

Weird War II – Dead Vengeance

By Randy Mosiondz

After the battle had ended, Captain Kozlovski surveyed the battlefield. He walked over to the remains of the German officer he had taken out and pried the Luger from his hands; his little brother always wanted one. Kozlovski stiffened as felt a coldness creep from the gun, up his arm and inside of him. He tried to scream, but his mind was overcome by a creeping malevolence that took control of his very being.

SS-Hauptsturmführer Ritter Von Baum flexed the muscles of the body he now possessed, and glanced down at the corpse of his old body. His mind, filled with rage and hatred at the old priest's betrayal, would not allow the full horror of his situation to come to bear. He steadied himself, and turned to the approaching soldiers.

"Captain? Are you alright?" asked one of the U.S. privates under his command.

"I've never been better, private." Von Baum heard himself say through unfamiliar lips, "Gather the rest of the troops."

After the invasion of Normandy, France became a bitter battleground between German forces and the Allied powers. Caught between were the French, a battered and beleaguered people that did everything they could to survive the struggle. The smaller towns and villages became refuges for Jews escaping Nazi persecution, while the French Resistance in these places did what they could to aid the Allied soldiers.

This is an adventure intended for 4-6 Novice Rank characters. The setting is after the invasion of Normandy in central France. No special character types are required, although a Medic would be useful since there are a couple of battles with German soldiers, the latter being an ambush that may seriously injure a few members of the party. A member of the French Resistance may fit in as well, since the first scene deals with a coordinated attack with a French Resistance cell. No special equipment is required. A squad of six player characters is provided at the back of the adventure.

War Master's Brief

Ritter Von Baum is a despicable man. When the Führer's call to battle came, Von Baum was one of the first to answer. Through ruthless efficiency and cold calculation, Von Baum earned the rank of SS-Hauptsturmführer. Men under his command came to fear his anger. Von Baum revelled in his power, and delighted in inflicting pain on those who opposed him or the plans of the Third Reich. Von Baum took a special pleasure in torturing prisoners, especially those who were known traitors to the Führer's regime.

Von Baum commanded a small force of men in central France that met with some success in pacifying the French Resistance. The onslaught of the Allied powers after the invasion of Normandy caused Von Baum to surrender some of Germany's occupied territories, much to his chagrin.

Father Francois is a faithful old priest in a small French village outside of the town of Laveasseau. His village had been taken by German forces and though the German soldiers, especially Von Baum, had seen him as a harmless and ineffectual old man, the good Father was more than he seemed. He had witnessed the persecution of the French Jews at the hands of the Nazis and he felt that by aiding the French Resistance he could do what he could to counter this evil. And so Father Francois played a dangerous game by acting the part of the pious and loyal holy man to the Germans and passing on what information of use to the French Resistance.

Von Baum had recently staged an attack upon the town of Laveasseau. All sources indicated that the town would be unprepared for the assault, but when the attack occurred, Von Baum was met by a combined force of French Resistance and Allied troops that made short work of the German troops. The battle was short and furious, with Von Baum blazing away with his Luger as he fell, screaming his rage at the betrayal. As his lifeblood seeped away, Von Baum whispered the name of his betrayer as the truth dawned upon him... Father Francois.

The combination of rage at his betrayal and his evil past allowed the spirit of Von Baum to live on as a vengeful ghost. Von Baum's Luger, his favourite means of dispensing death to his prisoners, became the place of his haunting. When U.S. Captain Kozlovski picked up the gun, the unfortunate soldier became a host for the restless spirit of Von Baum. Von Baum proceeded to kill the rest of Kozlovski's squad and the French Resistance fighter with them, and wants nothing more than to get back the village to torture and murder Father Francois, using whatever means he has at his disposal.

Enter the player characters; they have been assigned to assist Captain Kozlovski's squad and a group of Resistance Fighters in countering the attack on Laveasseau. Captain Kozlovski is a decorated war vet, and they should be

honoured to work with him and his men. Kozlovski should outrank any member of the party; adjust his rank as necessary. The French Resistance has informed the Allied soldiers of the German's attack, so this is an excellent opportunity to take the enemy unaware. After Laveasseau is secure, they are to assist Kozlovski in a recon of a nearby village, supposedly a base of operations for the attacking German force.

Kozlovski's squad was to cover the west flank, while the PCs covered the east. You can have the characters play out a conflict with a half-dozen Wehrmacht soldiers led by a veteran to introduce the scene, but it shouldn't be anything too overwhelming. Note that the PCs have had time to find good positions, and the Wehrmacht soldiers are caught unaware. The story begins after the PCs finish dispatching their opposition. This occurs at the same time the possessed Captain Kozlovski is taking down the rest of his troops and the French Resistance contact.

Scene One: Last Man Standing

As the last of PCs' opposition falls, they hear a series of gunshots ring out from the west. This should prompt them to lend support for Kozlovski's squad. As they travel westward through the town they notice a small flock of large black birds fly overhead, cawing loudly and heading in the same direction. Characters that make a Survival check will believe them to be ravens, but much more aggressive in the way they dart close to the ground. These creatures are in fact Sluagh, evil spirits borne of Von Baum's evil that have manifested to herald the resurrection of the soldier as an undead spirit.

As they come upon the remains of the western battle between the Allied forces and German soldiers, read or paraphrase the following to the PCs:

The scene before you is typical of many of the combats you've seen in the war. Nearly a dozen German soldiers lie dead in the street, many of them obviously cut down before they realized they were under attack. You notice that a few of them were Waffen-SS, while the rest were regular Wehrmacht. You don't see any sign of Captain Kozlovski's squad. The black birds you saw earlier seem to have taken roost on various buildings and trees, surveying the carnage with dark eyes while cawing loudly.

All of the German soldiers here are beyond the aid of medics; the Sluagh's *destabilization* power has seen to that (see the entry for Sluagh at the end of the scene). Any concerted efforts to attack the birds will drive them off for awhile, though they will likely show up again after a few minutes.

A quick search of the area will find typical American and German equipment among the dead, with the addition of a crate of four Panzerfausts (12/24/48, 4d8, Medium Burst Template, AP 20). This will come in very useful against the Jagdpanther in the later scene!

Any of the PCs that take a closer look at the soldiers will notice that one of them was obviously an officer, with his face in a rictus of utter rage. While this does not cause a Fear check, the PCs should find this somewhat disturbing. PCs looking for a Luger sidearm often carried by higher-ranking German officers will find his absent, having been taken earlier by Kozlovski.

Have PCs make a Notice check; those who succeed notice that a short ways off behind a low fence stands a lone figure holding a gun, those who get a raise notice that the figure is wearing a U.S. Army uniform, while those who get two raises notice that it is Captain Kozlovski holding a Luger (he had been introduced to the party before the journey to Laveasseau).

What the PC's don't realize is that Kozlovski is possessed by the ghost of Ritter Von Baum. The possessed Kozlovski will be surprised by the PCs'

approach, and while it is tempting to take them out as well, he realizes that he is too greatly outnumbered and lacks the element of surprise he had with his own squad. Instead, Von Baum will bide his time until he has the advantage once again. See the entry for the Ghost of Ritter Von Baum and Cpt. Kozlovski at the end of the scene.

Any PC's who approach will notice that on the other side of the low wall, nearly all of Kozlovski's squad lies dead, along with a Resistance Fighter. One of the soldiers is rapidly bleeding to death from a gunshot wound (requiring a Vigor roll at -2 every round or death) and even if a medic tries uses Healing to stabilize him, he will start bleeding out again next round due to the *destabilize* effect of the Sluagh. Any Medic seeing this will find this unsettling, though not entirely unnatural – the soldier may have simply lost too much blood already. Anybody with the Healing skill who examines the bodies and makes a Notice roll that many of the wounds were caused by close-range .38 pistol rounds.

The ranking soldier of the PCs' squad will likely approach Kozlovski to get an account of the situation. The possessed Kozlovski will try to explain the situation:

Good to see you survived... I thought we had those Germans, but one of them must have flanked my squad, because the last thing I remember is my men going down one by one. I saw someone and returned fire, and that was enough to scare him off. That's when you showed up.

At this point the PCs may become suspicious of Kozlovski; after all, Kozlovski appears untouched while the rest of his squad is quite dead. PCs who are actively studying Kozlovski during his explanation can attempt a Knowledge (Psychology) check (if any possess the skill). Success indicates that he is not quite telling the whole truth; while a raise indicates that he's outright lying.

While Von Baum's true nature becomes apparent later on in the story, it is best to keep the players guessing at first. Von Baum will try to answer any questions posed by the squad that seem reasonable, but any accusatory questions will be met with anger, and "Kozlovski" will pull rank if necessary. Kozlovski has the CO rank of Captain, so it is unlikely that the PCs have an equivalent or higher rank unless they have done some really skilful work in the past. Von Baum through Kozlovski will use his Intimidation skill to cow the soldiers, with threats of court-martial if necessary. Kozlovski received many decorations in his time, so the PCs should think twice about disobeying direct orders from him. If worst comes to worst and the PCs take him back to the base camp without a good explanation, they'll be reprimanded and Kozlovski will be free to take a fresh squad to the village to "counter any further German threats".

The War Master should remind players that are quick to pull guns on Kozlovski that such behaviour towards a superior-ranking officer is considered treasonous

and grounds for court-martial if the player characters cannot provide a good explanation for their actions. If the players go so far as to kill Kozlovski, simply have one of the French Resistance pick up the Luger and be possessed by Von Baum, or if one of the Player Character's take the Luger, have them become possessed and play the part of Von Baum! Remember that Von Baum's goal is to get revenge upon Father Francois; Von Baum is not too fussy about whose body he uses to accomplish that goal.

At this point, the backup Resistance Fighters show up and start cleaning up the aftermath, allowing the soldiers to proceed to their next objective. Kozlovski will explain that their next objective is to proceed to the village outside of town to root out the few remaining soldiers and an informant working for the Germans there. Since the main bulk of troops had attacked Laveasseau, the remaining German soldiers should be light. These are not quite the same orders received by the PCs (which were to simply to reconnoitre the village), so they may question it; Kozlovski will attempt to cover it by saying that before the French Resistance fighter had died he had passed word of the state of the German presence within the village. This is a plausible enough story, so the PCs should be willing to act on it. Of course, Von Baum simply wants to get hold of Father Francois, but the PCs will be none the wiser...

Sluagh

Sluagh are evil spirits given animal form. They appear as large black crows with an intelligent gleam in their eyes, appearing in flocks of a dozen or more.

Use a Medium Burst Template when representing a flock of Sluagh.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d4, Vigor d6

Skills: Notice d6, Stealth d6

Pace: - ; **Parry:** 4; **Toughness:** 5

Special Abilities

- **Beak/Claw:** Sluagh attack as a flock, automatically inflicting 2d6 damage from numerous pecks and claws.
- **Darkvision:** Sluagh can see in the dark, taking no penalties for low to dim light and only -2 for pitch dark.
- **Destabilization:** If anyone suffers Wound that causes bleeding in the presence of Sluagh, all Vigor and Healing rolls to stop the bleeding suffer a -2 modifier. Even if the roll is successful, the Wound starts bleeding again in another round. The only way to prevent this is to go into some type of shelter with all the west entrances blocked.
- **Fly:** Sluagh fly at a pace of 16".
- **Swarm:** Parry +2; Because the swarm is composed of scores of creatures, cutting and piercing weapons do no real damage. Area effect weapons work normally.



The Ghost of Ritter Von Baum

Ghosts are spirits of the dead that sometimes return to fulfil some lost goal; in Von Baum's case it is the death of the priest that betrayed him.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidate d12+2, Knowledge (English) d8, Notice d12, Taunt d10, Shooting d8, Stealth d12+4, Throwing d12

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

Gear: Haunted Luger (see below)

Special Abilities

- **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- **Fear:** Ghosts cause Guts checks at -2 when they let themselves be seen.
- **Possession:** Ghosts can attempt to possess people with an opposed Spirit roll. If the ghost is successful, it takes control of the person indefinitely, using all the person's physical traits and abilities. Anyone who successfully avoids being possessed is immune to the ghost's possession for one day.
- **Telekinesis:** Ghosts can activate the Telekinesis power at will with a successful Spirit roll.

Ritter Von Baum's Haunted Luger - While ghosts are normally tied to a specific place, Von Baum is tied to his Luger. Von Baum can attack people physically with his Luger (the gun becomes tangible while he fires it), and if he possesses someone, the Luger becomes physical. Should the Ghost of Ritter Von Baum ever be destroyed, the Luger will become solid once again and can be used as a regular pistol. It adds +1 to hit, and counts as a magical weapon.

Captain Walter Kozlovski

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Persuasion d6, Shooting d8, Survival d4, Stealth d6, Throwing d6

Charisma: 0; **Pace:** 6 ; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal

Edges: Command, Combat Reflexes, Rank (Captain), Soldier

Gear: M1 Carbine (Range: 15/30/60; Damage: 2d8-1; SA), 40 rounds of .30 ammunition, 2 Mk2 Pineapple hand grenades (Range: 5/10/20; Damage: 3d6; Medium Burst Template), combat knife (Str+1), helmet, uniform.

Note: While Von Baum is possessing Kozlovski, use Kozlovski's physical stats but Von Baum's mental stats and skills.

Scene Two: Trapped!

The village is about three miles outside of Laveasseau. The road to the village is little more than a horse cart trail, although PCs actively surveying the road can make a Notice check to see that there are definite signs of a tracked vehicle have passed this way within the last week. Characters with Tracking can make check; success indicates that the tracks were likely made by a heavy tracked vehicle, possibly a tank.

If the PCs have become suspicious of Kozlovski, they might be keeping a closer watch on him. He will be doing his best to remain inconspicuous, but he will often be seen compulsively clutching at or cleaning his Luger.

During the journey to the village, they will periodically encounter the same group of black birds they saw in town; they will always approach from the west, perch upon the trees and caw at the group. Again, any attacks upon them will drive them off. As they approach the village, the birds will disappear from sight.

The village sits amidst farmers' fields, shrubs and trees. The village consists of no more than a dozen small one-story buildings, with a handful of two-story buildings near the center of town, including the church housing Father Francois. Some of the village's inhabitants remain, cowed into submission by the depredations of Von Baum and his men.

While the PCs may be expecting a few German soldiers holding their base in the village, Von Baum had left a small but deadly force of Waffen SS soldiers with standing orders to hold the village at all costs. Von Baum as Kozlovski intends to send the PCs straight into an ambush. Before entering the village, Kozlovski will address the PCs as follows:

The French Resistance had reported that the few remaining German soldiers are holding a house on the edge of town. We should cut down the main street to reconnoitre with our French Resistance contact there, and then proceed to move on their base. We'll need a point man to scout things out.

There is no contact, of course; Kozlovski simply wants to set up the soldier for a sniper attack. At this point, Kozlovski points out the PC that has been acting the most suspicious towards him.

You! Head down the main street to check out the church at the end. Our contact should be there. Get moving!

Again, Kozlovski's plan sounds reasonable. In reality, the Germans have set up a deathtrap on the main street of the village: a Wehrmacht sniper has taken up position on the second floor of a two-story building in the town, while four

Waffen SS Soldiers and their SS-Rottenführer wait in the building next to him waiting for attacks upon the building itself. A couple of blocks away a full crew mans a Jagdpanther! This could potentially be a very deadly situation for the PCs, so if it looks like it is going badly for the party, throw in a couple of French Resistance fighters on their side.

The PCs will likely encounter the sniper first, since he is keeping watch over any approaches to the village from his vantage point. Have the PCs make opposed Stealth checks versus the sniper's Notice check if they approach as a group, or just the point man if they decide to send someone ahead to scout. If it looks like the PC(s) are approaching unnoticed, Von Baum will use his *telekinesis* supernatural ability to attract attention to the sneaking PC(s). With a Notice check at -2 for people close to Kozlovski, they will notice him make a sharp gesture with his arm. Immediately after, everyone will hear a loud noise as a box or barrel gets knocked over, a door slams open, or a tree branch breaks near the lead PC. If the sniper notices the lead character (another opposed Notice versus Stealth check, +2 bonus for the sniper due to Von Baum's signal), the battle begins. If the characters haven't spotted the sniper (and he has a +4 on his Stealth roll due to excellent cover), he will likely get The Drop on PCs until his location is pinpointed (reduce his Stealth bonus by 1 for every shot he fires). Two rounds after the combat starts, the PCs on a successful Notice check hear a heavy engine sound off in the distance. Three rounds after combat starts the soldiers in the Jagdpanther will come blazing down the street to support the sniper and soldiers! During the conflict the Kozlovski will stick behind cover, hoping that his men will take out the PCs.

Assuming the PCs survive, Kozlovski will give them a half-hearted congratulation, and try to explain the ambush:

It must have been that damned informant! I swear when I get a hold of him, I'll make him pay for his treachery!

Kozlovski is practically seething at this point. The latter part of what he says is true – for not the reasons the PCs expect, of course. PCs may notice that the Kozlovski is starting to show a bit of an accent...

Wehrmacht Sniper

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Notice d8, Shooting d10, Stealth d8, Throwing d4

Charisma: 0; **Pace:** 6 ; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal

Edges: Marksman, Trademark Weapon (Gewehr 43)

Gear: Gewehr 43 (Range: 24/48/96; Damage: 2d8; 10 shots; AP 2; SA), 4 extra loads of 7.92 ammunition, 2 stiehlhandgranate 24 (5/10/20; 3d6-2; Medium Burst Template), helmet, uniform

Waffen SS Soldier (4)

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

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6, Throwing d4

Charisma: 0; **Pace:** 6 ; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal

Edges: -

Gear: Kar 98 (Range: 24/48/96; Damage: 2d8; 5 shots; AP 2), 4 extra loads of 7.92mm ammunition, 2 stiehlhandgranate 24 (Range: 5/10/20; Damage: 3d6-2; Medium Burst Template), helmet, uniform. One soldier has a MG42 (Range: 30/60/120; Damage: 2d8; RoF: 4; 50 shots; AP 2; Snapfire penalty)

Waffen-SS Soldier, Veteran

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Notice d8, Shooting d8, Throwing d6

Charisma: 0; **Pace:** 6 ; **Parry:** 6; **Toughness:** 6

Hindrances: Loyal

Edges: Command, Rock 'n' Roll, Rank (SS-Rottenführer)

Gear: MP40 (Range: 12/24/48; Damage: 2d6-1; RoF 3; 32 shots), 4 extra loads of 9mm ammunition, 2 stiehlhandgranate 24 (Range: 5/10/20; Damage: 3d6-2; Medium Burst Template), helmet, uniform

Jagdpanther

Acc/Top Speed: 5/12; **Toughness:** 29/20/20 (14/5/5)

Crew: 5 (Commander, gunner, loader, driver, assistant driver – use stats for Waffen-SS soldiers and Veteran; driver has Driving d6)

Weapons:

- **88L71 (fixed forward):** (Range: 100/200/400; Damage(AP/HE): 4d10+1/4d8; AP 24/8; Medium Burst Template for HE; 45 degree front firing arc)
- **MG34 (bow):** (Range: 30/60/120; Damage: 2d8; RoF: 3; Auto; AP 2; 45 degree front firing arc; -2 Shooting from firing from view port)

Ammo: HE 30, AP 25, Smoke 2, MG34 1,000

Notes: Fixed Gun, Heavy Armor, Sloped Armor -2, Tracked

French Resistance Fighter

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

Skills: Fighting d6, Guts d6, Knowledge (English) d4, Knowledge (German) d4, Notice d6, Shooting d6, Stealth d6, Throwing d4

Charisma: 0; **Pace:** 6 ; **Parry:** 5; **Toughness:** 5

Edges: -

Gear: Sten SMG (Range: 12/24/48; Damage: 2d6-1; RoF 3; 32 shots; AP 1; Auto), Molotov Cocktail (Range: 5/10/20; Damage: 2d6; Small Burst Template), Knife (Str+1)

Scene Three: The Traitor

After the battle, Kozlovski will be anxious to get to the church – if he can't take out the Allied soldiers that killed his men he could at least take vengeance upon the man who betrayed him!

Kozlovski will lead the PCs to the church where Father Francois dwells and preaches to the faithful. The church is a simple stone building with a wooden steeple, and the church is surrounded by a low stone wall. Kozlovski will storm right up to the church grounds, and then jump back suddenly, as if he just stepped on a tripwire. He turns to the PCs with a grimace on his face and shouts:

Go scout out the church, and haul that damned priest out! If he resists, knock him down and drag him out! Do it now!

The problem Kozlovski is facing is that Father Francois' faith is quite strong, giving him the Miracles Arcane Background. The churchyard, having been the focus of Father Francois' faith for decades, is under the effect of a powerful sanctification, preventing Kozlovski from getting anywhere near the church.

Assuming the PCs carry out his orders, they will find an enfeebled old man who is busy praying before the altar. He will seem quite pleased to seem the Allied soldiers, and says in a thick French accent:

Thank zee heavens! I have prayed long and hard zat someone might come and deliver us from zees German oppression!

At this point they may want to ask Father Francois a few questions. Father Francois knows the following:

- The German forces, led by a Waffen-SS Officer named Von Baum had come to the village over a month ago.
- During the occupation of the village, the German soldiers had rooted out, tortured and killed two families of Jews that were hiding in French homes, with the French families executed as Partisans.
- Von Baum was last seen leading a force of men to Laveasseau; Francois had passed word of the attack to the French Resistance, who in turn would attempt to pass the information to the Allied soldiers.

The PCs will likely be in a bit of a quandary; they won't want to disobey orders from a superior-ranking officer, but at the same time they will probably be thinking that something isn't quite right with Kozlovski. How the next bit of the story plays out will be decided by the PCs' actions, but the outcomes will likely be similar no matter what they decide – Von Baum in Kozlovski loses what control he has and tries to kill the priest, then the PCs.

Assuming the PCs either fail to see through Kozlovski's ploys or do not wish to disobey a high-ranking officer, they can easily remove Father Francois from the building. Kozlovski will be grinning ear to ear as the old man is brought before him, and proceeds to grab the old priest by the collar. Again, Kozlovski will recoil from touching the priest much like he did when he stepped into the churchyard. Gritting his teeth, Kozlovski pulls out a combat knife and advances on the priest, this time with a distinctly German accent:

You think you could betray me old man?!? How long did you think you could get away with your deceit? I was a fool to think that you were as harmless as you looked. You will meet your god now, priest!!!

Kozlovski will proceed to torture the priest nearly to death, then finish the task with a bullet from his Luger. During this time he will be grinning maniacally and savouring every moment of the priest's pain. The heroes will likely step in now in spite of their Captain's rank. Kozlovski will warn them off with threats of execution due to insubordination; failing that he will start blazing away with his Luger, swearing at them in German.

When Kozlovski goes unconscious or is killed (and assuming he still has his Luger), read or paraphrase the following:

Captain Kozlovski lies before you in a crumpled heap. Seconds after he falls, however, a strange mist seems to seep from his pores, coalescing into the shape of a man... a German soldier! He seemingly pulls himself out of the fallen body, and as he does so the Luger in Kozlovski's hand becomes insubstantial when the ghostly figure raises the gun towards you. A low hiss escapes the mouth of this ghostly apparition...

This is of course the Ghost of Ritter Von Baum, eager to take vengeance on the PCs and Father Francois. Have the players make a Fear check at -2 – the war just got weird.

Fighting Von Baum is pointless right now if they don't have any magical or blessed weapons; after a few rounds of ammunition the PCs will soon realize that Von Baum is taking no damage whatsoever. Father Francois will not be of much help at the time; while he effectively has the power of his God; he has no combat experience and is overwhelmed by the whole situation. Their best bet now would be to retreat to the safety of the church; Von Baum cannot pursue them there.

Within the church, PCs will likely discuss possible courses of action. If Father Francois is still alive, he will tell the PCs how he sensed what an unholy creature it was, and suggest using the powers of the holy against it. There is enough holy water in the church to use it as an area-effect weapon against the ghost (2d6 damage, Small Burst Template), and Father Francois can create more at the cost

of 2 Power Points each). If they are really desperate, they can even use the *blessed* silver cross on the altar as a club! If they are taking their time in dealing with Von Baum, the ghost will take the opportunity to start attacking some of the remaining inhabitants of the village – a few screams off in the distance should get the PCs moving again!

Should the PCs destroy the ghost of Von Baum, read or paraphrase the following:

The ghostly form of the German soldier now seems ragged and indistinct. As it hisses at you through clenched teeth, a cry of screeching birds draws his attention away from you. Turning dead eyes to the west, he watches as the same flock of birds that have been dogging your journey come winging their way towards him. They descend upon him in a flurry of whirling feathers and beak, tearing away at the tattered shreds of his spectral form as he screams in fury. Within seconds the ghostly soldier is gone, and the birds in turn fade from view, their grisly deed complete.

With Von Baum's failure, the Sluagh have taken it upon themselves to punish him, the evils of his past finally taking their vengeance upon him. Viewing this scene causes another Fear check; it is profoundly disturbing.

If the PCs should wish to ensure that Von Baum will not return again, they can either destroy the Luger or have Father Francois sanctify the item.



Father Francois

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d4, Vigor d4

Skills: Faith d12, Knowledge (English) d6, Knowledge (German) d6, Persuasion d10

Charisma: +2, **Pace:** 5; **Parry:** 2; **Toughness:** 4

Hindrances: Bad Eyes (minor), Elderly, Pacifist (minor)

Edges: Arcane Background (Miracles), Charismatic, Healer

Miracles: Healing, Sanctify (Power Points: 10)

Epilogue

The mission debriefing should prove interesting, especially if Captain Kozlovski ends up dead – they'll have to explain why they killed a superior officer or come up with a good cover story! If Captain Kozlovski survives, he will be sure to give the PCs a hearty recommendation for helping him out.

Any mention of supernatural powers at work will of course draw the attention of the OSI, who will perform a separate debriefing. If the PCs still have Ritter Von Baum's Luger and mention its significance, the OSI will be very interested in acquiring it for study, at least for awhile.

If the PCs have not destroyed the weapon or sanctified it, there may be a chance that Von Baum may come back. He definitely would make an interesting re-occurring character, especially if he possesses a member of the OSI!

New Powers

Sanctify

Rank: Novice

Power Points: 10

Range: Special

Duration: Permanent

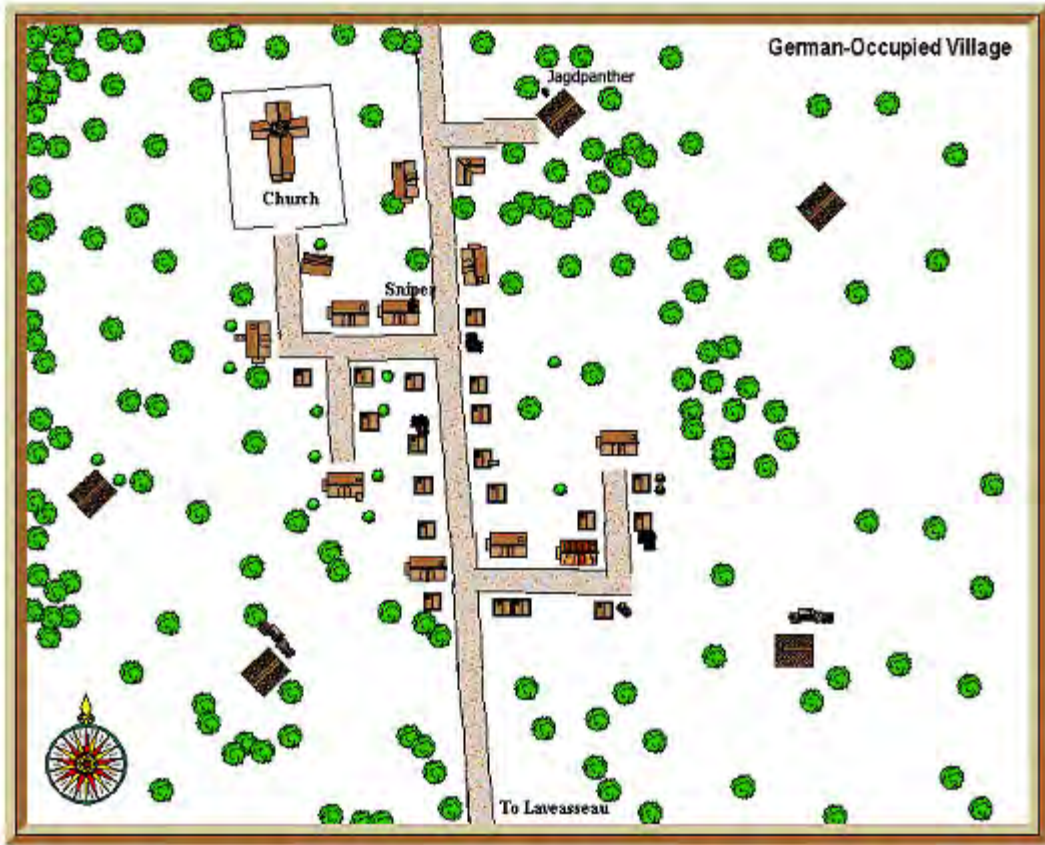
Sanctify allows the caster to consecrate areas of earth, causing pain to supernaturally evil creatures that attempt to tread upon it.

Sanctification takes an entire week of prayer. The caster must remain within the bounds of the area for the entire duration. The area is determined by the Games Master, but is typically the grounds of a church, a battle, or some other area of importance. If no clear boundaries exist, the area is equal to five times the caster's Faith in yards.

When the ritual is complete, the Faith roll may be attempted. If successful, the area is consecrated. If the roll is failed, the caster must start from scratch.

Any supernatural evil creature that enters the sacred ground must make a Spirit roll at the beginning of each round or suffer a wound.





Pregenerated Characters

Sergeant Charles "Chuck" Burbank

Charles Burbank was a construction worker in North Carolina before the war, but the realities of the time made him join up to fight the threat of the Axis powers. He is fairly easy-going and good-natured fellow. His good mind for battle tactics earned him an early promotion to Sergeant. The privates respect him, for they know he will never leave them in the lurch.

Attributes: Agility d6, Smarts d6, Strength d6, Spirit d8, Vigor d6

Skills: Climbing d4, Fighting d6, Guts d6, Knowledge (battle) d6, Notice d6, Persuasion d6, Shooting d6, Swimming d4, Throwing d4

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal, Quirk (always has a stogie in mouth)

Edges: Charismatic

Gear: M1 Carbine (Range: 15/30/60; Damage: 2d8-1; AP 1, 15 shots), 4 extra clips with 30 shots each, 3 Mk2 Pineapple grenades (Range: 5/10/20; Damage: 3d6), helmet, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, bedroll, rain poncho; (Weight Carried: 27; Load Limit: 48; Encumbrance Penalty: 0)

Corporal Rene "Cajun" Thibodeaux

Rene Thibodeaux was a doctor in Louisiana, and was drafted when war broke out in Europe. He's had a bad feeling about the conflict from the start, but has kept his suspicions to himself. He's always on the lookout for evil omens, and takes the necessary precautions against them.

Attributes: Agility d6, Smarts d8, Strength d6, Spirit d8, Vigor d6

Skills: Climbing d4, Fighting d4, Guts d6, Healing d8, Notice d6, Shooting d6, Swimming d4, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Quirk (superstitious), Stubborn

Edges: Healer

Gear: M1A1 Thompson (Range: 12/24/48; Damage: 2d6, RoF: 3; 20 shots/30 in detachable clip; Auto), helmet, armband with red cross, medical kit, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, bedroll, rain poncho; (Weight Carried: 30; Load Limit: 30; Encumbrance Penalty: 0)

Private First Class James "Shifty" Taylor

James Taylor was barely off the farm when the war came about. His natural talent with the rifle allowed James to become a welcome addition to his unit. He mostly keeps to himself and is unwilling to take unnecessary risks, but is always there to back up a fellow soldier when push comes to shove.

Attributes: Agility d8, Smarts d6, Strength d6, Spirit d6, Vigor d6
Skills: Climbing d6, Fighting d4, Guts d6, Notice d4, Shooting d10, Stealth d8, Tracking d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Cautious, Loyal

Edges: Trademark Weapon (M1903)

Gear: M1903 (Range: 24/48/96; Damage: 2d8; AP 2, 5 shots (stripper clip)), 5 extra clips with 5 shots each, helmet, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, bedroll, rain poncho; (Weight Carried: 25; Load Limit: 30; Encumbrance Penalty: 0)

Private Myron "Bull" McGruder

Myron McGruder was an up-and-coming boxer before the war. His career has been put on hold, much to his chagrin. While he's part of the army, he'll look for any excuse to put his hand-to-hand fighting skills to good use.

Attributes: Agility d6, Smarts d4, Strength d8, Spirit d6, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d6, Notice d4, Shooting d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Mean, Stubborn

Edges: Brawny

Gear: M1919 (Range: 24/48/96; Damage: 2d8; RoF: 3; 250 shots (belt); Auto; AP 2; Snapfire penalty), 1 extra belt with 250 shots, helmet, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, bedroll, rain poncho; (Weight Carried: 120; Load Limit: 64; Encumbrance Penalty: -1)

Private Daniel "Lucky" Yasnoski

Daniel Yasnoski was a mechanical engineer from Michigan before the war. Dan was not exactly cut out for life in the army, but his technical know-how and talent for languages proved too useful not to have him. He almost ended his army career early by stepping on a German land mine, but survived relatively unscathed and thus earned his nickname.

Attributes: Agility d6, Smarts d10, Strength d6, Spirit d4, Vigor d6

Skills: Driving d4, Fighting d4, Guts d4, Knowledge (demolitions) d8, Knowledge (French) d4, Knowledge (German) d6, Repair d10, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Anemic, Bad Eyes (minor)

Edges: Luck

Gear: M1 Garand (Range: 24/48/96; Damage: 2d8; 8 shots (stripper clip); AP 2), 5 extra clips with 8 shots each, satchel charge (Range: 3/6/12; Damage: 4d6), helmet, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, bedroll, rain poncho; (Weight Carried: 38; Load Limit: 30; Encumbrance Penalty: -1)

Francois “Franco” Mirand

Francois' family was killed in one of the earlier attacks by the Germans into France. He has since sworn to avenge their death or die trying! Francois joined up with the French Resistance, and has recently been asked to aid a squad of soldiers that have come to clear out any remaining German soldiers in Laveasseau.

While his desire to get revenge on the Germans is strong, Francois does not throw his life away pointlessly. He cultivates his anger, and strikes at the opportune moment.

Attributes: Agility d8, Smarts d6, Strength d4, Spirit d6, Vigor d6

Skills: Fighting d4, Knowledge (English) d6, Knowledge (German) d6, Notice d6, Repair d10, Shooting d8, Stealth d8, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Death Wish (avenge death of family)

Edges: Alertness, Quick

Gear: Luger P08 (Range: 12/24/48; Damage: 2d6-1; 8 shots), Knife (Str+1), (Weight Carried: 3; Load Limit: 30; Encumbrance Penalty: 0)