

Gas Terror

To say that the effects of chemical warfare on the battlefields of the Great War are horrific is a profound understatement. The possibility of encountering poisonous gas is a terrible fact of life, a nightmarish reality of bubbling skin and hacking lungs.

And as if the gas itself weren't horrifying enough, reports claim there are creatures made from or perhaps drawn to the stuff, stalking the poisonous clouds looking for those who somehow survived it.

These beings appear as fellow soldiers, clad in long, vulcanized trenchcoats and wearing gasmasks. Upon closer examination, however, it becomes apparent that these figures move in an unnatural way, almost floating rather than walking like a solid man. Should a survivor come to grips with the thing, he finds the creature lacks an internal skeleton. Its limbs move in completely alien ways, able to bend to cringe-inducing angles.

On their own, these beings are survivable by a well-trained soldier—they are not particularly strong or tough. They are relentless, however, and the clammy feel of rubber gloves wrapped around a soldier's throat can certainly be deadly, and they often strike when a victim is already struggling with the effects of a gas attack.

The greatest threat of these creatures is that they are made from such noxious mixtures. Killing one causes the "soldier" outerwear to

rupture, unleashing the gas within as a deadly cloud.

These "gas terrors" must be destroyed at range before they can close in on their victims—once the gas-masked monsters have reached a soldier's throat, it's usually far too late.

Area Appearing: Any active front after 1915.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Intimidation d6, Notice d4, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bash:** Str+d4.
- **Boneless:** Gas terrors gain a +4 bonus for any rolls made to grapple.
- **Eruption:** When killed, the gas terror erupts in a Large Burst Template with poisonous gas. See **Battlefield Hazards (Gas)**, below, for effects.
- **Fear (-2):** Anyone who recognizes a gas terror for what it is must succeed at a Fear test with a -2 penalty.



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Battlefield Hazards (Gas)

World War I saw the first large-scale use of poison gas on the battlefield, and the idea of poisoning the very air made gas warfare seem uniquely horrible. The first gas attacks used tear-gas grenades and shells, and were completely ineffective.

In January 1915 the German Army began using chlorine gas, and the British and French quickly followed suit. As the war dragged on, the armies deployed newer and deadlier gases including phosgene and mustard gas.

Gas is spread using either gas shells or by spraying from cylinders. Shells fill a Large Burst Template around the impact point. Cylinders are used for massive attacks, with hundreds of them flooding an area miles long. With a following breeze, the gas from one cylinder spreads in a cloud 10 yards wide and $1d6 \times 100$ yards deep.

Characters exposed to gas must make a Vigor roll immediately. Subtract the modifier for the gas's strength, and add the bonus for any gas protection the character is using. Early gas masks give a +1 bonus, later ones +2. Roll again for each five minutes spent in the gas cloud (except for Tear Gas).

On a failed roll, the character suffers the effects listed below.

- **Chlorine (-1):** 1d6 damage and 1 level of Fatigue; critical failure also loses 1 level of Vigor permanently.
- **Mustard Gas (-2):** 1d8 damage and 1 level of Fatigue; critical failure also loses 1 level of Vigor permanently.
- **Phosgene (-3):** 1d6 damage and 1 level of Fatigue; critical failure also loses 1 level of Vigor permanently.
- **Tear Gas (0):** 1 level of Fatigue.

