

Relive a desperate hour of Russian defense during a desperate hour of Russian defense.  
Use Russian *Weird War II* characters or make your own with the Test Drive Rules from [www.peginc.com](http://www.peginc.com).

### - The War As It Stands -

It's June 28th, 1941. The German juggernaut has crushed through Soviet defenses at the border and is advancing rapidly through the Baltic.

Following the Battle at Raseiniai, in which the German 41st Panzer Corps not only withstood the counterattack by two heavy tank corps, it annihilated them, the characters have been ordered to defend a position near Daugavpils, with orders to hold off the German advance. Retreat is not an option.

The heroes' company has been deployed along the road leading up to a bridge across Daugava River. They are in a hastily constructed position, with sandbags, earth walls and a wooden roof mostly there to camouflage it against Stuka bombers. There are also a lieutenant who is scared witless, but is even more afraid to go against his orders of holding until relieved, as well as a number of extras equal to twice the number of heroes.



The Russians are equipped with standard rifles, two grenades for each as well as a 1-K 37mm anti-tank-gun (Range 50/100/200, AP 4d8, HE 3d6, AP 4, HE 3, RoF 1, HE Burst Med, Reload 1, Notes: HW, 3 Crew).

Once settled into the position give the heroes a chance to plan their defense before the Germans attack with a full company of German Pzkw III's, which has sped ahead of the main Panzer Corps troops. Play out a few rounds of combat, but it should become quickly very clear that the Russians are out-gunned. If the heroes suggest a retreat, their lieutenant draws his pistol and declares he'll shoot anybody who leaves. Before anybody can react to this threat, the heroes' position is directly hit with a shell. Let everybody roll for Strength. Failure means they take a wound, a critical failure means two wounds. The blast causes everyone to lose consciousness for a moment.

### - All turns black... -

Then read them the following:

*Your ears are ringing, then the pain hits you and you blink, once, twice. A thick cloud of fog, no dust, hangs over you and you can barely make out your surroundings. You bring your hands up to your eyes to find that they're covered in blood and dirt. Someone grabs you and pulls you up and then you see the body of your lieutenant, torn up, the face frozen in an unbelieving expression. Through the ringing you can hear young Yevgenij shouting for his mother, blood spurting from the stumps of his arms. Another shell explodes to the right, you barely notice the ground shaking. Then you hear the engines of the German tanks closing in. Time to go!*

As the heroes stumble from the wreckage of their bunker into the thick smoke from the explosion, they see more Russian troops have arrived on the scene, but a successful Notice check reveals that these troops are not wearing Soviet uniforms, but makeshift leather armor and the like, armed with spears, axes, flails, clubs, maces, and swords.

A lone cavalry officer appears, riding across the front of the troops, his reddish-blond hair bound by a gold band across his brow, his full beard meticulously cut. He raises his sword high up and yells:

*My friends, I know you are tired! You ran all night, now by day you'll make a stand! Those who come to us sword in hand will die by the sword! On that Russia stands and forever will we stand! We will stop them here today! I won't let those dogs set one foot on Russian soil!*

Then he turns his horse around and charges through the smoke in the direction of the German lines. If the heroes follow through the smoke, they see the tanks are gone, but there are hundreds of mounted knights, wearing fully enclosed helmets with crooked horns, white surcoats with black crosses over their plate armor.

The infantry cheers and surges forward to meet the knights, shouting "Newskij! Newskij!", sweeping up the characters in their wake, driving the heroes towards the mounted men.

### - An Engagement - Transformed

The heroes find themselves in the middle of a medieval battle, but with their modern weapons still in their possession and working. The battle rages all around them, but don't bother with the mass battle rules. Focus solely on the characters and their actions. Dozens of Russian soldiers are killed or wounded in the fight, while Teutonic knights get dragged from their saddles and clubbed to death. As soon as the heroes take their first offensive action, give them a benny—they just might need it!

Play out as many rounds of combat as you like, with 10 rounds being a good number, but adjust it to reflect how well the heroes are doing. Whenever you decide the last round has been played, the Teutonic knights retreat from the field of battle. Nevskij raises his sword again in triumph and cries out: "We've won the day! Glory to Russia and to all of us! Our blood was not spilt in vain!" And the soldiers answer with "Newskij! Newskij!" again—the heroes might just chime in as well.



Suddenly, the medieval Russians are gone. From the east, a few Russian tanks arrive, accompanied by infantry troops. When the heroes look around, they see the German tanks retreating to the west, while the field is littered with burning tanks and dead German soldiers.

### - Aftermath -

What's left of the heroes' company is pulled back across the Daugava River. If they tell anybody about their experience, they will be segregated from the other troops. The characters will be interviewed by Commissar Boris Dragonuv of the NKVD (see **The NKVD** in *Weird Wars II* for details), who suspects wild tales of the supernatural as a sure sign of capitalist leanings. The Commissar will be sure to keep an eye on the characters in the future.

Once this harrowing process is over and the heroes are released, the BPO takes notice of the heroes, keeping an eye on them for the future. Medical Kapitan Nadia Terminev, one of the BPO's most capable agents, is assigned to administer to any wounds suffered in the battle or the subsequent interrogation. During her treatments, she becomes friendly with the heroes, thus enabling her to gain information in the future and guide them into situations that the BPO wishes to know more about.

### - What Are You Waiting For? -

Want to try out the game before you drop your dough on the book? No problem. Get the Test Drive rule from our web site at [www.peginc.com](http://www.peginc.com). With a One Sheet adventure, the Test Drive rules, and a few heroes, you can get a flavor for *Weird War II* and the award-winning Savage Worlds game system without spending a dime. Keep checking back for more One Sheets for *Weird War II* and our other Savage Worlds settings.

### Teutonic Knights

These apparitions are merely disguising the fact that the heroes are in truth fighting German tanks hand-to-hand.

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

**Skills:** Fighting d10, Intimidation d8, Notice d6, Riding d10, Taunt d8

**Charisma:** 0; **Pace:** 6; **Parry:** 7/9; **Toughness:** 10 (3)

**Hindrances:** Arrogant

**Edges:** Combat Reflexes, Frenzy, Improved Level Headed

**Gear:** Plate armor (+3), full helm (+3), large shield (+2 Parry), long sword (Str+d8), dagger (Str+d4)

### Warhorse

**Attributes:** Agility d6, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10

**Skills:** Fighting d8, Guts d8, Notice d6

**Pace:** 8; **Parry:** 6; **Toughness:** 10

#### Special Abilities

- **Fleet Footed:** War horses roll a d8 when running instead of a d6.
- **Kick:** Str+d4.
- **Size +3:** Warhorses are large creatures bred for their power and stature.

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