

AMAZING
STORIES OF WAR

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AMAZING STORIES OF WORLD WAR II



FEATURING: THE
EUGENICS BRIGADE

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COMPATIBLE

THE EUGENICS BRIGADE: VILLAINS OF WWII

BY CHARLES RICE AND MIKE LAFFERTY

On November 9th, 1923 Adolf Hitler, a former WWI corporal who had ridden public dissatisfaction to the leadership of the small National Socialist party allied himself with popular figure of WWI general Erich Ludendorff in an attempted overthrow of the Weimar government.

This movement would be launched from Munich's beer halls. A charismatic speaker with an empathetic style and a talent for stirring public furor, Hitler found many recruits willing to join him in the coup.

While the putsch unfolded in a chaotic and unorganized manner, the future character of the Nazi regime was revealed. A handful of local officials were threatened with violence if they would not join Hitler's cause. Lists of prominent Jews were drawn up and Hitler's "stormtroopers" moved to arrest them even while the coup was ongoing. Other Jews were subjected to random acts of vandalism, terrorism and violence.

Finally, as dawn broke and it became clear that the coup was



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in danger of faltering, Hitler, Ludendorff and about 2,000 of their followers decided to march into Munich in an attempt to recreate Mussolini's "march on Rome". As they moved toward the Bavarian Defense Ministry, they were met by 100 police officers who blocked their way. The two sides exchanged gunfire and three of Hitler's men were killed while Hitler and Goring were wounded.

During the firefight, the blood of one of the slain men stained the Nazi flag carried by Hitler's men, which became one of the holiest relics of the Nazi party, "the Blutfahne" or Blood Flag. Following his rise to power Hitler gave many speeches in front of the Blood Flag and touched new Nazi party flags with it to "sanctify" them.

Eventually, high ranking military officials received word of the coup attempt and moved to put it down. A few days later, Hitler was arrested and charged with treason. Despite the seriousness of this charge, he was sentenced to only 5 years in prison at the Festungshaft, a comfortable prison where were not put into forced labor and could receive visitors for several hours every day.

The intent of judge, who sympathized with Hitler, was to give a lenient sentence to a man who he felt had had done the wrong thing for the right reason. Hitler served only 8 months of it and composed his manifesto, *Mein Kampf* (in English: *My Struggle*) while in prison.

One of Hitler's most frequent visitors during his prison sentence is an obscure scientist named Dr. Conroy Leder, a geneticist and author of *Hereinschauend Augen Gott* ("Looking into the Eyes of God").

In 1925, Hitler publishes Volume 1 of *Mein Kampf*, a combination of autobiography and political manifesto espousing the political philosophies of his National Socialist Party. Among the tenets laid out in this book are Hitler's views on anti-Semitism and the existence of meta-humans, whom Hitler believes are all members of the Master Race. Hitler further claims that all members of this Master Race (regardless of nationality) are descended from the Aesir (the Norse Gods of legend) calls on all

meta-humans to rally to his cause. Hitler also proposed a new breeding program based on the "new science" of eugenics. Considerable laughable at the time, Hitler had secured backing from several wealthy Germans for an early genetics program run by Dr. Leder, who was attempting to unlock the "Aesir Strain" and allow for all Aryan men to become Aryan super-men.

By 1938, this eugenics program had born more fruit than anyone would have thought possible. Germany fielded the first military super-team in the history of the world, one that gave it an enormous advantage during the early campaigns of the war.

Historians still debate how much Leder and his team of eugenicists actually had to do with the success of the Nazi super-soldier program. Many argue that he just "awakened" mutations already present in his subjects. Late in the war, with the Eugenics Brigade outnumbered by the super-soldier teams of both Britain and America, Leder was called upon to expand the roster of the Brigade. He proved unable to reliably produce anything other than the feral, subhuman mutations which were nicknamed Verhexte (in English: Jinxes). (The Thule Society, similarly, could not create Übermenschen fast enough to replace losses in the field.)

In the end, the might Eugenics Brigade was reduced to releasing hordes of crazed Verhexte on civilian populations as revenge and to cover the retreat of German forces from territory they had conquered just a scant few years before.

KAMPFGRUPPE EUGENIK (EUGENICS BRIGADE)

Charismatisch “Charismatic” (45 pts)

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

Stamina 8

Specialties

Aerial Combat
Performance (Dancing)

Powers

Telekinesis 6
Flight
Blast
Force Field

Qualities

Former beer hall entertainer turned Nazi super-soldier
Unusually fervent national socialist
Epithet: Beautiful but Deadly Fascist Valkyrie!

Challenges

Enemy: Allied super-soldiers

Background: *Reconnaissance Report:* *Charismatic*

Brunhilde Albrecht was a dancer with her identical twin sister at the beer halls where Hitler got his start in politics. Like her sister, she also is a mutant, though whether her mutation had manifested before Doktor Eugenik experimented on her is unknown. What we do know is that she can crush tanks with her mind and seems to enjoy it.

Quote: “Please continue to struggle. Make me hurt you.”



Dr Eugenik (aka Dr. Conroy Leder) (42 pts)

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

Stamina 8

Specialties

Science Master (Biology)
Science Master (Chemistry)
Science Master (Genetics)
Weapons Expert (Guns)

Powers

Blast 4 – (Device: Machine Pistol)

Qualities

Identity: Dr. Conroy Leder, Nazi Mad Scientist
Leader of Eugenics Brigade

Challenges

Weakness : Doesn't completely understand why his experiments work
Enemy : Allied super-soldiers

Background: *Reconnaissance Report: Leitwolf*

We believe this mad scientist to be the mastermind of Hitler's entire eugenics program. Capturing him alive for questioning should be a top priority.

Quote: "Hmm, I expected that explosion to be bigger. Now watch, the mutagens are taking effect. See how the flesh of the victims changes right before our eyes? Beautiful."

Donnerschlag "Thunderclap" (50 pts)

Prowess 4
Coordination 4
Strength 4
Intellect 3
Awareness 5

Willpower 5

Stamina 9

Specialties

Aerial Combat Master
Military

Powers

Elemental Control (Weather) 7
Blast (Lightning)
Flight (Riding the Wind)
Telekinesis (Wind Manipulation)

Qualities

Nazi Mutant Weather Controller
Catchphrase: "No one flies without my permission."

Challenges

Enemy: Allied super-soldiers

Background: *Reconnaissance Report: Donnerschlag*

Subject has a high degree of weather control, especially over winds, able to generate extreme wind shear making flight almost impossible. Fortunately, subject is not used more extensively for air defense against conventional aircraft, being used for "reprisal" missions.

Feuerfest "Fireproof" (45 pts)

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

Stamina 10

Specialties

Martial Arts
Military

Powers

Flight 3 (Device: Feuerfest Armor)

Blast 5 (Device: Feuerfest Armor has submachine guns incorporated into its design)
Invulnerable 4 (Device: Feuerfest Armor)
Resistance 7 (Heat attacks) (Device: Feuerfest Armor)

Qualities

Tactical mastermind
Epithet: Fearsome Fireproof Stormtrooper!
Motivation: Determined to destroy US super-soldier Old Glory.

Challenges

Enemy: Old Glory
Enemy: Allied super-soldiers
Weakness (Device): All powers are connected to the power suit. Strength goes to 4 when not wearing the suit.

Background: Reconnaissance Report: Feuerfest

After some early contact between the Kampfgruppe Eugenik and Vigilance Force, Hitler ordered his scientists to come up with a solution to the "Old Glory problem". His scientists engineered a suit specially designed to counter fire attacks, which was awarded during a special ceremony to a member of the SS, who had sworn a personal oath of loyalty to Hitler. This individual, name still unknown, was also personally tasked with using his gift from the Fuhrer to kill Old Glory and bring his body to the scientists of Kampfgruppe Eugenik for study.

Quote: "Bring me the fire boy! I will rip his heart out with my bare hands!"

Traumfrau "Dream Girl" (45 pts)

Prowess 3
Coordination 4
Strength 3
Intellect 3
Awareness 4
Willpower 6

Stamina 9

Specialties

Acrobatics
Performance (Dancing)

Powers

Mind Control 9 (Limited to men only)
Probability Control 6 (Bad Luck)
Emotion Control 5 (All Emotions)

Qualities

Former beer hall entertainer turned Nazi super-soldier
Catchphrase: The Aesir are with us!

Challenges

Enemy: Allied super-soldiers
Weakness: Mind Control power limited to men only.

Background: Reconnaissance Report: Traumfrau, one of Hitler's Göttinnen or "Goddesses"

Two of Dr. Eugenik's proudest achievements are his "goddesses", the female members of the Eugenics Brigade. Traumfrau is the identical twin sister of Charismatic and like her sister was a dancer at the beer halls where Hitler got his start. Though Hitler believes they are Valkyrie sent to aid his cause, it is much more likely they are mutants. Traumfrau can bend men to her will and bad luck seems to plague those who anger her. In combat, foes frequently hit allies when aiming for her, suffer equipment malfunctions at critical times and so forth. She also serves as a rallying point for the Kampfgruppe Eugenik, her mere presence convincing the group that they are invincible.

Quote: "Follow us comrades! The Aesir are with us! Our victory will last for 1,000 years!"

Krieghund "War Hound" (49 pts)

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

Stamina 12

Specialties

Athletics Expert
Martial Arts
Military

Powers

Strike 6 (Slashing) - Claws
Swinging 2
Supersenses 2 - Scent and Vision
Regeneration 4

Qualities

Mutated Feral Storm Trooper

Challenges

Enemy: Allied super-soldiers
Social: Barely Human, trouble relating to others

Background: *Reconnaissance Report:* *Krieghund*

Loring Halperin was an early member of the Kampfgruppe and like many of those early members was identified when Doktor Eugenik tested every German military man for potential mutation. When Loring's latent mutation was activated, he broke out of the lab and disappeared for several weeks. During this time nearby towns were terrorized by what seemed to be a werewolf. When Loring came to his senses, he returned to the military, ready to serve the Reich in a new, more vicious way.



Schlagring “Brass Knuckles” (45 pts)

Prowess 5
Coordination 6
Strength 7
Intellect 3
Awareness 3
Willpower 3

Stamina 10

Specialities

Martial Arts
Military

Powers

Control Electricity 6 (Schlagring Armor)
 Blast
 Force Field
Leaping 4 (Schlagring Armor)

Qualities

Motivation: The victory of the Reich

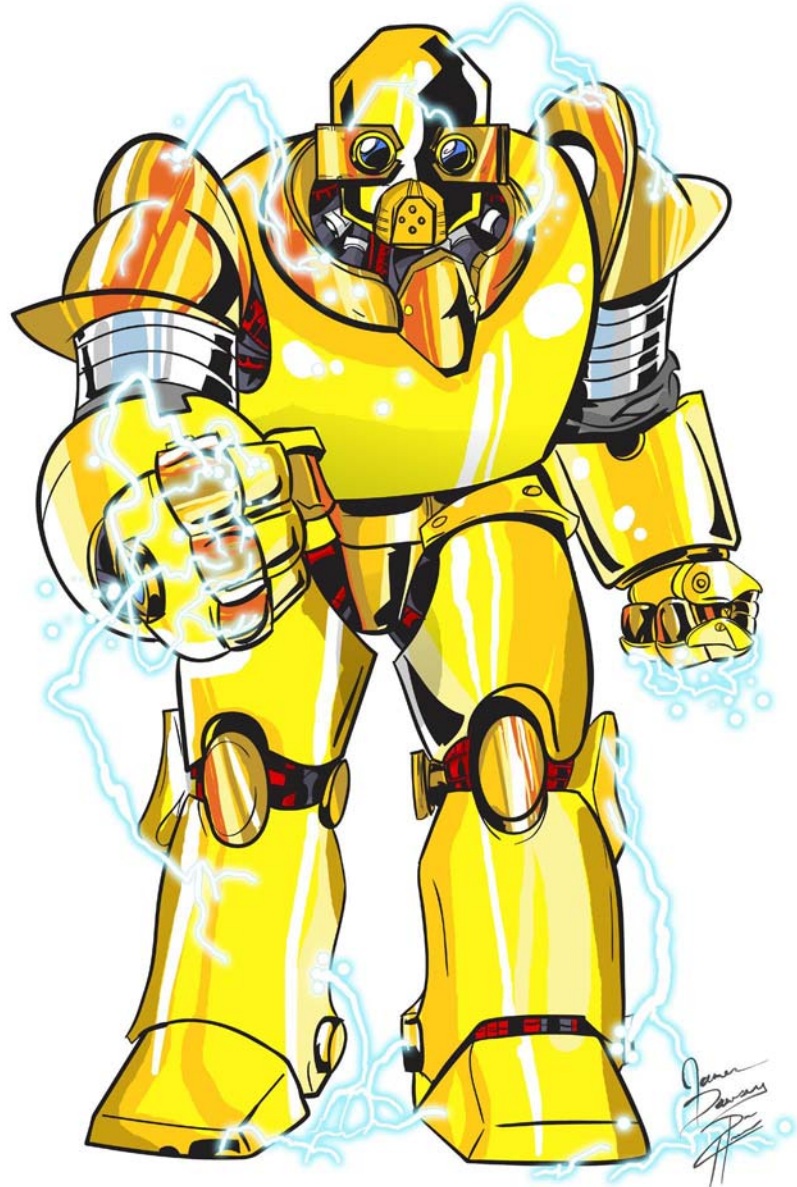
Challenges

Enemy: Allied super-soldiers
Weakness (Device): All powers are connected to the power suit. Strength goes to 4 when not wearing the suit

Background: *Reconnaissance Report: Schlagring*

What can we say, he’s definitely not the brains of the outfit. Still, he’s a highly trained combatant who wears an armored bodysuit that can deliver enough electricity to kill a man from the gauntlets. He can also propel himself through the air for short bursts, possibly by reversing the electrical field in his armor.

Quote: “For the Reich!”



Streitaxt "Battleaxe" (54 pts)

Prowess 6
Coordination 4
Strength 7
Intellect 3
Awareness 3
Willpower 5

Stamina 12

Specialties

Weapons (Blades)

Powers

Elemental Control 7 (Device: Axe of the Warrior King, Powers of Earth Control limited to German Soil)

Blast (Causes blasts of molten rock to erupt at his enemies)

Moving (He can ride a rock pillar that carries him at great speeds)

Ensnare (creates huge earthen hands to grab his enemies)

Strike 4 (Device: Axe of the Warrior King)

Qualities

Simple patriotic farmer wielding the mystical weapon of a Germanic legendary king
Motivation: Serve the German nation.

Challenges

Enemy: Allied super-soldiers
Social: Beginning to suspect that he has made a mistake allying with the Reich. Conflicted
Weakness: All powers derived from axe.
Strength goes to 6 without it.

Challenges

Enemy: Allied super-soldiers
Social: Beginning to suspect that he has made a mistake allying with the Reich. Conflicted
Weakness: All powers derived from axe.

Background: *Reconnaissance Report: Streitaxt*

A seemingly limitless source of power, Streitaxt appears to be a "simple" German from the country gifted with a magic axe out of Norse

legend. Able to command the earth and call on the strength of the giants temporarily, this dangerous combatant seems to be something of an outsider in the Kampfgruppe. He does not owe his power to Nazi science and is not even a member of the Nazi party. He even refused to swear an oath of loyalty personally to Hitler, instead opting for a variation on the Saxon Oath of Fealty, swearing that the friends of the Chancellor of Germany are his friends and the enemies of the Chancellor of Germany are his enemies.

It is believed that if a new Chancellor of Germany were appointed, this patriot's first loyalty would be to him, not to the party or any notions of Aryan supremacy.

Quote: "AGHHHHHHHHHHHHHHHHHHHHHHHHHHHHHH"



Überfallkommando “Flying Squad” (36 pts)

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 6 (Device: Electro-Blaster Pistol)
Force Field 4 (Device: Belt Mounted Electric Force Field Projector)

Qualities

Nazi Jet-pack Commando

Challenges

Enemy: Allied super-soldiers

Background: *Reconnaissance Report: Überfallkommando*

These agents, numbering up to 50 by some reports, are one of the biggest advantages of the Kampfgruppe over Allied forces, providing cover fire and tactical air support.

These commandos are recruited from the best and the brightest of the Wehrmacht, outfitted with an array of state of the art equipment and then put through a grueling 12 week training course where they master the art of being a jet pack commando.

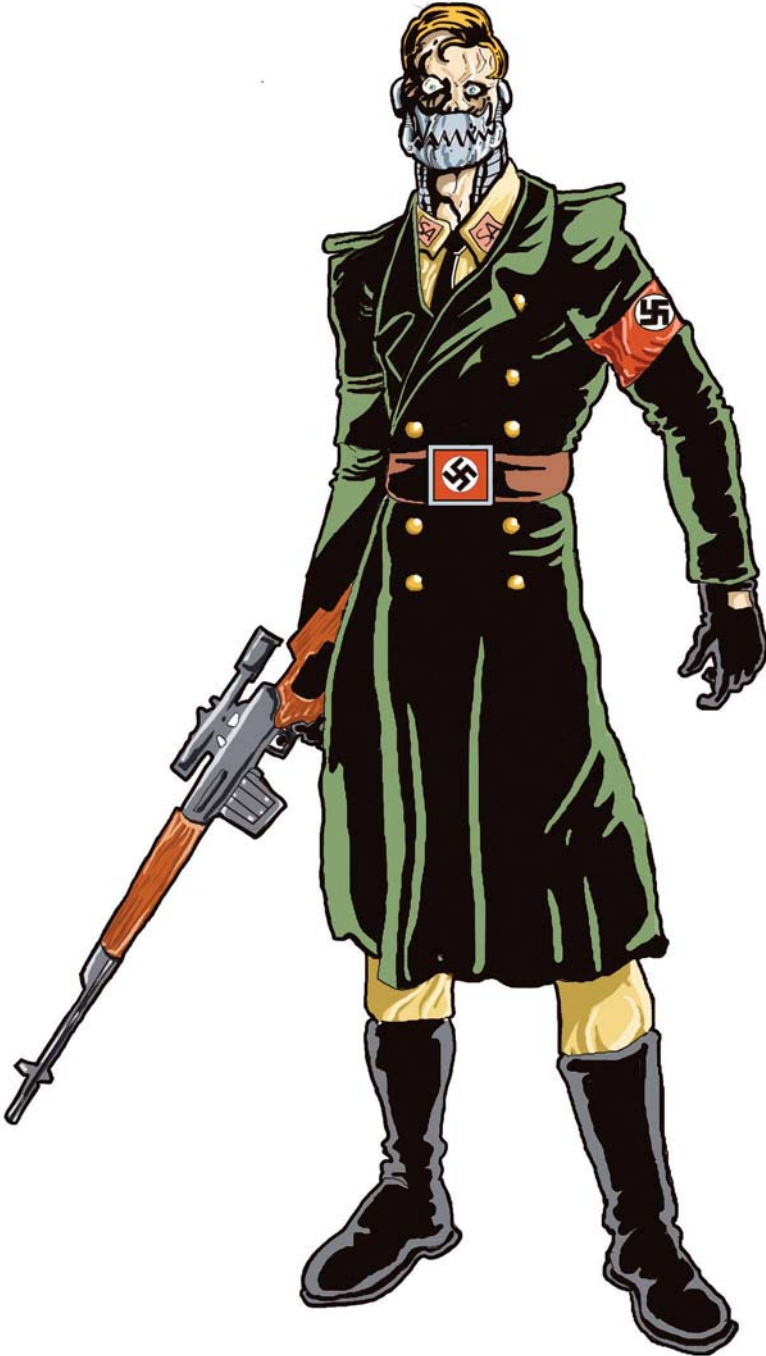
Their equipment is the best that the brilliant minds of German engineers could develop: single-soldier jet packs (the most popular model being the Stahladler Mark I), pistols and rifles that require no ammunition and emit devastating electrical bursts and belt

mounted, personal force field projectors.

Capturing one of these operatives in order to reverse engineer the technology used to empower them is a top priority for Allied forces. So far this task has proved impossible.

Quote: “Beta team! Support!”





Überkrieger "Super Soldier" (41 pts)

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

Stamina 11

Specialties

Military
Weapons (Blades)
Weapons (Guns)

Powers

Blast 6 (Device: Customized Sniper Rifle)
Strike 4 (Slashing) (Device: Bone Saw (or artificial jaw bite))

Qualities

Sickly hero of WW1, transformed by Dr, Eugenik's treatments into a fearsome super soldier

Catchphrase : For the motherland!

Challenges

Enemy: Allied super soldiers

Social: Hideous appearance due to artificial jaw

Background: *Reconnaissance Report:* *Überkrieger*

A sickly hero of WWI, dying of lung cancer, Manfred Neuberg demanded to aid in the German war effort, even if it was as nothing more than a test subject for Doktor Eugenik. Granted his wish, the treatments turned him back into the prime of youth, perhaps even stronger and faster than the hero had been during WWI. Given a specially designed weapon by Doktor Eugenik, the dreaded bone-saw, he is now the perfect soldier and the greatest propaganda tool the Nazis could dream of, spouting perfectly prosaic patriotic sayings without being coached.

Quote: "For the motherland!"

Übermensch (45 pts)

Prowess 5
Coordination 6
Strength 9
Intellect 3
Awareness 4
Willpower 4

Stamina 13

Specialties

Athletics
Military

Powers

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

Description: 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.

Verhexte “Jinx” (41 pts)

Prowess 7
Coordination 8
Strength 7
Intellect 1
Awareness 2
Willpower 2

Stamina 9

Specialties

Athletics

Powers

Invulnerability 5
Strike 5 (Slashing)
Regeneration 5

Qualities

Feral mutated menace

Challenges

Social : Inhuman. Cannot relate or speak.
Weakness : Driven mad by rage

Background: *Special report to the Fuhrer by Dr. Conroy Leder*

In every experiment there are failures. These failures are particularly useful to us however, as they recover from almost any injury, regrow lost body parts like worms. They are the perfect test-beds for future experiments. We can also release them on civilian populations if necessary, though they will be impossible to control after that. Perhaps on the Eastern Front?

Quote: There was a time when God spoke to man. Now, with the new science of eugenics, it is time for man to answer. *From “Looking into the Eyes of God”*

THE MYSTICS OF THE THULE SOCIETY

Count Fenris (44 pts)

Prowess 3
Strength 4
Coordination 2
Awareness 2
Intellect 5
Willpower 6

Stamina 10

Specialties

Mental Resistance
Occult Master

Powers

Wizardry 6 (Magic)
Blast (Mystic Blast)
Teleportation
Emotional Control (Fear)

Qualities

Epithet: Eldritch, Undead Nazi Master of the Occult!
Lost his humanity in his quest for occult power
Motivation: Collecting magical artifacts to bolster the Reich’s arcane power

Challenges

Weakness: Power Loss. Must be able to speak and gesture to cast spells.
Weakness: Prone to rage and fits of dementia
Social: Hideous Appearance

Minions: **Zombie Dobermans**

Prowess 2
Prowess 2
Strength 3
Coordination 2
Intellect —
Awareness 1
Willpower —

Stamina 10

Powers

Fast Attack 1
Strike 3 (Bite)

Background:

Count Fenris was once a Bavarian academic known as Gustav Jelene who specialized in Norse folklore. He was active in the Study Group for Germanic Antiquity, which was later renamed the Thule Society and became the Nazi's party secret occult wing.

During one night of experimentation with an old grimoire (*The Sworn Book of Donorius*, a 13th century codex on demonology and necromancy) Jelene misspoke an incantation that he using in an attempt make contact with a demonic realm. The mystical explosion resulting from the failed spell scoured the flesh from Jelene's face and hands. However, the explosion simultaneously infused Jelene with mystical energy. Jelene not only remained alive (although horribly disfigured) but his consciousness was seared with a flood of mystical secrets that mortal man hadn't known for millennia.

A monstrous living repository of forbidden arcane lore, Jelene adopted the dramatic persona of 'Count Fenris', and quickly rose to the prominent role of arch-mage in the Thule Society. With his knowledge, the Thule Society was able to work with Nazi biologists and scientists to perfect the alchemical and magical processes that created the *Übermensch* super-soldiers.

Count Fenris, although undoubtedly unbalanced due to his ordeal, moved into a senior leadership position in the Thule Society and often personally led field teams across the globe in search of powerful artifacts to help build the Reich's arcane arsenal.

While Fenris was not officially member of the Eugenics Brigade, it was not uncommon for members of the Nazi super team to escort him on his frequent field missions.



Thule Society Field Operative Sorcerer (39 pts)

Prowess 3
Strength 4
Coordination 2
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

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. Led by such twisted arch-mages as Count Fenris, 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.

Members of the Eugenics Brigade will often be assigned to provide security for Thule Society field missions.



ASSOCIATED CHARACTERS

Götterdämmerung (40 pts)

Note: Götterdämmerung is a plot-device character, useful for making the Kampfgruppe Eugenik a unique threat. His power to create gates allowing himself and his allies to appear anywhere around the world allows the Kampfgruppe Eugenik to attempt assassinations of world leaders, then retreat after the battle is over.

Depending on what the adventure calls for, he can create gates allowing up to 100 men to appear anywhere in the world but requires an hour to create another gate (meaning those he sends are stuck for awhile). Note that these gates are two-way and Götterdämmerung can open a gate to allow someone to escape if the adventure calls for it. He also does not need to go with those he transports and almost never will.

The goal is to keep this character a mysterious mover and shaker in the background.

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

Stamina 8

Specialties

Military
Weapons (Guns)
Occult Expert

Powers

Teleportation 8 – (Device: Ring of the Aesir) -
Creates a Point to Point teleportation portal
Blast 4 (Shooting) – (Device: Machine Pistol)

Qualities

Catchphrase : For Odin!

Challenges

Enemy : Allied super soldiers

Social : Tight-lipped about his past, not completely trusted by his team-mates

Background: Reconnaissance Report: Götterdämmerung

Almost nothing is known about this character, except that he began to assist Hitler in 1933, shortly after his ascension to Chancellor. Since then he has allowed commando units to appear behind enemy lines, causing chaos. As the ranks of the Kampfgruppe Eugenik grew, he became their personal mode of transportation, allowing them to assassinate world leaders and military commanders, decapitating German opponents. This tactic is devastating in combination with a full-scale Blitzkrieg attack. The best defense is old-fashioned intelligence: make sure the Germans are never 100% sure of the location of an important individual.

Quote: “Ragnarok is upon us Mein Fuhrer. Odin has commanded me to assist you, his agent on Midgard.”

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