



MISSION [★]MANUAL

DEMONIC ARTILLERY



LEG1104

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

WEIRD WARS - DEMONIC ARTILLERY

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Mission Manual #4 - Demonic Artillery, Copyright 2005, Legion Publishing.

"Dungeons & Dragons(R) and Wizards of the Coast(R) are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission."

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!

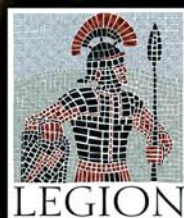
During this most crucial mission in this most crucial phase of the war in Europe, your team comes under devastating fire from what appears to be a new kind of artillery shell! The Nazis have unveiled a new and terrifying secret weapon, which could turn the tide of not only this battle, but of the whole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



LEG1104

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.

Legion Publishing, the Legion Publishing logo, Legionnaire, Active Ebooks and all related characters and elements are trademarks of Legion Publishing.