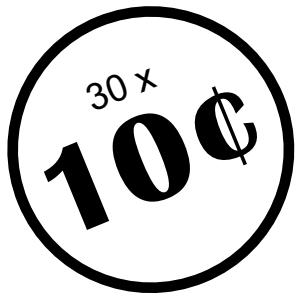


NAZI DEATH-ZOMBIES OF THE CONGO!

STEVEN S. LONG

NAZI DEATH-ZOMBIES OF THE CONGO!



A Hero Plus Adventure for

PULP HERO

Author: Steven S. Long

Editing & Development: Steven S. Long

Layout & Graphic Design: Steven S. Long
(well, OK, using tools and templates developed by Andy Mathews, and with some suggestions by Andy Mathews...)

Illustrations: Steven S. Long using *Campaign Cartographer 2 Pro* from ProFantasy Software (try it! It's great!)

Everything Else: Stev... you get the picture

TABLE OF CONTENTS

Adventure Background	4
Adventure Summary	4
Part One: Night Of The Burning Dead	4
Part Two: The Witch-Doctor's Plantation	5
Part Three: The Mines Of Fear	8
Einsatzgruppe Omega	11
Eisengesicht	12
Der Aufseher	14
Tier	16
Von Schädel	18

SPECIAL THANKS

Thanks to the players in my *Thrilling Hero Tales!* campaign, on whom this adventure was first inflicted: Brad "Adam MacBryde" Barrett, Amy "Virginia Smith" Crittenden, John "Roy Austin" Losey, Andy "Slava Koslov" Mathews, Dean "Jake Brand" Nicholson, and Greg "Ricky Rockelli" Smith. You're a Pulpacular group of heroes!

Hero System™ © is DOJ, Inc.'s trademark for its roleplaying system.
Hero System © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Champions © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Fantasy Hero © 2003 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Dark Champions © 2004 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Pulp Hero © 2005 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Nazi Death-Zombies Of The Congo! © 2006 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Star Hero, Justice Inc., Danger International, Danger International, Western Hero
© 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: DOJ, Inc., 1 Haight Street, Suite A, San Francisco, California 94102.
Printed in the Canada. First printing April 2006
Produced and distributed by DOJ, Inc. d/b/a Hero Games.
Stock Number: DOJHERO-HPA20
<http://www.herogames.com>

YOUR SECRET LEAGUE OF HEROES ENCODED MESSAGE!

Attention Secret League Of Heroes members! Einsatzgruppe Omega has stolen this secret message! All League members are requested to take all possible steps to prevent the Einsatzgruppe from getting the message to Berlin!

NAZI DEATH-ZOMBIES OF THE CONGO!

HERO PLUS ADVENTURES

Nazi Death-Zombies Of The Congo! is one of Hero Games's *Hero Plus Adventures*, a series of short, no-frills, inexpensive adventures in PDF format. Hero Plus Adventures are designed to provide roughly one game session's worth of entertainment, though they include suggestions on how to lengthen or expand the scenario if you want to. They're written with simplicity and ease of use in mind so you can run them with a minimum of preparation.

PRINTING

The general statement on the credits page notwithstanding, DOJ, Inc. grants each purchaser of *Nazi Death-Zombies Of The Congo!* permission to make one (1) printed copy of this adventure.

When a young African boy comes to the heroes for help fighting the "fire demons" that are kidnapping women and children from his village, the heroes discover that the Third Reich has built a secret mine in the Belgian Congo and enslaved large numbers of natives to work underground. Can the heroes defeat the Nazis — including the four powerful members of the secret special force *Einsatzgruppe Omega* — to free the Congolese and bring the Nazi project to a halt?

Nazi Death-Zombies Of The Congo! is a *Pulp Hero* adventure designed for characters built on a total of 150 Character Points or less. The optimal number of PCs is four to six, but you can scale it up or down based on the number of opponents you pit against the heroes in various encounters.

ADVENTURE BACKGROUND

Of all the insidious Nazi scientists in Germany, the most insidious is undoubtedly Dr. Hans Siegfried. His name still evokes fear and hatred among surviving Victorian-era adventurers, whom he fought as a much younger man. Today he's old and physically feeble, virtually confined to a wheelchair, but his evil brain remains alert and unimpaired. With the help of his son Rutger, also a scientist of no small merit, Dr. Siegfried works for the greater glory of the Third Reich and the defeat of her enemies — including stalwart heroes such as your PCs.

Among Dr. Siegfried's nigh-innumerable experiments are several involving uranium. Recently the Nazis discovered a large uranium deposit in the Belgian Congo and secretly began mining it. To avoid having to import large numbers of workers or pay day laborers, they kidnapped the family of a local witch-doctor named Makalo to force him to work for them. To keep the Germans from harming his family, Makalo must use his *juju* to turn men into mindless workers — zombies, essentially — so they labor ceaselessly, don't complain, ignore the effects of radiation poisoning, and remember nothing.

ADVENTURE SUMMARY

The adventure begins when the PCs, on safari in the eastern regions of the Belgian Congo, are approached by a young African boy. He claims that "fire demons" attack his village and kidnap women and children, and wants the PCs to come protect the place. Responding to his call for help, the heroes discover that the "fire demons" are actually semi-mindless men who glow with a mysterious light. After they defeat these "zombies," the heroes "awaken" them and learn that the witch-doctor Makalo enslaved them... and where they can find him.

The PCs travel to Makalo's lair, a ruined old plantation house, and confront him — only to discover that he's being forced to use his *juju* on the men by the Nazis. He can tell them where to find the mine, and perhaps a little about some of the Nazi commanders.

The PCs' adventure continues onward to the mine. There they must find a way to rescue all the hostages (particularly Makalo's family) and workers and defeat the Nazis, or who knows what horrifying super-weapons the Nazis will create with the uranium?

PART ONE: NIGHT OF THE BURNING DEAD

The adventure begins with the heroes enjoying themselves on safari in the eastern part of the Belgian Congo. If one of them is a Great White Hunter or old Africa hand, he's leading the safari; if none of the PCs are suitable for this role, they have a professional guide.

One day while they're out in the field, they see on the horizon a man who's running — running toward them, in fact! As he gets closer, it becomes apparent that it's a boy, not a man, and that he's been running a long, long time — he looks like he's on the verge of collapse. In fact, when he gets within about a hundred feet of the heroes he *does* collapse, forcing them to go to his aid.

The boy is exhausted but no worse. If a hero succeeds with a Paramedics roll at +2 and gives him some water and food, the boy quickly revives long enough to tell his tale. (If one of the heroes is a Great White Hunter or old Africa hand, the boy came looking for him specifically; otherwise he was looking for *any* sort of help and stumbled across the heroes providentially.) He claims that *moto mazimwi* — “fire demons” — are attacking his village every night and carrying off women and children. The heroes must come help before everyone is taken away... and no doubt eaten by the demons!

If the heroes ask him about the men in the village, the boy explains that several weeks ago all the men went off to the north to work in the mines. A white man's company opened up a new mine and offered high wages for miners. He doesn't know the name of the company or the location of the mine.

THE VILLAGE OF NO MEN

The boy's village is about a day and a half's travel away. If the heroes push themselves hard they can get there in a day, but may suffer some temporary penalties (such as -1 to OCV and Skill Rolls) to represent the fatigue they feel.

The village, shown on the accompanying map, seems a little run-down and almost deserted. There are no men older than 15 or younger than 50 at all, and a lot of women and children are missing. The remaining natives tell the same story as the boy: “fire demons” attack the village each night, usually a few hours after sundown, and carry women and children away into the night.

Night falls... and no doubt the heroes are on watch! Several hours after sunset their patience is rewarded. Have them all make PER Rolls; the hero who succeeds by the most sees what looks like a lantern or torch off in the distance. Soon all the heroes can see several such lights, and they're clearly too large to be torches or lanterns. Slowly but surely they get closer, and soon the heroes can see that they're men surrounded by palls of fire!

Though the heroes won't realize it at first, these are actually some of the men from the village who went to work at the mines. Makalo “zombified” them. Because the men mine uranium, they become irradiated, and this causes them to glow at night in a way that makes it look like they're “on fire” to unsophisticated native eyes. The men, though zombified, dimly remember their real lives and miss their wives. Crazed with sorrow, love, and a desire to be free, they leave the camp at night to kidnap their wives and children to come live with them at the mines. The Nazis permit this, thinking it harmless and easy to alter if necessary... besides, it gives them hostages in case they need any.

Once the “fire demons” get within 10” of the heroes, let them make PER Rolls again. Anyone who succeeds by 3 or more can see that these “fire demons” are actually glowing men. If attacked in HTH Combat, the men respond with great strength and toughness (STR 25, CON 20, PD 10, SPD 2), but only long enough to knock or throw their adversaries out of the way so they can continue to the village. (They similarly destroy or smash through obstacles they can't easily

go around.) If injured by Ranged attacks, they keep moving forward as long as they're physically able to; if they can't walk, they crawl.

The trick to running this scene properly is to try to build up a fear of the “monsters” among the players while keeping them from just shooting the “things” as they approach. The “fire demons” are innocent victims here, so the PCs, as Pulp heroes, shouldn't end up feeling guilty because they shot them. If necessary, give them numerous opportunities to make PER Rolls to realize their “attackers” are men, that the men appear glassy-eyed and not fully in control of themselves, and so forth.

Breaking The Trance

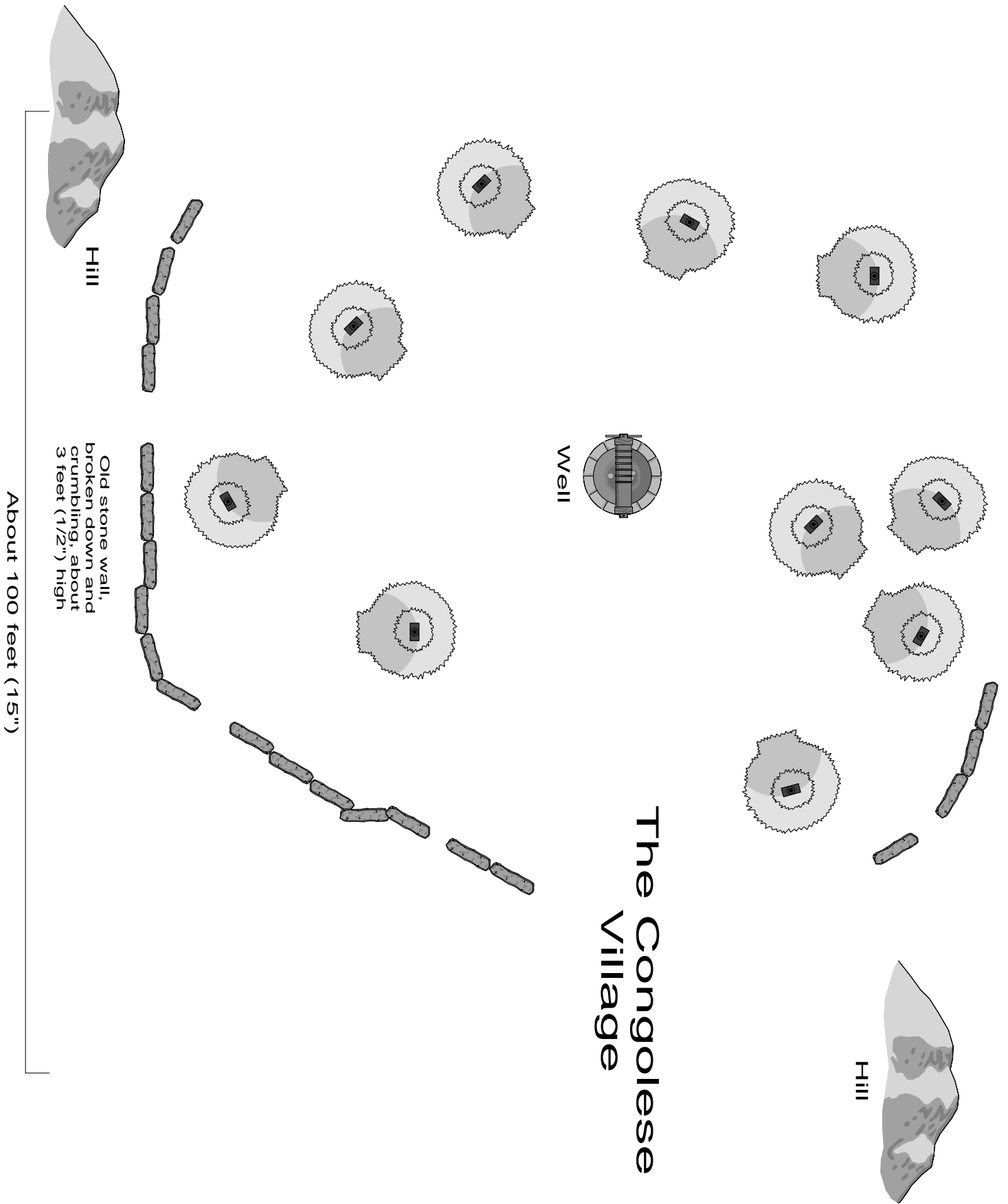
Once the heroes realize the “fire demons” are zombified men, they need to find a way to snap the men out of it and bring them back to their senses. Ordinary pain won't do it (as mentioned above, they keep going even if shot or cut, as long as they're physically able to), but the pain of being burned with a torch or the like probably would (or at least give the victim a chance to make an EGO Roll to break free). Holding one down and splashing cold water on him would also work. Beyond that, it's your call as GM, but this being a cinematic genre you should reward creativity and fast thinking on the part of the PCs.

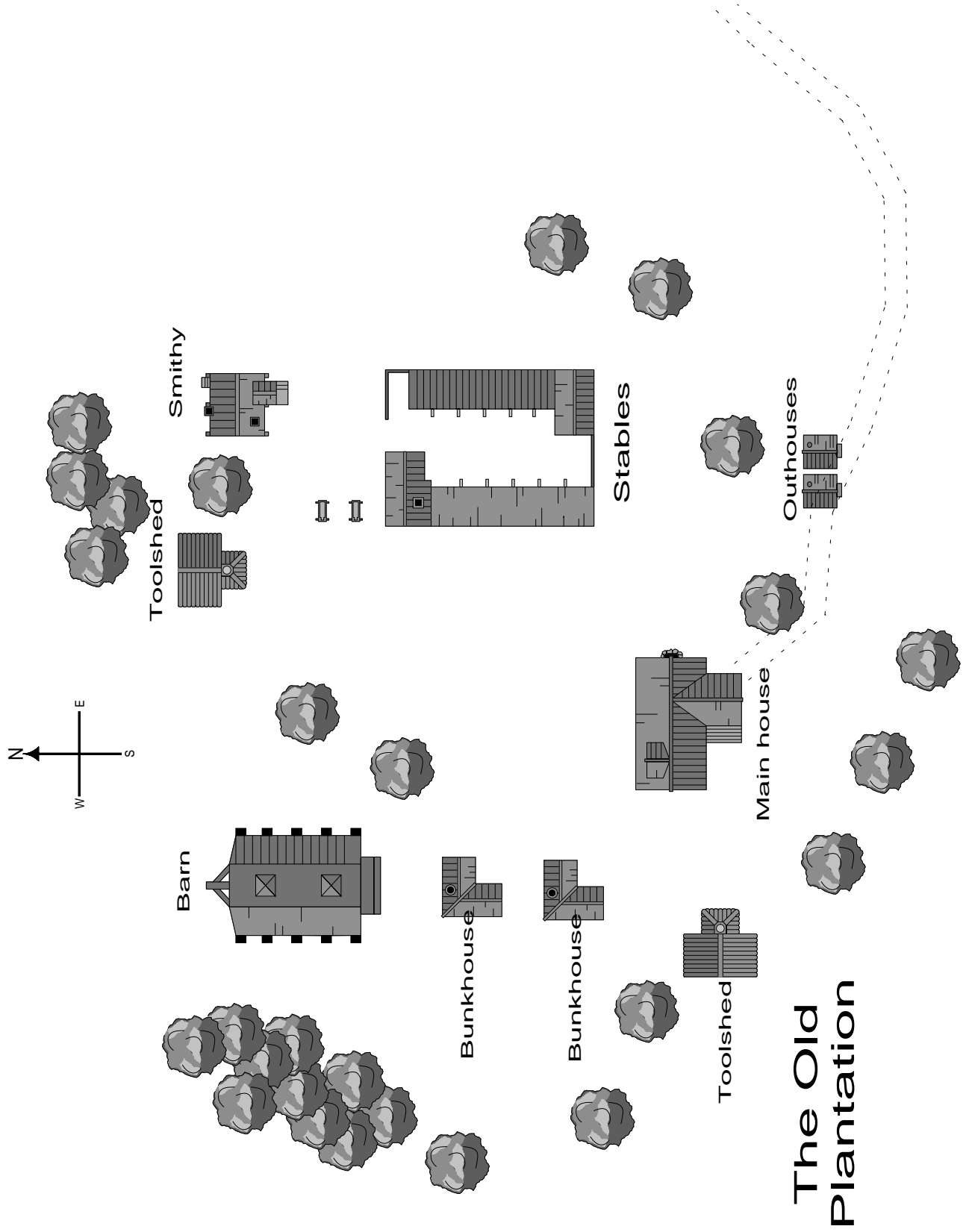
PART TWO: THE WITCH-DOCTOR'S PLANTATION

After somehow “awakening” the “zombies,” the heroes can speak to them (though the men first want to see their families and have a decent meal, of course!). The men explain that when they went to the mine to look for work, Makalo, a local witch-doctor, used his *juju* on them to put them in a “walking sleep” so they would work as hard as possible without complaint, even though the work made them feel sick (*i.e.*, they got radiation poisoning from the uranium). The men's minds are fuzzy on how to get to the mine, but they do remember how to get to the old plantation house where Makalo lives — that's where he put the spell on them. Time to go have a talk with the old witch-doctor...

The men can lead the PCs to (or give them directions to) an old, abandoned Belgian rubber plantation where the Nazis keep Makalo and have him use his zombie-spell on their workers. The accompanying map shows the plantation compound; Makalo lives in the main house (the other buildings are abandoned, though some of Makalo's “zombies” sometimes work in them). All the buildings are old and decaying. The sights and smells of the rot brought on by decades of abandonment and neglect in the African environment are overwhelming, even depressing or frightening in some ways (particularly if the heroes go there at night).

As discussed in the Adventure Background above, Makalo isn't working for the Nazis willingly:





they have his wives and children held hostage. He hates what he's doing, how he's perverting his wisdom and lore. He'd gladly stop what he's doing (or even help the PCs) if he could find a way to do so without getting his family hurt or killed.

When the heroes arrive, Makalo assumes they're there to capture or kill him (unless he and a PC happen to know and trust one another). Since either result would prevent him from working for the Nazis and thus ensure his family's death, he fights back... at least for a time, until his guilt overwhelms him. He has several "zombies" serving him who protect him (they're faster than the ones back at the village — SPD 3). He himself has a knife, and you could even equip him with a minor magical item or two (such as a bag of "blinding powder") if that would make the fight better for your heroes.

Unless they kill him during the battle, Makalo eventually stops fighting; he just can't bear to hurt anyone else. He sorrowfully confesses and explains what he's been doing. He can even provide the PCs with a powder that will bring a zombified man out of his trance, but he begs the heroes not to use it until they free his family. He can give the heroes directions to the mine (or they might find a crude map among his possessions). He'll accompany them there if they insist, but fears the Nazis will see him and then kill his family.

NAZI ATTACK?

If you want to draw the scenario out or inject some more action into the mix, assume the Nazis had several guards hidden around the plantation. They saw the PCs arrive and the encounter that followed. They now want to eliminate this threat on their own and earn a commendation from their leaders. Just as the heroes finished talking to Makalo and think they're ready to proceed onward to the mine, German soldiers attack!

If you want to *really* complicate things, have the Nazis send one of their number back to the mine with a report before the rest of them attack. That way Einsatzgruppe Omega and the rest of the soldiers are in a high state of readiness and alertness when the heroes arrive. Otherwise, the mine only gets word about what happened if a soldier flees from the battle and the heroes let him get away.

PART THREE: THE MINES OF FEAR

Whether with the help of Makalo, by interrogating (or following) German soldiers, or some other method, the heroes find their way to the secret Nazi uranium mine. The accompanying map shows the mining camp, which occupies one end of a sort of valley. The valley itself is more or less barren, leaving nothing in the way of concealment, but at the other end of the valley there's a forested ridge where the heroes can hide and observe the camp.

The dotted line on the map shows where the steep face of a cliffside juts up from the ground; the mine entrance is dug into the side of this cliff. To the northeast of the camp itself is a gorge that's at least 20'

deep in most places, and deeper in some; it's 50' wide (sometimes more) with a river at the bottom.

LAYOUT OF THE CAMP

As shown on the map, most of the camp is on the far side of a stream that's crossed by a simple wooden bridge; the only structure outside the boundaries of the stream is the motor pool tent, where the Nazis keep several trucks and other vehicles. The other buildings near the bridge are a wooden watchtower and a guardhouse.

To the left of the mine entrance is a small building where the Nazis keep some mining equipment and supplies, including picks, shovels, dynamite, and parts to repair the various carts and machines used in the operation. South of that building is a place where the slaves park the hand-pulled ore-carts they use, and a series of open-sided tents where the slaves rest, eat, and sleep. (Any family members "kidnapped" by the "fire-demons" also have to live here; Nazi guards keep watch on them.)

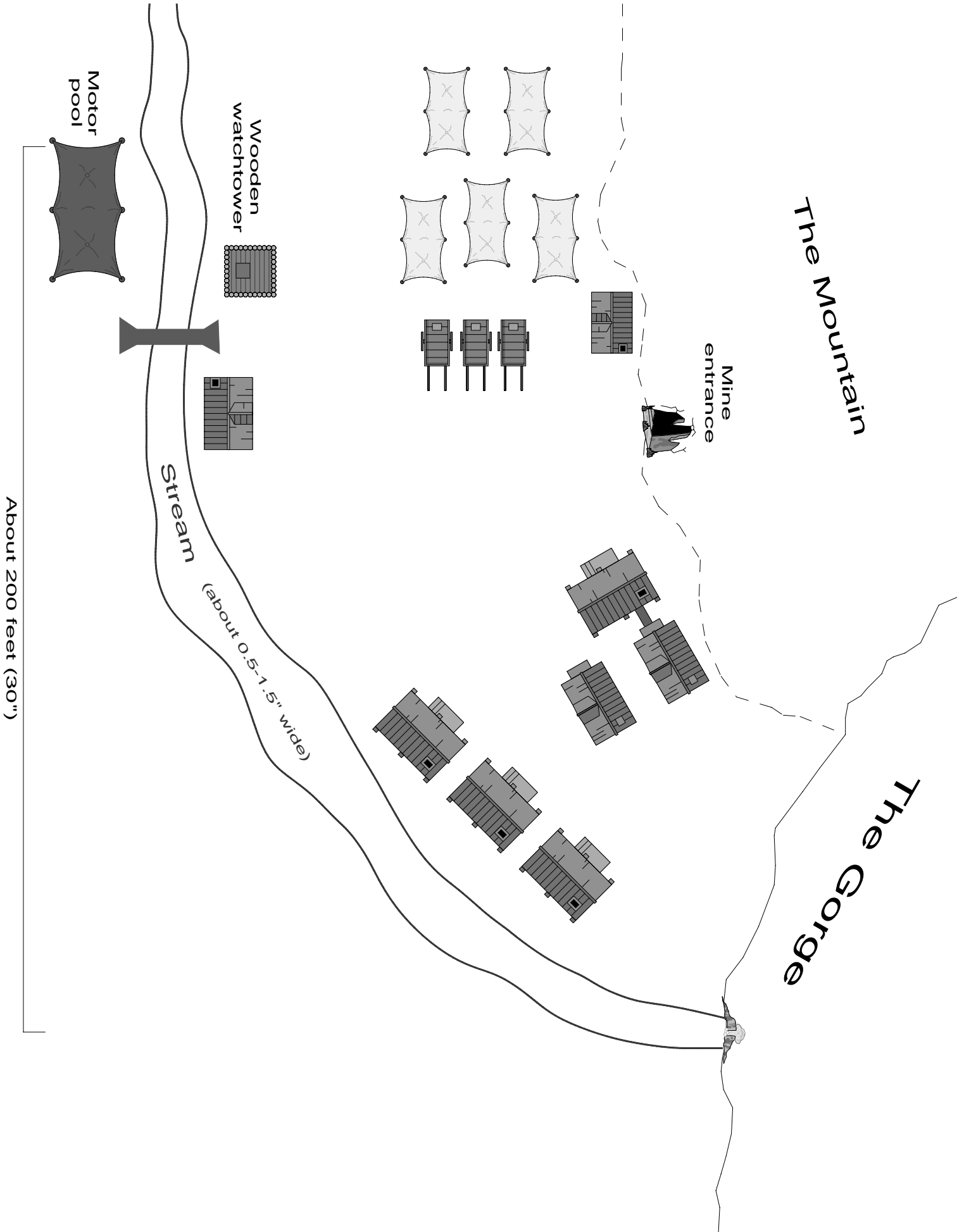
To the right of the mine entrance are two ore-processing buildings connected by a conveyor belt. The zombified slaves haul ore out of the mine to the first building, where it's broken up and carried by the conveyor belt to the other building for final processing. Just south of those two buildings is a building where the mine's administrative personnel work and keep their records.

The three buildings in a row along the stream are barracks for the Nazi soldiers, including the members of Einsatzgruppe Omega (see below). They also include a kitchen and mess hall.

THE MINES

The map does not show the mines. For them, you can use just about any map of an underground/cavern area, such as some of the maps from *Fantasy Hero Battlegrounds*. (Author's note: when I ran this adventure, I used the "Stone Age Temple" maps from ProFantasy Software's *Temples, Tombs, And Catacombs* product, but many games and game products have suitable maps of underground areas.) However, you have to make sure the map has (or that you can add) four specific features:

1. It's two levels deep.
2. Both levels include a long tunnel leading out to the cliff face of the gorge. This is where the zombified slaves dump the mine tailings.
3. The second level has one room suitable for a mad science laboratory for Dr. Siegfried. He no longer maintains the lab, so there aren't much equipment or supplies left, but when the mine first opened he worked there extensively. If the heroes examine this room, let them make Tracking rolls; anyone who succeeds notes tracks on the ground that look like wheelchair tracks or the tracks of a wheeled cart of some sort.
4. The second level has one room suitable for holding Makalo's family prisoner.



BATTLE FOR THE CAMP!

From this point, how the adventure goes depends largely on the choices your heroes make. They might choose a frontal assault, or attempt to sneak past the Nazis to make it into the mines; they might try to blow up the camp and kill all the Germans, or may be content just to rescue Makalo's family and get away. Give them enough time to analyze the situation and plan their attack, but don't let the game get bogged down into a tactics and strategy session. If necessary, ratchet up the tension by letting a Nazi guard get close to them (or even see them) or having a troop of "friendly" monkeys call attention to them with shrieks and cries.

If the heroes want to sneak around, the gorge offers a pretty good way to do so — they can enter it far away from the camp and creep along ledges until they get to the two openings into the mines mentioned above (where the zombified slaves dump the mine tailings). This requires several Climbing rolls, including one at -2 if they have to cross the water-slicked rocks where the waterfall plunges into the gorge.

Another excellent resource, if the heroes can get to it, are the crates of dynamite in the mine supply building. With that stuff in hand they can reduce the camp and mine to rubble... assuming they succeed with some Demolitions rolls and place the dynamite properly.

If the heroes get away but leave even one member of Einsatzgruppe Omega alive, they'll have made an enemy for life. Eisengesicht and his men aren't the type to forget grudges.

EINSATZGRUPPE OMEGA

Membership: Eisengesicht; der Aufseher; Tier; Von Schädel

Background/History: Einsatzgruppe Omega (“Task Force Omega”) was assembled by Heinrich Himmler himself as an elite unit composed of SS officers with distinctive abilities and appearances to serve the needs of the SS and himself. They are often tasked to assist Nazi scientist Dr. Hans Siegfried and his son Rutger with their various Weird Science projects and missions.

Group Relations: Einsatzgruppe Omega is a military unit with a precisely-defined chain of command: Eisengesicht, der Aufseher, Von Schädel, and Tier (who bitterly resents being lowest in the chain). Eisengesicht holds the rank of Obersturmbannführer (equivalent to a lieutenant colonel in the military); the others are all Hauptsturmführer (equivalent to captain). They can command soldiers of lesser equivalent rank if necessary.

Tactics: Einsatzgruppe Omega doesn’t always fight together as well as a military unit should because of the diverse abilities and personalities of its four members. Eisengesicht, and to some extent Von Schädel, prefer standard military tactics — they get to cover and use their weapons to pick off opponents. (Though Eisengesicht sometimes prefers to charge right into a group of foes and use his brawn and toughness to smash them into unconsciousness.) Der Aufseher wants to get close enough to use his whip, but hopefully maintain enough distance to keep out of HTH Combat range; Tier closes to HTH Combat range as soon as he can to use his claws and teeth.

Campaign Use: Einsatzgruppe Omega serves as a major adversary for any group of Pulp Hero PCs. Tough, ruthless, and deadly, they can show up just about anywhere in the world pursuing nearly any sort of goal on behalf of the SS and the Third Reich. When they fight, they shoot to kill (though they understand the value of prisoners and hostages in appropriate situations). They fight intelligently and with skill, using their military training and weapons to best effect.

The easiest way to make Einsatzgruppe Omega a stronger opponent is to give it squads of Nazi soldiers to command. More dramatically, you could add another member or two if necessary to make the group numerically equivalent to your PCs, or equip the members with Weird Science devices of Dr. Siegfried’s design. To weaken them, remove a member, or reduce the members’ SPDs to 3.

As a Hunter Einsatzgruppe Omega is subject to the orders of its superiors in the SS and Nazi high command. If instructed to pursue someone, they do so according to the commands they receive as interpreted by their own cleverness (and sometimes sadism).

EISENGESICHT				
Val	Char	Cost	Roll	Notes
25	STR	20	14-	Lift 800 kg; 5d6 [5]
16	DEX	18	12-	OCV: 5/DCV: 5
20	CON	20	13-	
18	BODY	16	13-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
25	PRE	20	14-	PRE Attack: 5d6
6	COM	-2	10-	
10	PD	7		Total: 16 PD (6 rPD)
8	ED	4		Total: 14 ED (6 rED)
4	SPD	14		Phases: 3, 6, 9, 12
12	REC	10		
40	END	0		
50	STUN	9		Total Characteristics Cost: 155
Movement: Running: 6"/12"				
Cost Powers				END
10	<i>Powerhouse Punch:</i> HA +3d6; Hand-To-Hand Attack (-½)			1
18	<i>Feels Very Little Pain:</i> Armor (6 PD/6 ED)			0
30	<i>Feels Very Little Pain:</i> Physical and Energy Damage Reduction, Resistant, 25%			0
Perks				
7	Military Rank: SS-Obersturmbannführer, leader of Einsatzgruppe Omega			
Talents				
3	Lightsleep			
8	Resistance (8 points)			
Skills				
32	+4 with All Combat			
6	+2 with Firearms			
8	Targeting Skill Levels: +4 versus Hit Location penalties with all attacks			
3	Combat Driving 12-			
3	Interrogation 14-			
2	AK: Europe 11-			
2	CK: Berlin 11-			
1	KS: The Espionage World 8-			
2	KS: The Military/Mercenary/Terrorist World 11-			
3	KS: The Nazi Military 12-			
2	Language: English (fluent conversation; German is Native)			
3	Navigation (Land, Marine) 12-			
3	Stealth 12-			
6	Survival (Mountains, Temperate/Subtropical, Tropical) 12-			
3	Tactics 12-			
4	TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Snow Skiing			
6	WF: Small Arms, Blades, General Purpose/Heavy Machine Guns, Grenade Launchers, Flamethrowers			
Total Powers & Skills Cost: 165				
Total Cost: 320				

75+ Disadvantages

- 15 Distinctive Features: iron faceplate (Concealable With Effort, Causes Major Reaction [fear, loathing, disgust])
- 5 Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)
- 5 Distinctive Features: unusually low body temperature (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: enemies of Nazi Germany 8- (Mo Pow, NCI, Capture/Kill)
- 10 Hunted: the SS/Wehrmacht 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Ardent Nazi (Very Common, Strong)
- 15 Psychological Limitation: Despises People Who Are Beautiful, Talk Too Much, Or Seem Favored By Fate (Common, Strong)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 120 Experience Points

Total Disadvantage Points: 320

Background/History: Eisengesicht ("Ironface"; his real name is a highly-classified German military secret) was once one of the guards assigned to protect and assist Dr. Hans Siegfried. Unfortunately he was standing a little too close to one of Herr Doktor's experiments when something went wrong and it exploded, showering him with shrapnel and bits of uranium.

Any other man would have died... but not Eisengesicht, who's as tall as an oak and sturdy as a stone tower. He clung to life with every fiber of his being, and Dr. Siegfried saw in him something worthy of being preserved. Using his vast knowledge of biology and electronics, Dr. Siegfried "rebuilt" Eisengesicht, replacing some parts of his body with Weird Science devices intended to keep it alive. Some of the side effects of this process were unpleasant (it made Eisengesicht look even more horrific than normal, and gave him an unusually low body temperature), while others (diminished capacity to feel pain) were useful. Doktor Siegfried even designed a special iron faceplate/helmet to hide Eisengesicht's explosion-ravaged face from the world.

When Reichsführer Heinrich Himmler decided to create Einsatzgruppe Omega, Eisengesicht was the ideal choice to lead the unit. He's served with distinction all over the world ever since, killing dozens of enemies of the Third Reich and recovering intelligence and treasures of all sorts.

Personality/Motivation: Like all members of Einsatzgruppe Omega, Eisengesicht is an ardent Nazi, a devoted German patriot, and a loyal member of the SS. Stern, unforgiving, and efficient, he makes an ideal Nazi military leader and task force commander. Since his accident he has come to despise people who talk too much, who are beautiful/handsome (especially if they flaunt their looks), or who seem to get the lucky breaks that never came his way before.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Mauser Gewehr 98	+1	+1	2½d6	1d6	5	14	Carries 2 extra clips
Luger P-08	+1	+0	1d6+1	1d6-1	8	8	Carries 1 extra clip
Knife	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown

Armor

Iron Faceplate/Helmet (+6 DEF, protects Hit Locations 3-5)

Gear: Binoculars, map case with relevant maps, compass

Clothing: Uniform (see appearance)

Quote: “Enough prattle, *ausländer*. Now you die.”

Powers/Tactics: Before being assigned to Dr. Siegfried and joining the SS, Eisengesicht was a German soldier. As such he approaches problems and crises, including combat, with military precision and efficiency. He remains calm, cool, and collected at all times, never losing his head or giving in to panic. He identifies the most important foe, takes aim, and guns him down. He keeps repeating that tactic, moving around the battlefield as necessary for his own safety or line of sight, until the enemy’s been defeated.

Campaign Use: Eisengesicht makes a perfect foe for Pulp heroes who are skilled sharpshooters or like to target vulnerable locations such as the Head — since he has extra armor there! His rebuilt body is also much more resistant to injury than an average person’s, so he can keep fighting or pursuing an enemy long after other opponents would have just fallen down and died.

If you need to make Eisengesicht even tougher, give him more Combat Skill Levels, increase his SPD to 5, and/or increase his CON to 25. To weaken him, reduce his STR to 20 and remove his Targeting Skill Levels.

Eisengesicht only Hunts characters if ordered to do so, in which case he follows orders.

Appearance: Eisengesicht is a huge brute of a man, 6’6” tall, broad-shouldered, and as tough and unyielding as a cliff. Because he feels cold all the time, even in tropical climates, he usually wears a heavy SS winter longcoat over his SS uniform, with a Nazi armband on the left upper arm. His face and head are hidden by an iron faceplate/helmet that has slits at his eyes, nose, and mouth so he can breathe and see. He usually carries his Mauser Gewehr 98 rifle and several other weapons with him at all times.

EISENGESICHT PLOT SEEDS

Eisengesicht hears about a brilliant American surgeon who may be able to make him look normal again. He kidnaps the man, intending to force him to operate; the heroes have to track him down and free the terrified physician.

A Nazi mystic believes Eisengesicht is the incarnation an ancient Germanic storm-deity. He convinces the iron-helmeted warrior to participate in a ceremony designed to bring forth the “essence” of this god, giving Eisengesicht vast strength and powers. The heroes have to find the ceremony and stop it before one of their worst foes becomes almost unstoppable!

Eisengesicht’s body starts to break down. To “repair” him, Dr. Siegfried needs special parts and data from a top-notch but eccentric American scientist (perhaps a PC!). Eisengesicht steals the goods; the heroes have to find him and get them back before Dr. Siegfried can make him even stronger than ever.

DER AUFSEHER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	3		Total: 6 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
35	STUN	6		Total Characteristics Cost: 75

Movement: Running: 6"/12"

Cost	Powers	END
	<i>Martial Arts: Whipfighting</i>	
	Maneuver OCV DCV Damage/Effect	
4	Choke -2 +0	Grab One Limb; 3d6 NND (2)
4	Disarm -1 +1	Disarm, 35 STR to Disarm roll
5	Slash -2 +1	Weapon +6 DC
5	Snap +1 +3	Weapon +2 DC
3	Trip +0 +1	Weapon +2 DC +v/5; Target Falls
8	+2 Damage Classes (already added in)	
	Perks	
5	Military Rank: SS-Hauptsturmführer, member of Einsatzgruppe Omega	
	Talents	
3	Resistance (3 points)	
	Skills	
16	+2 with All Combat	
6	+2 with Whipfighting	
3	Contortionist 12-	
9	Interrogation 15-	
2	AK: Europe 11-	
2	CK: Berlin 11-	
1	KS: The Espionage World 8-	
1	KS: The Military/Mercenary/Terrorist World 8-	
2	KS: The Nazi Military 11-	
3	KS: Torture 12-	
2	Language: English (fluent conversation; German is Native)	
2	Language: French (fluent conversation)	
2	Language: Russian (fluent conversation)	
2	PS: Torturer 11-	
3	Stealth 12-	
3	Streetwise 12-	
3	TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles	
5	WF: Small Arms, Blades, Whip, Off Hand	

Total Powers & Skills Cost: 104

Total Cost: 179

75+ Disadvantages

5	Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)
20	Hunted: enemies of Nazi Germany 8- (Mo Pow, NCI, Capture/Kill)
10	Hunted: the SS 8- (Mo Pow, NCI, Watching)
20	Psychological Limitation: Ardent Nazi (Very Common, Strong)
15	Psychological Limitation: Sadistic; Loves To Inflict Pain (Common, Strong)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
15	Social Limitation: Secret Identity (Oskar Wollenhaupt) (Frequently, Major)

Total Disadvantage Points: 180

Background/History: Oskar Wollenhaupt, *der Aufseher* ("the Overseer"), is the only member of Einsatzgruppe Omega who could pass for a normal human... at least based on external appearance. Raised in a strict German family, he grew up from a petty child who played malicious tricks on his playmates and other adults into a sadistic adult who spent time in jail for a number of petty crimes and assaults. He'd undoubtedly have graduated to rape and murder in time had the Nazi Party not come along to channel his "enthusiasms" so they became useful for the state. As a master torturer skilled with both whip and knife he made a fine candidate for Einsatzgruppe Omega.

Personality/Motivation: Like all members of Einsatzgruppe Omega, *der Aufseher* is an ardent Nazi, a devoted German patriot, and a loyal member of the SS. But he's also sadistic and cruel, taking advantage of every opportunity that his position provides to torture and hurt people. More than once he's had such fun torturing a prisoner that he's killed the man before gaining a confession or learning anything useful.

Quote: "Now, Herr Irons... let us test the limits of your endurance."

Powers/Tactics: In combat *der Aufseher* prefers to use his whip, but to do so he has to maintain at least 1-2" of distance (and preferably 3") from his target, which isn't always possible. If forced into true HTH Combat, he fights with a knife in his right hand and scalpel in his left; if he can't get close enough for the whip, he draws his Luger and starts shooting.

Campaign Use: *Der Aufseher* is probably the least likeable member of Einsatzgruppe Omega, a team that won't exactly inspire warm and fuzzy thoughts in your PCs on the best of occasions. If he ever gets his hands on the PCs, after they escape they probably won't rest until they get revenge for his sadistic interrogation sessions by killing him.

To make *Der Aufseher* tougher, increase his DEX and CON to 18 and perhaps give him a Martial Art of "torture maneuvers" he can use to inflict pain on his enemies in HTH Combat. To weaken him, remove his Combat Skill Levels with All Combat.

Der Aufseher only Hunts characters if ordered to do so, in which case he follows orders.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Whip	+0	—	½d6	1d6-1	—	5	3" reach, can Grab
Luger P-08	+1	+0	1d6+1	1d6-1	8	8	Carries 1 extra clip
Knife	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown
Scalpel	+0	—	1 point	0	—	3	Can Be Thrown

Armor
None

Gear: Surgical instruments and other tools of torture

Clothing: Uniform (see Appearance)

Appearance: Der Aufseher is a pale-skinned German man, 5'9" tall, with brown hair and dark eyes. He wears a standard SS uniform suitable to his rank, but always with a dagger on his right hip and a whip coiled on his left. He rarely displays much facial expression except when interrogating or torturing someone, when a subdued but hellish glee lights his features.

DER AUFSEHER PLOT SEEDS

While torturing a prisoner, der Aufseher learns the location of a hidden cache of gold. He can't go after it lest someone realize he kept the secret for himself, so he decides to trick the heroes into getting it and then take it from them... or, better yet, their corpses.

After an encounter with a strange Indian mystic, der Aufseher comes to believe it's possible for a man to learn to inflict pain at a distance with nothing but the power of his mind. Determined to learn how to do this, he begins searching the world for arcane power/teachers. The heroes have to stop him before he gains psychic powers no sadist should be allowed to have.

Der Aufseher comes into possession of a torture-manual from the Middle Ages. Eager to test out its contents, he concocts a false reason for Einsatzgruppe Omega to hunt and capture the PCs.

TIER				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	12-	PRE Attack: 3d6
14	COM	2	12-	
8	PD	5		Total: 11 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
5	SPD	32		Phases: 3, 5, 8, 10, 12
6	REC	0		
30	END	0		
40	STUN	9		Total Characteristics Cost: 123

Movement: Running: 9"/18"
Leaping: 5"/10"

Cost Powers **END**

10	<i>Nails Like Claws:</i> HKA 1 point (½d6 with STR), Penetrating (+½), Reduced Endurance (0 END; +½)	0
4	<i>Nail "Poison":</i> Images to Touch Group, +3 to PER Rolls, Trigger (when HKA attack does BODY damage and he wants this power to work, activating Trigger takes no time, resetting Trigger takes 1 Turn or more; +¼); No Range (-½), Set Effect (feels like poison, see text; -1), 4 Charges (-1)	[4]
7	<i>Sharpened Teeth:</i> HKA ½d6; No STR Bonus (-½)	1
6	<i>Animal Swiftness:</i> Running +3" (9" total)	1
2	<i>Strong Leaper:</i> Leaping +2" (5" forward, 3" upward)	1
6	<i>Animal Senses:</i> +2 to PER Rolls with all Sense Groups	0
5	<i>Eyes Of Darkness:</i> Nightvision	0
6	<i>Eagle-Eyed:</i> +4 versus Range Modifier with Sight Group	0

Perks

5 Military Rank: SS-Hauptsturmführer, member of Einsatzgruppe Omega

Talents

6 Combat Luck (3 PD/3 ED)

Skills

20	+4 HTH
3	Climbing 13-
3	Concealment 12-
3	Conversation 13-
3	Interrogation 13-
2	AK: Europe 11-
2	CK: Berlin 11-
2	KS: Animals 11-
1	KS: The Espionage World 8-
1	KS: The Military/Mercenary/Terrorist World 8-
2	KS: The Nazi Military 11-
2	Language: English (fluent conversation; German is Native)

2	Language: French (fluent conversation)
3	Persuasion 13-
1	SS: Chemistry 8-
3	Seduction 13-
3	Sleight Of Hand 13-
7	Stealth 15-
6	Survival (Mountains, Temperate/Subtropical, Tropical) 12-
3	Tracking 12-
3	TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 135

Total Cost: 258

75+ Disadvantages

20	Distinctive Features: sharpened teeth and prominent nails (Easily Concealed; Noticed And Recognizable)
5	Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)
25	Enraged: in combat (Very Common), go 11-, recover 11-
20	Hunted: enemies of Nazi Germany 8- (Mo Pow, NCI, Capture/Kill)
10	Hunted: the SS 8- (Mo Pow, NCI, Watching)
20	Psychological Limitation: Ardent Nazi (Very Common, Strong)
20	Psychological Limitation: Casual Killer (Common, Total)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
15	Social Limitation: Secret Identity (Lukas Theissen) (Frequently, Major)
28	Experience Points

Total Disadvantage Points: 258

Background/History: Lukas Theissen comes from a German family of great respect and ancient lineage. As a boy he spent hours roaming around in the woods on his family's estate, sometimes wishing he could be an animal — a wolf, or a bear, or a panther, something fast and powerful. Sometimes, when no one was watching, he took out his "animal aggressions" on family pets and domesticated animals, mutilating and killing them.

Lukas grew up into a strong, handsome young man — the perfect Aryan, at least on the outside. In his mind the animal aggressions still lurked. After he joined the German army they became even stronger... until he could no longer resist them. He had to become an animal himself. Ignoring the pain, he filed down his teeth to sharp points so that he had fangs, and he used a special chemical formula to lengthen and harden his fingernails so they became claws. When his superiors saw that he was now *Tier* ("Beast"), they knew the regular army wasn't the place for him — he belonged in the new Einsatzgruppe Omega.

Personality/Motivation: Like all members of Einsatzgruppe Omega, Tier is an ardent Nazi, a devoted German patriot, and a loyal member of the SS. But his overriding passion is his "animal

Weapon	SUGGESTED EQUIPMENT						Notes
	OCV	RMod	Dam	STUN	Shots	STR Min	
Luger P-08	+1	+0	1d6+1	1d6-1	8	8	Carries 1 extra clip
Knife	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown
Armor							
None							
Gear: Pocketwatch, compass, vial of “antidote”							
Clothing: Uniform (see Appearance)							

take his prey. He typically wears a standard SS uniform appropriate to his rank.

TIER PLOT SEEDS

While Einsatzgruppe Omega is on a secret mission in New York City, Tier gives into his “animal aggressions” and begins killing innocent people all over the city. The heroes have to race against the Germans (and perhaps against revenge-crazed gangsters!) to see who can find and capture him first.

Tier decides to create some openings in the ranks by secretly letting the PCs know when several other members of Einsatzgruppe Omega start a new mission in Afghanistan. The heroes have to decide if the “anonymous tip” is worth following up... and figure out who’s behind it, and why.

If one of the PCs is a famed Great White Hunter (or the like), Tier decides to make a special target out of him (preferably by trapping him in a wilderness area). Who will win this time, the hunter... or the beast?

aggression” — his desire to take on the best qualities of beasts of prey and use them to demonstrate his superiority and destroy his enemies. Sometimes his aggression overwhelms him, causing him to kill someone Eisengesicht would prefer he left alive or making him heedless of his own personal safety in combat.

As the youngest member of the Einsatzgruppe, and the least dependable due to his “animal aggressions,” Tier is the lowest-ranking member of the group. He bitterly resents having to take orders from the other three and yearns for the day when the situation changes. In fact, he might even *help* it change if the opportunity presents itself....

Quote: “There is a beast in all men. I have simply given free rein to mine.”

Powers/Tactics: While Tier is no stranger to guns or thrown knives, he prefers hand-to-hand combat where he can use his claws and fangs. He coats his “claws” with a harmless substance that causes wounds to burn slightly (he usually sets all four Triggered Charges in advance, if he has the chance). This makes an opponent think Tier has poisoned him — and Tier carries a vial of “antidote” with him to use as a bargaining chip.

Despite the fact that he’s a vicious, bestial killer, Tier can show plenty of charm — “animal magnetism,” if you will — when he wants to. This isn’t always enough to overcome his disturbing appearance (which usually imposes a -2 penalty, or worse, to Interaction Skill rolls), but it works more often than one might think.

Campaign Use: Tier is the weakest link in Einsatzgruppe Omega — the member who’s most likely to cause problems for the team, one way or another. If the PCs realize this, they may be able to play upon his disaffection or sociopathy enough to turn the tables in their favor.

To make Tier a deadlier opponent, increase his CON and STR to at least 18 each, and perhaps give him a Martial Art with his claws. To weaken him, reduce his SPD to 4.

Tier only Hunts characters if ordered to do so, in which case he follows orders.

Appearance: Tier is 6’0” tall, blonde-haired, blue-eyed, and handsome — an ideal Aryan specimen until one sees that he’s filed all his teeth down to fangs, that his fingernails are effective claws, and the gleam in his eye is that of a predator about to

VON SCHÄDEL				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
16	CON	12	12-	
14	BODY	8	12-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
8	PD	5		Total: 11 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	4		
32	END	0		
30	STUN	0		Total Characteristics Cost: 88
Movement: Running: 7"/14"				
Cost Powers				
<i>Martial Arts: Fencing</i>				
	Maneuver	OCV	DCV	Damage/Effect
3	Cut	+2	+1	Weapon
4	Fleche		+2	-2 Weapon +v/5; FMove
4	Froissement	-1	+1	Disarm, 25 STR to Disarm
5	Lunge		+1	-2 Weapon +4 DC
4	Parry		+2	+2 Block, Abort
4	Riposte	+2	+2	Weapon +2 DC, Must Follow Block
5	Slash		-2	+1 Weapon +4 DC
5	Takeaway	+0	+0	Grab Weapon, 25 STR to Take Weapon Away
5	Thrust		+1	+3 Weapon
3	Trip	+2	-1	STR +1d6 Strike, Target Falls
7	<i>Terrifying Visage:</i> +15 PRE; Only For Fear-/Intimidation-Based Presence Attacks (-1) 0			
2	<i>Fast Runner:</i> Running +1" (7" total) 1			
Perks				
5	Military Rank: SS-Hauptsturmführer, member of Einsatzgruppe Omega			
Talents				
6	Combat Luck (3 PD/3 ED)			
Skills				
10	+1 Overall			
6	+2 with Fencing			
3	Acting 12-			
3	Bribery 12-			
3	Bureaucratics 12-			
3	Climbing 13-			
3	Disguise 12-			
2	Forgery (Documents) 12-			
3	Interrogation 12-			
2	AK: Europe 11-			
2	CK: Berlin 11-			

2	KS: The Espionage World 11-
2	KS: Fencing 11-
2	KS: The Military/Mercenary/Terrorist World 11-
3	KS: The Nazi Intelligence Services 12-
3	KS: The Nazi Military 12-
2	Language: English (fluent conversation; German is Native)
3	Lockpicking 13-
3	Navigation (Land, Marine) 12-
3	Security Systems 12-
3	Stealth 13-
3	Streetwise 12-
3	TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles
7	WF: Common Melee Weapons, Small Arms, General Purpose/Heavy Machine Guns, Grenade Launchers, Off Hand

Total Powers & Skills Cost: 141**Total Cost: 229****75+ Disadvantages**

20	Distinctive Features: skull-like face/head (Concealable With Effort, Causes Extreme Reaction [abject fear, loathing, or disgust])
5	Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)
10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
20	Hunted: enemies of Nazi Germany 8- (Mo Pow, NCI, Capture/Kill)
10	Hunted: the SS/Abwehr 8- (Mo Pow, NCI, Watching)
20	Psychological Limitation: Ardent Nazi (Very Common, Strong)
15	Psychological Limitation: Sadist; Enjoys Causing Suffering And Toying With His Victims (Common, Strong)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
15	Social Limitation: Secret Identity (Adlar Neukirch) (Frequently, Major)
19	Experience Points

Total Disadvantage Points: 229

Background/History: Von Schädel ("Of The Skull") is, like Eisengesicht, the victim of one of Dr. Hans Siegfried's experiments. The "accident" he suffered (which, unbeknownst to him, was deliberately engineered by Dr. Siegfried) caused his skin and flesh to wither slightly, making him look somewhat thin and skeletal. Worst of all, it gave his face and head a rather skull-like appearance, permanently cutting him off from polite society.

Rather than give in to depression and self-pity, Von Schädel chose to continue his military career, using his frightening appearance to assist with prisoner interrogations and other unusual missions. When Himmler formed Einsatzgruppe Omega, Von Schädel was an obvious choice for the unit.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Walther PP	+0	+0	1d6	1d6-1	8	7	
Fencing Sabre	+0	—	1d6	1d6-1	—	10	
Knife	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown

Armor

None

Gear: Miniature telescope, forgery equipment, lockpicks, several sets of false papers, disguise kit

Clothing: Uniform (see Appearance)

Personality/Motivation: Like all members of Einsatzgruppe Omega, Von Schädel is an ardent Nazi, a devoted German patriot, and a loyal member of the SS. Like der Aufseher he’s a sadist, though his delight in inflicting pain usually takes the form of toying with his victims rather than outright torture. He loves to watch despair, anxiety, and fear grow in a victim like a beautiful flower... then to snip that flower off by ending the victim’s life. In many cases he’d be a more effective member of Einsatzgruppe Omega if he simply polished off his opponents at the first opportunity.

Quote: “That fire in your eyes will soon dim when you realize you are outmatched, *mein Herr*.”

Powers/Tactics: Von Schädel knows how to use many types of weapons, but his favorite by far is the fencing saber. He eagerly singles out any fencers among the opposition for a one-on-one duel, even if it would make more sense to shoot them. If he can’t close to sword range, he uses his Walther PP.

Campaign Use: Von Schädel is intended primarily as a rival for a PC who also uses a sword (or, failing that, some other HTH Combat weapon). He makes a fine general adversary, but he really comes into his own as a nemesis for a fellow fencer.

To make Von Schädel a stronger opponent, give him some Extra DCs with his Fencing, some more Combat Skill Levels, and perhaps SPD 5 or a Ranged Martial Art with firearms (so he’s as deadly at Range as he is HTH). To weaken him, reduce his STR to 10 and DEX to 15.

Von Schädel only Hunts characters if ordered to do so, in which case he follows orders.

Appearance: Thanks to the accident he suffered in Dr. Siegfried’s lab, Von Schädel is unusually (though not unnaturally) thin, even almost skeletal in a few places. Most striking of all, his face has withered in such a way that his head resembles a skull — nose and lips have rotted away, the flesh has tightened, and so forth. His skin has a disturbing greyish-green color to it. He wears a standard SS uniform, but usually has a saber on his left hip.

VON SCHÄDEL PLOT SEEDS

Von Schädel hears that one of the PCs is an expert fencer. Determined to prove that he’s the best, he tracks the hero down and challenges him to a duel — preferably at some public venue, like a high society ball.

Von Schädel’s body continues to deteriorate, becoming not only more skeletal and grotesque, but weaker. Thinking that a certain Russian scientist’s work might hold the key to his recovery, he decides to trick the heroes into recovering the experimental medicine for him.

To arrange an encounter (and thus a duel) with one of the PCs, Von Schädel plants a false rumor of a fabulous hidden treasure squirreled away in Berlin — complete with realistic-looking “antique treasure map” and other props. Now all he has to do is sit back and wait for the heroes to come to him....