

Deutschland Über Alles

Scene 1: The Mission

The scene opens with the team assembled in a meeting room. The commander has a screen up with pictures of several people in 1940's era clothing and several in Nazi uniforms. There is a map with a big red dot on it over Berlin.

The commander will say:

"What if... Hitler got the bomb before the US? It's 1944 and Hitler's iron fist has a firm grip on the entirety of Europe. Pearl Harbor was never attacked and the US, entered the war far too late. Germany has developed the atomic bomb and has used it to paralyze the world into submission. Nations not under the direct control of the Third Reich or their lap dogs, Japan and Italy, are powerless to do anything for fear of another V2 A-Bomb strike. New York, Moscow, & Beijing already lie in radioactive ruins as a sign of what happens to those who oppose the "Master Race".

All seemed lost but a new hope has arisen. French resistance spies have uncovered a vital secret. The Germans only have enough plutonium to power 3 bombs and they only have one facility that can produce more plutonium. Best of all, the resistance has found its secret location.

Your team is being activated as an assault team to Node  Door 3; aka "Pulp Earth". This mission is of great importance and is exceptionally dangerous. You will travel deep into German territory. You will then infiltrate a plutonium factory, liberate the scientists, steal the remaining plutonium, and destroy the factory."

He will change the screen to a few more faces, half of which will have the designation MIA under them and will continue.

"This is not the first visit to this world. Six years ago an exploration team was sent in to gather information. Shortly after arriving they sent home one of their members to report. The rest of the team continued to survey. Upon reviewing the data, it was determined to be an exceptionally close alternate to Earth Prime only in the year 1938. Unfortunately, the only portal that was not locked down, opened into Paris France.

It was quickly determined that first contact was of utmost importance. A First Contact team was immediately sent to make contact in an effort to slow or stop WWII. This team was never heard from again. It was determined that something in the world had gone terribly wrong and it is possible that the portal has been discovered by hostile elements.

Yesterday, David Ferbert, a member of the First Contact team, walked through the Hatsumi portal with an incredible story of events.

When his team entered the portal an explosion went off, killing everyone but him. However, he was so badly injured that he had been left for dead. He managed to crawl out of the cave and make it to the road. He was picked up by a French family who took him back to their farm and secretly nursed him back to health. During that time, he told the family who he was and where he was from. He made predictions about world events that no one could have known and the family came to believe him. They put him in contact with the French Resistance. After working with them for several years an opportunity finally presented itself and they were able to help him escape through the heavily guarded portal.

As you can see, this mission is of utmost importance. IDET has the opportunity to shift the balance and put the Nazis on the defensive. IDET high command has decided to take on this mission out of a debt of obligation. It is possible, given the chain of events, that IDET has somehow interfered with this world's progression and possibly caused some of the current events. Most importantly, no one wants the Nazis to figure out how to gain access to the Fringe Path."

The team is equipped with German uniforms and weapons. The leader is given a rank of Oberleutnant (1st Lieutenant).

Scene 2: Paris in the Spring

David will accompany the party which should allow entry in a relatively safe manner. The Nazi's have no crystal and the door remains locked, thus they will have no access to the platform. David will bring the crystal he used to lock it.

Entry will be dicey but the team will have the advantage. They will know that there is a squad assigned to watch the portal but they will not know the configuration or the number of guards. David slipped in in the middle of the night in the midst of a major distraction. He knows that there are at least 6 guards stationed at this post; maybe more.

Camped at the entrance are one German officer and his two Lieutenants. Also include 3 German soldiers and one German Shepherd per party member. It will be nighttime and the Officer and his two Lieutenants will be sitting in front of a fire across from the ramp facing the portal. The fire is roughly 4 meters from the bottom of the ramp. The additional soldiers will be spread out around the camp and each of the dogs will be on patrol with a soldier. There are tents off to the left and to the right; the number will vary based on how many soldiers there are. Behind one of the tent groups are a truck, a car, and a motorcycle with a side car.

If the party comes out of the portal shooting, they will automatically get the drop but they will suffer hip shooting modifiers as they desperately try to acquire their targets while moving and firing. If they take a round to get their bearings, they will need to pull initiative and will have the drop so long as they win. They will lose the drop, the second it hits the first enemy's initiative.

On the third round one of the Germans who cannot be seen from the platform will jump on the motorcycle and fire it up. At his initiative the next round he will pull out into view. He will have a -2 to hit due to dust, darkness, and movement. Every round there after he will gain a -1 to hit until someone disables him or jumps into the truck or the car and makes chase. If he gets away, this will come around during Scene 4.

Assuming the team wins. They should try to dispose of the bodies (fringepath would be ideal) and police the area so as to not give away the conflict. They will now have enough transportation to get to town. If they really mess up and don't have any vehicles left, it is a 2 hour walk to town and it's 7p.m. If they don't clean up the scene it will come around in Scene 4.

David will be able to lead them to the resistance who are expecting them.

Scene 3: The Resistance

David will lead the party to the restaurant. The resistance will recognize David and lead them to a back room that has a hidden staircase. This secret passage descends into the basement

This is the headquarters of the French Resistance where they will meet up with Sophie. They will greet the party and will get photographs of each person. This is also an opportunity to have any damaged clothes replaced, repaired, and/or cleaned and to receive any needed medical care.

This is a good opportunity to allow some conversation to occur. The party can ask and answer questions. They may also restock on ammo, get a few grenades and any weapons they may need.

After about an hour they will be handed their IDs and Sophie will need to get moving to avoid any suspicion of her whereabouts.

If the vehicles are in decent shape, they can take them to the airfield. Sophie will ride with them. Otherwise, the Resistance will begrudgingly loan them a truck.

Scene 4: Have a Nice Trip

Once at the air strip they will board a zeppelin and will arrive in Berlin in about 6 hours. A German soldier will come around checking papers. So long as no one fumbles Persuasion Check their will be no problems. Otherwise a fight is eminent.

If they let the guard on the motorcycle get away, and/or didn't police the camp properly, or if things are getting slow and you want to force a fight to break out, you can by simply having one of the non-German speakers get approached while on his way to the bathroom. The guard he meets will ask him a question that he simply has to answer. When he can't, it's on.

If the group has to fight it will get ugly real fast. There are 10 armed German soldiers on the zeppelin. Movement is tight and they will come out from all directions. Every time they enter the fight, they will have the opportunity to get "the drop". There will also be 2 unarmed German citizens per party member who will engage the party. Sophie will tell them that they need to get to the radio room to stop the soldier from broadcasting a distress signal. Fortunately, he is trying to fix a malfunction and so long as they don't fool around too long they can make it to him before he gets a call out will derail the entire thing so unless you want to go down that road, just assume they make it.

Of course, they'll have to fly the zeppelin in their selves. A Persuasion Check of 6 by a German speaking radio operator, with the guidance of Sophie, will allow the party to bluff their way to a safe landing with no issues. They won't be figured out for about an hour.

Not making this check will bring fighters to intercept. Run this anyway you see fit but make sure that the zeppelin goes down on a farm at night within a few driving hours of Berlin. Here they will be able to secure a car and continue with the mission.

Sophie will have two cars waiting at the air strip to take everyone to a safe house to clean up and eat. There is some ammunition there for any SMGs and pistols.

If they have made it this far, give everyone a bennie, they have earned it and probably need it.

Scene 5: The Castle

The party will leave the safe house and head directly to the castle.

The castle is from the 17th century and is in great condition. It's huge and sits on top of a hill. There is a long winding road up to the entrance. There are three guard stations to pass through but these will post no problem to the party. At the front entrance there are 6 guards and one SS officer (Captain Krauss) on patrol. There are also two guard

towers with heavy machine guns that can shoot down into the entrance. Two of Krauss' guards have German Shepherds.

Upon approaching the entrance, Sophie will be greeted by Krauss. He will be his usual arrogant and suspicious self. He will ask her how her trip went and what she did on vacation. He will make several comments about the filthy French and how he is glad she made it back without succumbing to some horrible disease.

He will then ask about her escorts and talk to each one of them. He will remark on how shabby they look (they do at this point). He will talk to each one of them.

Sophie will attempt to intimidate him into leaving her people alone and find someone else to bother. You should evaluate the players and the stress level you would like to maintain. If you feel they need a break from all of the action, she succeeds and you should go to **Safe Entry** otherwise go to **Running Fight**.

Safe Entry

The party has made it into the castle safely. The castle is completely restored and the inside is decorated with the finest furniture, draperies, and art. Nothing above the basement is of concern to the adventure. There is an elevator down the hall from the front entrance that leads to the labs below. It is easy enough to make it to the elevator without hassle. There are two guards at the elevator door who will not allow the party into the elevator for any reason. They will need to be subdued. This should be easy enough to make it a gimme. Go to **The Lab**.

Running Fight

Krauss will instantly become suspicious and draw his pistol. The two guards with him will raise their SMGs. He will start asking the party for their papers and will begin a detailed interrogation. This is going to lead to Krauss arresting everyone or the party fighting their way inside.

If they are arrested, they will be taken to the basement and put in cells for further questioning. You can run this anyway you want but it's best to make them sweat a bit and allow them to escape with whatever hair brain scheme they come up with. Go to **The Lab**.

If the party fights they are close enough to the front doors to make it inside in two rounds. They are not locked but can be easily. It will take 6 rounds for the enemy to break down the doors.

Once inside, the party will burst onto the main floor of the castle. They will be immediately set upon by the two elevator guards. From the other direction they will hear four more guards coming. If they stay and fight, guards will keep coming until the party looses. The idea is to get the key from one of the elevator guards and get into the elevator. Once down into the lab below, a Repair Check of 6 will allow the party to short out the elevator and buy them at least 30 minutes.

The Lab

It is fairly high tech in a 50's sort of way. The party will have little problem finding the main lab where the plutonium is located. In this room there are a bunch of squirrely scientists who will leave the room as soon as the party enters. Only the three (Einstein, Oppenheimer, and Fermi) will remain. They have been expecting the party.

Sophie will tell everyone to head to the tram and the scientists will pick up their bags from the corner and walk out. The party will need to gather up the plutonium. At this point Sophie will ask how they intend to destroy the factory.

A quick look around will reveal two options. The first is a large amount of hydrogen tanks and several liquid oxygen tanks.

There's also an H-Bomb ready to be fitted with plutonium.

A Science Check and a Repair Check of 6 will allow the party to rig either of these within 15 minutes. The conventional explosion will destroy the building while the H-Bomb will also take out a good chunk of Berlin.

Sophie will add that Hitler is in town at this very moment. The party might even be able to catch him as well.

A Repair Check of 4 and utilizing an IDET watch will allow the team to set up a timer system for either option.

It's up to the party what they do at this point. Either way the party will need to use the tram to escape.

To add to the confusion Einstein will point across the room to what looks like a crazy 50-ish sci-fi device with a screen in its center. He'll say that the Germans have been using it to speak with someone who claims to be on Mars. No matter what they do, the In be able to get it working.

Scene 6: The Escape

The tram rockets down the secret tunnel for about 15 minutes before it exits onto an airfield. There is a plane waiting and already started up. Sophie will tell everyone that the ground crew gets a signal as soon as the tram takes off. Taking over the plane is a fairly simple affair as the pilots are not good fighters and the party will have the drop on them.

The party will not have the proper codes to take off and a chase will ensue. Two fighters will scramble and will chase the bomber. The bomber cannot outrun the fighters so the party will have to shoot them down. There are two turrets on the bomber. Once the fighters have been dispatched, the adventure is over.

Wrap Up

The plane lands on a secret base off the coast of Norway where everyone will board a submarine. The party will then be taken back to the portal that has been recaptured and is currently being held by the French resistance.