

AMAZING
STORIES OF WAR

VIGILANCE PRESS COMICS GROUP



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AMAZING STORIES OF WORLD WAR II



BATTLESCENES:

WEREWOLVES of the GESTAPO!

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VIGILANCE PRESS COMIC GROUP PRESENTS:

AMAZING STORIES OF WORLD WAR TWO

IN THIS ISSUE, BATTLESCENES:

THE WEREWOLVES OF THE GESTAPO!



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.

The Briefing:

The PCs are assumed to be super-soldiers in league with the Allied Powers. (Feel free to use the characters from *Vigilance Force*, *People's Revolution* or *Crowd Guard* from Vigilance Press or roll your own)

This briefing is delivered by the heroes' contact with the military of the nation they're associated with, whether it's the UK, US or USSR. In case you are using the Soviet super-soldiers, see the *Eastern Front Variation* below.

We just received word that Jean Fontaine, a high ranking member of the French Resistance, was kidnapped by some new kind of superhuman Gestapo field agents. Our sources inform us that he has been spirited away to a mansion in a wooded area near Strausburg and is under heavy meta-human guard while the Gestapo's best interrogators work him over.

If he breaks, he could compromise the entire French Resistance. Our double-agents have provided us with the location of the mansion where he

is being tortured by Gestapo interrogators. Your job is to rescue him immediately.

You can either get their under your own power or we can airdrop you in..

We have troubling reports that the Nazis sent a squad of wolf-men to abduct him. This may indicate a new development in the German super-soldier program. They will most likely be guarding the mansion. If the Nazis have discovered a method for mass producing lycanthropes, it could change the balance of the war. Any information you can gain about them would be important. If you could capture one alive and bring it back for examination, that would be invaluable.

EASTERN FRONT VARIATION

At 0900 this morning, a squad of previously unknown Nazi super-soldiers stormed a forward Red Army position, killed several senior officers and soldiers and kidnapped the post commander, a Colonel Petrov. He is no doubt being interrogated even as we speak. If he breaks, he could compromise the Red Army's upcoming strategy to retake Stalingrad.

Through a stroke of extraordinary fortune, we have a double agent working for the Germans who has given us the location of the rural estate in the occupied territory far west of Stalingrad where he is being held and tortured by Gestapo interrogators.

Your mission is to rescue him. Every minute you wait, he is that much closer to divulging vital military secrets. Do not tarry.

You can either get their under your own power or we can airdrop you in.

ART: DAN HOUSER AND JAMES DAWSEY

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LAYOUT: JESSICA MCDEVITT

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THE WEREWOLVES OF THE GESTAPO!

We have troubling reports that the Nazis sent a squad of wolf-men to abduct him. This may indicate a new development in the German super-soldier program. If the accursed Germans have discovered a technique for mass producing lycanthropes, it could change the balance of the war. According to our sources, these werewolf troopers will most likely be guarding the mansion. Any information you can gain about them would be important. If you could capture one alive and bring it back for examination, that would be invaluable.

Battle Is Joined

- 1.) After traveling to the site of being airdropped into the area, it will be late evening as the PCs approach the forest that surrounds the Gestapo's mansion. It's on a low hill, looming above the forest. It's a large and ornate house that somehow has survived the ravages of the invasion and has been appropriated by the Nazis for their intelligence headquarters in the area. If the PCs approach on foot, they will encounter a Nazi patrol in the forest. There will be one enemy for every PC and the patrol will be composed mainly of Nazi foot soldiers with one Werewolf Trooper. The PCs notice the patrol before it sees them. With a Coordination Test at Difficulty 6, they can sneak by the patrol without being noticed.
- 2.) If the PCs recon the mansion before assaulting it, it will require a Coordination Test at Difficulty 6 to avoid detection (unless the character has powers that mask them from detection.) If successful, they notice the following: the mansion's front and back doors are defended by 2 Nazi footsoldiers and 2 werewolves each. On the first floor of the mansion, the PCs will notice 5 to 10 Nazi footsoldiers and officers (and a lot of file cabinets) in a logistics center – looking over maps and intelligence reports. On the second floor of the mansion, there will be a long hallway with a series of empty bedrooms and one bathroom. The PCs will observe one particular room with the curtains drawn tight and a closed door which has a

sign stating (in German): "Interrogation in Progress".

- 3.) Inside the interrogation room will be a Psychic Agent from the Nazi Occult Bureau (stats in the NPC section) and one Silver Warwolf assisting him as they work over the hostage (either the Soviet General or the French Resistance Leader.)
- 4.) **(Optional)** At GM's discretion, the Psychic Agent may hear the ruckus if the PCs engage the soldiers on the first floor. While the Warwolf charges downstairs to stall the PCs, the agent will sneak out the back door with the hostage and attempt to escape in a motorcycle with the hostage loaded in a sidecar. (The motorcycle stats are in the NPC section.) There is a Nazi supply depot 20 miles west – and the agent will head in that direction. It's fairly dark and the motorcycle's light will make him easy to spot from a distance.

Scalability and Tactics: For any encounter where werewolves are involved, the Werewolf Trooper in the NPC section is the default suggestion. Increase the number of werewolves or use the Silver Warwolf for more of a challenge. For an even greater challenge, consider adding a member of the Eugenics Brigade Nazi superteam.

For an easier challenge, don't have more than one werewolf per encounter and use the minion option (pg 71 *ICONS*) for Nazi soldiers or officers, who have the same stats as the soldier Stock Character from *ICONS*.

The Psychic Agent will attempt to use his Mind Control power against the PCs for his first two pages. If this fails, he will retreat (even jumping out of the second floor window if he has no other option), relying on his Mental Blast power to fend off the PCs while he escapes.

Resolution

- 1.) If the PCs don't have some kind of transport powers that will enable a quick getaway, a straight stretch of country road 2 miles away

will serve as a makeshift airstrip. An Allied cargo plane that covertly pick up the PCs and spirit them away to safely at a previously agreed upon time.

- 2.) If the PCs snatch the hostage and get away with a minimum of opposition, the werewolf guards at the mansion will have been outfitted with super-charged jet-packs (Flight 6) and submachine guns (Blast 5) will give pursuit. For a more difficult challenge, members of the Eugenics Brigade with the Flight power may be on hand. (Charismatic or an Übermensch trooper would be good choices for this.)
- 3.) The hostage will be weary and bloodied, but not broken when the PCs rescue him. To provide an interesting twist on the encounter, the Psychic Agent may mind control the hostage and have him attack the PCs. (Use the Soldier Stock Character from *ICONS* for the hostage.)
- 4.) If the PCs are defeated, they will revive in the cellar of the mansion, with two thirds of their Stamina and shackled to the wall with chains that have a Strength of 7. (The hostage will still be on site being interrogated when the PCs revive.) There will be a heavy, squat black box in the center of the room. It's shaped a bit like an old-fashioned radio and is actually a Gestapo Standard Issue Power Nullification Emitter (Device: Power Nullification 8). It will require an Intellect Test to disable. Any devices or powersuits that granted the PCs their powers will be in a locker in the cellar (Coordination Test with a Difficulty 2 to pick the lock, or the locker itself has a Strength of 6.) The door out of the cellar will be guarded by two Nazi soldiers.
- 5.) If the PCs search the file cabinets in the logistics center on the first floor, they will find a file that will give them detailed information about the werewolf super-soldiers. Read or paraphrase the *Background* section from the Werewolf Trooper statblock to your players.

NPCS

Werewolf Trooper (45 pts)

Prowess 6

Coordination 7

Strength 7

Intellect 3

Awareness 5

Willpower 4

Stamina 11

Specialties

Martial Arts

Stealth Expert

Powers

Alter Ego 1 (his human form has the same stats as the soldier character in the Stock character section of *ICONS*)

Regeneration 5

Strike 4 (claws/bite)

Supersenses 2 (enhanced vision and scent)

Qualities

Werewolf created by Mad Science in service to the Reich

Challenges

Social: Difficulty relating to humans after being infected with the artificial lycanthropy virus.

Enemy: Allied super-soldiers

Enemy: "Natural" werewolves regard these artificially created werewolves as abominations

Weakness: Fire based attacks have +1 damage against these werewolves.

Background: These artificial lycanthropes have been engineered, at considerable time and expense, by the Nazi Occult Bureau.

In the 1930s and 40s, the werewolf packs native to Germany strictly avoided contact with civilization and would not voluntarily cooperate with

THE WEREWOLVES OF THE GESTAPO!

humans in general principle, due to a long-running animosity with a family of relentless Prussian werewolf hunters that went back at least two centuries.

However, the Prussian werewolf hunters (the Gernot family) were more than willing to work with the Nazis and were able to produce several vials of werewolf blood and several tissue samples from hunting trophies. From this genetic material, the scientists of the Nazi Occult Bureau were able to isolate the virus that they believed caused lycanthropy.

When injecting test-subjects with this virus was not successful, the Occult Bureau turned to the master Nazi geneticist, Doktor Eugenik, from the famed Eugenics Brigade. Doktor Eugenik (actual name Dr. Conroy Leder) subjected the test subjects who had been injected with the lycanthropy virus to the same treatments he used to create his feral, subhuman Verhexte.

This combined process killed ninety percent of test subjects. However, those who survived gained the ability to shape-shift into a hugely powerful wolf-man form. While there were substantial side effects (explosive temper, inability to relate with others) the test were deemed a success and the Nazi Occult Bureau set about creating as many werewolf troopers as they could from the limited ranks of loyal volunteers.

Despite the strenuous objections of senior officers of the Waffen-SS, who wanted whole werewolf squads deployed to front line duty, the Nazi lycanthropes are generally assigned to high-risk commando missions or to security details for the Occult Bureau or Thule Society.

Silver Warwolf (54 pts)

Prowess 7

Coordination 8

Strength 8

Intellect 3

Awareness 5

Willpower 4



Stamina 11

Specialties

Martial Arts

Stealth Expert

Powers

Alter Ego 1 (his human form has the same stats as the soldier character in the Stock character section of *ICONS*)

Invulnerability 5

Regeneration 5

Strike 5 (claws/bite)

Supersenses 2 (enhanced vision and scent)

Qualities

Werewolf created by Nazi scientists using a more potent strain of their lycanthropy virus

Challenges

Social: Difficulty relating to humans after being infected with the lycanthropy virus.

Enemy: Allied super-soldiers

Enemy: "Natural" werewolves regard Warwolves as an abomination

Weakness: Prone to berserker rage

Weakness: Fire based attacks have +1 damage against these werewolves.

Background: The silver warwolves are larger and stronger than normal werewolves and have a silver-grey pelt. They are created using the same process that creates the werewolves with the exception that they are given a double dose of the lycanthropy virus.

Psychic Agent from the Nazi Occult Bureau (51 pts)

Prowess 5

Coordination 3

Strength 3

Intellect 4

Awareness 3

Willpower 4

Stamina 7

Specialties

Mental Resistance
Expert

Powers

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.

Motorcycle with Sidecar (BMW R75)

Prowess 0

Coordination 3

Strength 5

Intellect 0

Awareness 0

Willpower 0

Stamina 5

Powers

Invulnerability 1

Super Speed 1



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