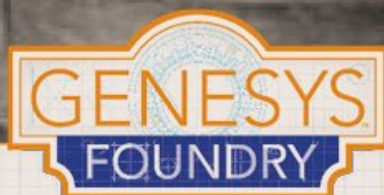


ARMOR AND THE VRIL



**A WEIRD WAR ARMOR MINI-SUPPLEMENT
BY CHRISTOPHER HUNT**

CREDITS

DESIGN AND DEVELOPMENT

Christopher Hunt

PUBLISHER

Christopher Hunt via Genesys Foundry

HISTORICAL REVIEW

Brett Bambridge

COVER PHOTO CREDIT

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(Panzer IV Ausf. H)

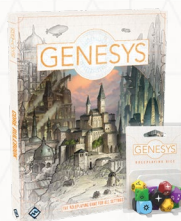
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GENESYS Core Rulebook and either the **GENESYS** Dice or Dice App are required to use this product.

INTRODUCTION

ARMOR AND THE VRIL is a mini supplement that provides new NPCs, vehicles, weird war upgrades, and guidance on tank encounters for use in the **GENESYS** roleplaying game. While broadly set in the same weird war universe as the adventure

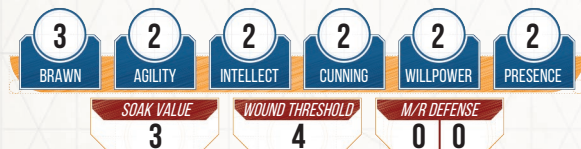
POWER OF THE VRIL, this product can be used as a stand-alone supplement for **GENESYS** weird war or historical settings, or can be used alongside **POWER OF THE VRIL** to add an armored element to the fight against the Vril Society.

THE HISTORICAL...

This section includes NPCs, vehicles, and encounter guidance suitable for historical World War II tank encounters. This content can be used as is, or can be modified with the weird war options presented later in this supplement.

PANZERTRUPPE CREWMAN (MINION)

While often overstated, German tanks and the crews that manned them played a vital role in the lightning victories in the early war. Highly trained, many of the crew were Spanish Civil War “volunteers”—or received training from them. By the last years of the war, panzer crew quality varied widely. Germany struggled to train replacements for battlefield casualties, meaning some crews were entirely comprised of rookies, while others were fortified by the presence of veterans with years of combat service.



Skills (group only): Drive, Gunnery, Mechanics, Ranged (Light).

Talents: None.

Abilities: Expert Crewmen (Remove one ■ from Driving and Gunnery checks) or Rookie Crewmen (Add one ■ to Driving and Gunnery checks).

Equipment: Walther P38 pistol (Ranged [Light]; Damage 5; Critical 3; Range [Medium]), panzer wrap uniform (+1 soak), vehicle toolkit.

PANZER COMMANDER (RIVAL)

Seen by some as modern knights for an era of industrial warfare, panzer commanders meld machine with man by leading individual tank crews, tank platoons, and larger units. Although differing in outlook, background, and even nationality as the war went on, most panzer commanders prized disciplined initiative. The speed and firepower demanded for armored breakthroughs rests in no small part on the training of individual crewmen and the maintenance of their vehicles. When at a high standard, crew and tank form a well-oiled machine to be wielded by panzer commanders.



Skills: Drive 1, Gunnery 2, Knowledge (Warfare) 1, Leadership 2, Perception 1, Ranged (Light) 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Tactical Direction (may perform a maneuver to direct one panzertruppe minion group within medium radio range; the group may perform an immediate free maneuver or add ■ to its next check).

Equipment: MP 40 submachine gun (Ranged [Light]; Damage 5; Critical 2; Range [Medium]; Auto-fire), luger (Ranged [Light]; Damage 5; Critical 3; Range [Medium]), panzer wrap uniform (+1 soak), binoculars, radio headset.

PANZER IV AUSF. H TANK

Introduced in 1939, the Panzer IV has seen service wherever German soldiers have fought in this war. The tank's long service has seen numerous variants produced. This 1943 model, the H, showcased several improvements and in fact is technically superior to its successor, the J, which is simplified to speed construction. The Ausf. H boasts improved armor, a new cannon and ammunition, and introduced both schürzen armored side-skirting and zimmerit anti-magnetic coating. With German industrial output in shambles, it's likely the H will remain the pinnacle of the Panzer IV line.

2	2	-1	DEFENSE 0	ARMOR 3
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 14	SS THRESHOLD 12

Control Skill: Driving.

Complement: 1 commander, 1 driver, 1 gunner, 1 loader, 1 radio operator/machine gunner.

Passenger Capacity: 0.

Encumbrance Capacity: 5.

Price/Rarity: 105,000 (R)/7.

Weapons: 75 mm tank gun firing HEAT (Fire Arc All; Damage 4; Critical 2; Range [Extreme]; Breach 3, Vicious 3) or HE (Fire Arc All; Damage 2; Critical 3; Range [Extreme]; Blast 1, Disorient 3), co-axial MG 34 machine gun (Fire Arc All; Damage 10; Critical 3; Range [Long]; Auto-fire, Personal Scale, Pierce 2, Vicious 2), hull-mounted MG 34 machine gun (Fire Arc Forward; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 2 [negated by hull-mount], Personal Scale, Pierce 2, Vicious 2).

PANZER ACES

Although never rising to the same level of fame as fighter aces, German propaganda featured the exploits of famous tank commanders. Heroic profiles recounted their deeds as several aces were credited with hundreds of vehicle kills.

Realistically, it is hard to determine exact kill numbers for tanks and it remains an open question on whether it was skill or superior technology that allowed for such numbers. Indeed, a high proportion of panzer aces came from the glamorous and elite-by-reputation Waffen-SS. Whether justly earned or not, the propaganda value of panzer aces cannot be ignored.

Still, these "aces" were proficient tank commanders. To represent a panzer ace, add the Coordinated Assault and Inspiring Rhetoric talents to the panzer commander statistics.

SPECIAL RULES

Tracked Vehicle: Remove ■■ caused by difficult terrain.

Schürzen Armor Skirt: Attacks using non-HEAT weapons, such as anti-tank rifles, may not damage the propulsion system of the tank through the target specific component application of the aim maneuver (page 98 of the Core Rulebook).

Zimmerit: Magnetic anti-tank mines will not attach to this tank. This is primarily a narrative effect, but the GM may rule this negates the Accurate quality of such weapons.



TIGER B “KING TIGER” HEAVY TANK

Also known as the Tiger II, the Königstiger, and as the “King Tiger” by American troops, the Tiger B combines the impressive performance of the original Tiger heavy tank with new armor and weapon developments available in 1944. The already thick armor has been sloped for additional protection while the cannon has been upgraded to the KwK 43 long barrel design. These upgrades are welcome additions for the heavy tank battalions who employ the Tiger B.

Originally designed to spearhead armored breakthroughs, Tiger Bs now provide fire support to German battlegroup defenses. Where the opportunity presents itself, however, Tiger B commanders relish the chance to put their heavy armor and powerful cannon into the offensive.

2	2	-1	DEFENSE 0	ARMOR 4
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 15	SS THRESHOLD 10

Control Skill: Driving.

Complement: 1 commander, 1 driver, 1 gunner, 1 loader, 1 radio operator/machine gunner.

Passenger Capacity: 0.

Encumbrance Capacity: 5.

Price/Rarity: 300,000 (R)/9.

Weapons: 88 mm tank gun firing HEAT (Fire Arc All; Damage 5; Critical 2; Range [Extreme]; Breach 3, Vicious 4) or HE (Fire Arc All; Damage 2; Critical 3; Range [Extreme]; Blast 2, Disorient 3), co-axial MG 34 machine gun (Fire Arc All; Damage 10; Critical 3; Range [Long]; Auto-fire, Personal Scale, Pierce 2, Vicious 2), hull-mounted MG 34 machine gun (Fire Arc Forward; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 2 [negated by hull-mount], Personal Scale, Pierce 2, Vicious 2).

SPECIAL RULES

Tracked Vehicle: Remove ■■ caused by difficult terrain.

Tiger Fear: If using the optional fear rules (page 243 Core Rulebook), characters who identify an enemy Tiger (or misidentify something else as one) must make an **Average** (◆◆) **fear check**.

M4 SHERMAN TANK

Cheap, reliable, and produced in massive numbers, the M4 Sherman is the mainstay of Allied armored forces. Available in great numbers due to American lend lease, the tank is a common sight in American, British Commonwealth, and Soviet armored units. The Sherman was first introduced in 1942 where it distinguished itself against German and Italian designs of the time.

With the war nearing a close nearly three years later, this American design has been surpassed by several models of panzer. Although several variants with heavier cannons exist, such as the Commonwealth Sherman Firefly, often sheer numbers and extensive air support are more than enough to guarantee victory against technically superior German armor.

2	2	-1	DEFENSE 0	ARMOR 3
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 13	SS THRESHOLD 13

Control Skill: Driving.

Complement: 1 commander, 1 driver, 1 gunner, 1 loader, 1 assistant driver/machine gunner.

Passenger Capacity: 0.

Encumbrance Capacity: 5.

Price/Rarity: 65,000 (R)/6.

Weapons: 76 mm tank gun firing HEAT (Fire Arc All; Damage 4; Critical 2; Range [Extreme]; Breach 2, Vicious 3) or HE (Fire Arc All; Damage 2; Critical 3; Range [Extreme]; Blast 2, Disorient 3), pintle-mounted .50 cal machine gun (Fire Arc All; Damage 12; Critical 3; Range [Extreme]; Auto-fire, Cumbersome 4 [negated by pintle-mount], Personal Scale, Pierce 4, Vicious 2), co-axial .30 cal machine gun (Fire Arc All; Damage 10; Critical 3; Range [Long]; Auto-fire, Personal Scale, Pierce 2, Vicious 2), hull-mounted .30 machine gun (Fire Arc Forward; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 2 [negated by hull-mount], Personal Scale, Pierce 2, Vicious 2).

SPECIAL RULES

Tracked Vehicle: Remove ■■ caused by difficult terrain.

TANK HUNTING

Iconic threats in many a World War II movie, enemy tanks can pose a significant challenge in combat—especially if the PCs lack one of their own! Keep the following in mind when running encounters against tanks:

- A tank does not have to be completely destroyed to be taken out of the fight. Mobility or weapon kills can effectively knock a vehicle out of combat. One or two solid critical hits should be enough. Depending on the damage, vehicle crews might even bail out and abandon the vehicle!
- Camouflaged or stealthy infantry are hard to spot from a tank, especially when buttoned up (hatched closed and looking through view slits). This is one of the main reasons why tanks need infantry to

protect them up close. Tank crews attempting to spot hidden infantry through view slits should suffer several ■.

- While the front armor of most tanks is formidable, few designs can afford that the weight needed for full armor around the whole vehicle. GMs can rule that shots from outside the frontal arc count the vehicle's armor as one point lower.
- Handheld anti-tank weapons, and even some heavier small arms like machineguns, can be effective against the right spot. A well-aimed anti-tank rifle can disable a tank's drive wheels, while machine gun fire directed against the view slits can disorient the crew. GMs and players should refer to the aim maneuver on page 98 of the Core Rulebook.

...AND THE WEIRD

This section includes arcane elements which, in conjunction with the historical content in the previous section, can make for weirder World War 2 armored encounters. Although broadly suitable to any Weird War 2 setting, the vehicle upgrades are based on the Vrili Society in the **POWER OF THE VRIL** adventure.

Similarly, the named adversary, Sturmbannführer Eric Bäke is assumed to be part of that same iteration of the Vrili Society but could be at home in any setting where magical wonder weapons give the Third Reich a chance of late war victory.

WEIRD VEHICLE UPGRADES

AETHERIUM CANNON

The result of Vrili Society reverse engineering of recovered Vrili-ya energy weapons, the aetherium cannon was the first successful design to replicate ancient energy weapons. Vrili Society engineers found it much easier to reproduce the technology on a larger scale than the swords and pistol-analogues recovered from archaeological digs.

Aetherium cannons have now been issued in limited numbers to elite tank and artillery units. Although esoteric, commanders prize the cannons for their firepower and for their lack of any ammunition requirement;

these cannons replenish their aetherium batteries by drawing directly on the Earth's Vrili energy field.

Effect: Replace the vehicle's main gun with an aetherium cannon that can fire focused bolts (Fire Arc All; Damage 6; Critical 2; Range [Long]; Breach 4, Vicious 4) or explosive blasts (Fire Arc All; Damage 2; Critical 3; Range [Long]; Blast 1, Breach 1, Burn 1, Disorient 3).

DEFENSIVE WARDING

Magic is real. This realization instantly rekindled long held traditions of warding and blessing implements of war. By carefully inscribing armored plating with runes imbued with the power of the Vrili, military arcanists can greatly enhance vehicle battlefield survivability. These wards are most commonly used to protect the tanks of panzer aces and Vrili Society command vehicles.

Warded as such, the crews of these vehicles are said to be as sheltered as the Greek heroes under the mythical aegis. Indeed, many Vrili arcanists believe these modern-day wards are one and the same as the protection granted by Athena's legendary shield.

Effect: The vehicle gains 2 defense. Vehicle crew may spend a Story Point to have incoming rounds detonate prematurely at short range, negating a single attack. This may still result in Blast damage to the vehicle or nearby characters.

ELECTRIFIED ARMOR

Electric technology has advanced leaps and bounds in the past decade. From the complicated, yet mundane electronics of radar systems to the experimental energy systems develop alongside aetherium technology, engineers can now safely conduct incredible amounts of electricity. This design routes high-amperage electricity through select armor segments as a close in, anti-infantry defense system.

Effect: When activated, a character that touches the hull of this vehicle must succeed on a **Hard** (◆◆◆) **Coordination check** or receive 10 damage. ⚡⚡ can be spent to activate the Disorient 3 quality.

EXPERIMENTAL ALLOY PLATING

A derivative product of the “Die Glocke” advanced flying craft project, this upgrade repurposes prototype alloy sheeting into reinforcements for vehicular armor. Early prototype plates, useless as conductors for high-energy applications due to imperfections in the alloy refinement process, are still both lightweight and resistant to kinetic impacts. Project engineers quickly realized the material’s potential for reinforcing armored vehicles and have shipped upgrade kits to those tank battalions led by Vril Society supporters.

Effect: Vehicle crew may spend a Story Point to reroll a Critical Hit on their vehicle taking the lower result.

WEIRD ADVERSARY

STURMBANNFÜHRER ERIC BÄKE (NEMESIS)

With an athletic build and sharp facial features, Sturm-bannführer Eric Bäke is a literal poster boy among panzer aces. Bäke is well known in Germany, and even among Allied tank crews, for his highly publicized exploits in command of Waffen-SS tank units. Although his exploits have been highly embellished in propaganda reels, Bäke brings more than photogenic looks to the war effort. He is a skilled leader, natural driver, and crack shot with both heavy and small arms.

While his survival in no small part has depended upon the heavy armor of his beloved Tiger tanks, Bäke has a reputation for surviving deadly situations through inexplicable luck. Rumor has it that Bäke’s tank, caught in a Russian ambush, once shrugged off thirteen anti-tank shells that should have been direct hits. The official report at the time blamed faulty Russian ammunition.

In reality, the sturmbannführer benefits from high

level connections in the mysterious Vril Society. Bäke is a friend of the Baroness Edith von Grier, leader and chief arcanist of the Vril Society. This personal friendship has led to Bäke, and his unit, receiving priority for the esoteric technologies provided by the Society’s arcanists and engineers.

3	4	2	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
5	15	15	1	1	

Skills: Drive 2, Gunnery 3, Knowledge (Occult) 2, Knowledge (Warfare) 1, Leadership 3, Perception 1, Ranged (Light) 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: Tactical Direction (may spend a maneuver to direct one panzertruppe minion group within medium range or radio range; the group may perform an immediate free maneuver or add ■ to its next check), Warded Warrior (any vehicle Eric Bäke crews gains the benefits of Defensive Warding).

Equipment: MP 40 submachine gun (Ranged [Light]; Damage 5; Critical 2; Range [Medium]; Auto-fire) or XMP 45 aetherium submachine gun (Ranged [Light]; Damage 7; Critical 2; Range [Medium]; Auto-fire, Pierce 1, Vicious 1), personalized luger (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Accurate 1), experimental alloy panzer wrap uniform (+2 soak, +1 defense), binoculars, radio headset.

