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DEMONIC ARTILLERY



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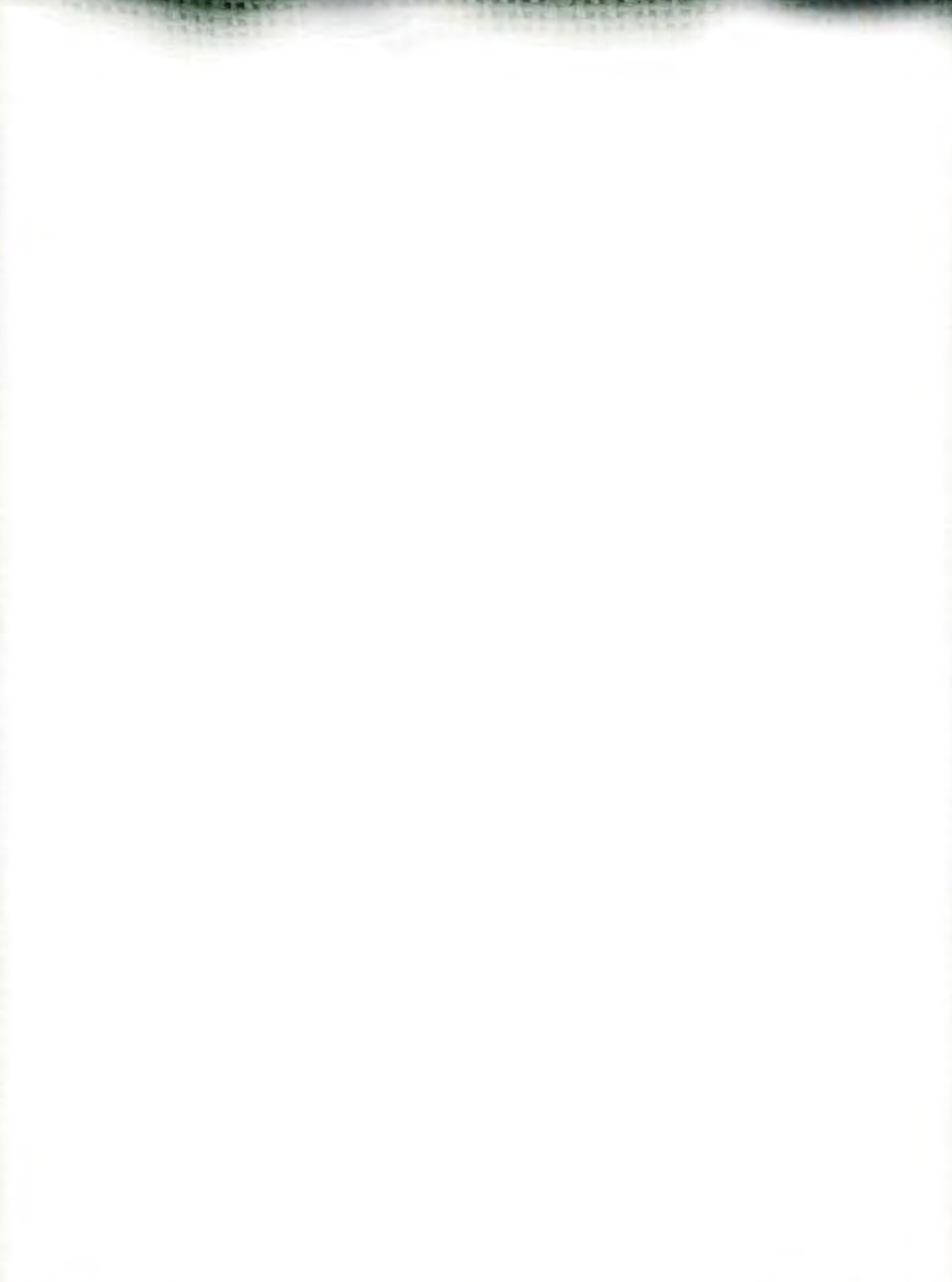
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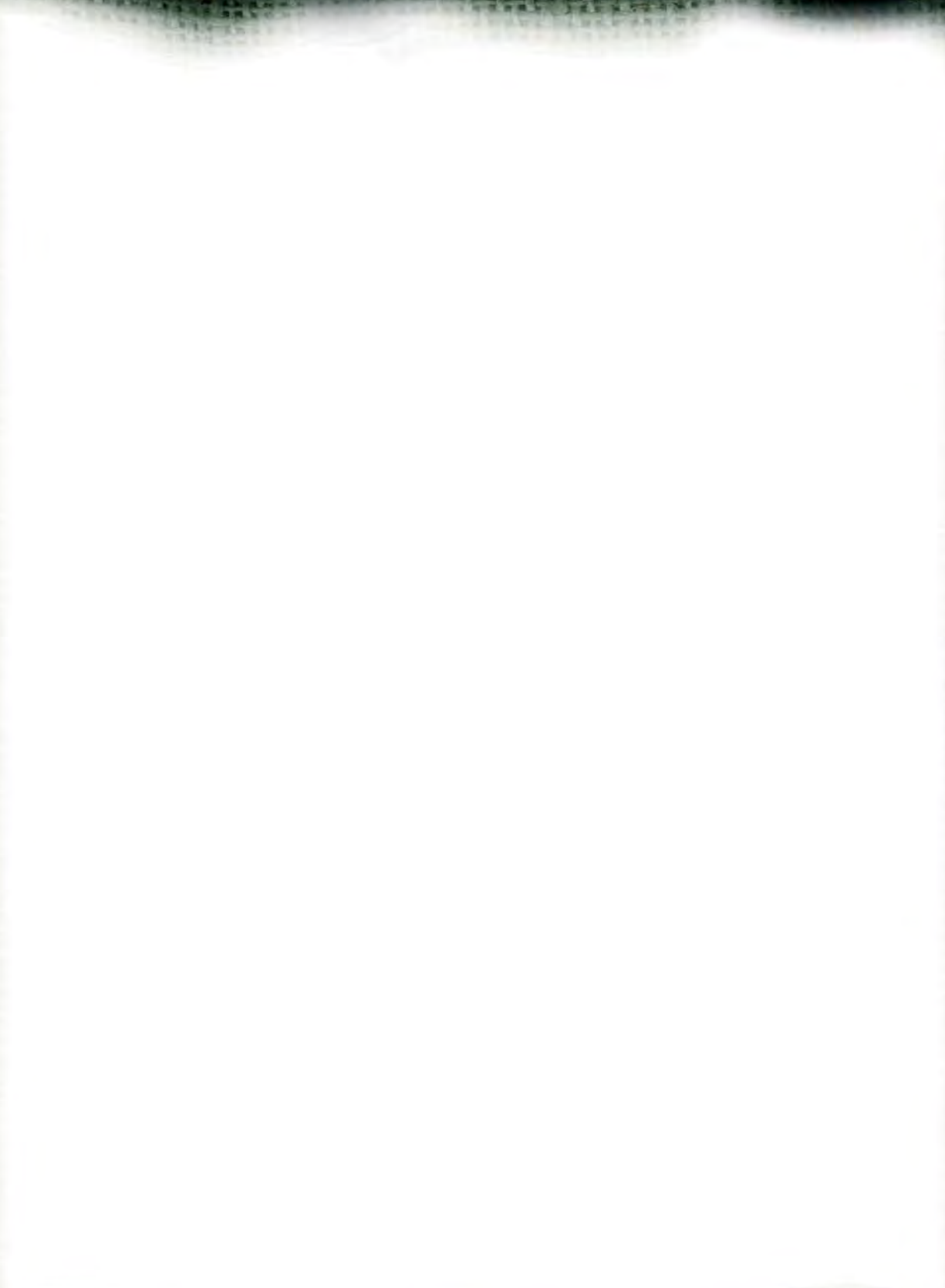
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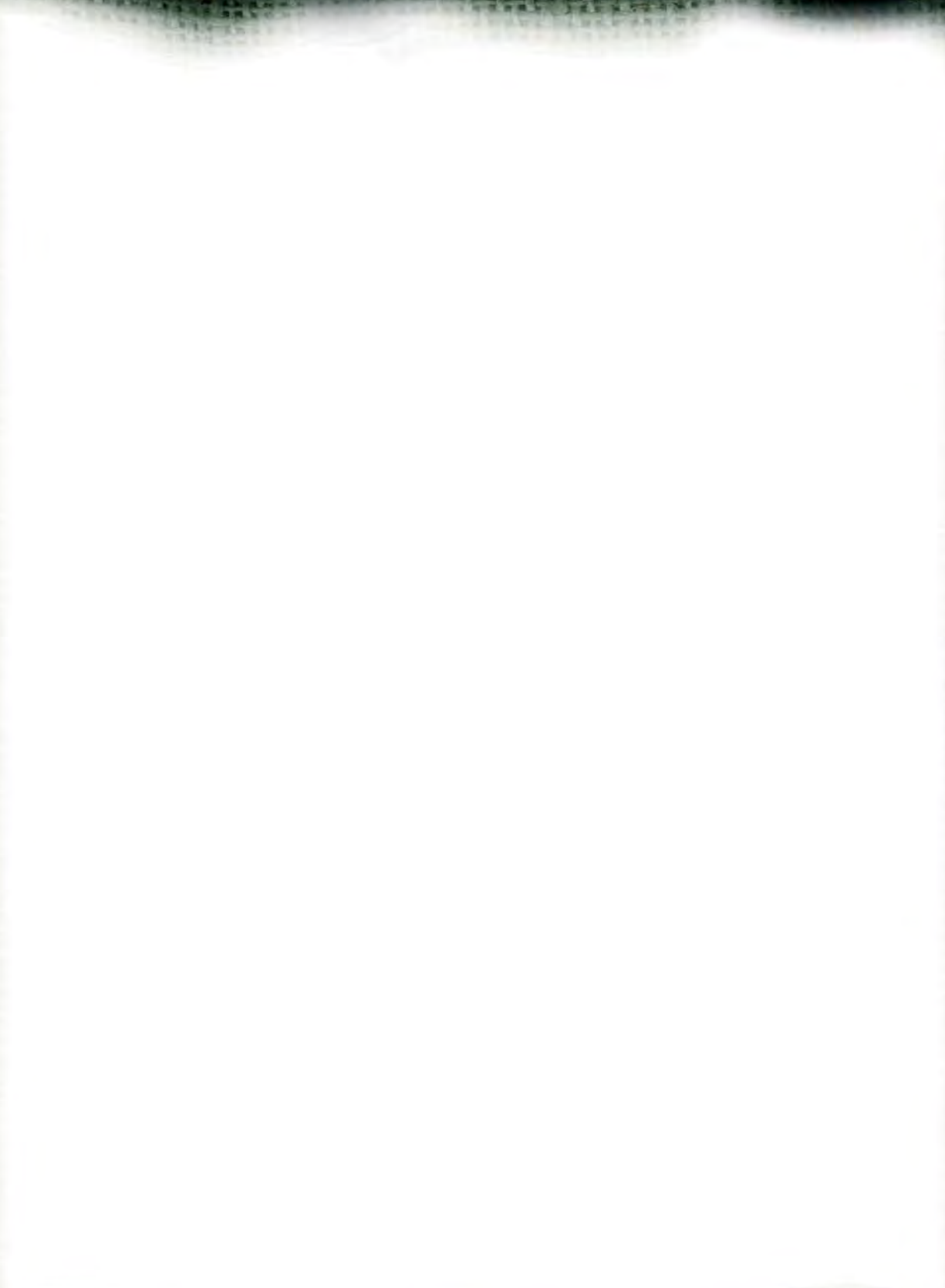
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THIS MISSION IS A TASTE OF HELL!

The Battle of the Bulge is raging and your squad is ordered to prevent the capture of much-needed ally supplies. You must defend the vulnerable supply trains against the Nazis' most ferocious attacks!

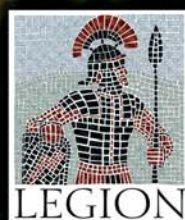
During this most crucial mission in this most crucial phase of the war in Europe, your team comes under devastating fire from what appears to be a new kind of artillery shell! The Nazis have unveiled a new and terrifying secret weapon, which could turn the tide of not only this battle, but of the whole war. It is up to your team to find a way to stop them.

Set in the Battle of the Bulge, this wintry tale is suitable for a party of 4-6 soldiers of 5th to 6th level (or Seasoned Savage Worlds characters) and takes your players on a daring commando raid during one of the most important German offensives of WWII.

Demonic Artillery is an adventure by Paul "Wiggy" Wade-Williams. In addition to the mission information, this ebook includes new creatures, rules for Pinnacle Entertainment Group's Weird Wars WWII roleplaying game and Great White Games' award winning Savage Worlds rules. This Mission Manual is one of a range of multi-statted products from Legion Publishing.



\$7.50 USA



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Requires the use of the Dungeons & Dragons (R) Third Edition Core Books, published by Wizards of the Coast, Inc. and Blood on the Rhine, published by Pinnacle Entertainment Group, Inc.

Requires the use of the Savage Worlds rulebook, published by Great White Games.

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