

Weird Wars Adventure: The Secret of the Caves

By Rob Lusk and C. David Ross

War Master's Brief

This adventure takes place in France in the summer of 1944. It is designed for a “squad” that has already completed the “Dogs of War” mission (in the *Blood on the Rhine* book) or another adventure where they were exposed to the supernatural. During their debriefing by the OSI in England, it became clear the squad had seen too much to be convinced it all had a logical explanation. There was only one alternative – all the characters are now assigned to OSI duty, and sworn to secrecy about what they have seen.

The adventure starts with a briefing at Southampton Airfield in southern England, where the squad was taken late this afternoon. The squad is told that tonight, a glider will take them to a location well behind enemy lines in France. They are to meet up with members of the Resistance to investigate a cryptic discovery by the Nazis, and prevent the Nazis from using it. They are to link up with a fishing boat a few miles down the Loire River before dawn. While there is a full moon, it is still a challenge to do all of this in the course of one night!

This adventure was originally designed as a convention game to be completed in four hours. The squad must work fairly quickly to finish in this time frame. Approximate times are noted next to each part of the adventure as a guide for the War Master if you are operating under time constraints. Once the squad reaches this time limit, attempt to move them along to the next part if possible. If they take too long early on, feel free to scale back or eliminate later encounters (e.g., the chase can be streamlined, and you can eliminate the Brutes at the end).

Chapter One: The Briefing (approximate time: 30 minutes, including start-up)

Overview: The squad starts in the C.O.'s office at a British airbase, where Major Kent Cross of the OSI and Col. Elliot Parker, commander of the base, brief them on their mission. Cross has an archeologist with him (Clark DeWitte) who accompanies the squad.

Read the following to the players: *The time is around 1800 hours, on a day in late June of 1944; the place is the Headquarters building at Southampton Airfield in southern England. You are with a group of soldiers who were assembled from several units to complete a mission in France last week. During the course of that mission, you were exposed to events that challenged your sanity. You were subsequently taken to England, debriefed, and assigned to work for the Office of Supernatural Investigations, or OSI, an organization most of you previously didn't think really existed. Now, you have taken an oath of secrecy, and are prepared for just about anything.*

Major Kent Cross of the OSI has called you together tonight. The base commander – a proper looking British officer – and three of his pilots are seated nearby. Another man, with wild hair, thick glasses, and unkempt clothes, is pacing the floor. Major Cross -- a gruff, seasoned officer -- addresses you:

“Before I tell you your orders, I suppose we should do introductions. You all know me”. He looks at the British commander, who stands up, salutes, and says “Col. Elliot Parker, commander 620th squadron”. The English pilots introduce themselves: “Lt. Greg Whalen, at your service”; “Terry Collins”; and “Lt. Neil Bacon”. The disheveled man, an American, says “Professor Clark DeWitte”. Major Cross says, “Boys, introduce yourselves”.

[Have the squad members introduce themselves in character]

Cross continues: “Men, you already know more than you should about what the Nazis are really up to. Well, that's why I've chosen you for this mission. This morning, our cryptographers decoded a top-secret message the Nazis sent from the city of Nantes in France to Berlin. Seems they've found another cave, like the one those French kids discovered a few years ago, with the ancient paintings.”

“Well, this time the Nazis have evidently discovered more than paintings. While we’re not sure what it is exactly, they have apparently discovered something that’s got ‘em really excited. Something about an Urn.”

The disheveled American professor stops his pacing, and addresses the squad in a nasal voice: “That’s right! It’s got to be the Urn of Malvene. It’s the right area! What else could it be?”

Cross continues. “Let me finish! Anyway, we’ve arranged for you to be transported by glider to a field near the caves. Our Resistance contacts will meet you there. You are hereby ordered to find out what the Nazis have discovered, and prevent them from using it. Bring it back if you can. Blow it up if you need to. There will be a fishing boat manned by the Resistance waiting for you on a nearby river. They’ll leave promptly at 15 minutes after sunrise, so be sure to be there.”

“Our British allies have been kind enough to agree to take you in one of their gliders. I’ll let Col. Parker fill you in”.

Parker stands and speaks (use a proper British accent): “Not much to say, boys. Look at this map (show map of France). You’ll be towed across the Channel, head behind the lines, and fly to the east of Nantes. Your target is a meadow about 20 miles east of the city. Whalen and Collins here will fly the tug – a Short Sterling Mark 4 -- that will tow the glider. Bacon will pilot the glider – it’s a Hotspur. He’s an excellent pilot, you know. The Germans are so focused on the invasion up north, I doubt they’ll even notice you”.

When Parker finishes, Cross asks: “Now – what questions do you have?”

The officers can relate the following:

1. The glider will be towed across the Channel, then south across France, and will land in a meadow north of the River Loire. The meadow is just north of the hills where the cave is located. It is approximately 75 miles east of St. Nazaire, and about 20 miles east of the city of Nantes. It is about 250 miles from Southampton. The flight takes a little less than 2 hours.
2. Resistance fighters will signal the glider from the landing point with flares.
3. The fishing boat will be at an old dock on the River Loire, about 15 miles east of Nantes. It will be manned by Resistance fighters. Since this is about 5 miles from the hills, it takes awhile to get there on foot. They recommend obtaining other transportation if you can get it.
4. The German forces in the Nantes area are in chaos due to the Allied invasion. However, they have enough troops in the area that the squad should avoid a confrontation if possible.

The squad can get any reasonable provisions (note they would be British) upon request. Use common sense here.

The archeologist can relate the following:

1. The Urn of Malvene is a legendary, ancient urn described in some old French texts. It was supposedly created by a warlock named Malvene to give him eternal life, but had some terrible curse associated with it. Malvene is said to have disappeared, and the urn was buried (along with Malvene’s servants, who were judged to be witches).
2. Although he does not know what the Urn is made of, one reference says it was carved.
3. A number of treasure hunters, and more recently, archeologists, have searched for the urn. Most recently, Giuseppe D’Annunzio, a flamboyant Italian archeologist, has reportedly been looking for it.
4. D’Annunzio is notorious among archeologists for plundering sites for valuables.

Chapter Two: Up, Up and Away (approximate time: 30 minutes)

Overview: As darkness approaches, the squad boards a glider and is towed across the Channel and into France. They encounter some flak along the way. When they get near the landing point, the tow plane and then the glider are attacked by Gremlins. The squad must fight off the Gremlins and crash-land the glider.

At around 2000 hours, the squad and the archeologist are taken to the glider. It is a British General Aircraft Hotspur, relatively small and stubby compared to many of the gliders used on D-Day. It is attached to a bomber – a British Short Sterling Mark IV – serving as the tow plane, or tug. Find out where the squad and DeWitte are sitting (see glider diagram). Note the glider has only one window other than the cockpit window – in the door, which is on the left side.

Read the following to the players:

You quickly find yourselves aloft. It is a bit eerie, since the main sound you hear is the rush of the wind past the glider; the sound of the tow plane's engines is relatively distant. Lt. Bacon stays in radio contact with the tow plane, and the flight across the Channel is pretty uneventful. Before the sun sets, anyone near the window can see lots of activity in the Channel, both on the sea and in the air. You begin to fly over France as darkness falls; there is a tremendous amount of activity near the shoreline. As it gets darker, the full moon casts some light, but it is hard to see much of anything out the window other than occasional lights. The cabin also stays dark, with the only glow coming from the instrument panel up front.

Another half-hour or so passes. Suddenly the relative calm of your flight is shattered as you see a flash, and hear an explosion off to the right. [Have everyone make Will saves at DC 10 – anyone who fails is Shaken (-2 to attacks, saves and Skill checks) for d6 minutes.] Soon after, there are two more flak bursts, roughly in line with the first. The tug pilot climbs a bit and banks – first left, then right – and your glider follows. Bacon yells “brace yourselves, lads – they’ll probably get closer next time!” Sure enough, there is a flash and boom pretty close to the front of the tug, followed by another near its tail. There is a moment's pause, and then a loud explosion on the left side of the glider! The window on the left side of the glider shatters, and the glider is suddenly pushed down and to the right – the pilot frantically tries to regain control.

Anyone within 5 feet of the window must make a Reflex save (DC 15) or take 1d6 damage from flying glass. Anyone not seated must make a Reflex save (DC 20) or they fall and take 1d6 damage. Roll for the pilot to regain control (DC 15 – roll once per round).

The squad is shaken up, but other than the possible damage noted, everyone is okay. The wind is rushing into the glider, but the tug is flying low enough that breathing is not a problem. Bacon asks if everyone is okay.

There is another series of 3 flak bursts behind the glider, but they do no damage. The flight continues uneventfully for another 20 or so minutes, when:

Without warning, the tug dives sharply to the right. Bacon yells “My God, what is it?” into the radio. “Come in, come in!” The tug pulls up to the left and your glider follows. Suddenly something slams into the left wing and something else thuds into the front of the glider. As you look out the left side of the glider, you see a strange, green creature hunched over the wing, tearing at it! Another quickly appears on the windshield, and Bacon shrieks in horror.

Have anyone who sees either creature make a Will saving throw (DC 10) or become Shaken (-2 to attacks, saves, and Skill checks until the end of this encounter). There is a Gremlin on the wing, and another trying to smash through the windshield! Have everyone roll Initiative at this point.

The Gremlin on the wing attempts to damage the flap on the wing (essentially locking it in the up position), and automatically succeeds if it gets to make an attack. It then moves to the tail. The Gremlin on the cockpit smashes through the glass automatically if it gets to make an attack. It goes after Bacon on subsequent attacks. Make sure Bacon stays conscious – have the creature wrestle with him for the controls, and fly past him to attack a squad member if needed.

Bacon yells that the tug is going down, and releases the tow cable. Any squad members in the cockpit area should roll Spot checks (DC 5) to see the tug go into a pretty steep dive. If they make the Spot check at DC 15 or better, they see several Gremlins on the wings. At least one of the tug's engines is on fire.

If the Gremlin did not damage the wing or tail, Bacon's Piloting DC = 15. If the wing alone is damaged, the DC is 20. If both the wing and tail are damaged, the DC is 25. Bacon yells for the squad to look for flares outside on the ground. Anyone looking sees three flares on a Spot check at DC 15. Bacon then heads for the flares, and crash lands in a nearby meadow. He yells, "*Brace yourselves! We're coming in hard!*" If the Gremlins are still alive, they flee before the glider lands.

If Bacon makes his final Piloting roll (at DC 15, 20 or 25): have everyone make Reflex saves at DC 15 (25 if not seated and braced for impact). Anyone failing takes 1d6 damage and is Stunned for d6 minutes.

If Bacon misses his final Piloting roll: have everyone make Reflex saves at DC 20 (30 if not seated and braced for impact). Anyone failing takes 3d6 damage and is Knocked Out for 2d6 minutes. Anyone making their save takes 1d6 damage and is Stunned for d6 minutes.

Chapter Three: Welcome to France (approximate time: 15 minutes) [**Note: all checks based on vision are at -4 during the night**]

Overview: The squad finds a Resistance fighter (Marie Duval), who escorts them to a small archaeological dig guarded by Nazis. The lead archaeologist is Giuseppe D'Annunzio, who is infamous in the field of archeology.

After the glider crash lands (and the squad recovers, if needed), nothing happens for about 10 minutes. If the squad investigates the surrounding area, they realize they are in a meadow near some hills to the south. There are no immediate signs of the tug. After about 10 minutes have passed, have anyone looking toward the east from the plane make a Spot check (DC 5) – they see a light waving in the distance. If they watch, they realize it is getting closer, and is probably a box flashlight.

A woman dressed in black walks up to the glider. She is carrying a flashlight and a German MP 40, with a satchel slung over her shoulder. She says [with a sultry French accent], "is everybody okay? I have some first aid supplies".

She helps anyone who requests aid. She introduces herself as Marie Duval, a Resistance fighter. She notes she was with two companions, but they have gone to see if anyone survived from the tow plane. She said they heard it go down to the east, but there was no explosion. She tells them she will guide them to the cave site. It is about two kilometers southeast, near the river Loire. German soldiers are guarding it. She estimates there are maybe eight Germans at this point – a half-track and motorcycle left earlier today. There is still a car, a motorcycle, and a water truck there. There are perhaps 5 archaeologists and diggers.

Chapter Four: To the Caves (approximate time: 15 minutes)

The squad, the pilot and the archeologist follow Marie to the southeast. It is around 10:30 p.m. (2230 hours) when they start. Read/paraphrase the following:

In about an hour, you enter a line of hills along the north side of the river. Marie takes you between a couple hills, and says you are nearing the hill with the cave. She takes you around the side of a steep hill and behind some bushes. From here, you can see lanterns burning in several places around a campsite, and you can make out several guards, a dog, and some vehicles. [See map]

Chapter Five: Ouch Time! (Approximate time: 45 minutes)

The squad must come up with a plan to get into the cave. The entrance is apparently accessible only by ladders. There are six guards posted (German soldiers); the archeologists are asleep in the tents, along with six other guards (two per tent; six tents total). [See map]

The sleeping German soldiers and the archeologists wake up if shooting starts, or there are other loud noises. All of the archeologists (two Italian, two French – really just hired help) run, leaving D’Annunzio and the Germans. D’Annunzio hides; the Germans fight. Each set of six guards has five rifles and one MP 40. There is also a Hellhünd awake and “on duty” when the squad arrives. In a heap on the level below the cave are two shriveled, dried out bodies.

Chapter Six: Do Not Disturb (approximate time: 45 minutes)

Overview: When they investigate, the squad discovers two strange, mummified prehistoric men (zombies put down by the Nazis) and a cave entrance with a hastily constructed barrier in front of it (the actual door has been broken by the diggers). Inside the cave are ancient zombies and a chamber with a black stone urn with something red, glowing and bubbly in it. This is the legendary Urn of Malvene, an ancient artifact that can create and power zombies. Hitler is very interested in obtaining it. The squad is unable to destroy it, so members probably feel compelled to take it with them. It begins to “beckon” to the squad members to drink from it.

If the Germans are defeated, D’Annunzio surrenders. If he is searched, the squad finds keys to the car, money, a Nazi i.d., and papers authorizing the dig. He cooperates, but remains evasive. He admits they found a stone doorway about 30 feet into the cave, and when they broke it open, they found strange, mummified creatures that came toward them. Two of the creatures got out, and were shot many times before they went down. The remaining creatures appeared to be afraid of the lantern light, and moved back into another cave. D’Annunzio ordered the doorway barricaded. The men put in braces, and nailed boards to them – so far, this has held. There is some SS colonel coming later tonight or tomorrow – D’Annunzio will let him deal with the creatures. He acts like he has never heard of the Urn if asked.

DeWitte is getting more and more excited. He says he is sure the Urn is there. If given the chance, he argues with D’Annunzio about the reasons for digs, etc.

The cave winds into the side of the hill, and after about 30 feet there is an ancient doorway. The former stone door lies in pieces on the floor, but there is now a barricade in front of the doorway. DeWitte examines the pieces, is very excited about the runes on them, and begs the squad to collect the pieces and take them. If the squad pries a board off the barricade, a mummified arm reaches through the hole – make Will saves (DC 15) to avoid becoming Shaken. Light or fire scares the zombies back to the next cave. The squad can enter if they pry off at least half of the boards (e.g., the lower half).

The cave is very chilly, and there is a bad smell, like something old and rotten. The outer cave is roughly circular, about 30 feet across. There is an entrance to another cave near the back.

If the zombies have retreated, they are in the back cave. It is more oval, and about 25 feet wide and 40 feet across. There are 7 zombies here. They attack, even if they are exposed to fire/light, since they are cornered.

In the back of the cave is a raised area with a dark stone urn. There is some kind of red liquid in it (the Urn produces the liquid – about a cup daily; up to 6 cups total at any time). Anyone drinking it must make a Fortitude save (DC 20) or convulse horribly, die and become a zombie. The Urn weighs about 60 pounds. It is not actually trapped, but make the players paranoid if they suspect it is (e.g., there is a roughly circular crack in the raised area around the Urn).

DeWitte is ecstatic about the find, and gets a sample of the liquid in a container unless he is prevented from doing so by the squad.

Chapter Seven: The Great Escape (approximate time: 30 minutes)

Overview: There is a car, a supply truck, and a water truck parked here the squad could take. As they leave the site, a motorcycle with sidecar and a half-track with Waffen SS troops (both vehicles have machine guns; the half-track also has a searchlight) arrive. They chase the squad.

The Urn is hard for one person to carry (Strength check at DC 15), and awkward for two. Those carrying it feel the urge to drink from the Urn – it is almost as though there is a voice whispering to them to do this. They are able to dismiss this as imagination if they make Will saves (DC 15); if they fail, they drop it and refuse to carry it.

The keys are in the ignitions of the trucks, and presumably the squad will take one or both of them, along with the car. The car can hold up to five people; the supply truck up to five, and the water truck up to three (in the cab). Marie and Bacon suggest taking the vehicles if needed. The vehicles are all pointed west, the direction the squad needs to travel. The supply truck has a trailer attached with a crate in the trailer. The crate has packing material and is lead-lined; it has apparently been designed to transport the Urn.

After the Urn is loaded, and the squad has just boarded the vehicles, have everyone make a Listen test (DC 10). They hear the sounds of engines approaching and getting louder. After the squad is ready to go, read the following:

Coming down the road from the east is a German motorcycle and a half-track. The motorcycle has a sidecar with a machine gun, and the half-track has a machine gun in back, along with several German soldiers. There is a searchlight in the back of the half-track that sweeps the campsite and stops when it gets to you. [Have the squad make Spot checks (DC 10) – anyone making it notices the soldiers are wearing the black uniforms of the Waffen SS.] Roll initiative!

Have fun with this chase. The squad members driving should make Driving rolls (DC generally 10-25, depending on what they are doing) as they do anything fancy, or if they speed excessively, which they probably do. The Germans pursue closely, and fire as they go.

After about 3 miles, the road goes through the village of St. Sebastien, which is a small, quaint farming and fishing village. If the squad stays on the road through the village, use any or all of the following encounters:

- Three fairly sharp curves must be negotiated (space these between the other encounters; Driving DC's are 15, 15, and 18 respectively)
- Villagers peer out of doors and windows. They wave at you if they realize you are Americans
- A Kubelwagon with 2 guards nearby is currently the only German presence in the village. They give chase if they realize what is happening
- Two drunk townspeople are walking arm in arm down the middle of the road

Chapter Eight: Smoke on the Water (approximate time: 30 minutes)

Overview: When the squad gets to the rendezvous point with the boat, they find it is being attacked by a group of Brutes. They must defeat the Brutes to complete the adventure.

After traveling about 5 miles, the squad comes upon a dirt road leading toward the river; Marie tells the squad to take it and head down to the river. As they near the river, they hear the sound of automatic weapons fire. Read the following:

As you get near the gunfire, you see what look like very large German soldiers – almost impossibly large – engaged in a firefight with a couple of men on a fishing boat. The men on the boat are pinned down, and obviously outgunned. Roll initiative!

The squad notices the Germans have greenish skin and monstrous faces with large, protruding teeth. They have encountered a group of 5 Brutes. Everyone should make Will saves (DC 15) or be Shaken (-2 to attacks, saves, and Skill checks until the end of the encounter). The squad must defeat the Brutes, and they can then board the boat for the trip home.

Assuming no one has drunk from the Urn, DeWitte says: “Don’t worry! I know how to save us! The Urn will give me

all the power I need!” He then drinks from the Urn (unless physically stopped; pretend to roll his saving throw, but he automatically fails), convulses, and dies. 2 rounds later, he comes back as a zombie and attacks the nearest living person. Anyone seeing this must make a Will save (DC 20) or be Shaken.

After the squad has defeated the Brutes, read the following (if this is a “one shot” adventure. If it is part of a campaign, the voyage home can be the start of a new adventure):

The Resistance fighters in the boat embrace you -- and especially Marie. They help you load the Urn into the boat, get you all in, and hide you in a couple compartments below the deck. The engine starts, and the boat heads down the river toward safety. Congratulations – you have completed another mission – and once again have to re-evaluate everything you thought you knew about the world. Welcome back to Weird Wars . . .

End of Adventure

Note: when this adventure was originally run, the dig site and chase scene were played using miniatures and scenery, which greatly helped the players visualize what was happening. 1:43 scale World War II vehicles from Solido were used for the chase. These are relatively inexpensive, and work perfectly with Pinnacle Weird Wars miniatures as well as other 28mm figures.

Appendix: Statistics

Wehrmacht (German) Soldier

Medium Size Human

Class: Grunt 1

HP 6

Initiative +1

Speed 30 feet (6’)

AC 12 (+1 Dex, +1 Armor)

Attack: KAR-98K rifle at +3 to hit (2d8 damage; PV –5; Critical 19-20/x2; Range increment 120; ammo 5M; bolt action; piercing damage); 2 with MP 40 (2d6 damage; PV –10; Critical 19-20/x2; Range increment 30; ammo 32D)

Alignment: LN

Saves: Fort +3/Ref +1/Will +0

Str 11 Dex 12 Con 12 Int 10 Wis 11 Cha 10

Relevant Skills and Feats: First Aid +2; Hide +5; Move Silently +5; Spot +5; Firearms

Proficiency; Automatic Weapons Proficiency (2 with MP 40’s); Point Blank Shot; Rank: Grenadier; Simple Weapons Proficiency; Weapon Focus: KAR-98K or MP 40

No special qualities

Possessions: KAR-98K or MP 40 (40 or 60 rounds of ammo), helmet, uniform, 2 stiehlhandgranate (grenades)

Waffen SS (Elite German) Veteran (5 in half-track, 2 on motorcycle)

Medium Size Human

Class: Grunt 4

HP 24

Initiative +1

Speed 30 feet (6’)

AC 12 (+1 Dex, +1 Armor)

Attack: Gewehr 43 rifle at +6 to hit (2d8 damage; PV –5; Critical 19-20/x2; Range increment 120; ammo 10D; semi-auto)

Alignment: LE

Saves: Fort +5/Ref +2/Will +5

Str 12 Dex 13 Con 12 Int 10 Wis 11 Cha 10

Relevant Skills and Feats: Driving +2 First Aid +2; Hide +5; Move Silently +5; Search +3; Spot +8; Firearms proficiency; Automatic Weapons Proficiency; Point Blank Shot; Rank: Grenadier; Simple Weapons Proficiency; Weapon Focus: Gewehr 43

Possessions: Gewehr 43; 40 rounds of ammo, helmet, uniform, 2 stiehlhandgranate (grenades)

Zombie (Reanimant)

Medium Size Undead

Class: Grunt 4

HP 16

Initiative +1

Speed 30 feet (6")

AC 13 (+1 Dex, +1 Armor)

Attack: 2 claws at +3 to hit; d6+1 damage

Alignment: NE

Saves: Fort --/Ref +1/Will +0

Str 13 Dex 12 Con -- Int 6 Wis 10 Cha 1

Relevant Skills and Feats: Hide +6, Move Silently +6, Spot +5, Search +3; Toughness

Hellhundt

Medium Size Outsider

HP 22

Initiative +5

Speed 40 feet (8")

AC 16

Attack: bite +5; 1d8+1

Alignment: LE

Saves: Fort +5/Ref +5/Will +4

Str 13 Dex 13 Con 13 Int 6 Wis 10 Cha 6

Relevant Skills and Feats: Hide +11; Listen +5; Move Silently +13; Spot +7; Wilderness Lore +0; Improved Initiative (taken into account); Track

Relevant Special qualities: Cause Fear (see adventure); no fire breath like D&D Hellhounds

Possessions: None

Gremlin

Small Fey

HP 5

Initiative +4

Speed 20 feet (+ flying)

AC 16

Attack: 2 claws at +5 to hit; do 1d3 damage

Saves: Fort +0/Ref +6/Will +4

Str 7 Dex 18 Con 11 Int 16 Wis 16 Cha 12

Relevant Skills and Feats: bluff +7, Hide +12; Listen +8; Mechanic +8, Move Silently +8; Search +9; Sense Motive +6, Spot +8, Dodge; no Jinx; Fly

Brute

Medium Size Humanoid

HP 23

Initiative +1

Speed 30 feet

AC 14

Attack: ranged +4; 2 claws +6 to hit, damage 1d6+4

Alignment: LE

Saves: Fort +5/Ref +3/Will +0

Str 18 Dex 12 Con 17 Int 6 Wis 10 Cha 4

Relevant Skills and Feats: Hide +4; Move Silently +4; Power Attack

Possessions: MP-40's, grenades

Bacon: Pilot +9, AC 13, 16 HP, AC 13

DeWitte, D'Annunzio: Archeology-related +8, other +2, 8 HP, AC 11

DeWitte as Zombie: use Zombie (Reanimant) stats

Marie: as Waffen SS veteran (hey, she's tough!)

Resistance Fighter: as Wehrmacht soldier

Vehicles

Trucks: AC 12, Damage 40, Size Huge, Cruising 75 (15'') (supply truck) or 60 (12'') (water truck), Armor 2 everywhere, Suspension 20

Half-track: AC 13, Damage 50, Size Huge, Cruising 45 (9''), Armor 15/10/10, Suspension 30, Weapon = MG 42 (2d8, -5 PV, 19-20/x2 critical, range 120 feet, 50B + extra ammo)

Car (Mercedes 540K): AC 14, Damage 20, Size Large, Cruising 90 (18''), Armor 2 everywhere, Suspension 20

Motorcycle: AC 14, Damage 12, Size Medium, Cruising 90 (18''), Armor 1 everywhere, Suspension 10

Adventure description for convention use: This morning, Allied intelligence intercepted a top secret Nazi message stating an ancient relic has been unearthed in France. You are ordered to prevent the Nazis from taking it to Germany. Of course, it happens to be far behind enemy lines . . .

[Maps \(one large Zip file\)](#)