts and equipped with powerful artifacts, the Thule Society mages are a mystical force to be reckoned with.

Spawned during the resurgence of interest in "folk-ways" in the early 20th century, the Thule Society has wandered far afield from its origins. The Thule Society practices a potent but deeply heretical hodgepodge of neo-paganism and demon worship.



While infrequently seen on the front lines of battle, the sorcerers of the Thule Society are often involved with the mad schemes of the Nazi leadership in more covert roles – from hunting for arcane relics in every corner of the globe, to covert sabotage missions behind enemy lines, to perfecting the twisted spells that will raise legions of undead to fight for the Reich, to the dark and draining rituals that empower an Übermensch super-soldier.

Übermensch

PROWESS 5
COORDINATION 6
STRENGTH 9
INTELLECT 3
AWARENESS 4
WILLPOWER 4

STAMINA 13
DETERMINATION *

SPECIALTIES

Athletics
Military

POWERS

Aquatic 2 (Device - Diving Suit)
Flight 6
Invulnerability 6

QUALITIES

- Catchphrase: "For the Führer!"
- Epithet: Super-human Stormtroopers of the Third Reich
- Motivation: Establishing a 1000 year Nazi empire.

CHALLENGES

- Enemy Allied super-soldiers

BACKGROUND

The Übermenschen are the vanguard of Hitler's Blitzkrieg, leading his armies across Europe. Allied governments have tried in vain to uncover the secrets of the Übermensch creation process. The best espionage efforts of the British, Americans and Soviets have only uncovered a handful of barely legible chemical notes. The Allied efforts to reverse engineer the Nazi super-human creation process have been disastrous, resulting in many failed experiments and dead test subjects.



What the Allies do not realize is that the Übermensch are created by a fusion of Thule Society black magic and Nazi mad science. Without the supernatural elements to control the transformation, the Übermensch serum by itself is almost always fatal. Thankfully, because the ritual required to create an Übermensch is so draining and requires such great sacrifices of magical energy, the Third Reich has only been able to create a handful of these super-human stormtroopers so far.

They have a vastly different origin from their fellow super-soldiers as the Übermensch are created by the Thule Society from a synergy of science and magic, while Dr. Eugenik's processes rely solely on using biological and chemical methods to awaken hidden mutations. However, this distinction is often missed by Allied analysts who assume that Dr. Eugenik is responsible for all Nazi super-soldiers. This suits the Thule Society just fine as it helps them to keep their methods secret.

Patrol Torpedo

PROWESS 0
COORDINATION 4
STRENGTH 5
INTELLECT 0
AWARENESS 0
WILLPOWER 0

STAMINA 5
DETERMINATION *

SPECIALTIES
NONE

POWERS

Blast 8 (Explosion) (1 use)
Invulnerability 4
Aquatic 3

QUALITIES

- Speedy conveyance for Nazi stormtroopers

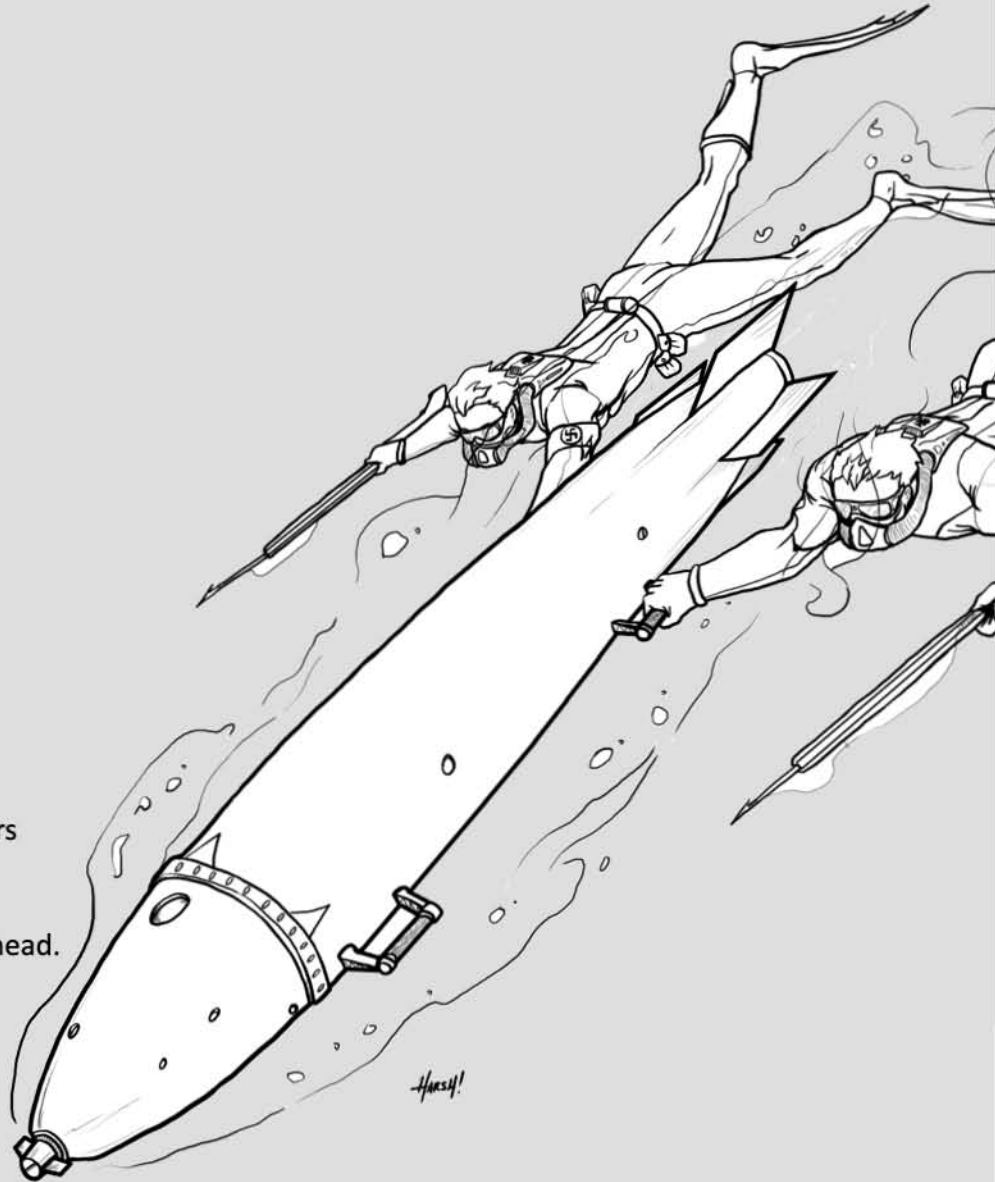
CHALLENGES

- Weakness: Major success attack hits warhead.
If Invulnerability overcome, it explodes.
- Weakness: Difficult to maneuver inside buildings – large turn radius
Full turn to aim and attack

BACKGROUND

The patrol torpedo is an adaptation of the standard U-Boat torpedo, with handholds welded onto it. It can carry up to four stormtroopers and extra fuel allows for extended patrols, though mostly it is dragged along by the stormtroopers on street patrol because it doesn't have that much extra fuel.

The torpedo can also be used as a one time weapon. The squad leader can point it in the right direction and hit the booster button, which kicks in an overdrive (the torpedo goes to Aquatic 5) and arms the warhead. The proximity fuse (represented by the Coordination score) does the rest. The Strength of the Patrol Torpedo is the damage it does if warhead is not armed.



Invasion U-Boat Transports

PROWESS 0
COORDINATION 3
STRENGTH 7
INTELLECT 0
AWARENESS 0
WILLPOWER 0

STAMINA 7
DETERMINATION *

SPECIALTIES
NONE

POWERS
Invulnerability 5
Aquatic 4
Blast 6 (Explosive Blast) Deck Gun Turret (usable underwater)
Blast 6 (Heavy Machine Guns) Deck Guns (not usable underwater)
Blast 8 (Explosive Blast) Torpedoes

QUALITIES
• None

CHALLENGES
• Enemy: Allied Naval Vessels

BACKGROUND
These Nazi variations on their standard U-Boat design are larger than the standard undersea boat and fitted with special inflatable troop pods that allow them to carry fifty undersea stormtroopers in major discomfort and discharge them at their objective without violating the integrity of the hull of the submersible. Emptying the pods is a very quick process. Reinflating them and bringing the troops back into the pod takes time. Each trooper has to enter individually.

The transports have an experimental enclosed deck gun that will not vent unless the ship is within 50 ft of the surface or in the influence of the Oxygenator. They also retain four torpedo tubes in the forward section and have just one torpedo each. They also have racks on the outside of the sub for Patrol Torpedoes. Torpedoes fired from a submarine take at least four actions to arm and aim. Coordination is based on the aimer. The submarine's Coordination is a default if a named character is not doing the aiming.

Swordfish a.k.a. King Kamnar III

PROWESS 6
COORDINATION 5
STRENGTH 7
INTELLECT 4
AWARENESS 4
WILLPOWER 3

STAMINA 10
DETERMINATION 1

SPECIALTIES

Underwater Combat Expert

POWERS

Aquatic 5
Blast 5 (Device Oceanic War Gauntlet)
Flight 3 (Unique mutation specific to Oceanic Nobility)
Strike 5 (Device Oceanic War Gauntlet)

QUALITIES

- Epithet: King of Oceania and Defender of the Seaways
- Staunch ally of Great Britain

CHALLENGES

- Enemy: Axis super-soldiers
- Enemy: Nazi U-boats
- Enemy: Disdains the American hero Sea Bee as a "contemptible half-breed"
- Enemy: The Soviet super-soldier Sibav is a sworn enemy of Swordfish who attempted a coup in Oceania.

BACKGROUND

Official Message from Oceanic Ambassador to His Majesty:

German U-boats are operating in our waters, sinking ships crossing the Atlantic. Per our mutual defense treaty, Oceania hereby declares war on Germany. End transmission.

Quote: "The sea lanes are under my protection."



General Sibav aka Killer Whale/Kasatka

PROWESS 7
COORDINATION 5
STRENGTH 7
INTELLECT 4
AWARENESS 4
WILLPOWER 3

STAMINA 10
DETERMINATION 1

SPECIALTIES

Military
Leadership
Underwater Combat Master

POWERS

Aquatic 5
Strike 5 (Device: Oceanic Military Battle Gauntlet)

QUALITIES

- Exiled Oceanic rebel biding his time

CHALLENGES

- Enemy: Axis super-soldiers
- Enemy: King Kamnar III
- Social: Barely concealed disdain for air-breathers

BACKGROUND

General Sibav was a highly decorated and ambitious battle group leader in the Oceanic army. In 1940, riding a wave of anti-surface dweller sentiment in the military, he led a coup that would have installed him as the new dictator of the undersea nation. His uprising was put down when Oceania's ruler, King Kamnar III defeated him in single combat. Kamnar gave Sibav a scar down the left side of his face and Sibav wandered the sea, alone and humiliated, attacking surface dweller ships to vent his frustration.

He was captured after one such attack on a Soviet Navy patrol in the Baltic near the Estonian city of Tallinn.



Rather than executing him, Stalin had the Oceanic revolutionary brought to see him. Skeptical about the Molotov-Ribbentrop Pact, and suspicious of Hitler's motives, Stalin was already planning for a coming war with Germany. The Soviet leader offered Sibav a deal: assist Soviet naval forces in the coming struggle and when the war was over, Stalin would provide military assistance to Sibav's next coup attempt in Oceania. Seeing no alternative, Sibav agreed.

Given the super-soldier codename of Killer Whale (in Russian: касатка, pronounced Kasatka) he was one of the first Soviet super-soldiers. Although he did occasional missions with the People's Revolution, his wartime activities primarily consisted of anti-submarine missions in the Baltic Sea and assisting the Red Navy's Northern Fleet with escort duty for US lend-lease convoys crossing the Arctic.

Sibav disdains his current position of servitude to air-breathers, but sees it as a necessary evil. He bides his time until he can assume his rightful place as ruler of Oceania.

Sea Bee

PROWESS 5
COORDINATION 7
STRENGTH 7
INTELLECT 4
AWARENESS 6
WILLPOWER 4

STAMINA 11
DETERMINATION 2

SPECIALTIES

Underwater Combat Master

POWERS

Aquatic 7
Invulnerability 3

QUALITIES

- Half Human/Half Atlantean.
- Raised by adopted father on a US Navy ship

CHALLENGES

- Enemy: Axis super-soldiers
- Enemy: King Kamnar III
- Social: Considered a freak in Oceania and on land

BACKGROUND

See *Vigilance Force: Heroes of World War II* for full description.

John Dawes (Oceanian name: Lagnar) was the product of a union between a shipwrecked US Navy sailor (Captain Mitchell Dawes) and the Atlantean princess (Hralnar) who rescued him certain death.



One of your players could offer to play as the hero Sea Bee. In this scenario, they need to be aware that their moment to shine comes when the heroes first approach Oceania. They will get their first panel of action and be able to give their team several points of access to Determination while battling against Oceanian forces.

Oceanian Soldier

PROWESS 5
COORDINATION 5
STRENGTH 6
INTELLECT 3
AWARENESS 4
WILLPOWER 3

STAMINA 9
DETERMINATION *

SPECIALTIES

Military
Underwater Combat

POWERS

Aquatic 4
Strike 5 (Device: Oceanic War Gauntlet)
Blast 4 (Device: Oceanic War Staff)

QUALITIES

- Defender of Oceania
- Loyal to King Kammar

CHALLENGES

- Enemy: Nazi Untersee Threats

BACKGROUND

The Oceanian military is an obligation of every Oceanian male between the ages of 15 and 20. Their main duties involve guarding Oceanian installations from sea monsters. Since the Conquest, Oceanians have had almost no soldier vs soldier experience. During the attempted usurpation of General Sibav, the military was divided but did little actual fighting. The climactic battle was between Sibav and Kammar in single combat, which is the tradition in Oceania. Every soldier is ready to take on a foe in face-to-face combat. They have almost no experience in small unit, or large unit, tactics versus intelligent foes.



Oceanian civilians, technicians, and priest-engineers can use the same stats, but usually without the weaponry.

The War Gauntlet and War Staff are bio-engineered devices. Each one is unique to its holder and “dies” if the holder dies before passing it along with appropriate ceremony. They are passed down from father to son and many are centuries old.

Kammar’s War Gauntlet, which combines the gauntlet and staff abilities, is a new creation of the bio-engineers and unique to Kammar.

Temple Pliosaur

PROWESS 4
COORDINATION 3
STRENGTH 10
INTELLECT *
AWARENESS 3
WILLPOWER 2

STAMINA 12
DETERMINATION *

SPECIALTIES

Underwater Combat

POWERS

Invulnerability 5
Aquatic 5
Bite 7

QUALITIES

- 60 foot long undersea powerhouse

CHALLENGES

None



Oceanian Amphibious Vehicle

PROWESS 5
COORDINATION 7
STRENGTH 6
INTELLECT 0
AWARENESS 4
WILLPOWER 1

STAMINA 7
DETERMINATION *

SPECIALTIES

Aerial Combat
Undersea Combat

POWERS

Invulnerability Device 6
Blast Device 7 – Heat Blasters
Blast Device 7 – Rocket/Torpedoes Explosion
Flight Device 6 – Jet Engine
Aquatic 6

BACKGROUND

These Amphibious vehicles are, in fact, semi-alive, which is why they have Awareness and Willpower. They are a recent triumph of Oceanian bio-engineering and faster and stronger than any flying vehicle in the skies, saving some experimental jets still in development.

The King's personal vehicle can carry a full entourage of eight people including the pilot and co-pilot. The other vehicles are two-seaters. There are only six in existence at the time of this adventure. One has not been accounted for in this narrative in case its existence elsewhere is useful to the GM.

Oceanian Undersea Vehicle

PROWESS 2
COORDINATION 4
STRENGTH 8
INTELLECT 0
AWARENESS 4
WILLPOWER 1

STAMINA 9
DETERMINATION *

SPECIALTIES

Underwater Survival

POWERS

Invulnerability Device 2
Aquatic 4

BACKGROUND

These underwater vehicles are little more than a living power plant, a steering platform, motion jets, and a skeletal framework that Oceanian warriors can hang onto. In peacetime they are mostly used for hauling cargo between factories.

Like most Oceanian technology, the conveyances are semi-alive, based on a jellyfish that the helmsman steers by electrically shocking. The jellyfish cannot live outside the confines of the conveyance.

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