

AMAZING
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AMAZING STORIES OF WORLD WAR II



FEATURING: THE
ICE PALACE

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THE ICE PALACE

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In the last days of World War 2, in a secret fortress buried in the Antarctic ice, a devious mastermind is hatching a strategy that will land a knockout blow against the Allies and ensure a Nazi victory.

The world hangs in the balance.

Can your heroes stop him in time?

INTRODUCTION

This scenario is intended for ICONS characters in the late World War 2 era. You could easily incorporate (either as PCs or NPCs) the characters from the Allied superteams Crown Guard, the People's Revolution and Vigilance Force or the Axis superteams Eugenics Brigade and Shinjuwan Juunigatsu (all of which are also available from Vigilance Press.)

Whether you use these characters or your own, the assumption is that the PCs are superheroes employed in the Allied war effort.

This mini-adventure is intended as a sandbox style, non-linear scenario. The flow and sequence of the events depend largely on how the PCs decide to enter the base and where they go and what they do once inside. We provide a description of the Ice Palace base and suggestions for the encounters the PCs will have there, but the GM will be called on to improvise to some degree.

Scalability: In an RPG, such as ICONS, that encourages random character generation, the wide variability of powers and power levels practically ensures that an encounter that will be a cake-walk for one group of characters will be an epic battle for another. To enable the GM to run a session that will be fun for any party,

we've sprinkled scalability options throughout the adventure to make it easier on the GM to increase or decrease the challenge level dynamically.

PREMISE

The time frame is the last few months of the war in the European Theatre. US, Polish, British and French forces close in on Germany from the west while the Red Army marches in from the east. It's only a matter of time until the Third Reich crumbles in defeat... or so it appears.

The PCs receive the following briefing from a contact with the Allied High Command. Read or paraphrase the following bullet points for your players. (This is also a good time to pass out copies of the Ice Palace map from Appendix 1.)

- *Allied Command has become aware of the Fourth Reich – a secret organization within the Nazi infrastructure that is lead by the armored Nazi super-soldier Nachtjäger.*
- *The Fourth Reich – according to rumors – had a contingency plan (and a massive black ops budget) in place in the event that the Germans lost the war in Europe. They planned to establish a military base (codenamed: Eis Palast –(in English: Ice Palace)) in the Antarctic from where they would prepare a counterattack against the Allied Powers.*
- *Allied High Command had thought these rumors were just fanciful fever dreams of Nazi dead-enders. Until they uncovered this tattered and stained map in the papers of a captured spy in Oslo*

and intercepted some disturbing radio transmissions in the South Atlantic.

- *Based on current intelligence, the working theory is that the Fourth Reich organization – and possibly a number of Axis metahumans – have withdrawn to an operational base on the northern coast of Antarctica in the area where Nazi Germany made a territorial claim in 1939 (New Swabia).*
- *To ensure the success of their counterstrike, the Fourth Reich planned to spirit the best engineers and scientists out of Germany to the Ice Palace where they would develop super weapons. Details are scarce but, based on intercepted radio transmissions in the South Atlantic, there are troubling indications that the team of scientists that the Fourth Reich took to Antarctica with them are working on several revolutionary technologies including nuclear fission bombs and rocket-powered jet fighters. Perhaps most disturbing are half-finished notes that British intelligence recovered from a German agent in Argentina that indicate that scientists working for the Fourth Reich are rapidly developing cloning technology. The Fourth Reich may in fact soon be able to grow an army from scratch in just a matter of weeks.*
- *The Allies are close to finishing off Hitler once and for all. Allied troops are racing for Berlin from both the east and west. Too much has been sacrificed by too many for victory in Europe to be snatched away by at the last minute by a nasty surprise from the bottom of the world. To make sure that doesn't happen, the Allied High Command is dispatching you to Antarctica to investigate and neutralize any threat they find.*

You can use your powers or vehicles to reach the site. Alternately – transport can be arranged

from a British base in the Southern Hemisphere. Either a plane or submarine modified to operate in the harsh conditions of the Antarctic can covertly convey you to the target.

THE SETTING

The location where the Nazi base should be (according to the map) appears at first glance to be just a barren spot of snow-covered frozen ground, pockmarked by the occasional boulder, near the coastline.

However, radio signals can be detected and scanners or super-senses (x-ray, infravision etc) will show a great deal of heat emanating from a large complex beneath the surface. It's clear that the station is under the ice and tundra. Closer inspection of the area will turn up regular ground,

LEADING THE CHARGE

It's assumed the PCs will want to operate alone as a meta-commando unit. However, at their request – a taskforce can be summoned to accompany them.

A patriotic superhero leading a brigade of his country's troops in an assault against the enemy is a staple of the Golden Age of comics. A few squads of crack troops can easily be transported to Antarctica via sub or plane dispatched from a British base in South America.

For the troops themselves, consider using the stats for soldiers provided in the Stock Character section of ICONS.

The actions of the PCs should always be on the center stage. Keep the focus on the PCs' battles and have the fighting of the NPC soldiers around them serve as stage-dressing.

air and sea patrols near the location of the base. There are several man sized air intake ducts (not shown on the map) over the submarine dock and vehicle bays. Additionally, massive openings periodically appear in the ice as vehicle bays open to allow giant robots and fighter planes to take off and armored personnel carriers to drive out.

Whether the PCs approach by sea, ground or air will determine what resistance they will encounter.

GETTING TO THE BASE

The PCs can get to the base using their own vehicles or powers. Alternately, transportation can be arranged in either a military transport plane or a Royal Navy submarine dispatched from a British base in South America. If the PCs have appropriate Specialties, allow them to pilot the vehicles if they desire.

It's up to the PCs whether they want to attempt to covertly infiltrate the Eis Palast or make a frontal assault. Suggestions for handling both options are supplied below.

(Optional) Action – Air Combat

(At the GM's discretion – it could be simply stated that the PCs successfully parachute out of their plane and stealthily approach the base on foot. This section gives suggestions for handling air combat if the GM desires to include it.)

If one of the PCs is piloting the plane (or if the PCs are flying to the base under their own power), a successful Coordination Test will be needed to come in close to the ground to avoid being detected by radar. This will work for a little while (five or seven pages), but as the PCs fly closer, detection will become inevitable, unless they have powers that provide concealment. A mixed squadron of fighter planes, super-soldiers and airborne robots is flying patrol routes over the base and they will notice the PCs when they get close enough to be visible.

If the plane carrying the PCs is damaged and begins to crash (i.e. it's lost all Stamina) PCs will have 4 panels to exit. A successful Coordination test is required to escape the plane and parachute to safety. The default damage from being in the plane when it crashes is 5. The plane will take 4 pages to fall to the ground, and the PCs can try again every page.

If the PCs do not dispose of the aerial patrol in 7 to 10 pages, assume that the patrol was able to alert the base of the PCs attack. Once the PCs land, enemy patrols will arrive in regular intervals as described in the *Front Assault* option under the *Getting into the Base* section.

If the PCs were in a plane and survived the air combat with their aircraft intact – they can land on the ice (the plane assigned to this machine has been outfitted with massive, custom-made skies for landing gear).

Scalability: The exact numbers are left up to the GM – but the default suggestion is for 2 enemies per patrol: one fighter plane plus one Reichbot or super-soldier. Consider using NPCs from the Eugenics Brigade for the super-soldiers. Alternately, use the Untersee Uberfallkommandos from the NPC section. The fighter plane will have the stats for the Messerschmitt ME-463 from the Vehicles section. For an easier encounter, use the Mark I Reichbot and use the Minion Option for the fighter plane. For a tougher encounter, increase the number of enemies or use the Mark II Reichbot.

Once on the ground, the PCs will have to contend with the ground patrols. See the *(Optional) Action – Ground Combat* section.

(Optional) Action – Undersea Combat

(At the GM's discretion – it could simply be presented that the PCs successfully disembarked from their sub onto the icy shore and covertly creep towards the base on foot.

This section gives suggestions for handling undersea combat if the GM wants to include it.)

If the PCs try to come in via the submarine dock, they can use advanced self-propelled diving suits that were developed by the American hero Captain Miracle. These suits provide the power Aquatic at level 4. (If the PCs have travelled via submarine, the captain can surface to let them out, or offer to flood the torpedo tubes and let them swim out that way.)

A Fourth Reich submarine is patrolling the waters outside of the dock. (Stats for the submarine are given in the Vehicles section.) Unless one of the PCs has the Growth power (at level 2 or greater) engaged, their sonar signature will be too small for the submarine to notice. If the PCs attack, the sub will attempt to surface so it can bring the deck gun to bear on the heroes. The sub is staffed by 12 sailors. All crewmen will use the stats of the Soldier Stock Character in ICONS. (We suggest that the GM consider using the Minion Option for them.)

If the PCs hijack the sub and try to sneak into the base with it, an Intellect Test with difficulty of 4 will be required to successfully pilot the U-boat, unless a character has a Pilot (submarine) Specialty, in which case a Coordination test with a Difficulty of 1 will be required.

Closer to the submarine dock, the PCs will encounter a mixed undersea patrol of Reichbots and Untersee Uberfallkommandos.

Scalability: The exact numbers and composition is up to the GM, but our default suggestion is an Untersee Reichbot (Mark I or Mark II) along with 1 Unterwasser Uberfallkommando per PC. (If the PCs are in the hijacked sub, the patrol will ignore them.) For a more difficult encounter, use the Mark II Reichbot. For an easier encounter, use the Mark I Reichbot (or the Untersee Panzer) and use the Minion Option for the Uberfallkommandos.

Once inside, proceed to the *Landungsbucht and*

Unterwasserdock segment under the *Inside the Base* section. If the PCs defeated the undersea patrol in 7 to 10 pages, they have the option of sneaking into the submarine dock. A Coordination Test at Difficulty 6 will be required to do this. If it takes the PCs more than 7 to 10 pages to neutralize the undersea patrol, assume they've been able to radio inside and raise the alarm and the PCs will not have the option of sneaking in. Use the suggestions in the *Frontal Assault* option under the *Getting into the Base* section.

(Optional) Action – Ground Combat

If the PCs decide to come in on foot (perhaps disembarking from their plane or sub out of sight and creeping towards the base stealthily), surveillance will reveal that at least two armored personnel carriers are patrolling a perimeter around the base at all times (see Vehicles section for stats). They carry 2 to 4 soldiers. Use Fourth Reich Soldiers and Werewolf Troopers from NPC section.

The PCs will also notice that there are several air intakes (not shown on the map) that are large enough for a man to crawl inside and access the base. There are also retractable roofs over both the robotics lab and airplane hangar that periodically open to allow planes and Reichbots to launch. See the *Infiltration* segment under the *Getting into the Base* section below for more details on sneaking in via the air ducts or the retractable roofs.

Additionally, there is a vehicle ramp (that leads to the aircraft hanger) that allows APCs access in and out of the Eis Palast base.

For every ground patrol that comes within a reasonable distance of the PCs, a successful Coordination Test at Difficulty 2 will be required to remain undetected. (The only cover in the area is the occasional large boulder or snowdrift.) If an APC crew spots them – they will radio and alert the base that there is an incursion. Their communication equipment

doesn't work terribly well in the extreme cold so it will take the APC crew 5 full pages to call for backup and raise the alarm. The APC crew will be moving as fast as possible towards the vehicle ramp during this time. It will take them 5 pages moving at full speed to get to the entrance of the vehicle ramp.

Scalability: For a tougher encounter, use the Veteran Fourth Reich Soldiers and Silver Warwolves as the APC crew. For an easier encounter, use the basic Fourth Reich Soldier and the Werewolf Trooper and employ the Minion Option for the Soldier.

If the APC crew successfully raises the alarm, proceed to the *Frontal Assault* option under the *Getting into the Base* section.

GETTING INTO THE BASE

Infiltration – There are multiple ways for the PCs to sneak into the base – including the classic standby of defeating some minions and disguising yourself in their uniforms.

The submarine dock is one obvious entry point from the map the PCs have. The base's robotics lab and airplane hangar are also options as they both have retractable ceilings that open to allow the Reichbots and fighters planes to take off. There are several man sized air intake ducts (not shown on the map) over the submarine dock and hangar and there is a ramp used by ground vehicles that leads directly to the airplane hanger.

Ventilation System: If the PCs choose to infiltrate down the air intake chutes on the ground they find themselves in the ventilation system that snakes throughout the base. Characters larger than normal size will not fit into the ventilation system. A Coordination Test at Difficulty 2 will be required to move quietly enough in the ducts to keep from being detected by the regular foot patrols through the base.

All ventilation shafts terminate at the furnace in a utility room (not on the map) adjoining to the command center. Most major rooms and longer hallways have a ventilation grate that can easily be kicked out. (It's the GM's call if a certain area has a grate.) If the PCs need to exit the ventilation system at any point that doesn't have a grate they can attempt to force their way out. The ventilation shaft is made of thin metal and has a Strength of 3.

Submarine Dock: If the PCs dispose of the undersea patrol in 7 to 10 pages, they will be able to sneak into the submarine dock without being noticed by the soldiers there with a successful Coordination Check at Difficulty 6.

Robotics Lab or Airplane Hangar: If the PCs try to enter the base via the retractable roofs of the airplane hangar or the robotics lab, a Coordination Test with a Difficulty of 8 will be required.

Vehicle Ramp: If the PCs choose to try and sneak in through the vehicle ramp on the ice sheet, they will encounter a closed steel door (Strength of 7.) The door is controlled by a security keypad. A Major Success on an Intellect Test will be needed to disable the security device and open the door. A failed check will sound an alarm and bring a patrol to investigate. (At this point, use the suggestions under the *Frontal Assault* segment.) Alternately, they could somehow manage to hijack an APC and persuade the driver to give up the security code (Willpower Test with Difficulty of 6.)

The vehicle ramp leads directly into the aircraft hanger and production facility. Proceed to the *Flugzeugaufhänger* section for more information on what they will find there.

Frontal Assault – The PCs come in teeth bared and guns blazing. As they fight their way into the base, klaxons sounds and urgent voices bark in German over the PA system – giving updates

on the PCs position to the base's troops. A new wave of enemies will encounter the PCs every 7 to 10 pages. (If the PCs are defeated and captured – see the *Captured* sidebar under the *Kasernen – Barracks* section.) The total number of waves is left up to the GM – depending on the level of challenge desired. Feel free to insert super-soldiers from the Eugenics Brigade to increase the difficulty. The PCs can evade the waves of enemies by hiding, moving stealthily, climbing into the ventilation system etc. Use Coordination Tests with appropriate difficulty (2 or 4 is the default suggestion) to avoid detection. Scalability: The exact number of enemies in a wave is left up the GM. The default suggestion is 1 per PC with at least one werewolf trooper. For a tougher fighter, consider using the Psychic Agent, Silver Warwolf, Uberfallkommandos or super-soldiers from the Eugenics Brigade. For a lighter challenge, stick with the basic Soldier and Werewolf trooper and considering using the Minion Option to speed things up. If the PCs are outside or on the submarine dock when the alarm is sounded, add in a Reichbot or two; Mark I for an easier challenge Mark II for a tougher encounter.

INSIDE THE BASE

Base Patrols – Inside the base, the PCs will encounter regular patrols of human soldiers and werewolf troops. (The exact number of enemies in a patrol is left up the GM. The default suggestion is for 3 antagonists per patrol). Use the Fourth Reich Foot Soldier, Fourth Reich Psychic Agent and Werewolf Troopers stats in the NPC section.

Scalability: For an easier challenge, stick with the basic Foot Soldier and Werewolf Trooper and consider using the Minion Option for both. For a tougher challenge, use the Veteran Fourth Reich Soldier, the Psychic Agent and the Silver Warwolf.

Klonenlabor – Cloning Laboratory –The cloning lab contains rows and rows of 10-foot tall glass tubes filled with murky, grey fluid arranged

ACE UP YOUR SLEEVE

Perhaps your PCs are tearing through the Fourth Reich more quickly than you'd like. Perhaps you just want to spice up the adventure. If that's the case, we've included Fourth Reich Psychic Agent in the NPC section. In combat, they'll hang behind the foot soldiers and werewolves and attempt to use their mind control power on the most combat-oriented PCs to blunt the heroes' effectiveness. Failing this, they'll continue to hang back but rely on their mental blast powers to try and change the tide of battle.

in racks in a huge steel lined pit that descends hundreds of feet. Inside the tubes are the vague forms of soldiers with Nordic features. A bank of equipment on one end of the lab keeps track of the clones' biological functions and monitors their development. Sophisticated machinery is hooked up to every tube, educating and programming the clones to be loyal warriors for the 4th Reich. With a Major success on an Intellect Test a PC could figure out enough about the machinery to shut it down – ruining this army of clones. The laboratory will be manned by 3 scientists (use stats for Fourth Reich Foot Soldiers.)

Note: If the GM wanted to include Doktor Eugenik (from the *Eugenics Brigade*) – this would be the perfect setting for the PCs to encounter him.

Landungsbucht and Unterwasserdock – Submarine Dock. Six Nazi U-boats are docked here. A dozen Reichbots are on the dock, powered down in the process of being outfitted for undersea duty. One is functional (Use Reichbot stats from the NPC section. Whether it's a Mark I or II is up to the GM.) There are 4 technicians (use stats for Soldier Stock Character in ICONS.)

Kasernen – Barracks – At any given time, there will be 10 to 15 troops in here; about one third will be Werewolves. Werewolf troops will be in human form in the barracks and will change into hybrid wolf form with their first action/panel. An especially large room is clearly the commanding officer's quarters. It's handsomely decorated and has a large communications station that connects directly into the base's communications and command center.

If the GM wanted to include Krieghund (from *Eugenics Brigade*), it would be ideal to have him relaxing in the barracks with a squad of werewolf troopers.

Kommunikation – Communication center – This communication post is the nerve center of the base. It contains radio equipment, radar station consoles and several terminals for the remote control of Reichbots. This post is manned by five Fourth Reich soldiers. A successful Intellect Test is required to figure out how to operate the console and remotely control any operational Reichbots in or around the base. (If you're using the suggestion from the *Frontal Assault* segment, after this room is captured, the intercom goes silent and patrols are no longer able to actively pursue the PCs via directions from the intercom.)

PLAYTEST NOTE

In our in-house playtest, the GM allowed a player to make an Intellect test with a Difficulty of 6 to use the lab machinery to reprogram the clones to become loyal American soldiers. The GM ruled that she was only able to successfully reprogram a single squad of clones (the rest had to be destroyed.) The PC having a squad of loyal soldiers under his command was handled with the suggestions outlined in the *Leading the Charge* sidebar.

Befehl – Command Center – contains the logistical center. Staffed by 4 soldiers.

Flugzeugaufhänger – Aircraft Hanger and Production Facility. Several squadrons of Fourth Reich bombers, troop carriers and rocket fighters are hurriedly being serviced by a crew of soldiers and engineers. (Only the fighters are currently operational. Use Messerschmitt ME-463 stats from *Vehicles* section). Like the robotics lab, the aircraft hanger features a retractable roof. Accordingly, the Fourth Reich aircraft have been engineered to allow vertical take off. This is also where the base's small force of APCs are kept and maintained.

A tunnel leads from the hangar to the surface – allowing the vehicles access to and from the surface. There is a guardpost manned by four soldiers where the tunnel meets the hangar.

Tactics: A successful Willpower Test will be needed to fool the guardpost. (The Fourth Reich isn't *that* big of a secret society. Chances are they all know each other by sight. The concealing cold weather gear helps a bit – but not a ton.) The four soldiers in the guardpost have an intercom within easy reach and can sound the alarm within one page. If they manage to raise the alarm – patrols will begin showing up every 7 to 10 pages. See *Frontal Assault* under the *Getting into the Base* section above for more information.

If the PCs bluff their way past the guardpost, the rest of the soldiers in the hangar are too occupied with their work to give them a second glance unless they go out of their way to interact with them directly.

If threatened, they will take cover behind the aircraft and try to snipe at the PCs. A handful will attempt to run to the robotics lab where *Nachtjäger* is working.

Zugang zu rundfunk mast – Entrance to broadcast tower. The base is outfitted with a

CAPTURED (OPTIONAL)

If the PCs are defeated, they will awaken bruised and battered (with half to 2/3 of their Stamina, at GM discretion), but otherwise OK in the holding cells in the barracks section of the base. Any weapons, magical objects or technological devices will have been removed and stored in a locker down the hall from their cells. The cell door requires a Major Success on a Coordination or Intellect Test to pick. The cell door has a Strength of 7.

The PCs will be housed in a communal cell with a power-nullifying field device (Nullify 8 – Device) embedded in the ceiling (which is 10 feet high). The device has a Strength of 8. A successful Intellect Test will be needed to disable the device. Given the height of the ceiling, getting to the device may also be a challenge.

Once the PCs shut off or destroy the device and break out of their cells, their powers will return (assuming their powers were not granted by devices or battlesuits – which are still in the equipment locker at the end of the hall). At the end of the hall in the cellblock, there will be a patrol of 3 Fourth Reich soldiers on guard duty. The storage locker at the end of the hall will contain any battlesuits or technological devices removed from the PCs. It's secured with a simple deadbolt. The keys can be found on the guards. The locker door and its lock both have a Strength of 7.

Küche – Kitchen and Mess Hall. Empty when the PCs encounter them.

Munition Speicher –Ammunition repository. This is where torpedoes, missiles and other weapons and munitions are stored. This also is used for general gear storage. A casual observer will note that there's an awful lot of what appears to be radiation gear here in here. Sort of like what you might need if you wanted to outfit an army that was going into an area that recently been hit by nuclear weapons. Guarded by 3 Fourth Reich soldiers.

Automatismuslabor – Robotics lab – Several dozen huge Reichbots are being outfitted and readied for battle here by several Fourth Reich soldiers under the close supervision of the armored supervillain Nachtjäger. The roof of the robotics lab has a retractable roof which is currently open – allowing immediate liftoff from within the base itself. Most (perhaps all) of the Reichbots are powered down while being stored in the lab. At the GM's discretion, one to two Reichbots will be operational when the PCs arrive. (The rationale behind most of the Reichbots being powered down is that it takes a lot of manual labor by a flight crew to prepare them for operation (charging batteries, loading ammunition packs, etc).

retractable tower for broadcasting purposes. This leads to the service entrance at its base. It's unoccupied when the PCs encounter it.

Eisenbahn – Railway – a narrow railway leads away from the submarine dock for the loading and unloading of torpedoes

CLIMACTIC BATTLE

No matter if the PCs infiltrated the base covertly or stormed into the base, eventually they wind up encountering Nachtjäger, the leader of the Fourth Reich, in the robotics lab, where he is busy supervising his soldiers who are getting the fleet of Reichbots ready for combat. Six Fourth Reich Soldiers will accompany Nachtjäger – three of these will transform into Werewolf Troopers when combat begins. At the GM's discretion, one to two of the Reichbots will be operational.

(Note: Give out a Determination Point to allow Nachtjäger to make a gratuitous super-villain monologue. It helps reinforce the feel of the comic book genre, but it's highly unrealistic)

Nachtjäger chuckles and says:

"You poor fools. You fought so hard to get to this point – and you don't realize you've failed utterly. Your pathetic efforts are nothing before the might of the superior race. You have come here only to die!"

Tactics

- The werewolf troopers will transform and advance to engage in melee with the party. If one of the PCs appears to be an especially tough opponent, several werewolf troopers gang up on him in melee.
- The Fourth Reich soldiers will keep their distance and snipe at the PCs with their ranged attacks.
- Nachtjäger prefers to take to the air, keep his distance and blast at the PCs. He will focus his attacks on whichever PC appears to be most injured. Nachtjäger is a pilot at heart. He's most comfortable fighting in the air. He will use his Flight power to stay out of melee as long as he can – perhaps even taking cover behind the powered-down Reichbots.

- Nachtjäger will stay in the lab as long as he feels secure in victory. If more than half of his allies are defeated – Nachtjäger will take to the sky via the opening in the robotics bay roof.

Optional – the Ticking Clock

To add some more tension to the confrontation with Nachtjäger, have him give the following monologue to the PCs when they first encounter him:

"You're far too late! I have uncovered the secret of atomic fission! My Reichbot will carry these fission bombs to London, New York, Paris and Moscow and destroy them all in a cleansing atomic fire! Then my army of the Fourth Reich will sweep in amidst the chaos and defeat your alliance of mongrel races once and for all! Commence launch sequence!"

One of the technicians flips a switch and an automated voice echoes over the intercom in the robotics lab – counting down in German.

Nachtjäger has outfitted one of his Reichbots with atomic bombs strapped to its chassis. (Use either the Mark I Reichbot or the Mark II Reichbot at the GM's discretion.) Presumably one is intended for each capital city he just mentioned. Nachtjäger and his soldiers were outfitting and preparing the Reichbot for launch when the PCs entered.

The Reichbot will launch in three to five pages (GM's discretion) – Nachtjäger and his cronies will do all they can to prevent the PCs from stopping the launch.

- Obviously, the PCs, if they have flight capability or if they hijack one of the jet-powered fighters in the base hangar, can attempt to catch the Reichbot.
- With a successful Awareness Test, the PCs will notice a terminal in the hangar that looks like it was designed for remotely controlling Reichbots. With a successful

Intellect Test (Difficulty 2) – they can assume control of the robot and divert it off course. If the console in the robotics lab is destroyed in the combat, the PCs can still use the identical control terminals in the Communication Center (see the *Kommunikation* section) to divert the Reichbot.

- If the PCs try to directly disable the robot or its weapons, a successful Intellect Test (Difficulty 4) would be required to disarm the warhead(s) and/or shutdown the Reichbot before it launches.
- As a last resort – the PC can use the base’s communication gear to alert the Allies that the Reichbot is coming. With prior warning, the Allied air forces should be able to shoot the Reichbot down before it reach its targets.

Scalability

At GM’s discretion – you can increase the challenge of this encounter in a number of ways.

- The most obvious way would be to include more super-powered enemies from the *Eugenics Brigade* or from the *Shinjuwan Juunigatsu*.
- Use the Veteran Fourth Reich Soldier and the Silver Warwolf instead of the default Soldier and Werewolf Trooper.
- The Reichbot can be the Mark I or the more formidable Mark II. If you decide to go with the Mark II – it’s recommended you give the PCs an ‘escape hatch’ – for example: a control console in the room that PCs realize they can use to control the Reichbot (after a successful Awareness Test) if they defeat the Fourth Reich soldier manning it and succeed at an Intellect Test.

For a much greater challenge, consider having multiple operational Reichbots prepared to launch to multiple Allied capitals.

VEHICLES SECTION

German Type VIIC U-boat (40 pts)

Background: These are the U-boats that conveyed Nachtjäger and the Fourth Reich agents to the Antarctic base. They were older models that were easily available but still serviceable enough for their mission. The hull is hardened steel and has a Strength of 8. It’s staffed by a dozen Fourth Reich soldiers.

Prowess 5
 Coordination 3
 Strength 9
 Intellect 0
 Awareness 0
 Willpower 0

Stamina 9

Powers

Invulnerability 5 - Armor Plating
 Aquatic 4
 Blast 6 (Deck Gun)
 Blast 8 (Explosive Blast) Torpedo

Untersee-Panzer (26 pts)

Background: These armored vehicles have been outfitted by Third Reich scientists to survive and operate amphibiously and even at depths of up to 50 feet underwater. They serve as a 2 man amalgam of a submarine and light tank. They provide ground and sea support to the Untersee Überfallkommado on their raids. The 2 man crew has the same stats as the Soldier Stock Character in ICONS.

Prowess 5
 Coordination 3
 Strength 7
 Intellect 0
 Awareness 0
 Willpower 0

Stamina 7

Powers

Invulnerability 3 - Armor Plating
Aquatic 2
Blast 6 (Explosive Blast) Tank Shell

Messerschmitt ME-463 Rocket Powered Fighter (33 pts)

Background: Alongside the airborne Reichbots, these rocket powered fighters provide protection for the Eis Palast. They are an improvement upon the Messerschmitt ME-163 and 263 – with greater maneuverability than their predecessors. They launch like a rocket – from a vertical position and land on the ice field above the base before being towed by APC down the vehicle ramp back into the hangar.

Prowess 5
Coordination 4
Strength 5
Intellect 0
Awareness 0
Willpower 0
Stamina 5

Specialties

Aerial Combat



Powers

Invulnerability 4 (Device: Armor Plating)
Blast 6 (Device: Machine-guns)
Flight 7 (Device: High Performance Jet Engine)

APC (26 pts)

Background: These APCs have been modified to be more suitable for Antarctic duty. They make regular patrols around the Fourth Reich Base.

Prowess 5
Coordination 3
Strength 7
Intellect 0
Awareness 0
Willpower 0

Stamina 7

Powers

Invulnerability 3 - Armor Plating
Blast 5 (Machine-gun)



NPC SECTION

Untersee Überfallkommando (40 pts)

Background: These crack stormtroopers have been outfitted with the best equipment that the mad scientists of the Third Reich could devise. With their jetpacks, scuba gear, blasters and force fields, they are a highly agile super-powered commando force that can change the tide of a battle.

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

Stamina 7

Specialties

Aerial Combat
 Weapons (Guns)
 Military

Powers

Blast Device 6 (Device: Electro-Blaster Pistol)
 Force Field 4 (Device: Belt Mounted Electric Force Field Projector)
 Flight 3 (Device: Third Reich Jet Pack)
 Aquatic 4 (Device: Helmet)

Qualities

Nazi Jet-pack Commando

Challenges

Enemy: Allied super-soldiers

Untersee-Reichbot Mark I (31 pts)

Background: These massive battle robots have been constructed by the fevered minds of the Third Reich's mad scientists. Thankfully, very few have been produced. They have been observed chiefly supporting Überfallkommando operations, although one did slug it out with the Royal Navy destroyer *HMS Resilient* in the English Channel in January 1942. The Untersee-Reichbot is the

amphibious variant on this design.

Two models are presented below. The Mark I is only 21 feet tall with an Invulnerability of 5, while the Mark II is 30 feet tall with an Invulnerability of 8. (Having an Invulnerability score that high in ICONS means that a creative approach will likely be required to defeat the Mark II. An optional Weakness has been given to the Reichbots to provide one possibility for defeating them.)

Prowess 2
 Coordination 2
 Strength 4 (5 with Growth)
 Intellect 0
 Awareness 2
 Willpower 0

Stamina 5

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.



Untersee-Reichbot Mark II (34 pts)

Prowess 2
 Coordination 2
 Strength 4 (8 with Growth)
 Intellect 0
 Awareness 2
 Willpower 0

Stamina 8

Specialties

Aerial Combat
 Underwater Combat

Powers

Aquatic 4
 Blast 6 (Shooting) - Heavy Machine Guns
 Flight 4
 Growth 8 (Permanent) (Strength and Invulnerability of 8, Defense is -2)

Qualities

30 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 +2 to damage and ignores the Reichbot's Invulnerability.

Fourth Reich Foot Soldiers

Use the Soldier Stock Character from ICONS with a semi-automatic rifle that gives Blast 5. Consider using the Minion Option (page 71 of ICONS.)

Fourth Reich Veteran Soldiers

Use the Soldier Stock Character from ICONS with a semi-automatic rifle that gives Blast 5, body armor that gives Invulnerability 4 and grenades that give Blast (Explosive Blast) 6

Fourth Reich Psychic Agent (51 pts)

Background: Created by the Nazi Occult Bureau via an agonizing process that involved both radiation treatment and invasive brain surgery (and resulted in the death of 70 percent of test subjects), the Psychic Agents of the Fourth Reich are formidable threat both because of the dangerous mental powers and because of the high degree of battlefield coordination they can achieve with their ESP.

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

Battlefield mentalist developed via the mad science of the Fourth Reich

Challenges

Weakness: Arrogance makes him careless.
Relies too heavily on his mental powers.

Werewolf Trooper (45 pts)

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 humans on 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 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.

Prowess 6

Coordination 7

Strength 7

Intellect 3

Awareness 5

Willpower 4

Stamina 11

Determination 1

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

Silver Warwolf (54 pts)

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.

Prowess 7
Coordination 8
Strength 8
Intellect 3
Awareness 5
Willpower 4

Stamina 12
Determination 1

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

Leader of the 4th Reich: Nachtjäger (58 pts)

Background: Erhard Kammhuber was a technical genius who was in the Nazi air force (Luftwaffe). He designed the Nachtjäger power armor as a secret weapon for the Third Reich and for this success he was awarded with induction into the Nazi's super soldier program. He was active during the Battle of Britain where he specialized in nighttime air attacks and single-handedly accounted for the destruction of several RAF squadrons.

By 1941, Nachtjäger could see the war might end badly for Germany and so he created the Fourth Reich secret society and diverted resources to the Reich's plans for establishing the Eis Palast – a last holdout on the continent of Antarctica.

Prowess 6
Coordination 8
Strength 9 (6 without battlesuit)
Intellect 4
Awareness 3
Willpower 3

Stamina 12 (9 without battlesuit)
Determination 1

Specialties
Aerial Combat
Electronics Expert
Mechanics Expert
Military
Pilot Expert
Science Expert (Physics)

Powers

Blast 7 - (Device) Nachtjäger Battlesuit
Flight 4 - (Device) Nachtjäger Battlesuit
Invulnerability 4 - (Device) Nachtjäger Battlesuit

Qualities

Epithet: One Man Luftwaffe Squadron!
Technical Genius
Prefers to fight from a distance.

Challenges

Enemy: Allied super soldiers
Enemy: Royal Air Force veterans have a special hatred for Nachtjäger due to his actions during the Battle of Britain.

Quote: "At last my plan has come to fruition. Once I dispose of these 'heroes', no one will stand in my way."



APPENDIX I

Map Notation and Descriptions

1) **Description:** The map was discovered in the last days of WW2 and the PCs have been dispatched by their government(s) to investigate whether it was just the fever dream of Nazi dead-enders or something much worse.

2) Map Translation

Klonenlabor – Cloning Laboratory

Landungsbucht and Unterwasserdock –
Submarine Dock

Kasernen – barracks -

Kommunikation – Communication

Befehl -Command Center – contains the
logistical center and computer banks.

Automatismuslabor – robotics lab.

Flugzeugaufhänger – aircraft hanger

Küche – kitchen

Zugang zu rundfunk mast – Entrance to
broadcast tower

Eisenbahn – railway – (submarine bases
generally have some sort of transportation
system for loading and unloading of munitions)

Munition Speicher – Ammunition repository

3) Notations on the Map

1)“Militär Bezugsgröße Neuschwabenland –
am Antarktischen Kontinent”: “Military base
Neuschwabenland on the Antarctic continent”

2) “die Werwolf-soldaten sind sind hart zu
führen!” : “The werewolf soldiers are difficult to
lead!”

3) “Die Flugzeug Flugzeughalle und die
robotertechnik Labor beide bekommen Decke
Türen als bequem ab. “: “The airplane hangar
and the robotics laboratory both have exit doors
in the ceiling.”

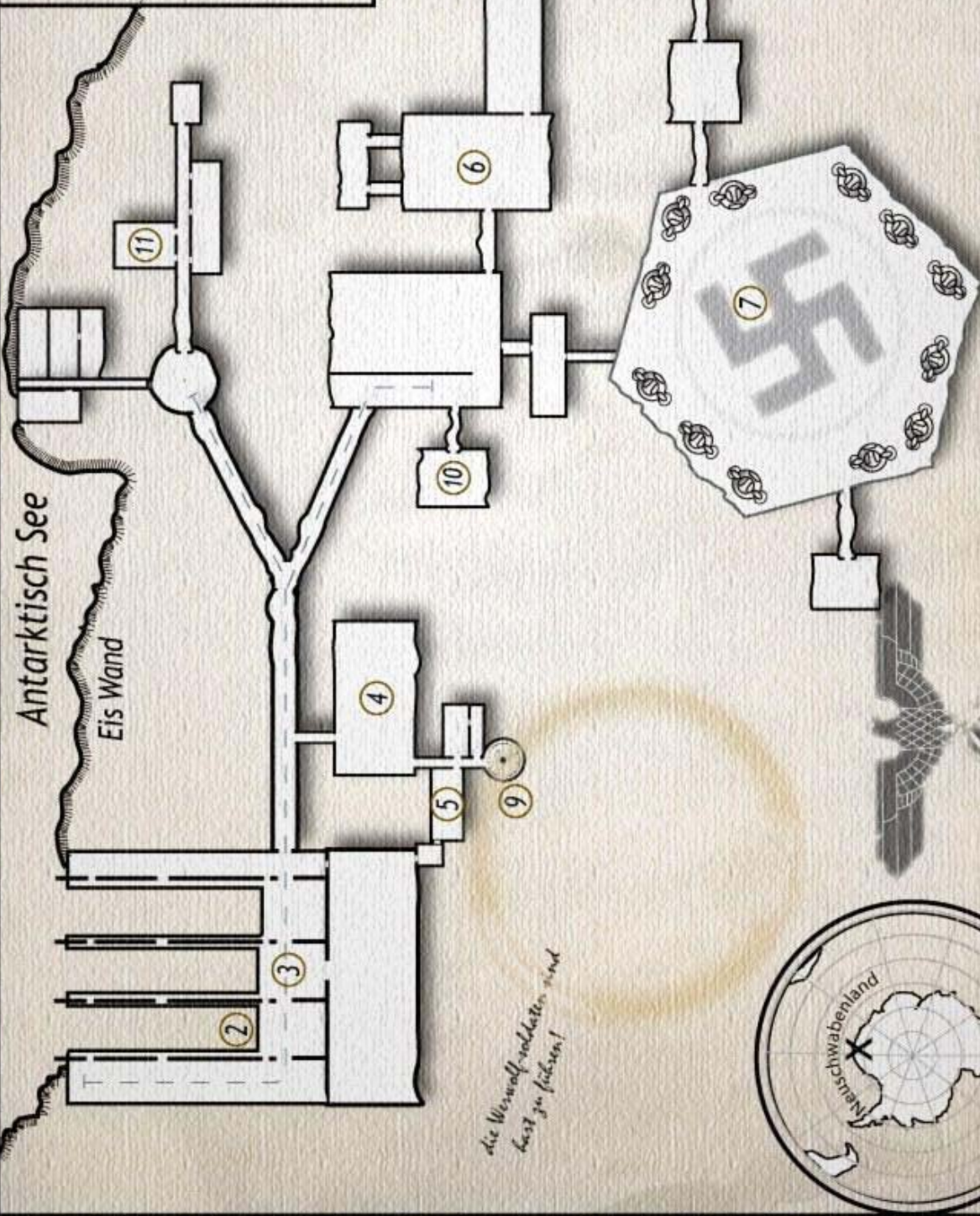
4) “billigte beim gehoben Befehl”: “Approved.”

5) “Antarktisch Militär Stützpunkt am 24.5.42”:
“Antarctic military base on May 24, 1942.”

Antarktisch See

Eis Wand

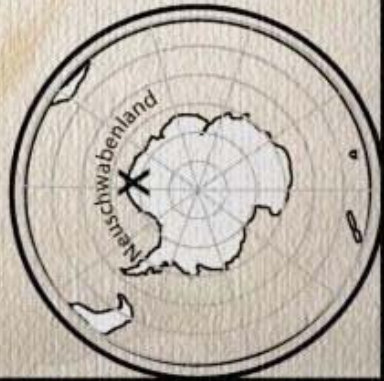
- Antarktisch Militär Stützpunkt am 24.5.42
- Erläuterung:
- 1 - Klonenlabor
 - 2 - Landungsbucht
 - 3 - Unterwasserdock
 - 4 - Kasernen
 - 5 - Kommunikation
 - 6 - Befehl
 - 7 - Automatismuslabor
 - 8 - Flugzeugaufhänger
 - 9 - Zugang zu Rundfunk Mast
 - 10 - Munition Speicher
 - 11 - Küche
 - 12 - Eisenbahn
- billige leim
beleben Befehl*
- 5 m



*die Verschwörer haben
best zu führen!*

Die Flugzeug Halle und die robotertechnik Labor beide bekommen Decke Tisen als bequemer ab.

"Projekt Eis Palast"



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