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# AMAZING STORIES OF WORLD WAR II



**BATTLESCENES:**

*THE UNDERD STORMTROOPERS of GRUNWALD*

**ICONS**  
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COMPATIBLE

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# AMAZING STORIES OF WORLD WAR TWO



IN THIS ISSUE, BATTLE SCENES:

**THE UNDEAD STORMTROOPERS OF GRUNWALD!"**

BY MIKE LAFFERTY

**Introduction:** *The Undead Stormtroopers of Grunwald!* is a Battle Scene; an action-packed single scene combat situation set during WW2 in a superheroic comic book setting. It can be played

alone as short episode or easily inserted into a longer game. In the spirit of ICONS, is intended with "pick-up-and-play" sessions in mind. It's designed to get the players in the thick of the action the minute they sit down and be played completely in one short session.

**Premise:** Castle Grunwald (a centuries old castle in the hamlet of Grunwald, a remote farming village in rural Germany) was the site of ghastly arcane experiments by Heinrich Himmler's SS (Schutzstaffel) and the Thule Society fusing the dark arts and mad science.

From mid 1944 onward, the SS was fixated on necromancy in the belief that by resurrecting the casualties of battle, they could reinforce their faltering armies.

Operation: Dark Valkyrie (Dunkles Valkyrie) was dedicated to this aim. The goal was to create obedient legions of undead storm troopers who could stop the Allied advance from the east and the west. These Toten Züge (the Dead Platoons) were composed of reanimated corpses of both German and Allied troops.

The Thule Council mages working in conjunction with SS scientists had indeed created a method for raising the dead: a synergy of black magic and mad science called the Resurrection Engine (die Auferstehungsmaschine). The machine emitted a "resurrection wave" that was a great improvement on traditional necromancy in that it allowed the revived dead to retain some modicum of intelligence and personality, making them much more useful as battlefield troops.



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## THE UNDEAD STORMTROOPERS OF GRUNWALD!

The drawback with this resurrection process was that the reanimated soldiers were innately and aggressively hostile towards all those who were responsible for bringing them back from the grave. Nazi scientists mitigated this problem by equipping (living and loyal) SS officers with mind control helmets that enabled them to dominate the will of the undead soldiers. The result, while effective, was less than ideal (if the controlling trooper were to lose his helmet on the battlefield, his own troopers would instantly attack him)

Research and testing was finally completed in the last months of the war. As the Allies closed in from the East and West, the Society of Thule mages and SS officers at Castle Grunwald activated the Resurrection Engine and began building a new army...

**Situation:** The PCs are super soldiers working for the Allies. (Use the characters in *Vigilance Force*, *Crown Guard* or *People's Revolution* or heroes of your own creation). Their superiors have received reports from German defectors that the SS is developing a "super-weapon" at Castle Grunwald. Details are scarce – but there are enough rumors floating around about Grunwald that it needs to be checked out.

The upper brass sends the PCs to investigate and take any action they deem appropriate. They are inserted close to Castle Grunwald either via their own powers or via a late night low altitude parachute drop.

At the village of Grunwald, the PCs find an idyllic farming town with Castle Grunwald on top of a hill overlooking the town. Intermittent convoys of military cargo trucks take the road up the hill to the castle.

The Nazis have grown desperate and are no longer bothering to conceal their mad schemes (as evidenced by an outdoor zombie holding pen on the castle grounds.) A basic examination of the environment or interrogation of a villager or kidnapped soldier will reveal:

- Two patrols of Überfallkommandos (with 3 in a group) are visible providing security in the airspace around the castle at all times.

- Four squads of zombie troopers (mentally controlled by SS officers) are patrolling the grounds around the castle during the day and night. (Each patrol is made up of 4 zombies and 1 SS officer.)
- A large pen has been built on the castle grounds where several squads of undead soldiers (wearing Nazi, US, British, Free French, Polish and Soviet uniforms) are contained behind an electrified fence. Every half hour, more zombies are herded into the pen. The pen is guarded by 2 SS Officers with zombie control helmets (use the Dead Platoon Corporal from the NPC section) and a half dozen SS guards.
- Inside the castle, the massive Resurrection Engine machine is installed in a large hall on the ground floor and attended by a staff of mages and scientists. The default suggestion is for three Thule Society mages, 4 scientists (use Onlooker Stock Character from *ICONS*) and 5 SS guards (use Soldier Stock Character.)
- Even a cursory surveillance will reveal the machine's purpose as squads of zombies are spawned from the Engine every few minutes.
- The Engine is working around the clock – creating new undead troopers from the piles of the bodies that the military convoys are supplying.

It should be clear that unless stopped, this machine will spawn unholy legions that could save the Reich from its enemies...

A more in-depth examination (or interrogation of an NPC with sensitive information) will be necessary to reveal the following:

- Destroying the Resurrection Engine should disrupt the Resurrection Wave and destroy the zombies. However, SS officers at Grunwald will be able to resurrect a handful each with their portable Resurrection Wave Broadcast Devices.
- If an SS Officer loses his zombie control helmet, the result would be his undead squad immediately attacking him.



- **(Optional Detail)** The Resurrection Engine is a fusion of magic and science. It's primary arcane power source is an ancient Norse artifact called the Helskór Stone, an altar stone from a temple to the goddess Hel found in rural Norway. If the Helskór Stone is destroyed or removed from the machine, the arcane energy flows out of the zombies who then revert to a lifeless state.
- **(Optional Detail)** The Nazis are planning on outfitting the zombies with high explosive vests and deploying them as suicide bombers. So, there is a large cache of high explosives in the lower level of Castle Grunwald. If someone were to detonate this cache, the entire castle (and the Resurrection Engine and all the zombie troopers) would be blown to bits.

## Action Suggestions

Use the Minion Damage Option for SS Guards, Scientists and Zombies.

If the PCs elect to sneak into the castle, a single Coordination (Stealth) test will be required. Suggested difficulty for this is 6, but that's left up to the GM.

The exact number of enemies is up to the GM, although default suggestions are made above.

If you want to prolong the scenario or increase the challenge, see the Ace Up Your Sleeve section.

## Ace Up Your Sleeve

Maybe the dice are hot, or maybe your PCs just execute a creative and devastating plan and vanquish the bad guys extra quickly. If you need to up the challenge or even just want to spice up the scenario, here are some options.

1. Several members of the Nazi super soldier team (see the Eugenics Brigade) or possibly even Count Fenris are on hand to provide security for the Resurrection Engine.
2. After the PCs destroy the Resurrection Engine, the Helskór Stone levitates out of the wreckage, emitting a cold, black energy. It buzzes loudly for a few seconds and then the assembled zombie horde is hurled through the air towards the stone. They merge together (in a cacophony of sickening grinding and squelching noises) until a massive zombie amalgam monstrosity is assembled with the stone as its heart. The undead giant roars from its hundred mouths and attacks the PCs. Penetrating the meta-zombie and destroying the Helskór Stone will

# THE UNDEAD STORMTROOPERS OF GRUNWALD!

dissipate the monster. (Use the *Helskór Stone Meta-Zombie* found in the NPC section.)

## NPCS

### SS Guards

Use the Soldier Stock Character from *ICONS*

### Totes Zug-Unterscharführer (Dead Platoon Corporal)

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

**Stamina 7**

### **Specialties**

Weapons (Guns)  
Military

### **Powers**

Ball Lighting (Explosive Blast 6) – Device:  
Enchanted Warhammer  
Animation 4 (Restricted to Zombies) – Device:  
Resurrection Wave Broadcast Device  
Mind Control 5 (Restricted to Zombies) – Device:  
Zombie Control Helmet

### **Qualities**

SS Field Necromancer

### **Challenges**

**Enemy:** Allied super-soldiers

**35 pts**

**Background:** The SS officers selected to lead the zombie troopers are jokingly called Dead Platoon Corporals. Each receives a basic training in the arcane arts and technical skill needed to handle the zombies. They are each equipped with a miniaturized version of the Resurrection Engine, called a Resurrection Wave Broadcaster. About the size and shape of a walkie-talkie, this device allows the SS officer to resurrect a limited number of zombies in the field. They are issued mind control helmets that are attuned to enable them to control their zombie troopers. To give them a little

more firepower, they are also issued enchanted warhammer artifacts created by Thule Council mages.

### Undead Stormtroopers aka Tote Soldaten

Prowess 2  
Coordination 2  
Strength 3  
Intellect 2  
Awareness 1  
Willpower 2  
**Stamina 5**

### **Specialties**

Weapons (Guns)

Armed with submachine gun (Blast 4) or flamethrower (Blast 5)

### Thule Society Sorcerer

Use Cultist Stock Character from *ICONS* or, for a greater challenge, use the statblock below

### **Abilities**

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

**Stamina: 8**

### **Specialties:**

Mental Resistance  
Occult Expert

### **Powers**

Wizardry 4 (Magic)  
Illusion  
Reflection  
Telekinesis  
Blast 5 (Device: Magic Staff)

### **Qualities:**

Nazi Battle Mage

### **Challenges:**

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

# THE UNDEAD STORMTROOPERS OF GRUNWALD!

**Enemy:** Allied super-soldiers

**39 pts**

## Überfallkommando (aka Flying Commando)

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

**Stamina 7**

### **Specialties**

Aerial Combat  
Weapons (Guns)  
Military

### **Powers**

Flight 3 - (Device: Third Reich Jet Pack)  
Blast 5 - (Device: Submachine Gun)  
Force Field 4- (Device: Belt Mounted Electric Force Field Projector)

### **Qualities**

Nazi Jet-pack Commando

### **Challenges**

**Enemy:** Allied super-soldiers

**36 pts**

**Background:** These stormtroopers (equipped with the best technology that Nazi mad science has to offer) are providing security at Castle Grunwald.

## Helskór Stone Meta-Zombie

Prowess 6  
Coordination 2  
Strength 8  
Intellect 2  
Awareness 2  
Willpower 1

**Stamina 9**

**Determination 4**

### **Specialties**

N/A

### **Powers**

Growth 6 (adds Invulnerability of 6, Defense -2)  
Emotion Control (Fear) 7  
Regeneration 10

**46 pts**

### **Qualities**

Twisted product of science mingled with black magic

### **Challenges**

Driven by insatiable berserk rage

**Background:** This undead monstrosity is 24 feet tall, incredibly strong and emits random rays of pure fear energy. It is powered by the Helskór Stone.

A Strength test with a difficulty of 5 is needed to force a way through the chest cavity of the monster to reach the Stone (which has a Strength of 6.).

See page 60 in ICONS for rules on breaking inanimate objects.



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