

Gear Krieg

Roleplaying Game

Winter's Chill Adventure

By

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INTRODUCTION

This adventure is designed to get players acquainted with the rules of Gear Krieg 2nd Edition Players Handbook. The material within is compatible with both the Silhouette CORE rules (SilCORE) and d20 Modern. In addition to this adventure, pencils, paper and some dice, players and Gamemasters will also need the following.

- Either the **SilCORE rules** or the **d20 Modern Core Rulebook**
- The **Gear Krieg 2nd Edition Players Handbook (GKII)**
- The **Signature Weapons** and **Bonus NPCs** free PDF files available from www.dp9.com

Winter's Chill is designed to be a stand-alone adventure suitable for convention play (that is, it has a playing time of approximately 3-4 hours). Part of the adventure structure is quite flexible, however, and Gamemasters do have some control over whether to shorten or lengthen the session. Characters should be part of the Red Army. Details regarding starting characters can be found in the **Rules** chapter towards the end of this adventure.

Design Note: Style of Play

This is not a typical Gear Krieg adventure in two ways: first, the characters are starting out at a disadvantage, equipment-wise. Although they will eventually acquire better items and superscience gadgets, initially only the German troops will be fully outfitted. Secondly, in addition to action and adventure, **Winter's Chill** also includes a strong element of horror. The Gamemaster should be sure to play these sections appropriately – they players should appreciate the lengths the Germans are willing to go to take Stalingrad.

Design Note: The Siege of Stalingrad

German forces lay siege to Stalingrad in the fall of 1942. This is approximately a year beyond the timeframe set in **GKII**, and as such a little beyond the scope of the equipment provided in the book. Gamemasters may wish to design new items and walkers (by this point the Russians are manufacturing their own designs) for use in this adventure. Conversely, they can also assume that the Russians and the Germans are so depleted in supplies that only the basic equipment and walkers in **GKII** are available.

Structure

The opening encounters of the adventure are random. The Gamemaster is free to choose whatever order he wishes – the main function is to get the players acquainted with the setting and the rules. There should be at least one combat, preferably with a German patrol that can be looted for equipment. Once the players are comfortable with the game mechanics, they should be introduced to the main villain, Heinrich Knopf. Shortly afterwards they should have their first encounter with the zombies – created from their own comrades – before stumbling across Knopf's base camp. With some careful planning, the players should have plenty of opportunity for a little payback for all the misery Knopf and his associates have inflicted on the Russian captives.

SETTING THE SCENE

Recent History

The Operation Barbarossa, launched in the summer of 1941, was seemingly unstoppable. For over a year, city after city fell to the advancing Germans and their superior superscience. Despite a lend-lease agreement supplying Russia with American and British technology, it was only through sheer numbers that Russian troops had any effect on the German advance at all. The first real setback for the Germans came in the summer of 1942. Operation "Zitadelle," to take the city of Kursk, was called off after the largest tank battle of the war so far. Nevertheless, by mid-August, long-range artillery shells began falling on Stalingrad, and less than a week later, German soldiers entered the city.

The fighting was fierce and the devastation widespread. City blocks were blasted to ruins as tanks dueled in the streets. Eventually only the lightest walkers could cross the rubble-strewn landscape, and fighting degenerated to small unit skirmishes. For the Russians, the siege grew desperate – and not only because of the Germans. Faced with the humiliation of losing his namesake town, Stalin ordered the NKVD (Russia's political police), to shoot all cowards as traitors. Even prudent retreat was interpreted as cowardice, and numerous soldiers have fallen when caught between NKVD and German emplacements.

The other hindrance is the Volga Gun, Russia's massive superscience weather control platform submerged somewhere in the Volga River. It became operational at the end of October, and has been kicking up storms since that point in an effort to hinder the German advance. Initially it was rain and fierce thunderstorms, but since the beginning of a bitterly cold November, snow has fallen constantly on the city.

In The Ruins of Civilization

Stalingrad is a wasteland. Roads are practically impassable, and if not for walkers there would be no vehicles at all in the city. Most of the fighting is done directly between soldiers, with snipers taking a heavy toll among the careless on both sides. Skirmishes are frequent. Even without the Nazis, there are dogs about, growing more feral and more daring in their efforts to survive. Water and food are both scarce, and with the onset of winter, warmth is also in diminishing supply as almost everything that can burn has been burned already. Only corpses are found in large numbers; they are present everywhere in the ruins, their outlines growing softer as the snow deepens.

Rats' Nests

Though thorough, the devastation of Stalingrad is by no means complete. There are a large number of hiding places within partially collapsed buildings. The Germans, Russians and civilian refugees have taken advantage of these warrens to shelter from the weather and the constant gunfire. Some are not very stable, and could cave in with very little notice. Most need some insulation from the cold, but at least there is some shelter from the snow and wind.

Right Now

It is a few days after a massive clash in the heart of the city. The fighting has been an urban nightmare, as units fight from street to street, building to building. The behemoths of superscience are rarely seen here; the fighting is done on a personal level, matching wits and intellect in a brutal, chaotic chess game. The conflict has been costly for both sides. Nazi losses are unknown, but Russian losses are staggering, numbering in the thousands. The forces of the Motherland are on the verge of breaking, and though the Nazi forces will still have to fight building to building to take the city, the outcome will be inevitable if Russian morale breaks.

The order has gone out: Russia needs a victory to rally her troops. Soldiers will achieve a victory or be shot for treason.

EVENTS

Call of Mother Russia

The characters are a motley collection that had the misfortune of attempting to seek shelter at a well-protected rallying point for the night. They are among the few who remain unhurt from the battle, apart from some scrapes, cuts and bruises.

A little after midnight, they are woken up by several relatively clean soldiers and ushered into a back room. A crude table has been set up, and an oil lamp burns fitfully as it dangles from an overhead hook. Several men are in the room (including the NKVD Commissar character), all of which are noticeably clean and unhurt. One of the men is a mid-ranking officer. He introduces himself as Comrade Major Ilya Snitkin of the Political Corps. He gives the following speech.

"Comrades! I do not need to tell you of the devastation the Germans have wrought on our beautiful city – on our beautiful country! Their attack is not military strategy. It is desecration. I do not need to tell you that the fight to drive the Germans from Stalingrad is taking longer than it should. Winter is closing its icy grip on the land, and our soldiers need a victory to warm their hearts and avenge those lost in battle. Our soldiers need a victory to use as a rallying cry to fire their spirits and drive the Germans from our land.

"I am assigning you to achieve a victory for Mother Russia. I am only asking for one, but it should be big and splashy, something suitable for the front page of Pravda. I will need this victory of yours soon, no more than four or five days from now, or at the very least before the Germans attack again.

"I know you to be trained and capable soldiers, with the blood of Mother Russia beating in your veins. I know you are capable of bringing me a victory! If you do not, I can only assume you are serving interests other than Mother Russia's so I will have you shot for treason. That, of course, will not be necessary because I know you will not disappoint me.

"You are to start right away. Oh, and I am assigning the Comrade Lieutenant here to see that your glorious triumph is suitably recorded.

"I would wish you good luck, but loyal soldiers do not depend on such fickle forces."

If the characters have no questions, they will be ushered from the room. If they do have questions, the Comrade Major will answer them with the attitude of bewildered annoyance suitable to one addressing a group of children who have just been told to do something but have yet to start doing it. Should the characters ask for equipment, the Major will suggest that they pick up something from outside – there should be plenty lying around in the rubble.

The characters will be given a few minutes to collect their gear, and then will be turned out to start their assignment. It is, of course, bloody cold and pitch black. The first thing the characters might want to consider is where they are going to spend the rest of the night.

Wandering the Wasteland

Over the next two days, the characters will wander around, cold and hungry. They will find very little potential for victory – their targets are either too overpowering or too trivial. However, they will hardly be alone in their misery.

Potential Encounters

These encounters are not in any particular order. Gamemasters should modify them based on party size and experience. If using this adventure as an introduction to Gear Krieg, it is important to make sure encounters are suitable for players with little familiarity with the game (and possibly even low experience with gaming in general).

The Gamemaster will have to come up with maps of each encounter location. Just about every site in Stalingrad offers plenty of hiding places and protective cover, though much of the terrain is treacherous and difficult to cross quickly (Attribute tests may be required). There will also be some weather elements in play; see **Weather and Obscuration** on page 12.

German Foot Patrol

The characters stumble across a squad or two of Germans creeping through the rubble. If the characters can take them out, there is a fair amount of firepower that can be appropriated – not to mention some iron rations, canteens of water, and several packs of cigarettes.

The Germans should number no more than one or two more than the characters, maximum of 10 (a full strength German unit). The Germans are completely oblivious to the characters and can be ambushed if the characters are quiet and careful. German infantry is described in the **Supporting Characters** section at the end of this adventure.

Pack of Feral Dogs

Though the soldiers of both sides would be pleased at someone ridding the city of this nuisance, it is hardly the victory that the Comrade Major is demanding. The dogs themselves are great cowards, though hunger and large numbers have made them bold. They will attack if in greater strength. Characters should beware leaving their wounded unattended. Feral dogs are described in the **Gear Krieg Players Handbook**, Appendix A: Ferocious Animals. Feral dogs are treated as wolves.

German Walker (Loki Ausf B) Patrol

This will only happen in the clearer areas. Two behemoths in walker mode will be picking their way through the rubble. Even if the characters manage to overcome a German patrol (above), captured infantry weapons will be no match for the walkers' armor. If the characters try to take these vehicles out, they should be very, very clever with how they go about it. Best bets include using snipers to fire through view slits, and luring the Lokis onto unstable ground where they might topple over. The Loki Ausf B is described in the **Gear Krieg Players Handbook**, Chapter 6: Technology.

Group of Russian Soldiers

These soldiers have also been assigned to win a victory. The older ones will be tired and jaded, but the younger ones, especially their political officer, will be greatly angered that the characters are looking for a victory in the same vicinity. If the characters have captured German weapons, the other political officer will demand they be turned over at once in compensation. The political officer is the same rank as the NKVD character, and may get quite violent if the characters do not comply. If the Gamemaster is feeling particularly nasty, the screaming young fanatic could attract the attention of a German sniper... Russian infantry is described in the **Supporting Characters** section at the end of this adventure.

The Deadly

At some point on the second day, the characters will meet Heinrich Knopf, Eisenmench Prototype. The encounter will start exactly the same as the German Foot Patrol (above): The Germans are sneaking through the rubble, and have not yet noticed the characters. Knopf will stand out from the rest, as he is big, bulky and wearing an oddly tailored uniform that seems to bulge strangely around his shoulders, legs and back. If attacked, all the soldiers will go for cover except for Knopf, who will daringly remain exposed to draw enemy fire. He will take cover only once he has pinpointed one or two Russians.

Plot Note: The First Encounter with Knopf

The purpose of this meeting is to give the players a first taste of superscience. They should realize – and fully appreciate – that Knopf is more machine than man, and is very difficult to injure as a result. Nevertheless, Knopf is not an idiot. He will play the roll of *ubermench* only so long as it is relatively safe for him to terrorize the characters. He will withdraw if he takes a total wound penalty of –3 (**OGL**: if he loses half his hit points). The rest of his patrol will cover Knopf's escape, to the last man if need be. The soldiers fear death far less than what would happen to them should they lose the Eisenmench.

If **Genre Points** are being used, Knopf will spend his GPs to lessen or remove his wounds, if those specific effects are in play. He should appear to be unstoppable, at least for this encounter. Whatever else happens, **Knopf should not die here**. The Gamemaster should fudge an escape if Knopf gets seriously injured.

The Dead

On the third day, as a light snow begins to fall, the characters will wander into an unusually quiet area of the city. There doesn't seem to be anyone here – not even the Germans. There are still bodies here and there, and shortly after lunch they will come across the fresh corpses of several Russian soldiers (maybe even a group previously encountered [above]). They look like they have been brutally beaten to death. Their weapons are grasped tightly, and spent casings litter the snow.

A short distance away, there are two more dead Russian soldiers. They have been shot repeatedly, almost excessively, in the chest. A close examination will reveal the presence of odd holes – one on either side of the neck, one in each arm, and another pair in the small of the back, to either side of the spine. These holes were definitely not caused by gunfire. In fact, they look like stab wounds.

The snow will fall heavily for the rest of the afternoon and into the night.

Plot Note: Little Holes

The two bullet-riddled bodies are the remains of German chemical troopers – zombies – created from Russian POWs. The holes are puncture wounds from feed tubes running from drug-dispensing backpacks. These backpacks, the tubes, and any other evidence of the true nature of these corpses was removed by the zombie handler once the battle was over.

The Undead

In the early morning, several hours before dawn, the snow will thin again and the characters will see movement – several figures are walking slowly towards the characters. As they become more distinct, the figures will be revealed as Russian soldiers. However, there is something definitely wrong with them. They are moving oddly, and not paying any attention to their surroundings. They do not respond when addressed. They do not seem to be carrying any weapons. In fact, they do not seem to be dressed for the cold at all, though they are wearing backpacks. A successful Notice test (PER, Threshold 5) (**OGL**: Spot check (DC15)) will reveal the presence of what look to be tubes running from the backpacks into the

wearers at the same points where the strange holes were found on the other corpses. The presence of the tubes will be come apparent as the soldiers get close, but at this range the Characters will still have some time to react. The zombies have no weapons, but if they close to hand-to-hand range, things will get nasty.

There is a team of two Germans nearby – the zombie handler and an armed guard. If the battle goes badly against the zombies, the Germans will run straight back to their camp. Their footprints can be followed easily through the snow (**SiICORE**: Notice text (PER, Threshold 4); **OGL**: Survival check (DC 10) – must have the Track feat). If the Germans manage to make it all the way back, a larger patrol will be dispatched to try to retrieve the backpacks, either from the dead zombies or from the Russians they believe took them. This will draw away some of guards around the camp, and make it easier to raid.

If the two Germans are captured, the handler will prove to be a fanatic, but the guard, who is disgusted with the whole operation, will reveal where the camp is and what is going on there.

Something in the Ruins

Several things will eventually draw the Characters to the herding pens for the zombie project. The first is the noise. The Loki walkers conducting perimeter patrols make an incredible – and unmistakable – racket. The second is the zombie herders fleeing back to their base before being caught by the Russians.

Characters will not have an easy approach due to some elevated observation posts. Fortunately, with the falling snow, chances are good that Characters will spot the towers before they themselves are spotted. If they are careful and especially stealthy, they should be able to make it to a reasonably close vantage point high enough to see inside the camp and view what is going on.

The camp is set far back from the locations of any recent fighting, and squads of machine gunners man the outlying rubble piles in three places. The camp is divided into two parts. The first part seems to consist of the tents for regular soldiers, set up in a large area swept clear of debris. Two Loki walkers in vehicle mode are parked nearby. They have just finished a sweep and are now sitting idle. Their engines are running and there does not appear to be anyone nearby. The drivers are actually inside one of the tents warming up.

Off to one side is the bombed-out ruin of a large building. There appears to be something set up inside, but the walls are standing high enough to obscure a view of what lies inside. If characters get close enough, they will see what looks to be a field hospital—it is clearly marked with a red cross on top. Two large pens stand to either side. One is crowded with a large number of Russian military prisoners, huddling together in small shelters and lean-tos against the cold. The other is filled with mindless zombies, wandering aimlessly despite the cold and the snow.

There are German soldiers patrolling the compound irregularly. If guards were dispatched to try to locate the characters, there is a good chance that someone may notice that the camp seems to have fewer guards than its size would normally suggest.

Human Cattle

If they watch long enough, characters will see guards emerge from the hospital and enter the pen holding the unchanged Russian soldiers. The guards are heavily armed, and have no problem shooting a round or two at the prisoners to keep them in line. They drag two to three prisoners at a time into the tent. Roughly fifteen minutes later, the prisoners emerge as zombies, wearing the strange backpacks.

The zombie pen has somewhere around 70 occupants. The unchanged pen has roughly 40 people left.

The camp is described in more detail below.

Just What the Comrade Ordered

If the characters don't pick up on the fact that this could be just the victory needed, the political officer should be told directly to start convincing the other characters that the prisoners should be freed and the camp destroyed. In fact, even just destroying the hospital and the zombie abominations could deal the next German offensive a serious blow. Considering how tough the zombies are, it is obvious the Germans mean to use them to good effect in the close-quarters of urban fighting.

The details of the operation are completely up to the characters. The following information should be made available to anyone who spends some extra time watching.

- There are definite gaps in the patrols going around the encampment (this happens regardless of whether the expeditionary force went out).
- The guards do not seem to be patrolling within the confines of the ruined building. In fact, they definitely do *not* like to be anywhere near there. Judging by the way they keep looking over, they are not happy about what is going on there.
- There are guards with large guns watching the zombies, but nobody goes near the pens. In fact, the guards seem to be afraid of the creatures.
- There are no guards dedicated to the Russian prisoners, although the zombie guards can keep an eye on the unconverted captives. On the other hand, the prisoners are in rough shape and do not appear like they are about to take advantage of the lax monitoring.
- If they *really* wait, Characters will see one of the Loki drivers emerge from a tent, quickly walk over to check the vehicles, then return to the tent.

The snow continues to fall, creating a thick fog of flakes that could allow the characters to breach the perimeter of the camp without being spotted.

SilCORE Rules: Obscuration modifier of -1 for every 10 meters for any sort of sight-based Skill tests, including Attack tests.

OGL Rules: Spot checks (or anything related to sight) have a -1 penalty for every 3 meters/ 10 feet.

The main concern of the characters should be getting past the machine gun nests and possibly neutralizing the Lokis. If the walkers get up and running, the characters will have no hope of challenging them with hand-held weapons.

As a note, apart from the zombie handlers, Captain Knopf and Doktor Goetz, the guards and soldiers in the camp are extremely uncomfortable with the zombies. If the zombies are let out, the guards will begin falling back out of the camp and quickly abandon it.

Objectives

Obviously, rescuing the prisoners is a priority, as is destroying the zombie creation process. If the characters investigate the other tents, they will discover the ongoing briefing with the plans for at least part of the new attack due to start in a day or two. It would be an even greater coup to capture Captain Knopf or Doktor Goetz, though their deaths would themselves be no small triumph.

Rescuing the Russians will be difficult, especially because the prisoners themselves are in rough shape – many are suffering from exposure and frostbite, and can at best move only half their regular unencumbered speed. Rescuing the zombies will be almost impossible, and will be hampered by the fact that at this point the characters are not even aware that the zombies can be returned to their normal state

simply by cutting off the drug supply and waiting a few hours. Even if a rescue attempt is made, it will be extremely dangerous – the zombies would be roused from their docile state by anyone trying to remove the packs, and would be almost uncontrollable for the two hours it takes to recover. Whatever the outcome, characters should not be penalized if they feel there is nothing that can be done for their enslaved comrades.

Knopf's Zombie Camp

Patrol – There are **three separate 2-man patrols**. They are supposed to be alert for movement while constantly moving themselves, but the cold weather and snow has caused them to bunch up and worry more about staying warm.

Machine Gun Nests – There are three of these, elevated above the encampment. **Each nest consists of a gunner and a loader**. The guards here are much more wary, mainly because they are obvious targets for snipers. However, their fields of vision are limited to outward arcs, and they rarely look over the camp without reason.

The Mess Tent – The Loki vehicle crews are in here, struggling to get warm. There are **two drivers and two gunners**. If the zombie handling team did not make it back to the camp, there will also be an additional **6 riflemen** crowded around the stoves.

The Command Tent – Unless the Characters attack during the early hours of the morning, there will be a briefing in progress. **Captain Knopf** and **Doktor Goetz** will be briefing **10 zombie handlers** with the plans for the attack due the following day.

Residence Tents – These tents would normally house part of the camp's population as they slept. However, most of the tents are empty as the soldiers and staff are needed elsewhere.

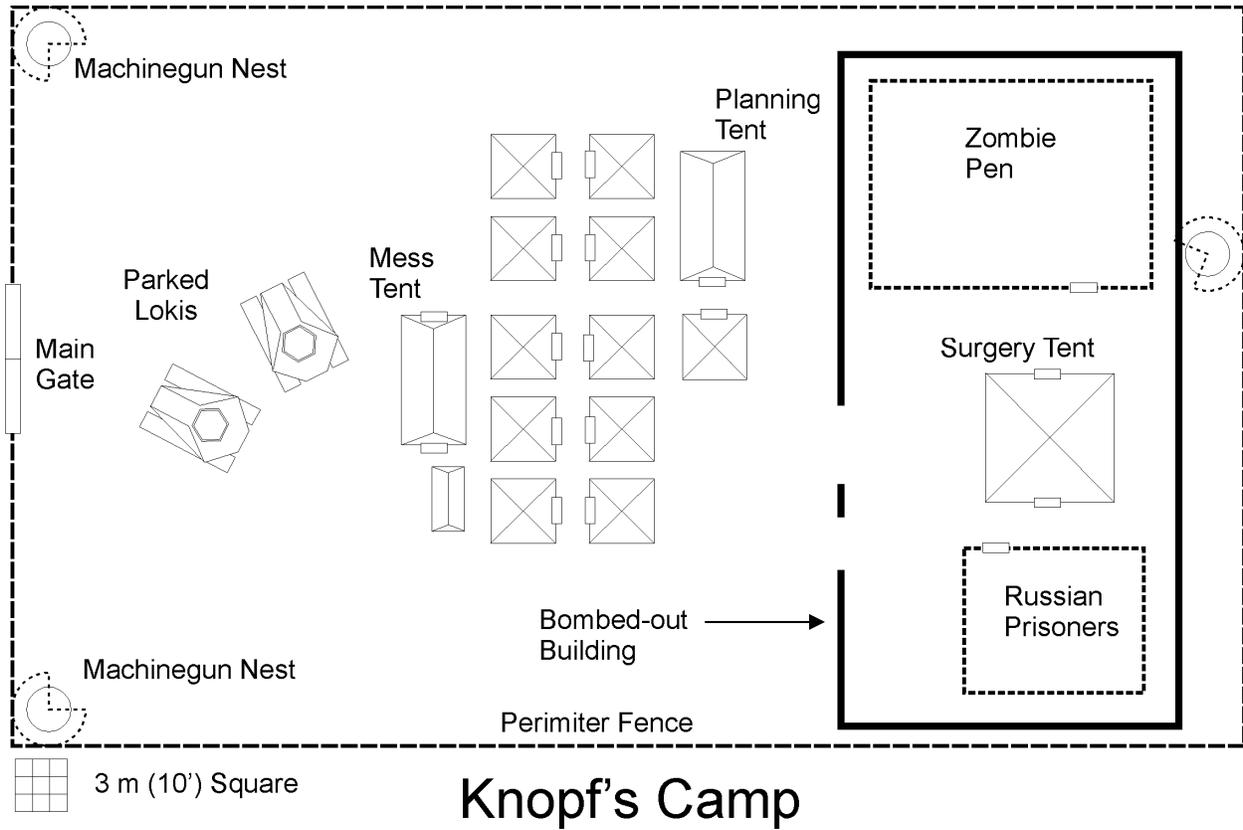
The Ruined Building – This is a large rectangular structure that at one point was at least two stories tall, but now only the stone walls of the first story remain upright. There is considerable space inside, and a lot of it has been cleared of debris to make room for the pens and the hospital. The guards on patrol do not patrol inside the boundaries of the building. For them, it is hard enough to deal with what goes on in there without having to see it.

The Prisoner Pen – There are **40 prisoners** here, suffering from the effects of starvation and exposure in addition to any wounds they may have received before capture. Fortunately, the latter is limited as those prisoners with more than a Flesh Wound were weeded out of the bunch. Only about 10 will be useful if given weapons. The rest are either too weak to move or will bolt out of the camp at the first opportunity.

The Zombie Pen – This space is occupied by **70 zombies**. The drugs they have been given have made them immune to the effects of the weather. The zombies are currently docile. The guards have been warned to stay away from the zombies and not provoke them, as the pen walls will not hold if they all start going berserk. Characters can agitate the zombies by attacking them. No damage needs to be done. So long as the zombies recognize they have been attacked, they will begin to run rampant and break down their pen. There are also **4 guards** with Mauser KAR-98K sniper rifles. The guards have been instructed to shoot for the head – the only sure way to instantly kill the drugged brawlers.

The Hospital Tent – Inside, there are **two surgeons** and **two additional prisoners** who have been tied to tables and sedated. The prisoners have been injected with the drug, but it will still be 5 minutes before it takes effect. **Two guards** also stand watch here, keeping a nervous eye on the proceedings.

Map of Knopf's Camp



RULES

Starting Characters

This scenario is designed for 3-6 characters, although by adjusting the numbers of foes present during encounters it can accommodate more characters. Characters should all be part of the Red Army. At least one character should be an NKVD Commissar. The players should choose the person they want as group leader in order to minimize out-of-character chain-of-command conflicts. Characters should be generated according to the normal creation rules, including Perks, Flaws and signature items. There is only one limit in this scenario: starting equipment.

Starting equipment is extremely limited. All characters will receive a helmet and winter clothing (of dubious effectiveness). Armaments depend on the role of the character within the group. In addition to the single (possibly partially loaded) magazine, each character also has two empty magazines for each weapon carried except for the machinegunner, who carries only one extra empty drum. Additional ammunition and equipment will have to be foraged. If nobody has taken any superscience signature items, The Gamemaster may want to allow one or two, though these will not be in the best of shape. They should be low-powered gadgets, such as vision enhancements or radios.

Role	Rank	Equipment
Group Leader	Mladshiy Serzhant (Sergeant)	SVT 40 + 1 magazine (1d6+5 rounds), Tokarev + 1 magazine (2d4 rounds)
Group Second	Efreitor (Corporal)	SVT 40 + 1 magazine (1d6+5 rounds)
NKVD Commissar	Leutenant (2 nd Lieutenant)	Nagant M1895 Revolver + 3 reloads (18 rounds)
Infantry	Ryadovoy (Private)	SVT 40 + 1 magazine (1d6+5 rounds)
Machinegunner	Ryadovoy (Private)	PPSh 41 + 1 drum (7d10+1 rounds)
Sniper	Ryadovoy (Private)	Mosin-Nagant M1891/30 (sniper version) + 2d4 bullets

OGL Characters: For this adventure, characters should be Level 3 to 4.

Weather and Obscuration

Snow will be falling intermittently over the four days of this scenario. Most specific encounters mention if snow is falling, and how much of vision it obscures. For the random encounters, consult the chart below to determine obscuration from snow. The modifier applies to all rolls that rely on vision, including Attack tests. If the Gamemaster wishes, he can roll a separate D6 against the Wind Effect column. This gives additional modifiers to vision, and extra modifiers to hearing tests. Snow and wind effects up to moderate may last for hours. Higher effects last for one or two hours before dying down. Snow Effects of 7 are complete whiteout conditions – a full snowstorm is in play.

D6	Snow	SiICORE	OGL	Wind	SiICORE	OGL
1	Sparse	-1 per 50 m	-1 per 50 ft.	None		
2	Light	-1 per 40 m	-1 per per 40 ft.	None		
3	Light	-1 per 30 m	-1 per 30 ft.	Light: Snow 1 step worse		
4	Moderate	-1 per 20 m	-1 per 20 ft.	Light: Snow 1 step worse		
5	Heavy	-1 per 10 m	-1 per 10 ft.	Moderate: Snow 1 step worse.	-1 to Hearing tests	-3 to Listen checks
6	Heavy	-1 per 5 ms	-1 per 5 ft.	Heavy: Snow 2 steps worse.	-2 to Hearing tests	-6 to Listen checks
7	Blinding	Vision tests fail.	Vision checks fail			

Foraging

Characters have limited weapons, ammunition and supplies. Some foraging is going to be necessary to ensure that they have enough equipment to adequately face the challenges that lurk in ruined Stalingrad. A large amount of equipment can be recovered from both German and Russian corpses that have been left in the field. Detection Thresholds (DCs) are given for the following common items. The Thresholds are deliberately high in order to keep from giving the appearance that this stuff is just lying around. It means that even in favorable conditions, players will have to make some lucky rolls in order to find things. The Gamemaster should make the Notice/Survival Tests in secret, with only the results being revealed to the Players. No searching is possible in heavy or blinding snow (see above).

SiICORE Rules: Characters should declare which items they are foraging for; this will determine the target threshold from the following table. Make a Survival test or a Notice test (whichever has the higher level). Cpx can be added to the test. Success indicates the item is found. Failure indicates no item is found, but the searcher may keep looking. A Fumble indicates the searcher has not only found nothing, but will find nothing even if he keeps looking.

OGL Rules: Characters should declare what they are searching for in order to determine DC. Make a Survival check; success indicates the item is found. Failure means the item is not found, and if the character continues to look in the same area, the DC increases by 5 for each additional failed roll.

Item	Threshold	DC	Quantity
Bullets – Russian, 7.62 mm (fits any Russian Weapon)	7	25	2d6
Bullets – German, 7.92 mm (fits any Mauser rifle)	8	25	1d6
Bullets – German, 9 mm (fits any handgun or SMG)	7	25	1d6
Clothing – Helmet (1-4: Russian, 5-6: German)	7	25	1
Clothing – Warm Coat, relatively clean	8	25	1
Food – rations	8	25	Half meal
Rifle – Russian (1-4: SVT 40, 5-6: Mosin-Nagant M1891/30 – standard version)	9	30	1
Rifle – German (Mauser KAR-98K – standard version)	9	30	1
Pistol – Russian (1-4: Nagant M1895 Revolver, 5-6: Tokarev Autopistol)	10	30	1
Pistol – German (Walther P38)	10	30	1
Water – clean meltwater from fresh snow	4	15	1 canteen
Water – from a bonafide pump or water main	7	25	1 canteen

SiICORE Modifiers:

- +1 to +2 if searching for weapons, armor and clothing at a recent battle site
- 1 if searching during Moderate wind effects (or worse)
- 1 if searching an area with a snow covering of greater than 15 cm (6 inches)

OGL Modifiers:

- +5 if searching for weapons, armor and clothing at a recent battle site
- 5 if searching during Moderate wind effects (or worse)
- 3 if searching an area with a snow covering of greater than 15 cm (6 inches)

Variation – Walker Crew

The scenario can be adapted to having the characters start out as crews on walkers. In this instance, characters are paired up, with one piloting and one operating the guns of a light walker. Personal equipment should be assigned as above. Walker types available to characters include the General Early M11A1, the Russian version, the L-1 or captured Loki Ausf Bs. Each weapon will have 1d6x10% of its ammunition capacity.

Encounters will focus more on walker combat, and even Knopf will be riding around in a Valkurie Ausf C. The zombie attack can be handled the same way, however – they attack at night, when the characters are outside of their walkers.

PEOPLE

Doktor Goetz

Herr Doktor is currently in a great deal of trouble with the leadership of the Reich. Several of his cybernetic “enhancements” have failed spectacularly, wounding some of Germany’s best enhanced operatives. Even though the mishaps were not directly his fault, he has been transferred to a front-line position on the Russian front where he has been given free reign to develop his zombie soldier program. He dislikes his current posting – especially because it has left him ridiculously exposed to danger – but he has no choice in the matter. With a little effort and a little skill, the zombie troops will route the stubborn Russians within days of their appearance on the field.

Goetz is very much a non-combatant. He will run before he fights, and surrender before he has a chance to get killed. Of course, considering what he’s been doing to Russian soldiers, surrender would be as good as death right now. Fortunately, he was allowed to bring Heinrich Knopf, his latest enhancement prototype for protection.

Equipment: Goetz is not armed, and prefers to avoid guns if at all possible.

SilCORE Stats

Attributes: (50 CPs) AGI +1, APP 0, BUI 0, CRE +2, FIT 0, INF +1, KNO +3, PER +1, PSY 0, WIL +2

Secondary Attributes: STR 0, HEA +1, STA 30, UD 3, AD 3

Skills: (60 SPs) Etiquette (Bureaucracy) (2/1), Medicine (Physiology) (3/3), Natural Sciences (Life) (3/1), Small Arms (1/1), Technical Sciences (Computators) (2/2), Technical Sciences (Mechanics) (2/2), Tinker (3/1)

Perks: Machine Touch

Flaws: Heavy Sleeper
Motion Sickness
Obligation (to make the zombie program work).

UGL Stats

Doktor Goetz (Smart Hero 4), CR 4; Medium-sized human; HD 4d6; hp 14; Mas 11; Init +X; Spd 30 ft.; Defense 13, touch 13, flat-footed 11 (+2 Dex, +1 Class); BAB +2; Grap +2; Atk +2 melee (1d3, fists/as weapon type); Atk +4 ranged (as weapon type); SQ none; AL Nazi Germany; SV Fort +1, Ref +3, Will +6; AP 2; Rep +2; Str 12, Dex 14, Con 11, Int 21, Wis 18, Cha 13

Skills: Computator Use +7, Craft (chemical) +7, Craft (mechanical) +9*, Craft (pharmaceutical) +12*, Diplomacy +3, Intimidate +2, Knowledge (behavioral sciences) +4, Knowledge (earth and life sciences) +11*, Knowledge (physical sciences) +4, Knowledge (technology) +9*, Read/Write Language (English), Repair +7, Research +7, Search +7, Speak Language (English), Speak Language (Russian), Speak Language (Spanish), Spot, +3, Treat Injury +9*

Feats: Builder, Educated, Medical Expert, Simple Weapons Proficiency, Surgery

Talents: Exploit Weakness, Savant (earth and life sciences)

*Includes feat, talent and occupation bonuses

Captain Heinrich Knopf, Eisenmench Prototype

Loosely translated as Man of Iron, Knopf is a prototype Eisenmench, an augmented human with enhanced limbs and built-in armor. Goetz has ambitions of turning out an army of such creatures, but the process has to be perfected first. Knopf was an average soldier before his augmentation, but since then he has rarely seen combat. He is in charge of the zombie unit and is planning on leading them into combat on the next offensive.

Equipment: Helmet, binoculars, MP40 w/ 6 magazines, Walther P38 w/2 magazines, cigarettes, loose winter clothes

SilCORE Stats

Attributes: (50 CPs) AGI +1, APP -3, BUI +2, CRE +1, FIT +1, INF 0, KNO 0, PER +2, PSY 0, WIL 0

Secondary Attributes: STR +1, HEA 0, STA 35, UD 8, AD 6

Skills: (60 SPs) Combat Sense (2/1), Defense (2/1), Hand to Hand (2/1), Leadership (2/1), Notice (2/1), Small Arms (2/1)

Perks: Acute Senses: Sight
Power Frame
Skin Armor
Senior Officer

Flaws: Age (older)
Code of Honor (Treats worthy foes with respect and dignity, may even let them live)

Notes: Due to the Power Frame and Skin Armor, Knopf has 10 armor on front and sides, 25 armor on rear. Attribute bonuses and penalties have already been incorporated.

OGL Stats

Eisenmench (Tough Hero 4), CR 4; Medium-sized human; HD 4d10+12; hp 34; Mas 16; Init +3; Spd 30 ft.; Defense 20, touch 16, flat-footed 17 (+3 Dex, +3 Class, +4 Armor*); BAB +3; Grap +6; Atk +8** melee (1d8+3**, fists/as weapon type); Atk +6 ranged (as weapon type); SQ none; AL Nazi Germany; SV Fort +6, Ref +4, Will +3; AP 2; Rep +X; Str 16, Dex 16, Con 16, Int 13, Wis 14, Cha 8

*+8 versus rear attacks

Skills: Climb +2, Drive +2, Jump +2, Knowledge (tactics) +8**, Listen +1, Spot +5, Survival +5

Feats: Advanced Firearms Proficiency, Brawl, Improved Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency, Strafe

Talents: Remain Conscious, Second Wind

**Includes feat and occupation bonuses

Supporting Characters

The following NPCs will be needed from both the Gear Krieg Players Handbook and from the Bonus NPCs free PDF file located on www.dp9.com. Statistics for German Zombie Handlers and German Zombie Doctors are on the next few pages.

For...	Use...	Equipped with...
Germany		
Camp Guard	Generic Infantry Soldier (GKII, App D)	MP40 SMG, Helmet
Infantry Soldier	Generic Infantry Soldier (GKII, App D)	Mauser KAR-98K Rifle + Bayonet + 12 clips, Helmet or MP40 + 6 magazines
Loki Crew	Generic Vehicle Driver (GKII, App D)	Walther P38 + 2 magazines, Helmet
Machine Gunner	Generic Infantry Soldier (GKII, App D)	MG42 + 3 250 round belts, Walther P38 + 2 magazines, Helmet
Officer	Generic Field Officer (GKII, App D)	Walther P38 + 2 magazines, Helmet
Sniper	Generic Sniper (Bonus NPC PDF)	Mauser KAR-98K Rifle (sniper version) + 12 clips, Helmet
Zombie	Chemical Trooper (zombie) (GKII, App D)	Drug backpack, homicidal rage
Zombie Doctor	See below	Scalpel (small knife), nasty bedside manner
Zombie Guard	Generic Infantry Soldier (GKII, App D)	Mauser KAR-98K Rifle + Bayonet, Helmet
Zombie Handler	See below	Walther P38 + 2 magazines, Helmet, Bayonet, Control Box
Russia		
Infantry Soldier	Generic Infantry Soldier (GKII, App D)	SVT 40 + 1 magazine, Helmet or PPSh 41 + 1 drum (half full), Helmet
NKVD Commissar	Generic Sniper (Bonus NPC PDF)	Nagant M1895 Revolver + 3 reloads
Officer	Generic Field Officer (GKII, App D)	Tokarev + 1 magazine, Helmet
Sniper	Generic Sniper (Bonus NPC PDF)	Mosin Nagant M1891/30 (sniper version) + 3 clips, Helmet

German Zombie Handler

Zombie handlers are selected based on three criteria: intimidating physical presence, a fanatical devotion to the Reich, and the ability to outdistance zombies should they turn on their handler. Most handlers have nothing but contempt for “lesser races” – that is, non-Nazis – and take a certain amount of sadistic pleasure in manipulating them as mindless fighting machines. Zombie handlers are provided with a radio control box through which they can issue basic commands and control the drug supply in the zombie backpacks.

Equipment: Walther P38 + 2 magazines, Bayonet, Helmet, Zombie radio control box.

SilCORE Stats

Attributes: (10 CPs) AGI 0, APP -1, BUI +1, CRE -1, FIT 0, INF -1, KNO 0, PER 0, PSY 0, WIL 0

Secondary Attributes: STR 0, HEA 0, STA 30, UD 3, AD 3

Typical Skills: (20 SPs) Combat Sense (2/1), Defense (2/1), Interrogation (2/1), Melee (2/1), Small Arms (2/1)

OGL Stats

Zombie Handler (Tough Ordinary 2), CR 1; Medium-sized human; HD 2d10+4; hp 15; Mas 13; Init +0; Spd 30 ft.; Defense 12, touch 12, flat-footed 12 (+0 Dex, +2 Class); BAB +1; Grap +2; Atk +2 melee (1d3+1, fists/as weapon type); Atk +1 ranged (as weapon type); SQ none; AL **Nazi Germany**; SV Fort +2, Ref +0, Will +0; AP 0; Rep +0; Str 12, Dex 11, Con 13, Int 10, Wis 10, Cha 8

Skills: Hide +3, Intimidate +5, Move Silently +2, Spot +3, Survival +2

Feats: Dodge, Personal Firearms Proficiency, Run, Simple Weapons Proficiency

Talents: None

German Zombie Doctor

Recruited mainly for their questionable moral ethics, these doctors can be found hard at work in the main surgery, fitting Russian prisoners with chemical trooper backpacks and sedating them so they don't rip out the catheters until the zombification process is complete. If confronted, they can use their scalpels as small knives.

Equipment: Scalpel (Treat as small knife)

SilCORE Stats

Attributes: (10 CPs) AGI 0, APP 0, BUI -1, CRE 0, FIT 0, INF -1, KNO +1, PER 0, PSY 0, WIL -1

Secondary Attributes: STR 0, HEA 0, STA 20, UD 2, AD 2

Typical Skills: (20 SPs) Combat Sense (1/1), Etiquette (Bureaucracy) (1/1), Interrogation (1/1), Medicine (2/2), Natural Sciences (Life) (2/1), Small Arms (1/1), Social Sciences (Psychology) (1/1)

OGL Stats

Zombie Doctor (Smart Ordinary 2), CR 1; Medium-sized human; HD 2d6-2; hp 5; Mas 9; Init +0; Spd 30 ft.; Defense 11, touch 11, flat-footed 11 (+0 Dex, +1 Class); BAB +1; Grap +1; Atk +1 melee (1d3, fists/as weapon type); Atk +1 ranged (as weapon type); SQ none; AL Nazi Germany; SV Fort +0, Ref +0, Will +1; AP 0; Rep +1; Str 10, Dex 11, Con 9, Int 12, Wis 9, Cha 10

Skills: Concentration +2, Craft (mechanical) +3, Craft (pharmaceutical) +8*, Diplomacy +2, Knowledge (behavioral science) +7*, Knowledge (earth and life science) +7*, Knowledge (technology) +3, Profession +2, Research +5, Search +5, Spot +2, Treat Injury +7*

Feats: Educated, Medical Expert

Talents: None

*Includes feat and occupation bonus

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