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GOLEM

AN ADVENTURE BY MARK METZNER

FOR WEIRD WARS

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Golem

By Mark Metzner

War Master's Brief

This adventure takes place in the Hedgerows of France in the early days of July 1944, with the Allied forces just beginning their advance into the heart of the countryside. Many French towns and villages have cooperated with the German occupation, but some brave men and women fight against their Nazi captors with their very lives. These people, the French Resistance, work with the Allied forces to infiltrate, spy and fight the Germans at every chance.

Near the coast of France, in a little village of Villes-Bretonneaux, the movement is strong, and in recent months, the town has become a haven for the Resistance. So, when SS troops and German soldiers arrive and begin ransacking abandoned Jewish homes, searching for something, the members of the Resistance did the only thing they could: they called the Allied forces and asked them for assistance.

Enter the heroes. Captain Robert Jarrell, their commanding officer, has instructed the party to assist the Resistance ASAP. Their orders: find out what the Nazis are

up to and make sure they don't accomplish what they're there for. The Resistance has promised all the help they can muster in return.

The Nazis aren't even aware of the French Resistance's presence in the area. In fact, they consider it a sleepy little town, offering no resistance. They search desperately for an ancient book, a tome of incredible magical power, called the Kabballah. More on that in a moment.


The Great Rabbi Loew from Prague has been a thorn in Hitler's side for some time now. Loew helped fend off German invaders and protected the Jews when Poland was first attacked. Eyewitness accounts claim the old Rabbi used "the power of the Hebrew God" against the invaders.

But, alas, when the country fell, Loew fled the country and ended up in France, where he met another fleeing Rabbi, a young man named Avi Reis. Loew took to the young man and began to teach him the ways of Jewish mysticism, the magic of the Kabballah.

They had just begun their studies when the Germans attacked their current home of Villes-Bretonneaux, capturing many Jews and the Great Rabbi himself. Reis was able to evade Loew's captors, and currently remains in hiding in the village along with many other frightened Jews.



Demo Adventure



The French townspeople, abhorring the treatment of the Jews by the Nazis, have taken them in and hidden them in their attics, cellars, and hidden rooms, once set aside for the Resistance. The Kabballah tome lies waiting in Rabbi Reis' room, where the young Rabbi has been reading and studying and learning. Among the rituals is an ancient spell once used to create the Golem, a servant made from clay that can be commanded to protect...and destroy.

Unfortunately, the Germans have access to a horror of their own, a "fext" by the name of Ehrmann Winter. The Nazis seem to know what they are looking for, and have begun a systematic search of homes in the area. All have been Jewish homes, but if they do not find what they are looking for, the searches will surely continue. It will be only be a matter of time until they uncover the Resistance's network of tunnels and room and the people hiding there. The fate of both the Jews and the local resistance lies in the party's hands.

In the larger picture, if Ehrmann Winter recovers the Kabballah and returns it to his masters in Berlin, Hitler will add yet another horror to his menagerie, a legion of nearly unstoppable Golems!

Getting Started

This adventure was created to be a starting point for a one-night adventure or an on-going campaign. It is intended for three to five characters of 3rd level, which takes into account basic training and surviving the beaches at Normandy. By the end of the adventure, the characters should be close to attaining 4th level.

It is helpful, but not necessary, to have a medic in the party, as well as a scout. Those wishing to play a resistance fighter also have a natural start here, as a compatriot of Ulysse Heron, the party's Resistance contract in town.

No special equipment is required to complete the scenario, as pretty much nothing will harm the fext the group encounters at the end of the adventure. If you're planning an ongoing campaign, the fext has been included as a perfect villain to be an ongoing thorn in the party's side. Be sure to have his unholy gifts frighten rather than kill the heroes. Nothing can upset a roomful of players quicker than a villain that they can't defeat. If used wisely, the ending battle between the golem and the fext should make for a very creepy experience, one that will

hopefully stick in the players' minds for years to come, and create a powerful opponent for the heroes in the future.

The golem, fext, SS, and German soldiers can be found in the *Weird Wars* sourcebook, and are repeated in this adventure for those playing *Weird Wars* for the first time. The complete entry for Clay Golems can be found in the *Monster Manual*®.

Moonlighting

The trek to Villes-Bretonneaux is filled with German patrols, though each should be quietly passed and avoided. The War Master is welcome to require a few Move Silently rolls to instill some tension into the trip.

The Nazis have increased their patrols since they arrived to investigate the Jewish homes in the area. Finding a safe route to the village is tricky but not overly difficult for experienced heroes (especially if one of the characters is a scout). In the dark hours before morning, the party arrives in Villes-Bretonneaux without incident.

If you wish to roleplay the advance of the unit into the area, feel free. This adventure is meant to get the ball rolling a little faster, but experienced roleplayers may want to devise ways of getting into the town under the cover of night. Feel free to have fun with timed patrols and German Shepherds if you want. Otherwise, the party arrives and reaches the meeting place without any interference from the enemy.

Chapter One: Meet and Greet

The scene opens in the basement of what appears to be an abandoned grocery store. Candlelight flickers and casts a warm glow over the impromptu meeting place. Wooden crates serve as desks and cabinets. Maps and pictures of prominent-looking Nazi officers line the walls. Several men and women are busy here, writing and planning. One in the corner works a radio transmitter, tapping out codes to other resistance cells in the area.

The party's contact, a Frenchman named Ulysse Heron, is a thin, reedy man in his early forties with a thin moustache. He smiles and shakes the heroes' hands vigorously when everyone is settled inside.



Golem

Read the following in a very thick French accent to the players when you are ready to begin:

"Oh! Zis is wonderful! Thank you for coming to our aid in zis time of trouble, mes amis. We were, how you say, worried?...that we would be left to our own defenses.

My name is Ulysse Heron and I am ze one in charge here in Villes-Bretonneaux. All zese people have dedicated everything to driving ze Nazis back and liberating France!"

If a player has chosen to be a resistance fighter, you can introduce him here. Just have Ulysse wave him over and introduce him as his right-hand man or woman, as the case may be. The resistance fighter is then instructed by Ulysse to stay with and assist the party in any way possible.

"As you may already know, SS soldiers have been zearching ze homes of Jewish villagers, looking for zomething. Our people have reported zat ze homes have been ransacked, walls torn down, floors destroyed, and furniture left in many pieces. Zere is no doubt zat zey are looking for zomething...or zomeone. And unfortunately, our little village has much to hide."

Ulysee gestures with an outstretched hand and a cute little blonde girl runs into the room. She is smiling and she hugs Ulysse's pant leg, staring up at the party.

"LeeLee, zese men are here to protect us. Zey are here to make ze bad men go away. What do you think of zat?"

LeeLee looks up and smiles. "Even the Jews?" she asks.

"Yes, little one. Especially the Jews."

With that Ulysse looks into the groups' eyes.

"I don't know how much you know about the Germans and the Jews. In Germany and Easter Europe, zey take zem away in great trucks—few know where. But here, in France, zey do not usually do so. But in Villers-Bretonneaux, the Nazis are just like those in the east. After several acts of sabotage by Le




Resistance, they gathered up all ze Jews and "undesirables" and shipped them away in great trucks. To ze east, we suppose."

"LeeLee's family was taken in zis way. She escaped capture only because she was down by the river, picking flowers. Zere are still 30 or 40 Jews hiding here. Le Resistance feels responsible for their plight, and is hiding zem in ze cellars, attics, and secret rooms meant for us. But if the Nazis begin to search our homes, zey will find us as well as our guests and Le Resistance will be crushed."

Before the party can respond, the door to the meeting room opens and an attractive woman rushes in. She is tall, thin, and wears her long, brown hair back in a coif. With a Spot roll of 15 or better, a character notices that the hairpin that holds back the coif looks as if it could be used as a weapon in an emergency. "Ulysse! Rabbi Reis has gone missing! They think the Germans have him!"





Ulysse looks to the party and gestures for them to follow. *"Quickly! If ze Nazis make him talk, we're all as good as dead!"*

LeeLee begins to cry. Ulysse holds her, shushing her tears and nods to the party to follow the woman. *"Please,"* he begs, *"find out what you can. We have little time."*

A Time For Heroes

The woman introduces herself along the way. Her name is Evelyn Pasionne, and she is the Resistance's main contact with the Jewish groups hiding in the area. She communicates their needs to the group, who then do what they can to help. She leads the heroes down a long hallway carved out of the earth, which then leads into another basement filled with families and children. All look frightened and tired. None look like they've slept much in the last few weeks.

A nervous-looking man steps forward to the party and the woman. *"You are here to help us, yes? Our Rabbi, he is gone. We think taken by the Germans."*

When questioned, the following facts arise:

- The people don't know why the Nazis are destroying their homes. Some believe they are looking for gold or other precious items.
- Rabbi Reis was a student of the Great Rabbi Loew, who was a great and powerful Rabbi.
- Loew was a legend in Prague and Poland. Rumor has it that Loew stopped a German tank dead in its tracks with only a single word.
- Loew was captured when the city fell, leaving his student behind to lead them.
- Rabbi Reis spends much time studying the Great Rabbi's books in his room. He came out the other day, laughing and singing. He said he'd found a way to protect us.
- Reis was shaken by the news that the SS were searching old Jewish homes in town. He grew pale and went back into his room and would not respond to anyone.
- This evening, he came out, looking tired and worn, and said, "Shalom," which means "peace." He shut his door and never came out again.
- A couple on the second floor heard a German patrol shout "Halt!" and they swore they heard the young Rabbi

screaming for vengeance and swearing that God would destroy them all. That was an hour ago. They couldn't get here sooner because they had to dodge German patrols and make it here safely. They believe it happened down by the river.

If the party wishes to be taken to the Rabbi's room, they find it in disarray, with books scattered all over the floor and papers everywhere. There are no exits to the room and he is nowhere to be found. A successful search roll, DC 20, finds a scrap of paper lined with dates but written in Hebrew. Any Jewish person nearby can easily translate. It is a page from a diary of some sort and it reads as follows:

"July 2, 1944. The Nazis are here and they know. May God have mercy on the Great Rabbi, they must not find the book."

Other than that, it is too messy and the people gathered around won't allow the party to search the room more, insisting that the Americans help find their beloved Rabbi instead of prowling through his personal things.

If asked, Evelyn provides a map of the town, marked with where the Nazis have been spotted looking through homes. When ready, she leads them to a safe exit to an abandoned home nearby. She wishes them luck and Godspeed, and maybe plants a quick kiss on the character with the highest Charisma.

Chapter Two: Said the Spider to the Fly

The exit leads to the basement of an old home. The stairs creak as they climb them. No Germans are in the area, but the party doesn't know that. Take a moment to have the group make Move Silently rolls and shake your head if one looks low. Make a roll yourself, no DC, just to make the players feel uncomfortable. Anything you can do to heighten the fear here is good. Remember that *Weird Wars* is a horror game, and it's time to rack up the tension a notch.

The stairs lead to a back door that faces a high brick wall. A quick look



reveals no one is in sight. Once everyone is outside, wait a moment, then ask for another check.

From this point, the party can go to many places. The river bank, the searched homes, or the deserted library the Nazis are currently calling home.

The River

At the river, have the squad make Search rolls (DC 18). If made, they find a large amount of clay from the river bed has disappeared. There are no tools or machines to allow for this. Footprints show that several people had been here recently, and there are tracks to indicate someone was dragged away from the river bank recently. The tracks vanish after they reach the town's streets. The party is on their own from there.

The Homes

The hand-drawn map points to several homes. All have been utterly ransacked and looks demolished from the inside. If the players wish to visit them, there are three nearby with easy access—feel free to improvise any details or encounters as you see fit. Below are some general details for each house—be sure to spread them around if many are to be visited.

- Pictures are torn from their frames, as if they were looking behind them.
- Floorboards and walls have had holes bashed in them.

- In one house, a wall safe hangs open. Pictures of family members and smiling children like scattered on the broken floor.

- Carpet and a pile of drapes in one corner smell of urine. A spot check, DC 20, finds a chrome SS symbol lying on the floor nearby. (WM: Winter caught one of the SS desecrating one of the homes and cuffed him. Winter does not care for such behavior, especially from men under his command.)

- Anything else you feel might be a nice touch. Remember to have the party make Move Silently rolls every now and then! The Nazis aren't nearby, but let them think they need to.

The Library/HO

In passing, have the party make a Spot check, DC 18. If made, a Nazi guard is noticed walking around a large building nearby. It looks as if it is the remains of a library. A burnt pile of logs and ashes still litter the ground here, where the books were taken and burnt.

Two more guards can be seen from here, both at the ready, and a German truck is parked nearby. Apparently, this is where they have been staying during their search. The stone building rises two stories from the street, with intricate masonry carved to resemble grape leaves and vines. The name of the building, carved into the headstone, cannot be read, as bullet holes have chipped away the words themselves.



Demo Adventure

The party has two options here: break in using stealth and subterfuge (i.e., Move Silently and Hide and some accompanying distractions) or go in the front door, guns blazing. Either way works fine. If shooting, there are ten SS guards (four in the front (two per side), four in the back, and two wandering the perimeter. All are armed as below:

Waffen SS Soldier

CR 1: Medium-size human; Class: Grt 1; Hp 6; Init +1; Spd 10 yds; AC 12 (+1 Dex, +1 Armor); Atk MP40 +3; AL LE; SV Fort +3 Ref +1 Will +2, Str 12, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +2, First Aid +2, Hide +5, Move Silently +5, Spot +5; Automatic Weapons Proficiency, Firearms Proficiency; Point Blank Shot, Rank: SS Grenadier, Simple Weapons Proficiency, Weapon Focus: MP40, Wheeled Vehicle Proficiency.

Special Qualities:

Devotion: The devotion of SS members to the Nazi party gives them +2 morale against Will saves.

Possessions: MP40, 4 full magazines of 9mm ammunition, helmet, uniform, 2 stielhandgranate 24

It is important to note that the Nazis aren't expecting any kind of trouble. This is a broken town filled with broken people. The Nazis are arrogant and fulfill their duties with as little care as possible. Any frontal assault catches them completely off guard, giving the first round to the party's attacks.

If the party attempts to sneak in, have them make the appropriate Hide/Move Silently rolls made. Add +5 to the checks due to the lax natures of the SS guards. Arrogance is costly.

Once inside, if sneaking in, they come face to face with an SS officer inside and combat ensues. The SS guards outside arrive on the second turn of combat, but only three can attack through the doorway entrance at a time. There is ample cover for the party against the guards, as the architecture creates corners for them to hide behind.

Once defeated, there is silence and the smell of smoke in the antechamber. Ask for party positions. The antechamber leads to a closed door. It is unlocked. Chances are, the heroes are not really going to want to open it, but after a moment of indecision, anyone listening can hear the quiet sounds of weeping coming in through the door.

Beyond the door is a large, empty room with great wooden shelves knocked on their sides. No books are found here—all were burnt outside long ago. Towards the back of the room, an unconscious man sits strapped to a wooden chair, bound with hard hemp rope. He looks beaten nearly to death. Blood covers his face and hands, his right eye has swollen shut, and his nose has flattened, badly broken.

The weeping comes from the corner. A second man of average build is curled up in the corner, covering his hands in front of his face. He continually repeats: *"Please, don't kill me. Please stop, we don't know anything. Please, don't kill me."*

If the heroes approach him gently, he stops and recognition streams across his face. *"Americans! You have saved us! God be praised."*

If not, the man curl ups harder, mumbling *"God help me."* until they do.

A DC 25 Language (French) roll detects a faint German accent...

Surprise!

Here's the surprise. The unbound man is Ehrmann Winter, the fext sent by Berlin to retrieve the Kabballah so that Hitler's Blood Mages can figure out its secrets. It is his mission to find the tome by any means possible. If you have any question how to play this scene, rent *Die Hard*.

Play up the sincerity to those who fall for this ruse. The man calls himself Jon Ehrmann. If asked, he tells the party he was captured trying to help Rabbi Reis complete his ritual. When asked about the ritual he admits he doesn't know what Reis was trying to do. *"The Rabbi only said that it would wreak vengeance and death on the hated Nazis."*

If there is a medic in the party, he can attempt to heal the Rabbi. Bones can be set and cuts fixed, but no amount of treatment causes the Rabbi to awaken. It is apparent the Rabbi needs bed rest and appropriate care. "Jon Ehrmann" volunteers to help carry the Rabbi, or to at least assist in some way.

If questioned about what was asked of the Rabbi (and presumably himself), he answers truthfully. It makes for better lies. In short, Ehrmann does whatever is needed to assure the heroes he's on the level. Don't let the party figure it out until the Third Chapter). Even if someone detected his slight accent, Ehrmann simply claims that he's a German Jew who moved to France in the pre-war years.



Here are some of the things Ehrmann says:

- The Germans sent the SS to look for some book. (True)
- The Nazis questioned Rabbi Reis for hours but Reis never said anything. (Sort of a lie. Reis said the Nazis would die soon for their crimes against God.)
- The book is called the Kabballah. It is a book of Jewish magic. Apparently powerful enough to have them send all these SS men. (True.)
- The officer in the hallway led the SS group. (Lie, Ehrmann is their leader.)
- Other than the SS guards, that's all he saw. There are no others. (Lie.)

The trip back to the little house entrance is uneventful, but it is best to have a party member scout ahead and make Spot checks. Have the group make Hide and Move Silently rolls as well, though nothing happens. Ehrmann does nothing to draw attention either—he's fairly confident he can handle the Americans and their Resistance friends on his own.

Evelyn Pasionne herself waits at the old building. She rushes to the wounded Rabbi and hugs him, giving his frightened "helper" nothing but a quick glance. Ehrmann, for his part, keeps his face hidden in shadow as much as possible (not difficult in the dark stairway). Once downstairs, Evelyn hurries the group inside and takes the Rabbi to a small room with a nearly clean mattress to treat his wounds. If asked, Evelyn mentions that she was a nurse before the war.

After checking Reis out, she nods her head and mentions that he only needs rest now. She thinks some ribs might be broken, but she's done all she can do. She turns and faces the stranger (Ehrmann). "And you? May I treat your wounds... Who are you?"

Evelyn now notices his face and recognizes the SS leader.

Ehrmann Winter smiles, a thick book in his hands. It is old and the cover is thick with age. His other hand points a gun at you all. "Why, I'm the Spider, of course. You must be the flies."

Ehrmann Winter, Fext

(see *Weird Wars* p.165-166 for more details)

Medium-size Humanoid

Hit Dice: 3d10 (27 hit points)

Initiative +1 (Dex)

Speed 30ft

AC: 12 (+1 Dex, +1 Armor)

Attacks: +4 Ranged, +3 Melee

Damage: by Weapon

Face/Reach: 5ft by 5 ft/5ft

Special Attacks: none

Special Qualities:

Immune to non-magical weapons, weakness (bullet made of glass, stake used to tie up a young tree driven through heart)

Saves: Fort +4, Ref +2, Will +1

Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 10

Skills: Driving +4, First Aid +2, Hide +7, Move Silently +7, Spot +7

Feats: Automatic Weapons Proficiency,

Firearms Proficiency, Point Blank

Shot, Rank: Grenadier, Rapid Shot,

Simple Weapons Proficiency, Weapon

Focus: Kar 98k, Wheeled Vehicle

Proficiency.

CR: 5

Chapter Three: SNAFU

Any sudden moves ends up with someone getting shot (Ehrmann has the drop on the leader—or Evelyn or the Rabbi if you feel that might make the group stall more). Evelyn cautions against shooting because there are families with children behind this wall and door. Stray shots could kill innocents here.

"And that would be horrible, yes?"

Winter purrs with a sneer. "I admit *destroying those homes piece by piece was growing stale. Thank you very much for not only delivering the Kabballah to me, but also the location of the Resistance and more Jews. Happy Birthday to me.*"

With that he opens the door behind him and smiles. "Thanks for the book." And turns to walk off.

If a hero shoots him in the back, have him roll as normal, but remember, pretty much nothing the PC's have is going to even put a dent in this guy. Evelyn cries out to stop shooting and when the hysteria of the moment is gone, Winter has not moved, but maybe his hair was parted out of place by the shot. He stands perfectly still, turns his head to reveal a horrible grin and says, "Heil Hitler."

After the first time the party shoots Ehrmann Winter and they witness no





damage, have the party roll a DC 15 Fear check. The war just got weird.

If the party doesn't get it and continues shooting, have Winter continue walking towards the door, the bullets tearing his clothing, but leaving his body unharmed in any way.

If the party simply follows, Winter makes it to the door they came from. *"Good day."* He then nods and leaves. Assuming the party follows, Winter makes it to the front lawn of the house and turns to face the party. If the heroes decide to shoot the living daylights out of Winter at this time, let them, but use the same descriptions as before. All in all, it means nothing.

At this point, or if the party simply watches, Ehrmann Winter faces the party and addresses them. *"Fascinating book. Apparently, the Jews have used it to do all sorts of awful things. I'll have a wonderful time reading it all the way back to Berlin."*

Winter Gets His

Now the party can see what Winter cannot. A giant clay man, a Golem, rises from the rubble behind Ehrmann and towers silently over him. Then, in one sweeping motion, the monster grabs the man by the shoulder and hurls him across the yard. Ehrmann soars ten feet in the air and lands roughly on the cobblestone street. The book dashes to the dirt and pages spill out onto the ground.

Winter gets up, disoriented. *"Who the Hell - "*

The Golem turns and moves in a blur towards the fallen man. In a low voice that sounds as if it comes through a layer of we mud, he screams: "I AM VENGEANCE. I WILL DESTROY YOU ALL."

With that, he grabs Winter's arm and begins flailing his body against the street over and over. The book slips from Ehrmann's grasp. The creature is inhumanly fast for its size and bulk. Between the creature's clay "skin" glistening in the moonlight and Winter's body being thrashed around like a rag doll (and continuing to live!), the Fear check here is 20. That goes for the German soldiers who arrive now as well.

The Big Finale

German soldiers race up the street and begin shooting. There are 20 of them, all of the Waffen SS variety. Some shoot at the Golem while others shoot at the party. At the start of each round of combat from this point forward, roll a d6. On a 1-3, half shoot at the Golem, on a 4-6 they all

do. Confusion reigns supreme here. (Also remember that the effects of fear last for the entire combat).

The Golem's attack is always to throw or slam Winter into something. The other attacks are focused on the SS guards. Once they are gone, the Golem turns and faces the party. That's when things get hairy.

At the start of each turn after the first, roll a d20. On an 18 or higher, Rabbi Reis appears behind the party. He looks grim. If the SS guards are still standing, he watches as the Germans attack the Golem helplessly. He does nothing to stop the Golem. If the Golem attacks the party, he commands it to stop—but it doesn't.

As in the classic story of the Golem, the creature does not want to return to mud. It attacks the heroes and must be fought. While tough, the creature isn't invincible. If the heroes have a very rough time, Evelyn emerges with a few grenades to help them out.

During the fight, Winter lies crumpled on the ground. To all intents and purposes, he's dead. Not really, of course. He's playing possum until the creature is nearly destroyed. At that moment, while the party still fights the thing, he bolts up, snatches 1d6 pages of the ravaged Kabbalah, and disappears.

Epilogue

In the end, the Golem lies on the street like so much clay. Rabbi Reis hobbles his way down the front steps and looks at his handiwork and weeps. The Kabbalah is destroyed. Its pages are torn, marred with clay and blood. *"He warned me of this. Rabbi Loew was great, not because of the things he had done, but because of what he could do and did not. Now I understand. Much had been lost this night."*

Evelyn can treat wounds (except death, of course). A quick transmission to Allied HQ sends trucks and the like to the area for safe evacuation of the heroes and the Jewish families.

This adventure is over, but Ehrmann Winter is still out there, ready to cause trouble for the heroes. The humiliation he received makes the heroes quite prominent in his mind. And he will have his revenge. The Rabbi and his book can be taken to HQ for de-briefing. This sort of thing attracts the attention of the OSI, who now watch the heroes and may induct them into their ranks if they continue to survive against the horrors of the Weird Wars.



Pregenerated Characters

The following pregenerated characters may be used for this adventure. Print out multiple copies of the character sheet at the end of this adventure and copy their statistics and special abilities there.

The Officer

2nd Lieutenant Joseph Holiday

Medium-size Human Male; Class: Ofr 3; hp 30; Init +3; AC 14 (+3 Dex, +1 Armor); Spd 10yds; Atk M1911 +6; AL LG; Sv Fort +4 Ref +4 Will +5; Str 14, Dex 16, Con 12, Int 13, Wis 15, Cha 18.

Skills & Feats: Bluff +7, Diplomacy +7, Hide +7, Intimidate +9 (*), Leadership +10, Move Silently +7, Search +5, Sense Motive +4, Spot +7; Rank (2nd Lieut.), Command Voice (120ft - those suffering suppression or fear roll a new Will Sv at +2 vs effect), Tactician (*At start of new combat, roll opposed Leadership vs opposing force. If successful, all under his command gain +2 Init and +2 Spot vs ambush checks*), Simple Weapons, Firearms, Light Armor.

Possessions:

Helmet, M1911 Pistol (Damage 2d6+2, Crit 19-20/x2, Range Inc. 30 feet, Shots 7), 3 full magazines of 7 bullets each, binoculars, map case, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, bedroll, overcoat.

The Medic

Adam Cohen

Medium-Size Human Male; Class: Med 3; hp 27, Init+7

(+3 DX, +4 Feat), Speed 10yds, AC 14 (+3 DX, +1 Armor), Attack M1 Carbine +5 (Base Attack +2, DX +3), AL LG, Fortitude +5, Reflex +4, Will +7; ST 13, DX 17, CO 15, IN 13, WI 18, CH 12.

Skills & Feats: Climb +1, Combat Medicine +8, Driving +7, Hide +7, Jump +1, Listen +8, Move Silently +7, Search +6, Spot +8, Swim +5. Skill Focus (+2 bonus to Combat Medicine skill, factored above), Wheeled Vehicles, Automatic Weapons, Incoming!, Improved Initiative, Simple Weapons, Firearms, Light Armor.

Special Abilities: Battleground Healing (*Can stabilize characters at 0 Hp as well as restore Hp to wounded characters. See Weird Wars sourcebook p.50 for more details*), Noncombatant (most medics don't carry weapons; see note below), Red Cross on uniform and helmet (by Geneva Convention soldiers aren't supposed to shoot at medical personnel).

Possessions: Helmet w/Red Cross, Armband w/Red Cross, Medical Kit, Mess Kit, Canteen, Gas Mask, Entrenching Tool, Spare Uniform, 4 pairs socks, Bedroll, Poncho, M1 Carbine (Damage 2d8, Crit 19-20/x2, Range Inc. 30 feet), and 20 rounds of ammunition optional.

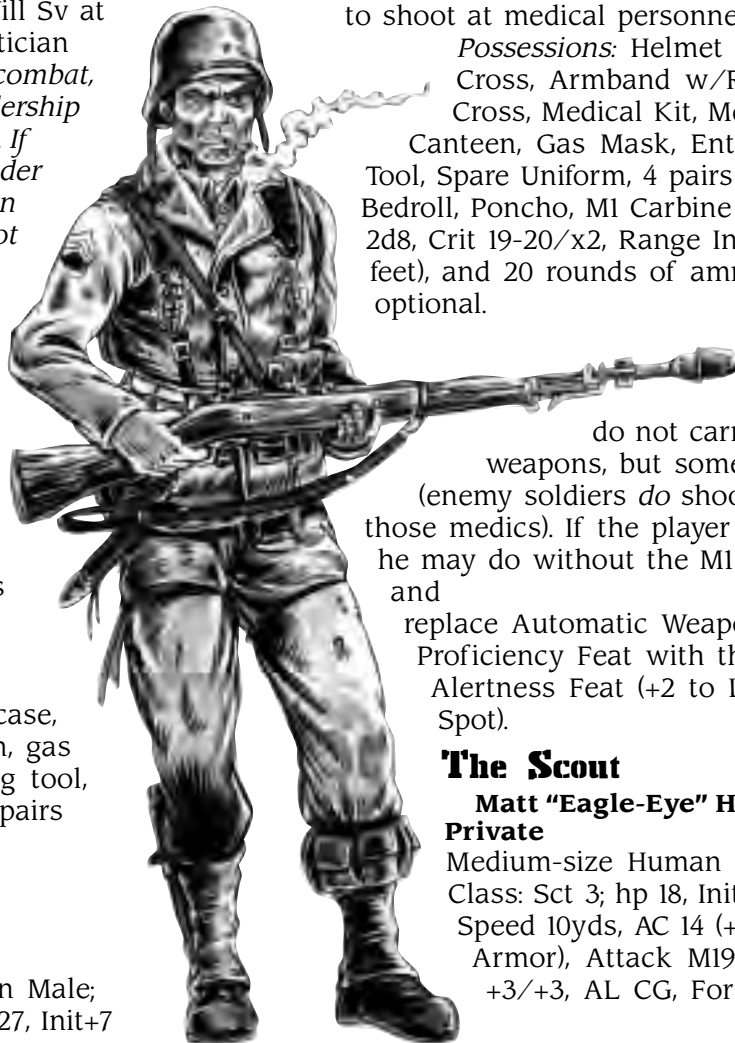
Note:

Most medics do not carry weapons, but some do (enemy soldiers *do* shoot at those medics). If the player wishes, he may do without the M1 Carbine and replace Automatic Weapon Proficiency Feat with the Alertness Feat (+2 to Listen, Spot).

The Scout

Matt "Eagle-Eye" Hawkins, Private

Medium-size Human Male, Class: Sct 3; hp 18, Initiative +1, Speed 10yds, AC 14 (+3 DX, +1 Armor), Attack M1903A4 +3/+3, AL CG, Fortitude



Demo Adventure

+3, Reflex +4, Will +3, ST 11, DX 17, CO 10, IN 14, WI 14, CH 10.

Skills & Feats: Climb +6, First Aid +6, Hide +7, Intuit Direction +8, Listen +7, Move Silently +9, Spot +8, Wilderness Lore +7. Eagle Eyes (+2 Spot/Listen checks at 100yds or more, +4 to circumstance bonus to unit's Leadership rolls at start of combat), Improved Initiative, Point Blank Shot, Rapid Shot, Simple Weapons, Firearms, Light Armor.

Special Abilities: Pathfinder (Can find the best route through unfamiliar/obstructed areas. A Wilderness Lore check of 15+ reduces travel time by 25%, a check of 25 reduces it 50%. Can guide a group of three at no penalty; -2 for each additional 3 people). Sneak Attack +1d6. Track as a Bonus Feat.

Possessions: Helmet, Binoculars, Mess Kit, Canteen, Gas Mask, Entrenching Tool, Spare Uniform, 4 pairs socks, bedroll, raincoat, M1903A4 Rifle (Damage 2d8, Crit 19-20/x2, Range Inc. 120 feet, Shots 5), and 5 full magazines of 5 bullets each.

The Ox

Horace Arthur Grimm, Private

Medium-size Human Male; Class: Grt 3; hp 40; Init +2; Spd 10 yds; AC 13 (Dex +2, +1 Armor); Atk Unarmed +3, M1919 +5; AL NG; Sv Fort +9 (+4 Con, +2 Great Fortitude) Ref +3 Will +5; Str 18, Dex 14, Con 18, Int 13, Wis 15, Cha 13.

Skills & Feats: Climb +7, Concentration +6, Hide +5, Jump +6, Listen +5, Mechanic +6, Move Silently +6, Search +5, Spot +5, Swim +5; Improved Unarmed Strike, Great Fortitude, Power Attack, Automatic Weapons, Simple Weapons, Firearms, Light Armor Proficiency.

Possessions: M1919A4 MG (Damage 2d8, Crit 19-20/x2, Range Inc. 150 feet, Shots 250; fires in bursts of 3 bullets, every 5 points over the AC needed to hit scores an extra hit for additional 2d8 damage per hit), 2 full belts of ammo (250 rounds each), Helmet, Mess Kit, Canteen, Gas Mask, Entrenching Tool, Spare Uniform, 4 pairs socks, bedroll, raincoat, 3 frag grenades (6d6 damage in 15 foot radius; Reflex save for half damage).

The Grunt

Conrad Jenkins, Private

Medium-size Human Male; Class: Grt 3; hp 33; Init +8 (+4 Dex, +4 Improved Initiative); Spd 10 yds; AC 15 (Dex +4, +1 Armor); Atk M1 +7; AL NG; Sv Fort +6 Ref +5 Will +3; Str 15, Dex 18, Con 16, Int 13, Wis 14, Cha 13.

Skills & Feats: Climb +6, Concentration +7, Hide +9, Jump +6, Listen +4, Move Silently +9, Search +5, Spot +7, Swim +6; Improved Initiative, Eagle-eyed (+2 Spot/Listen checks at 100yds or more, +4 to circumstance bonus to unit's Leadership rolls at start of combat), Far Shot, Rapid Shot, Simple Weapons, Firearms, Light Armor.

Possessions: M1 (Damage 2d8, Crit 19-20/x2, Range Inc. 90 feet, Shots 8/Magazine), 5 full loads of ammo, Helmet, Mess Kit, Canteen, Gas Mask, Entrenching Tool, Spare Uniform, 4 pairs socks, bedroll, raincoat, 3 frag grenades.

The Resistance Fighter

Jean Le Pierre

Medium-size Human Male; Class: Res 3; hp 17; Init +7 (+3 Dex, +4 Improved Initiative); Spd 10 yds; AC 13 (+3 Dex); Atk Sten SMG +5; AL NG; Sv Fort +2 Ref +6 Will +2; Str 14, Dex 17, Con 13, Int 13, Wis 13, Cha 15.

Skills & Feats: Bluff +11, Gather Info +10, Hide +7, Intimidate +7, Leadership +7, Move Silently +9, Open Lock +6, Search +5, Spot +4; Improved Initiative, Automatic Weapons, Simple Weapons, Firearms.

Special Abilities: Immune to Rank, Sneak Attack (+1d6), Cell (can call on d6 members of Resistance for a single operation), Obtain forged papers, Obtain German uniform, Contacts (1/week, see p.32), Safehouse, Troop Information.

Possessions: Clothes, Sten SMG (Damage 2d6, Crit 19-20/x2, Range Inc. 30 feet, Shots 32/Magazine; fires in bursts of 3 bullets, every 5 points over the AC needed to hit scores an extra 2d6 damage per hit), 50 rounds of ammo, large knife, forged papers, German Uniform, overcoat.