

The Gongfarmer's Almanac



The 2018 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



TRENCH CRAWL CLASSICS SPECIAL

VOLUME 6 OF SEVEN BOOKLETS

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TRENCH CRAWL CLASSICS

GERMANY, U.K. AND U.S.

ARMY ORGANIZATIONS, FIREARMS, AND FIGHTING

By Eric Betts

FOREWORD

Trench Crawl Classics (TCC) is a rule hack that applies **Dungeon Crawl Classics** to World War II combat. The original TCC rules found in the *2017 Gongfarmer's Almanac, Vol. 7* provided all the information necessary to create and play Russian conscript soldiers. 'Part II' expands those rules as follows:

- covers the structure and weapons of basic British Empire, German, and U.S. infantry platoons
- allows for the creation of British Empire, German, and U.S. conscript soldiers (0-level player characters)

Other Trench Crawl Classic material in the *2018 Gongfarmer's Almanac* include:

- *The Soldier*, a new character class for extended Trench Crawl Classics ('Trench Crawling') play
- *Tears of the Rusalka*, a conscript/0-level funnel played either as a traditional 'all players on one side' or as 'opposing military squads' as German Wehrmacht troops facing off with Russian defenders in the ruins of Stalingrad
- *Witch Cult of the Ardennes*, a WW2 conscript/0-level funnel in which players play US Dogfaces in the spirit haunted and frozen Ardennes

These rules are not complete and require *Dungeon Crawl Classics* from Goodman Games and for Russian conscripts, the *Trench Crawl Classics* rules in the *2017 Gongfarmer's Almanac, Vol. 7*. The firearms rules from *CRAWL! Fanzine #8: Firearms* by Reverend Dak provide are also recommended.

If you are looking for additional TCC scenarios, *The Lost Patrol* is another conscript/0-level funnel and may be found in the *2017 Gongfarmer's Almanac, Vol. 7*.

FIREARM COMBAT

- **Firearms function as DCC missile weapons.**
- **Rate of Fire (RoF):** Additional shots may be taken, up to the RoF, but each subsequent shot is -1 die bump lower.
- **Reloading:** A modern firearm takes one round to reload.
- **Automatic Weapons do 3 Dice of Damage.** Automatic weapons with a RoF that indicates an (A), instead of separate attacks, may affect multiple targets in a 10-foot square area. **An automatic fire attack uses 10 rounds of ammunition.** The attacker makes a single attack roll that's compared to the AC of each target in the area. A hit causes 3 dice worth of damage, DC 10 Ref save for half. A critical hit (natural 20) does 6 dice of damage, DC 10 Ref save for half.
- **Aiming one full round:** Increases the Attack and Damage die by one. **Using a scope while aiming one full round:** Provides an additional +2 Attack bonus.

ORGANIZATIONS

Below are general organizations for the British, German, and US Armies in WW2 though, more often than not, they were better armed (with scrounged weapons) and less manned (through details and losses). Keep in mind that machine guns were a 2-3 man weapon: one gunner, one ammo loader, and preferably another man to carry additional ammunition.

GERMANY

Organizationally, the Nazi's were nuts (Surprise!). The Wehrmacht (German army) had at least three major ground combat armies: the Heer (the 'real' army), the Luftwaffe (the air force, which had both paratroopers and the Herman Goering Armored Divisions), and the dreaded SS. As the other armies were not too different, we will focus on the standard Heer squad of the Reich, which consisted of both draftees and professional soldiers in the following roles:

- **1 squad leader** (generally a sergeant) with an MP40 submachine gun
- **6 riflemen** with Karabiner 98 rifles
- **1 machine gunner** with an MG42 machine gun and a Luger pistol
- **1 assistant machine gunner** with a Luger pistol and ammo for the MG42
- **1 ammo carrier** with a Karabiner 98 rifle and a tripod or more ammo for the MG42

All soldiers had 1-2 grenades. Those carrying rifles also had bayonets and carried extra rifle ammo. 1-2 riflemen would also carry a Panzerfaust along with 2-3 rockets.

Most of the time, the squad smaller averaging 6-8 men, and built around the machine gun.

GREAT BRITAIN

The British Empire used a 'section', not a 'squad', as the organizational building block of their army. A section consisted of:

- **1 section leader** with a Sten submachine gun or L-E rifle
- **6 riflemen** with L-E rifles
- **1 Bren-gunner** with a Bren machine gun
- **2 ammo carriers** with L-E rifles and ammo for the Bren

The Bren-gunner and two ammo carriers made up the 3-person Bren Gun Team.

Judge's Note: The extent of the British Empire opens up new locations (all of their holdings) and new troops (Australians, Egyptians, Gurkhas, Indians, New Zealanders, Palestinians, and others) for adventure opportunities around the globe.

UNITED STATES

The "standard" US Army squad consisted of:

- **1 squad leader** (generally a sergeant) with an M1 Garand rifle
- **4 grenadiers** with M1 Garand rifles with rifle grenade firing adaptors
- **3 riflemen** with M1 Garand rifles
- **1 BAR-man** with a BAR automatic rifle
- **2 ammo carriers** with ammo for the BAR automatic rifle

The four grenadiers were supposed to have rifle grenade adaptors to their M1's, though in practice only two usually did. The BAR man and two ammo carriers wore two bandoliers holding three BAR magazines each.

While the US Army was the best equipped Army in WW2, it was also the most chaotically equipped and often had fewer men. The squad leader might carry an M1911 pistol or swap out the M1 Garand for a Thompson or M1 carbine, there was a serious effort to equip snipers with scoped M1903 Springfield rifles, the BAR ammo carriers would swap the heavy Garand for the lighter M1 carbine, and a savvy squad leader would scrounge a second BAR for extra firepower.

CONSCRIPTS

Conscripts came from all walks of life. Use this list to determine US, UK, and German conscript occupations. For Russian conscript occupations, refer to *Gongfarmer's Almanac 2017, Volume 7, Trench Crawl Classics*.

Role	Occupation	Starting Equipment
01	Animal trainer	Necklace with a whistle
02	Architect	Sketchbook and charcoal
03	Artist	Sketchbook and colored pencils
04-07	Assembly line worker	Stolen item from the assembly line
08	Astrologer	Small telescope
09	Banker	Extra money hidden in belt
10-11	Barber	Straight razor (1d4)
12	Beekeeper	Jar of honey
13	Biologist	Dried specimens in small box
14	Blacksmith	Large hammer (1d5)
15-18	Brown shirt/ political thug	Political pamphlets, book of connected contacts
19-20	Butcher	Large, sharp folding knife (1d5)
21	Chemist	Medical kit
22-26	Clerk	Notebook and pencil
27	Cobbler	Boot repair kit
28	Communist	Communist manifesto
29	Con man	Counterfeit money
30-33	Construction worker	Tools
34-39	Farmer	Packets of seeds
40-41	Grocer	Stash of scrounged vegetables
42-43	Herdsmen	Sheep pelt
44-47	In hiding (Jew, Slav, wanted criminal)	3 sets of identity papers (1 real, 2 false)
48	Laundry worker	Item found in pocket of clothes
49	Lawyer	Law book
50-51	Machinist	Tools
52-53	Mathematician	Math book
54-55	Miner	Pick axe (1d5)

56-58	Musician	Instrument
59	Mystery author	Book of new novel
60	Newspaper reporter	Notebook of observations
61	Occult researcher	Banned occult book with Patron Bond spell (Judge chooses Patron)
62-63	Occultist	Banned occult book
64-65	Organized criminal	Little book with 2 local criminal contacts
66	Pharmacist	2 bottles of painkillers
67	Physicist	Physics book
68-71	Police officer	Notebook of observations
72-73	Poulterer	Stolen chicken
74	Priest/acolyte	Religious symbol
75	Radio show host	Autographed picture of a celebrity
76-77	Sailor	Magnetic compass
78-79	Scholar	Poetry or history book
80	Stonemason	Tools
81-82	Thief/fence	Gold pocket watch and diamond ring
83	Tinsmith	Small set of metalworking tools
84	Toy maker	Detailed craft tools
85-89	Trained youth (Hitler Youth/Eagle Scout)	Ceremonial dagger/pocket knife (1d4), survival handbook
90-91	Unemployed	Classified ads with circled listings
92-94	University student	Book on favorite subject
95-98	Unskilled laborer	Pocket knife (1d4)
99	Vagrant	Pocket knife (1d4) or harmonica
100	Weapon smith	Armorer's tools

WEAPONS

Weapon Examples	Dmg Die	RoF	Range	Ammo	Wt
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Pistols

Semi-auto (Lugar, TT33)	d8	2	60/120/180	10	2 lbs
Revolver, large caliber (Webley)	d10	2	45/90/135	5	3 lbs
Semi-auto, large caliber (M1911)	d10	2	45/90/135	7	3 lbs

Rifles

Bolt-action (K98k, L-E, M-N, M1903)	d10	1	120/240/360	5	11 lbs
Semi-auto, carbine (M1)	d8	2	60/120/180	30	6 lbs
Semi-auto, carbine (G43)	d10	1	120/240/360	5	11 lbs
Semi-auto (M1 Garand)	d10	2	120/240/360	8	12 lbs
Automatic (BAR)	d10	3(A)	120/240/360	20	18 lbs

Submachine Guns

MP40, PPSH41, Sten	d8	3(A)	60/120/180	30	8 lbs
M1A1 Thompson	d10	3(A)	45/90/180	20	10 lbs

Machine Guns

DP1929, M1919	d12	5(A)	120/240/360	47	30 lbs
Bren	d12	5(A)	120/240/360	30	24 lbs
MG 32, MG 42	d16	7(A)	120/240/360	47	25 lbs

Explosives, Heavy Weapons, Misc.

Scope, rifle	provides an additional +2 Attack bonus while aiming one full round				
Grenade adapter, M1 Garand	increases hand grenade Attack die by one and range to 60/120/180				
Bayonet	1d4	1d8 when mounted on rifle			
Molotov cocktail	2d6	range 10/20/30, fire damage, 10' area, 1/2 damage with Reflex save			
Hand grenade	2d6	range 10/20/30, +1d6 shrapnel damage, 10' area, 1/2 damage with Reflex save			
Rifle, anti-tank (PTRD41)	4d10	1	120/240/360	1	25 lbs
Rocket launcher (Bazooka)	4d6*	1	60/120/180	1	15 lbs
Rocket launcher (Panzerfaust)	4d8*	1	60/120/180	1	14 lbs
PIAT	4d10*	1	320/640/960	1	32 lbs

**Close range: disable tank/damage building and injure occupants in 40' area; Medium range: penetrate tank/damage building and injure occupants in 20' area; Long range: damage building and injure occupants in 20' area; will injure occupants of 20' area if targeting open area*

GERMANY



Lugar (Pistol): The Lugar P-08 9mm Parabellum was the standard pistol issued to German officers.



Karabiner 98 kurz (Bolt-Action Rifle): The Karabiner 98 kurz, also known as the 'Kar98k' or 'K98k', was the standard service rifle from 1935 through the end of WW2. It had an internal magazine of 5 rounds.



Gewehr 43 (Semi-Automatic Rifle): The Gewehr 43, also known as the 'Karabiner 43', 'Gew 43', 'Kar 43', 'G43', or 'K43', was intended to replace the K98k and it was Germany's first real attempt at developing an automatic rifle.



MP 40 (Submachine Gun): The Maschinenpistole 40, or 'MP 40', was the standard issue submachine gun of the Wehrmacht. It was a smooth, reliable weapon with a 30 round magazine.



MG 32, MG 42 (Machine Gun): The MG 42 replaced the MG 32 in 1942. Both machine guns were low cost and able to fire at twice the rate of Allied machine guns (1200 rpg vs. 600 rpm). They were known as 'Hitler's Buzzsaw' for its distinctive sound and ability to slice through troops. They were arguably the best machine guns in WW2. The German doctrine was that despite casualties these weapons were to be manned to the last man {i.e. if the machine gunner was

killed, any surviving member of the platoon was to drop their weapon and man the MG 32/42).



Panzerfaust (Rocket Launcher):

The Panzerfaust was an inexpensive, single shot, recoilless anti-tank weapon introduced by the Germans in 1943. It used small, disposable preloaded launch tube firing a high-explosive anti-tank warhead, intended to be operated by a single soldier.

GREAT BRITAIN



Webley (Pistol): The 5 shot Webley was the service pistol for the British Empire and Commonwealth in WW2. Firing the large .455 Webley cartridges, the Webley is among the most powerful top-break revolvers ever produced.



Lee-Enfield (Rifle): The Lee-Enfield was a bolt-action, magazine-fed, repeating rifle that served as the main firearm of the British Empire and Commonwealth during WW2.



Sten (Submachine Gun): The Sten Gun was a simple submachine gun that could be expediently and cheaply produced for the British Army to rapidly rearm after Dunkirk. A 30 round side mounted magazine gave it a distinct appearance.



Bren (Machine Gun): The Bren used the same .303 ammunition as the standard Lee-Enfield and fired at a rate of about 500 rounds per

minute. The Bren was magazine-fed (30 round magazine) making it more mobile than belt-fed MGs, though reducing its firing rate and requiring more frequent reloading.



PIAT (Grenade Launcher): The Projector, Infantry, Anti-Tank, commonly abbreviated to PIAT, launched a 2.5 pound bomb using a cartridge in the tail of the projectile. It possessed an effective range of approximately 115 yards against vehicles, and 350 yards against fixed structures ("house busting").

UNITED STATES



M1911 (Pistol): The M1911 'Colt .45' is a single-action, semi-automatic, 7 round magazine-fed, recoil-operated pistol chambered for the .45 ACP cartridge. It served as the standard-issue sidearm for the United States Armed Forces from 1911 to 1986.



M1903 (Bolt-Action Rifle): The M1903 Springfield 30-06 bolt action rifle was replaced as the US basic service rifle by the M1 Garand early on in WW2. The M1903 continued to be issued as a sniper weapon with an attached scope.



M1 Garand (Semi-Automatic Rifle): This semi-automatic rifle was the standard U.S. service rifle during WW2. It is fed by an open bloc clip with eight rounds of .30-06 ammunition. When the last cartridge is fired, the rifle

ejects the clip with a 'ping' and locks the bolt open. To reload, the bloc clip is inserted and the bolt snaps forward on its own, oft times catching a slow thumb in the heat of battle (resulting in 'Ml thumb').

Judges Note: Cruel judges may rule on both the 'ping' and 'Ml thumb'. An opponent's success on a DC 10 + Intelligence bonus hears the 'ping' and knows that the Dogface needs to reload the next round. A failed Reflex save on a reload results in 'Ml thumb', after which they must succeed on a Fortitude save or spend the rest of the round writhing in pain.



M1 Carbine (Semi-Automatic Rifle): The M1 Carbine .30 caliber semi-automatic rifle had a 15 round box magazine and weighed 1/2 as much as the M1 Garand or Thompson SMG. It was designed for US Support troops (artillery, anti-tank, bazooka men, etc.) and paratroopers.



BAR (Automatic Rifle): In practice, the U.S. Army used the Browning Automatic Rifle as a light machine gun, often fired from a bipod. It could also be fired from the hip using a sling in an action called 'walking fire'. The BAR could fire using a 30-06 Springfield cartridge (such as the M1903 and Garand used) or a 20 round detachable box magazine.



M1 Thompson (Submachine Gun): Also known as a 'Tommygun', 'Chicago Typewriter', and 'The Chopper', this icon of gangster fame went to war with Americans in WW2. Firing a .45 APC round

from a 20 round box magazine, the M1 was adopted due to its ease of reloading, silence, and reliability (it did not jam).



Bazooka (Rocket Launcher): The innovative bazooka was among the first generation of rocket-propelled anti-tank weapons used in infantry combat. A side project of Dr. Robert Goddard (father of the US rocket program), the bazooka used a solid-propellant rocket for propulsion. It allowed for 60mm high-explosive anti-tank (HEAT) warheads to be delivered against armored vehicles, machine gun nests, and fortified bunkers at ranges beyond that of a standard thrown grenade or mine. Captured bazookas were reverse engineered during the late war in development of the 88mm German Panzerschreck.

TRENCH CRAWL CLASSICS

SOLDIER

A CHARACTER CLASS FOR DCC RPG AND TCC

By Eric Betts

You are a patriot, mercenary, fighter, or draftee facing the horrors of Industrial Age warfare in a trench, the frozen tundra, the jungles, or a ruined cityscape. Whether in the loneliness of a foxhole or in a metal coffin of a tank, your hope for survival rests with the other members of your patrol*. Only the lucky survive, with those who do collect a mixed set of complementary skills.

**In Trench Crawl Classics, what in DCC is called a party is called a patrol to reflect the military nature of the setting and to use a term describing a group of soldiers of ambiguous size and composition.*

Hit points: A soldier gains 1d8 hit points at each level.

Weapon training: All soldiers are trained with these weapons: bayonet (dagger), grenade, machine gun, rifle, rifle butt (club), and rifle with bayonet (spear). WW1 and WW2 soldiers do not normally use body armor as movement and skills that are interfered with by armor are critical in this era. However, if armor is found in the course of an adventure, or reasonable armor can be scrounged, the soldier may make use of it.

Alignment: Soldiers are as varied as the population itself and, as normal folk, they are usually neutral. Chaotic soldiers are fearless fighters, raiders and looters, greedy mercenaries, and murderers whose bloodlust is let loose by the fires of war. Lawful soldiers are fanatics of their political ideology, nation, cause, family, religion, or their own personal advancement system. For example, a soldier with a warrior code (such as a samurai or a West Point graduate) or a mercenary working to accumulate wealth and status. **Sleep on demand:** A soldier learns to catch sleep when he can and under any circumstance. He is also able to stay awake for extended periods of time. As a result, all soldiers gain a +1 bonus against magical sleep.

Scrounger: A soldier knows not to trust the supply system to get him what he needs. Once per session, a soldier can make a straight d20 check to scrounge for a needed piece of equipment. He must beat a DC assigned to the equipment he is trying to scrounge for. For example, scrounging for small arms (such as a submachine gun or a rifle with a scope) is a DC 10, while a bazooka is a DC 14, truck or halftrack a DC 18, and a tank a DC 20. It is the judge's call whether scrounge checks are made at the beginning of an adventure or later.

Military specialty: A soldier will develop a mix of skills while fighting their way through combat. Most start out doing one job, then move into another, whatever is needed as attrition mounts. Of course there are also those few who manage to focus and become experts in their assigned role. At each level, choose a military specialty from below in which to advance:

- **Driver:** Expert at driving and repairing modern vehicles, both wheeled and tracked. The drive skill is applied to Reflex saves for driving tests, added to the Intelligence bonus for repair checks (DC determined by judge based on repairs), and added to the AC of the vehicle (representing tactical and evasive driving).



Soldier by Dan Domme

- **Gunner (tank/anti-tank):** Expert at employing all direct fire guns. This includes tanks, tank destroyers, anti-tank guns, bazookas, PIATs, Panzerfausts, anti-tank rifles, and other armor defeating weapons.

Improved capability: the cannon bonus is added to attack rolls when using a cannon.

Fire on the move: reduces the penalty for firing a tank or tank destroyer gun on the move by 2.

Beehive: a gunner is able to load a special anti-personnel round in the cannon (think of a giant shotgun shell). Functions like the machine gunner's suppressive fire, but enemies failing a Reflex save of DC 12 + the soldier's level in gunner take 6d6 damage unless they are in a bunker or otherwise protected by armor or magic. Also, if a beehive round is fired into a bunker at point blank range, all inhabitants of the bunker failing a Reflex save of DC 12 + twice the soldier's level in gunner take 9d6 damage. The increased difficulty and damage is due to the bunker's armor causing deadly ricochets.

- **Leader:** Soldiers operate together most efficiently under the guidance of a team, squad, or platoon leader or company commander. The leader serves to direct the patrol in coordinated tactics. The leader level does not necessarily indicate military rank. For example, a very experienced squad leader may be happy to remain right where he is, although a level 5 leader. Conversely, a brand new second lieutenant may start out without any levels in leader.

Command die: the mechanic for a leader's influential battlefield leadership and tactics is his command die. The leader uses the command die in a similar way to how the Halfling uses luck. The leader is able to order one or more other soldiers to take an action. Those that do as told can be given some of the points rolled as a bonus to their action. The difference between the Halfling's luck and the leader's command die is that the points may be split between multiple receiving soldiers. For example, a leader rolls 3 on his command die and orders a machine gunner to lay suppressive fire and a scout to sneak forward and flank the enemy from behind. The leader gives the machine gunner 2 points to increase the DC for the suppression Reflex save and 1 point to the scout's sneak roll.

Leader weapon: due to their position as the commander of the patrol, leaders have some

flexibility in picking which weapon they carry. Many prefer submachine guns or pistols, although a battle-wise enemy learns to target those leaders. Some opt to carry the basic weapon of their soldiers, or even a halfway measure, such as a carbine. The remaining few have more exotic weapons, with rare examples carrying anti-tank weapons. Whatever the decision, the player must declare at the first level in leader what that weapon is. Once chosen, this weapon cannot be changed.

- **Machine gunner:** Expert in the use of all machine guns. This includes those mounted on a vehicle or carried by a small team of soldiers.

Improved capability: the machine gun bonus is added to attack rolls when using a machine gun.

Suppressive fire: the machine gunner learns how to 'lay down' suppressive fire by either targeting an open 30 degree fan in front of the machine gun or targeting a terrain feature, such as a copse of woods or floor of a small building. In order to do this successfully, the machine gun must be set on either a tripod (fired from a standing position) or bipod (fired from a sitting or prone position) mount and the machine gun must have enough ammunition for a full round of automatic fire. All creatures within the range fan or terrain feature (seen or unseen) that are not in an armored vehicle or shelter, such as a foxhole or bunker, must make a Reflex save of DC 12 + the soldier's level in machine gunner. Failure means that the creature has been caught in the open and hit (unless they have special abilities that negate or diminish bullet damage, such as magic).

Rambo mode: Rambo mode allows the machine gunner to deliver suppressive fire while standing and without the need for a bipod or tripod at the cost of delivering half damage. While terribly impressive, firing a machine gun from one's hands whilst standing is horribly ineffective.

- **Medic:** The angel of mercy on the battlefield, the medic combines medical science with modern drugs (in his aid pack) to provide a single recovery of hit points to wounded comrades.

Healing: to stabilize and heal a wounded soldier, the medic must expend one of the attempts at healing from his aid pack and succeed at a DC14 Healing check (Action Die + Intelligence Modifier + Medic Healing Modifier). If successful, the Medic heals the die level indicated for their level (i.e. d2 at level 1, d3 at level 2, etc.). The healing may

be attempted multiple times, but each effort uses another attempt from the aid pack.

Healing without an aid pack: an out of supply medic may attempt to heal without an aid pack, but due to the coarse materials available is limited to healing 1 hp if successful on their DC 14 check.

Moral choice: a medic may carry a pistol to defend himself (in which case he gains a pistol and his healing bonus is added to his attack rolls when using a pistol) or can be dedicated to pacifism (in which case he may carry no weapons, but his healing bonus is doubled).

Aid pack: a medic carries the tools and drugs of his trade in an aid pack. The aid pack contains enough supplies for six attempts at healing. Each attempt, successful or not, uses up one of the six supplies (the drugs, bandages, and plasma used in the attempt). Additional aid packs may be acquired with a DC 15 scrounge check; however, no more than one additional aid pack can be scrounged per session. Any character can scrounge for an aid pack.

- **Rifleman:** Expert in the basic weapon of the soldier, the rifle. This includes all rifles, be they assault, automatic, bolt-action, or another type.

Improved capability: The rifle bonus is added to attack rolls when using a rifle.

- **Sapper:** It is a rare sapper without a satchel full of explosives and a gleam in his eye in how to use them. Sappers are experts in construction and demolition of fortifications and bridges, planting and clearing of minefields, and gain proficiency in the use of the axe, pick, shovel, two-handed hammer, and all short firearms. Short firearms include submachine guns and carbines.

Improved capability: the weapon bonus is added to attack rolls when using short firearms and to attack and damage rolls when using an axe, pick, shovel, or two-handed hammer.

Sapper special equipment: a sapper will always start an adventure with an explosives satchel containing four charges, thick gloves, and wire cutters. Additional explosives satchels may be acquired with a DC 15 scrounge check; however, no more than one additional explosives satchel may be scrounged per session. Any character may scrounge for an explosives satchel.

Sapper skills: the sapper skill bonus is added to the skill rolls for engineering and demolitions

tasks. Demolition tasks are of varied difficulty and require different materials and time to complete, as shown on Table 1-3. Failure to succeed in the DC to set a charge means that either the charge does not go off or is not effective (Judge's choice).

- **Scout:** A variant of the thief class, scouts are experts at seeking out the enemy while remaining unseen, as well as the use of silent weapons (for example, the bayonet) or weapons that do not reveal location (for example, the hand grenade).

Improved capability: the scout skill bonus is added to attack rolls when using a silent weapon or weapons that do not reveal location.

Scouting skills: scouts must learn to move quietly in hostile terrain, using their environment to look for the enemy while not being seen. Thus sneak, hide, climb, disable trap (Agility), and find trap (Intelligence) function using the scout skill bonus in the same manner as a thief's skill bonus in the DCC rulebook.

Table 1-1: Soldier

Level	Attack	Crit Die / Table	Threat Range	Action Dice	Ref	Fort	Will
01	Per specialty	1d10/II	20	1d20	+1	+1	+0
02	Per specialty	1d12/II	19-20	1d20	+1	+1	+0
03	Per specialty	1d14/II	19-20	1d20	+2	+2	+1
04	Per specialty	1d16/II	19-20	1d20	+2	+2	+1
05	Per specialty	1d18/II	19-20	1d20	+3	+2	+1

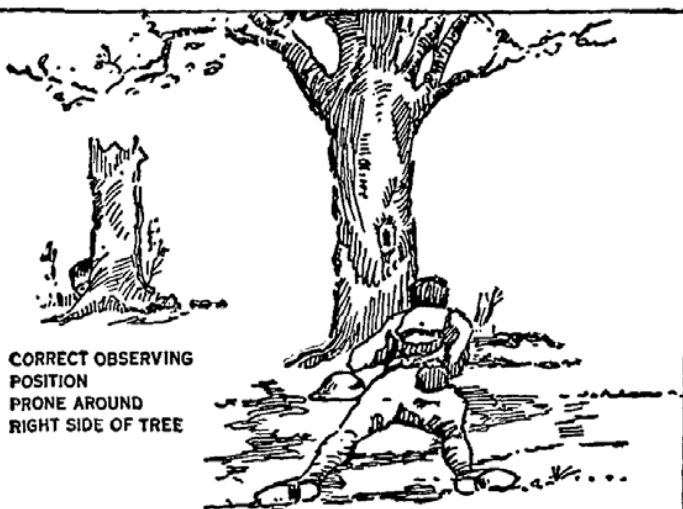
Table 1-2: Military Specialty

Specialty	Level 1	Level 2	Level 3	Level 4	Level 5
Driver	+1 drive	+2 drive	+3 drive	+4 drive	+5 drive
Gunner	+1 cannon	Fire on the move	+2 cannon	Beehive	+3 cannon
Leader	Command (1d2), leader weapon +1	Command (1d3)	Command (1d4), leader weapon +2	Command (1d5)	Command (1d6), leader weapon +3
Machine Gunner	Suppressive fire	+1 machine gun	Rambo mode	+2 machine gun	+3 machine gun
Medic	Heal +1 (1d2)	Heal +2 (1d3)	Heal +3 (1d4)	Heal +4 (1d5)	Heal +5 (1d6)
Rifleman	+1 rifle	+2 rifle	+3 rifle	+4 rifle	+5 rifle
Sapper	+1 sapper skill	+2 sapper skill, +1 weapon	+3 sapper skill	+4 sapper skill, +2 weapon	+5 sapper skill

Scout	+1 scout skill	+2 scout skill	+3 scout skill	+4 scout skill	+5 scout skill
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Table 1-3: Demolition

Action	Time	Explosives Required	Sapper DC to Set/Enemy Save
Booby trap	1 turn	1 charge	DC 10 to set, 4d8 hp, 10' radius, DC 10 Ref save for half damage
Blow up 5 meters of bridge	1 turn/ 5 meters	1 charge/ 5 meters	DC 10, 5 meter span
Create a shaped charge to penetrate a heavy tank	4 turns	4 charges	DC 15, can be set by another with a stealth roll, success will blow a hole in the armor of the heaviest tanks and force a bail out at least



**CORRECT OBSERVING
POSITION
PRONE AROUND
RIGHT SIDE OF TREE**



**FROM A DITCH OBSERVE
OVER BROKEN EDGE
WITH BACKGROUND**



**OBSERVE THRU BUSH
IN PRONE POSITION**



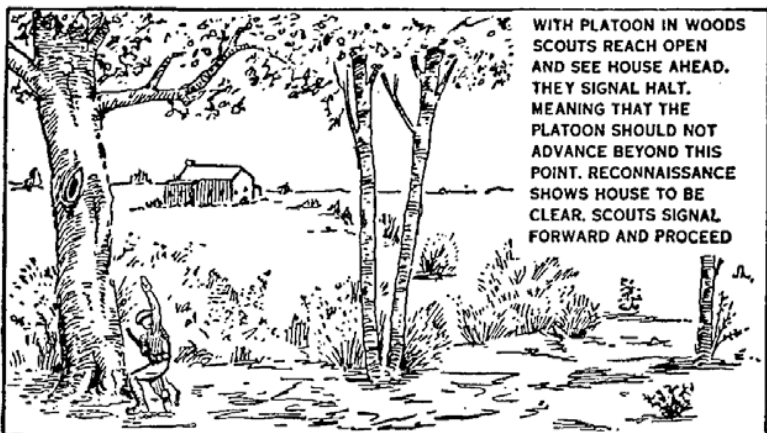
**OBSERVE PRONE
UNDER CROSS BAR
OF FENCE**



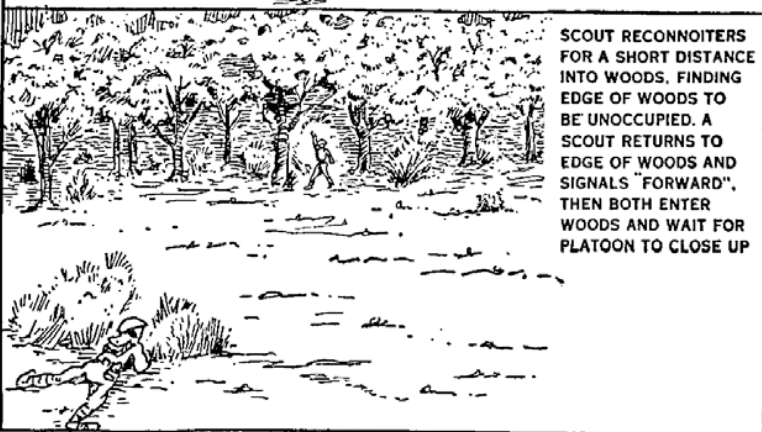
**OBSERVE PRONE AROUND
RIGHT SIDE OF ROCK**

**OBSERVE OVER A CREST AT A
POINT WHERE IT IS BROKEN OR GRASSY**

Correct use of cover. FM 21-100 Soldier's Handbook, U.S. War Department, 1941 (Creative Commons).



CROSSING OPEN SPACE
SCOUT SEES POSITION
FROM WHICH MACHINE
GUN MAY SWEEP THIS
AREA. HE SIGNALS
DOUBLE TIME AND
POINTS TO THE MG
POSITION, MEANING
THIS AREA IN DANGER.
FROM THAT POINT
PLATOON SHOULD
HURRY ACROSS



Conduct of scouts during advance. FM 21-100 Soldier's Handbook, U.S. War Department, 1941 (Creative Commons).

LAST WILL AND TESTAMENT

By Shyloh Wideman

Every soldier should have his/her will drawn up, witnessed, and signed. A form appears below which is legal anywhere *Trench Crawl Classics* and *Dungeon Crawl Classics* is played. You can change it at any time you care to, but fill it in and sign it in the presence of two witnesses *now*.

FORM OF WILL

I, _____ (name of soldier), of:
Class: _____ Lvl: _____ Exp: _____ Align: _____
Occupation: _____ Patron: _____
AC: _____ HP: _____ Init: _____ Speed: _____
STR: ____ (____) PER: ____ (____) Reflex: _____
AGI: ____ (____) INT: ____ (____) Fortitude: _____
STA: ____ (____) LUCK ____ (____) Will: _____
Birth Augur: _____ Effects: _____
Languages: _____
Special: _____

upon death by _____,
do hereby bequeath all my estate to _____
(name of PC beneficiary) on this _____ day of _____,
20 __, at _____ (name of place), for his/her
own use and benefit forever.

(Signed by player)

-- when dead, tear here and hand below to beneficiary --

My entire estate consists of:

Currency: _____ Other: _____
Weapon: _____ Ammo: _____ Hit: _____ Dam: _____
Weapon: _____ Ammo: _____ Hit: _____ Dam: _____
Weapon: _____ Ammo: _____ Hit: _____ Dam: _____
Weapon: _____ Hit: _____ Dam: _____
Armor/Equipment/Other: _____

TRENCH CRAWL CLASSICS

TEARS OF THE RUSALKA

A 0-LEVEL TCC FUNNEL

By Eric Betts

INTRODUCTION

Tears of the Rusalka is a 0-level experimental funnel designed for 4-6 players each running four 0-level 'conscripts', set in the horror of the Battle of Stalingrad in late September, 1942. Soviet conscripts are from the 269 Rifle Regiment (2-3 players/8-12 characters) and German conscript soldiers are from the 227th Jager (light infantry) Regiment (2-3 players/8-12 characters). The Soviet conscript soldiers can be created with the Trench Crawl Classics (TCC) rules in the *2017 Gongfarmer's Almanac, Vol. 7* along with the basic weapons and TCC rules. Rules and weapons for the Germans are in the *2018 Gongfarmer's Almanac, Vol. 7*. Keep those rules handy for weapon damage and effects.

There are two styles of play offered to the judge. The first is a traditional funnel adventure wherein the players lead their 0-level party (either all Germans or all Soviets, judge's discretion) against what they believe to be simply a human enemy (the side not chosen for the players) and discover instead a supernatural horror and a portal into another world.

A more radical approach, for the discerning players and judge, pits two groups of players and their characters against each other in the ruins of Stalingrad. Once the supernatural horrors begin to show, will the characters put aside their war and join forces to survive, or will man's hubris lead them to drown in the tears of the rusalka?

Judge's Note: In playtesting, I used 25mm miniatures and buildings to mislead the two groups of players into believing this was a skirmish wargame using DCC rules.

BACKGROUND

The scenario is set in the suburbs surrounding the three giant factories of Stalingrad: the Red October, Barricades, and Tractor Factory in late September, 1942. This was the site of some of the most bitter and iconic street fighting of the war.

What is really going on? The bombing and killing in this confined area over the last two months has succeeded in creating a tear in the fabric of reality between our world and...somewhere else; this area is known by the soldier's as the Reft. Supernatural creatures have flocked to the Reft seeking power and hungering for souls. In particular, a tragic local spirit has grown from a minor haunt into a powerful rusalka, a fearful man-hating fey water elemental. The rusalka has baited a trap to bring more sacrifices to her. By causing an otherworldly stream to erupt through the Reft in the middle of a skirmish, she knows the draw of fresh water inside the fetid city landscape will bring more warriors to battle and more souls for the reaping! The rusalka has not only called a pack of corpse-eating ghouls to her service with the promise of fresh corpses, but also animated some of the corpses in the ruins...just because she can.

Who is the rusalka? In 1589, Grigori Zasekin established the fortress Sary Suas as part of the defenses of the unstable southern border of the Tsardom of Russia near the confluence of the Tsaritsa and Volga Rivers. The structure stood slightly above the mouth of the Tsaritsa River on the right bank and soon became the nucleus of a trading settlement.



Zoya by Duamn Figueroa Rassol

Zoya Shuisky was the young daughter of a merchant travelling with his family to establish a trading post at Sary Suas in the spring of 1591. Several miles out from the fortress, the merchant caravan was attacked by a force of Tartar bandits. Her family was killed, but Zoya was captured and tormented by the Tartars. Managing to escape, she ran through the dark woods with mounted Tartars in pursuit. Running for the nearby fortress through the dark forest, Zoya slipped on the bank of the nearby Neka Otrada creek and fell into cold waters. Swollen with melting snow, Zoya struggled to stay above the rushing water, even as the warriors on horseback laughed as she drowned in the frigid water.

Three and a half centuries hence, suburbs have grown around Zoya's unmarked grave. The Neka Otrada creek has become part of Stalingrad's water supply. For the last few decades, Zoya has been a pesky spirit haunting the large block of grey Soviet apartment buildings

constructed over her portion of the Neka Otrada. Time was wearing Zoya away to oblivion when the Germans came. The cries of the residents of the apartment block as they died in the early bombardments were a fuel to Zoya. The massive explosions of aerial bombs tore a rent to a place outside our reality and a seductive voice within offered Zoya... revenge; revenge against men that kill innocent girls and laugh as they drown. The bitter spirit agreed and was awakened as a rusalka, a Russian folk spirit of a drowned innocent. The voice only asked that she cast a few living souls through the rift in exchange. After all, what were a few when there were so many?

Empowered, Zoya reached out and summoned a pack of inhuman ghouls to her service. She then baited her trap. The rusalka caused the unsullied deep waters of the Neka Otrada to bubble to the surface just where two human factions were fighting. The spirit ensured that both sides made notice of the water before they withdrew. Fighting, Zoya knew, was thirsty work, and the soldiers would be back...

PLAYER INTRODUCTION

SOVIET (RUSSIAN) PLAYERS

Comrades! Our recent fight has slowed the fascist dogs assault on the factory sector, but we are at a stalemate - each holding our own, for now. In the midst of the recent fighting, Comrade Borrikov discovered a fresh water pool coming from the underground waters of the Neka Otrada. The fresh water would keep us from having to haul up water from behind the lines. You are to push your patrol forward and seize the fresh water pool from the Germans! To securely hold the pool, you must occupy the line of buildings past it. But beware, there is a German sniper somewhere among the first row of buildings; he has been silent lately, but that does not mean that he isn't still lurking. When you have seized the pool, fire this red star cluster and the rest of our company will move forward to support you. For the Motherland!

Special equipment: One character can take a red star flare, and every character can take one grenade. If used as a weapon, the red star cluster has a range of 20' and does 3dl0 fire damage.

WEHRMACHT (GERMAN) PLAYERS

Soldat! We have pressed the Communist swine hard this day! We shall soon push them out of the industrial sector and into the Volga! For now, we must advance where we can until reinforcements arrive. In recent fighting, a scout

reported a pool of fresh water in the middle of this drab city - hard to believe, I know. But true! Access to fresh water means more ammunition and food brought up for the fight. When you seize the spring, fire this green star cluster and the rest of our company will move forward to support you. Be alert! There is a partisan sniper in the row of wrecked buildings immediately in front of us. We may have gotten him earlier, since he has been quiet lately, but you never know. Advance your platoon to seize the buildings opposite the pool and the spring for the Fatherland!

Special equipment: One character can take a green star flare, and every character can take one grenade. If used as a weapon, the green star cluster has a range of 20' and does 3d10 fire damage.

LEAD UP, PREPARATION, AND ATMOSPHERE

The characters are expected to head out immediately after the briefing as time is of the essence. They have been involved in some of the recent fighting, but are still just conscripts and replacements, not veterans. As a result, they should be nervous about heading out after the last fight, but also know that both the Germans and Russians are taking a pause after heavy bombardments and fighting in the area. Maybe they can sneak in and seize the pool before the enemy can counterattack?

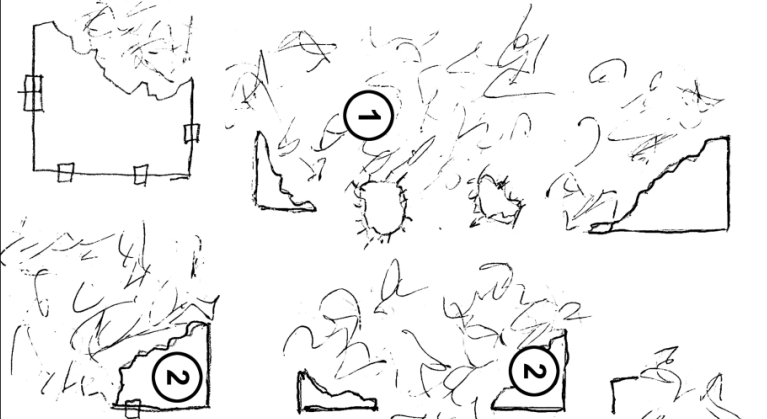
If the players ask if they heard gunfire from ahead, describe that there are echoes of small arms and artillery fire all of the time...none could be directly attributed to the suburbs directly in front of them. As the players move through the ruined city, judges should feel free to play up the tension by describing distant gunfire or artillery. Remember, there's a war on! Some muffled background sound effects (not too loud) may work well here.

AREAS OF THE MAP

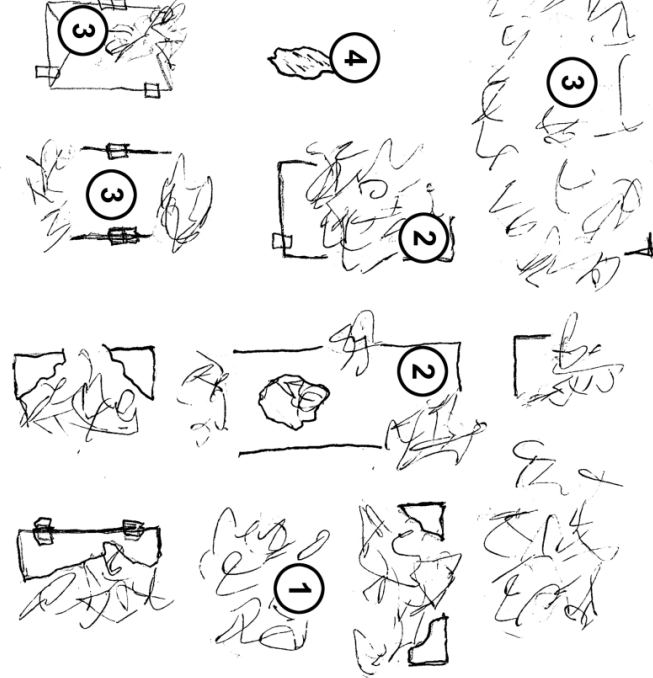
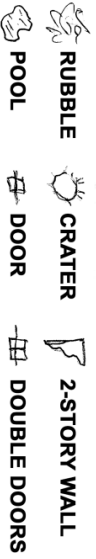
PLAYER START

The players can choose where to start in this area. They are aware that the spring of freshwater is generally located somewhere close to the two or three rows of buildings closest to the enemy, roughly in the center of the battlefield.

SOVIET START AREA



Tears of the Rusalka



GERMAN START AREA

EB & SW '18

AREA 1 - THE SNIPER

As you enter the wreck of a building, three of the four walls are completely collapsed from artillery and perhaps tank fire. You see an enemy soldier laying on his back near a broken window. There is a terrible looking wound in the man's throat and three feet away is a bolt action rifle with a scope, lying as if it had been thrown from the dead man's hand.

Area 1 encompasses the row of three or four ruined buildings nearest to the player's start area (both Soviet and German). The sniper will be in whichever of the first row of buildings that the characters enter and is intended as a sign that not all is as it appears. The sniper was killed by the gunfire earlier and is now a zombie raised through the power of the Reft.

The sniper's body lies sprawled near a window (or opening in the rubble), with a large, clearly fatal wound in his throat. A bolt action rifle with lensed scope lies a yard or two away from the body as if thrown. If approached, the body rises and attacks (preferably from behind). As a zombie does not know how to use firearms or other weapons, it attacks with its vicious bite.

Zombie sniper: Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; hp 13; MV 20'; Act 1d20; SP un-dead traits; SV Fort +4, Ref -4, Will +2; AL C.

Sniper rifle (+2 to hit due to scope if aim for 1 full round, 1d10 damage, range: 120/240/360, 5 rounds per magazine, RoF 1).

AREA 2 - ZOMBIE INFESTED BUILDINGS

Each of these buildings has been devastated by artillery, air bombardment, and heavy weapons fire. As you approach, you see what looks like friendly wounded soldiers slowly moving in the wreckage.

Each building marked has 4 zombie soldiers inside or wandering about the rubble. The first building the party encounters the soldiers are all from the players side (whether Soviet or German). Again, this is an effort to catch the players off guard.

After the first #2 building encounter, per side, all subsequent #2 buildings will have a mix of dead soldiers from both sides, as well as civilians. After the first #2 building, the party should have a pretty good idea what is going on and be able to identify and kill any remaining zombies within buildings they enter.

In the either funnel format, this is important, as the mass of gunfire used to kill the zombies will surely alert both German and Russian patrols not only that there are

enemy troops in the area, but also their specific building location.

Zombie soldiers and civilians (4): Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; hp 13; MV 20'; Act 1d20; SP un-dead traits; SV Fort +4, Ref -4, Will +2; AL C.

AREA 3 - THE GHOUL PACK

As you enter this building, you hear an unusual sound coming from behind a partially destroyed wall. You advance for a better view, and see a hairless man, dressed only in a loincloth, with odd, green-tinged rubbery skin, a long canine muzzle, pointed ears, and clawed feet that are almost hooves. He is crouched on his haunches tearing the flesh off of a human thigh. Around the room are stacked a few other corpses from both sides and several more of these inhuman creatures milling about.

Lovecraftian ghoul (4): Init +1; Atk bite +3 melee (1d4 plus paralyzation) or claw +1 melee (1d3); AC 12; HD 2d6; hp 8; MV 30'; Act 1d20; SP un-dead traits, paralyzation, infravision 100'; SV Fort +1, Ref +0, Will +0; AL C.

A man-type creature bitten by a ghoul must make a DC 14 Will save or be paralyzed, unable to move or take any physical action for 1d6 hours. A creature killed by a ghoul is usually eaten. Those not eaten arise as ghouls on the next full moon unless the corpse is blessed.

AREA 4 - THE POOL, THE REFT, AND THE RUSALKA

In the central area between the six centralized buildings, the street has burst open to reveal a clean, blue pool that seems to glow with an azure light. Across the street you spot the remains of an enemy squad, clearly not zombies, but also clearly as beat up as your patrol.

The pool is both a rift in space and perhaps time and where Zoya the Rusalka awaits the party. Zoya intends to kill any soldiers that arrive. She will wait until - hopefully - the German and Soviet soldiers kill each other and one side has won and then she will attack.

If running a traditional funnel, I suggest letting the players determine if they want to talk to the enemy or open fire at first sight. If they choose an alliance, reward good roleplaying and allow a temporary truce.

Enemy sergeant: Init +1; Atk SMG (either MP40 or PPSH41) +1 missile fire (1d8, RoF 3(A), range 60/120/180, 30 ammo) or bayonet +2 melee (1d4+1); AC 11; HD 1d8; hp 7; MV 30'; Act 1d20; SP 1 grenade (10' radius 2d6+1d6 for shrapnel, half damage with DC 14 Ref save), 1 star cluster flare (3d10, 20'); SV Fort +1, Ref +1 Will +1; AL L.

Note: Automatic weapons are indicated by an (A). Automatic weapons affect multiple targets in a 10' square area. An automatic fire attack uses 10 rounds of

ammunition. The attacker makes a single attack roll that's compared to the AC of each target in the area. A hit causes 3 dice worth of damage, allowing a DC 10 Ref save for half. A critical hit (natural 20) does 6 dice of damage, DC 10 Ref save for half.

Enemy infantryman (6): Init +0; Atk rifle +1 missile fire (1d10) or bayonet +1 melee (1d4 off rifle, 1d8 on rifle); AC 10; HD 1d8; hp 5; MV 30'; Act 1d20; SP 1 grenade (10' radius 2d6+1d6 for shrapnel, half damage with DC 14 Ref save); SV Fort +0, Ref +0 Will +0; AL L.

If the two groups (each having already encountered much weirdness) are able to talk with each other without resorting to violence (for whatever amount of time the judge deems appropriate), then, vexed at these peace-loving soldiers, Zoya attacks!

Zoya opens combat by using her water in the lungs ability on who she deems to be the most dangerous combatant - someone with a flamethrower, a machine gun, or an anti-tank weapon (rifle or panzerfaust), in that order. Zoya is not sure what the flares are, so that will not be a reason to target a character carrying one. Afterwards, Zoya enters melee and attacks with her claws.

If this is the beginning of a traditional fantasy or world-spanning campaign, Zoya can, instead of inflicting damage on a successful hit, throw a character into the pool - and they will travel through the Reft to whatever world the judge determines appropriate for their campaign. The world-travelling character is out of this fight, but not the game! If this funnel is a one-shot, the claws do normal damage and Zoya will not try to purposely throw any characters into the pool.

Zoya the rusalka: Init +6; Atk claws +4 melee (2d6); AC 16; HD 8d8; hp 40; MV 40' or swim 80'; Act 1d20; SP water in lungs, vulnerable to fire and heat, elemental traits (exception: harmed by physical weapons after absorbing first 4 hit points of damage per attack); SV Fort +5, Ref +6, Will +6; AL N.

Under normal circumstances, the spirit of a maiden who has died by drowning in a river or creek begins as a poltergeist. However, if the river is magical and there is a large emptying of souls (like a mass sacrifice or battle near the site of the maiden's death) or a phlogistan disturbance, the maiden's spirit can absorb some of the mystical power and become a rusalka. Part undead, part fey, and part water elemental, the rusalka can transcend the limits of all three. Legend says that the rusalka are the handmaidens of Mael, elder god of the seas, rivers, and lakes, and that he created the first out of pity. Whatever their origin, a rusalka roused to anger is a terror to behold.

Once per round, the rusalka can use her action to inflict water in lungs on an enemy in her line of sight.

For the next three rounds, the victim cannot act and must make a DC 14 Fort save each round. On a success, the affected character spends the round coughing up river water. On a failure, the affected character is partially drowning and takes 2 points of Stamina damage that round. A rusalka will frequently start combat with water in lungs and then close to melee with her speed and deadly claws.

ENDING THE ADVENTURE

With the rusalka gone (either destroyed or fallen through the Reft), the undead become 'just' dead again and any surviving ghouls wander off to dark corners of the world, awaiting the next chance to feast (it won't be long). There are three options to conclude the funnel:

- **If a one-shot:** surviving characters are able to signal victory with any remaining flare, or will need to hold fast while a runner brings up reinforcements. Congratulations! Mission accomplished.
- **If starting a TCC campaign:** the death of the rusalka was enough to close the Reft and the pool of water is now in the hands of your side. Characters can advance to being 1st-level soldiers (see the soldier character class in this year's Gongfarmer's Almanac).
- **If starting a MCC or Dark Trails or other DCC Campaign:** within moments of the rusalka's death (or escape through the Reft), the Reft expands outwards, engulfing the PCs, before collapsing into itself and ceasing to exist.

AUTHOR'S NOTE ON INSPRIRATIONS

I've wanted to write a Stalingrad funnel since I started writing for the 2017 Gongfarmer's Almanac. I also wanted a very Russian monster and, since I seem to be favoring sympathetic female villains this year, the rusalka was perfect. Finally, I like my RPG's with a lot with miniatures, and those old Warhammer 40k wrecked buildings were calling to me. I hope you enjoy it!

TRENCH CRAWL CLASSICS

A 0-LEVEL FUNNEL FOR DCC RPG & TCC

Witch Gult of the Ardennes



By Eric Betts

Cover Art by Clayton Williams

INTRODUCTION

Belgium, 24 December 1944: A grieving witch sacrifices the members of her cult to the Two Faced Horned God of the woods to create a pocket dimension of terror. Meanwhile in our world, the opening salvos of the Battle of the Bulge have begun. A group of American draftees fleeing the German onslaught inadvertently cross a boundary into the witch's dimension and must struggle to survive.

BACKGROUND

Since before recorded time, a witch cult in Western Europe has worshipped the Two Faced Horned God. The Inquisition of the 17th century drove the cult to near extinction, yet it remains in dark woods of rural Europe and in the shadows of back alleys in metropolitan cities. Each modern cult operates on a cell system, with 13 cultists and one master. In the Ardennes, southwest of the village of Malmedy, the Anselme family seemed devout christians, yet were in fact devoted to the Horned God. A particularly powerful member of the cult is Giselle Anselme, 44 years old and a dark beauty.

Giselle, while favored by the Horned One, has led a tragic life of loss. Both of her parents were killed when she was but 10 years old in the opening days of the First World War. Giselle was raised by her brother Renouard, who was killed in the opening salvos of the invasion of France in 1940. Less than 48 hours ago Giselle's husband, 12 year old son, and 8 year old daughter were killed by German artillery. The trauma of the barrage and deaths of all her loved ones unhinged Giselle and drove her to horrible excess. She beseeched the Horned God for vengeance against the cruelty of war and sacrificed seven members of her cult (the ones she could catch). It was enough, and the Horned God rewarded Giselle with this—her pocket dimension of terror. Her dimension is a portion of the Ardennes, ripped from our world, inhabited by demons and little people who respond to Giselle's command and hunger for human flesh. With a 'enter only' portal tied to our world (think of a mystical roach motel), the pocket dimension also touches other places beyond. And some of those beyond things may enter too...

GENERAL PLAY

Witch Cult of the Ardennes is a combination of location-based play and event driven action. Due to the deadly nature of modern firearms and the opponents in this adventure, it would work well as a tournament

funnel with additional American soldiers arriving in the pocket dimension as replacements for dead characters.

Also, I do not attempt to cover every action that the players can take, but try to provide a general feeling for the creatures encountered and their motivations. You, the judge, should go wild with it. To help, see the **Bestiary** at the end of the adventure for all creatures stats and some of their motivations.

PLAYER INTRODUCTION

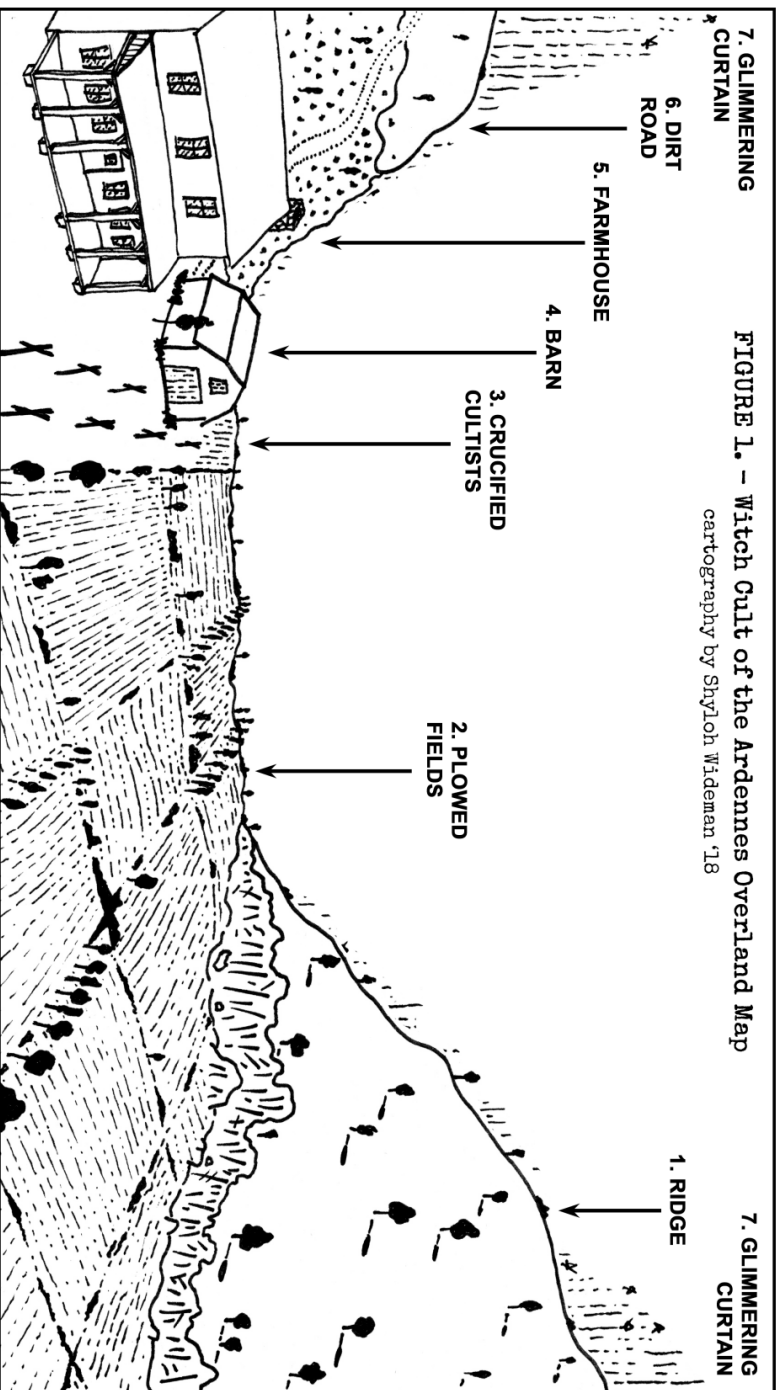
The Germans tore through your lines like a rock through toilet paper. But that doesn't begin to tell what it was like...not nearly. New to the front, you'd never imagined that an artillery barrage could be that loud or terrifying...or long. You saw friends blown to pieces even as you cowered in a shallow foxhole. Some men cracked and leapt from their cover during the barrage only to themselves be obliterated. It seemed to go on forever, and then was suddenly over. Your ringing ears barely made out the sounds of crying wounded, but you are sure heard the sound of metal tracks. As the dark grey armor of German tanks cleared the thick Belgian forest, firing cannon and machine guns as they advanced, you'd had enough.

Whether lieutenant, sergeant, or private you turned and ran...and kept running until the explosions and sounds of the shooting faded with the light of day. You wandered lost in the thick forest, finding no other American unit, outpost, or soldier, except for your fellow deserters, some of whom had gone so far as to throw their weapons away...or maybe they just forgot them in their flight.

RANDOM ENCOUNTERS

Whenever the characters enter a new area, there is a 1 in 6 chance of an encounter. If an encounter is indicated, roll a d7 to determine the type. See the **Bestiary** at the end of the adventure for all creature stats.

d7	Rim and Slopes of the Valley (Areas 1, 6, and 7)	Valley Floor (Areas 2-5)
01-03	SS patrol	1d4 molelings
04-05	Blue Frog	Two faced demon
06	Blood worm	Blood worm
07	Horned demon	Blue Frog



AREAS OF THE OVERLAND MAP (FIG. 1)

AREA 1 - THE RIDGE: *Your collected group find yourselves under a strange overcast sky filled with flickering lights of unearthly colors. Stumbling along in silence, you emerge on a ridge. Ahead of you the forest clears and the land slopes down into an oblong bowl. Immediately ahead is a vast tilled field, now covered in pristine snow—except those places where Hitler's artillery has torn out black craters. At the far end of the field sits a lonely farmhouse and barn. Near the farmhouse stands a collection of telegraph poles. Beyond the farmhouse the land slopes upwards again, this time with a narrow and rutted dirt road. There are no lights on in the farmhouse or barn.*

From behind you hear a shout in German. Looking back you cannot yet see any enemy soldiers, but they are approaching. In the distance you can hear the clank of treads, meaning these enemy soldiers have tank support. Looking around you are completely exposed on this ridge. What do you do?

Should the characters try to retrace their steps they find a shimmering 'wall' extending into the dark overcast sky above. Should they attempt to run through the wall, or merely touch it, they take 1d6 damage (DC 14 Fort save for half) and be knocked back smoking and stinking of phlogiston. If a character dies from touching the wall, they simply disintegrate—no body/no roll over. Should they survive, roll 1d10 on the Minor Corruption Table (DCC rulebook p116).

It should be made obvious that the ridge is not defensible, and the characters' best bet is to head into the valley below. The slope of the hill will definitely slow down, if not stop, a tank. They may even have a chance against infantry, especially if they can get to the farmhouse and barn and gain cover.

Should the characters set up an amazing ambush on the ridgeline and somehow defeat the **Waffen SS patrol** (see **Bestiary**), then give them an earned moment to recover. Then, roll on the encounter table for an encounter, and/or bring in the **Panzer IV Tank** (see **Bestiary**)!

AREA 2 - PLOWED FIELDS: *Plowed fields covered in a couple of inches of snow stretch out before you for the next half mile. Every so often there is a shell crater exposing raw earth. Beyond the fields, to your right you can see seven telegraph poles in front of a farmhouse; to your left is a barn. While the idea of crossing open ground doesn't appeal to you, there is no other way to get to the farmhouse quickly.*

This location is an homage to the classic World War 2 films where the heroes get trapped in a minefield. In this case, the mines are 10' deep pits dug out from below by molelings, the Little People of the Two Faced Horned God.

As the characters cross the fields, have them each make a Luck check. The character failing this Luck roll by the greatest margin has had the ground beneath his feet collapse and has fallen into a 10' deep hole and takes 1d6 damage. That character can make a DC 12 Ref save to successfully grab at the walls of the pit for half damage (reminder, if a natural 6 is rolled for damage, the character has a broken bone per falling rules, DCC Rulebook p.96).

The victim of the fall's troubles are not over yet (unless he's dead). The Little People have connected the pit traps with a series of tunnels. As a victim falls, **1d4 molelings** (see **Bestiary**) immediately attack! Characters above will have one turn to try to hit the molelings with fire before they retreat into the tunnels.

It will take three more unlucky rolls (failing characters who fall in a pit) to get across the fields. If the players dawdle, judges should feel free to have the Germans begin to arrive at the top of the ridge.

AREA 3 - CRUCIFIED CULTISTS: *Leaving the fields, you approach the barn and farmhouse. In front of both are the telegraph poles you saw from the ridge. As you get nearer, you realize that those are not telegraph poles, but crosses. To your horror, on each of the crosses is a naked man or woman with a gaping hole in their chest.*

As the characters draw nearer, they will also see that the heartless bodies are still alive and will begin to speak with the characters. The cultists were all sacrificed to the Two Faced Horned God to power Giselle's spell that created the pocket dimension. Some were pleased to be sacrificed, but most were tricked by Giselle. As a result, about half will be singing praises of their Two Faced Horned Lord, and the others will be crying or damning Giselle. Examples of speech from the cultists:

- *That bitch betrayed us!*
- *Oh, the loving embrace of our Horned Lord, surely rebirth will come soon.*
- *Shut up you sycophant! We've been left to hang... literally!*

Suddenly, you hear an English accented voice speaking directly to you.

Hello? Americans, yes? Up here. I'd like to make you a proposition...

Looking up you see a tall, thin, naked man in his mid-fifties with long white hair. Like the others, his heart has been cut out and his hands are nailed to the cross.

This is the seventh cultist, Allistair Crawley, and former head of the cult. Allistair will engage the characters in conversation, and offer to get them out of this nightmare. He only asks that they free him and return his heart. Allistair's goal is to escape the pocket dimension; in a fantasy setting he could easily become a classic lich or other recurring campaign element as a villain or questionable ally. For this adventure, like Blue Frog, Allistair is another dubious ally of the party. He knows what is going on, and while he has his own motivations, he generally wants the same thing as the characters.

Allistair will ask the party to get his heart back (see area 4), which will restore his mobility. He will still be very weak, even with his restored heart. Once his heart has been replaced, he will share that to escape, the characters must kill Giselle, which will cause the pocket dimension to collapse. He will tell the players to go on without him, and not be seen again (if he can help it).

Judges Note: To beseech the Two Faced Horned God, Giselle sacrificed seven of her fellow cultists (some willing, others not so much). These are the heartless crucified bodied in front of the farmhouse and barn (the telegraph poles). The terror comes when the characters realize that they are still alive! Even worse, they start speaking to the characters! Some of the sacrificed cultists will threaten the characters with doom, while others will bemoan their fate and evil, betraying Giselle. They can be a source of information about where Giselle is (the farmhouse kitchen) and how to escape ("KILL HER!!!!") but some will lie to manipulate the characters into retrieving their hearts. They ask the players to take them off their crosses and replace their hearts. If the characters are foolish enough to do this, they will have successfully created a lich—who will most likely thank the character by enslaving or destroying them.

AREA 4 - THE BARN: *The barn is made of unpainted wood and has a large pair of double doors in the front, enough when opened to allow access to a motor vehicle. You suspect a tractor, as there are tire tracks leading inside. This looks like the only entrance.*

The characters can either use the door or break through a wall (which would not be difficult — this is an old barn). Once inside...

The floor of the barn is dirt covered in hay. There is an old tractor backed up against the wall. There is a ladder leading to an upper floor, and the far ends of the barn are cloaked in shadows.

Dominating the barn though, is a carved stone altar coated in still wet blood. On the top is a ceremonial dagger, also drenched in blood.



Heart Golem by Duamn Figueroa Rassol

The altar is bait for the real threat in the room. Lurking in the shadows is the creature created from the sacrificed hearts, the disgusting **heart golem** (see **Bestiary**): a giant, bloated, bleeding heart with dozens of extra chambers, moving forward on the stubs of severed arteries.

It attacks by making a massive beat, flying into the air, and crushing its opponents!

The tractor is functional and can pull a flat hay wagon at a maximum speed of 7 mph. There is a quarter tank of gas in the tractor, and also a half filled metal can of gasoline. This is enough to fill the tractor's tank, or fill conveniently located wine bottles (below) to make molotov cocktails (if the players think of it). Include any other farm tools in the shed you like; sickles, axes, spare axe handles (as a club), as well as two pitchforks and a case of 12 empty wine bottles.

Judges Option: Destroying the still beating hearts steals the lives and souls of the sacrificed cultists from the Two Faced Horned God and permanently kills the crucified cultists outside the barn. It is up to you whether destroying the hearts causes the collapse of the Pocket Dimension (see **The Collapse of the Pocket Dimension**) or merely kills the cultists. Alternately, returning the hearts to the cultists and freeing them may provide six 0-level peasants to add to the party (although all with only 1 hit point due to the massive holes in their chests, nails in hands, and exposure from being crucified in the nude).

AREA 5 - THE FARMHOUSE (FIG. 2): *An old two-story stone farmhouse sits between the crucified figures and the ridge beyond. There are two chimneys on either side of the house, and a short set of stairs leading up to a porch with four wooden chairs and a front door to the house. No sound can be heard from inside.*

The farmhouse is likely the last encounter in this adventure, as killing Giselle will collapse the pocket dimension. The sane part of Giselle knows what she has done and wants this madness to end. However, the mad part of Giselle will go down fighting. It is up to you how much you want characters to be able to negotiate and persuade Giselle...but if you go that route, make it a challenge. I do recommend that if any of the two faced demons (originally 2) or molelings (originally 12) are still around, I recommend putting the demons in the basement guarding Giselle's spellbook and ritual room, and the molelings creeping around on the first floor office and kitchen. There will be no creatures allowed on the second floor, as that area and the bodies there are sacred to Giselle.

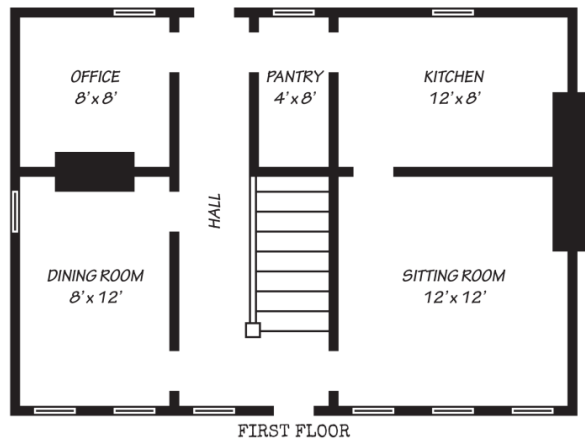
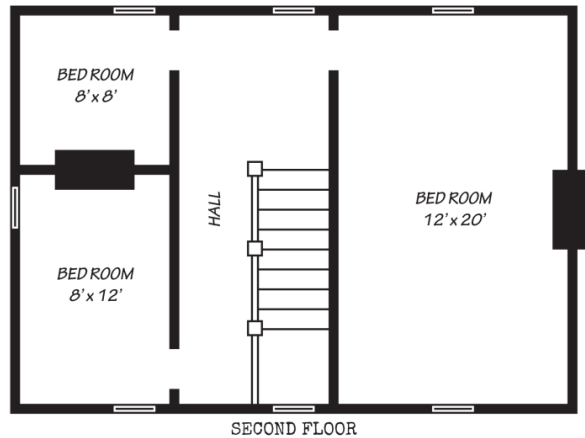
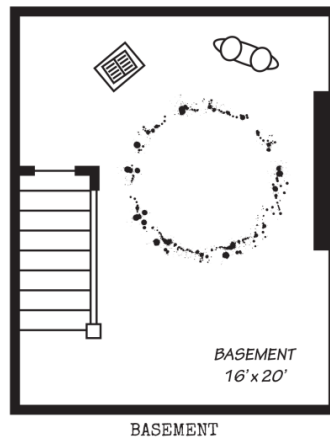


FIGURE 2. - Witch Cult of the Ardennes Farmhouse Map

Two story stone farmhouse with wood interior from the late 1800s. Features 10' ceilings, hardwood floors, and wainscoat in all rooms. Large fireplaces provide warmth in all living areas. A bay of windows allow for a full view of the fields from the sitting room. Entry to the basement is through the pantry.

cartography by Shyloh Wideman '18



FIRST FLOOR

HALL: Beyond the front door is a hall leading to the back of the house and a set of stairs leading upstairs. To the immediate right is a door leading to a front room, to the left there are three doors. Down the hall, under the stairs leading up, is a passage to the right.

DINING ROOM: *This room is modestly furnished with a table that would seat six. Decaying food, scattered dishes, and the build-up of sad neglect cover the table.*

OFFICE: *The door opens to reveal a small office with a fireplace. There is a crude desk and chair, as well as a filing system of papers shoved into a box.*

This was Giselle's husband's office. There is a wooden desk with bills and other paperwork on it, as well as some mechanical parts that he was working on. As Giselle's husband was not a witch or part of the cult, everything in this room is that of a mundane country farmer.

PANTRY: *This pantry provides through passage for the kitchen and the hall. Past the foodstuffs on shelves lining both walls, there is a closed wooden door.*

This door leads to the **Basement**.

KITCHEN: *This is a large kitchen with a wood burning stove.*

A generally normal kitchen and pantry. There are some foodstuffs, herbs, cooking knives, and perhaps wine or harder liquor in the cabinets.

SITTING ROOM: *This is a sitting room with windows that must have beautiful views of the fields and valley, but it is currently in shadows and the windows are covered by drawn, heavy drapes. A fire in the hearth casts a dim light into this room. The furnishings are feminine and it takes a moment for your eyes to adjust enough to realize that there is a woman sitting by the fire holding a black cat. She is a beautiful forty-something with pale skin and dark hair and eyes. She speaks in a melodic, if bitter voice. "Soldiers!" She spits at you. "Your kind have killed all that I loved, and now I have torn you from what you loved, so that you may feel some of MY PAIN! SOME OF MY MISERY! ...before you die."*

If the soldiers do not immediately attack, Giselle Anselme (see **Bestiary**) will get a free action, which she will use to curse the nearest soldier with blindness; at the same time, Giselle's familiar, Petra (see **Bestiary**), will attempt to flee the room and not stop running until it is out of the valley. Petra is Giselle's insurance policy - if Giselle is killed but Petra lives, Giselle's

soul flees to her familiar to run away and get revenge later..

Giselle will stick to spells as combat begins, starting with paralysis. If things go against her, she will cast darkness and then attempt to flee while summoning demons to her aid. She is a smart villain and will not die easily. She will not stand and fight if Petra is killed in front of her; she will then try to flee and gather others (molelings and demons, or maybe that SS Patrol) to fight for her.

Important Note: Killing Giselle sets off **The Collapse of the Pocket Dimension**.

SECOND FLOOR

The second floor consists of one large master bedroom and two smaller bedrooms for the children. Giselle has laid out the remains of her dead husband in their bed in the master bedroom, and the remains of her son and daughter in the smaller beds in their bedrooms. All three were killed in the fields roughly two days ago by misguided artillery fire. The bodies are in multiple pieces and practically unrecognizable. From the injuries, it will be clear to any soldier that these two children and man were killed in an artillery barrage.

Master Bedroom: There is a wardrobe and a chest in the master bedroom with working man's clothes in the chest, and woman's clothes in the wardrobe. The husband's body has been laid to rest upon the bed. The only other thing of interest is a double-barreled shotgun (ldl0, ROF 1, ammo 2, -1 spd, range 50/100/x. 1 lbs) and a box with 27 rounds of ammunition once owned by Giselle's husband under the bed in the master bedroom. Giselle has forgotten it.

Smaller Bedrooms: A little girl and a little boy's bedroom. The floor is scattered with toys and small clothes. Parts of bodies are spread upon the beds.

BASEMENT

Basement: *You reach the bottom of the unpainted wooden stairs to find a root cellar. Your attention is drawn to a strange symbol painted on the earthen floor in what looks like blood. Near the symbol is a stone carved altar of a strange being with two faces, each framed by curling goat horns, surrounded by symbols of both life and death. To the side is a pedestal with a thick leather bound book.*

If the **two faced demons** (see **Bestiary**) still live, they will be here. The demons will try to talk to the characters, to deceive them into lowering their guard,

and then strike from surprise. If the characters have managed to kill both of the two faced demons before now, then the room is empty.

The book is Giselle's spellbook of the Two Faced Horned God. Despite recent events, it is made from cow leather, not human flesh. It contains the following spells: *patron bond* (Two Faced Horned God); *invoke patron*, *charm person*, *forget*, and *demon summoning*. See the *Gongfarmer's Almanac 2018*, Vol. 2 for more information on using the Two Faced Horned God as a patron.

AREA 6 - THE DIRT ROAD: *A sad rutted tractor path winds its way up and out of the valley, starting behind the barn and disappearing over the far ridge. While not looking like much, it offers the fastest route from the small valley. The sides of the ridge other than the road are covered in rocks, thickets and trees. The trees may not provide much cover, but also not the best terrain for a climb out.*

Movement along the dirt road is normal, characters deciding to blaze a trail through the brush will be slowed (how much is up to the judge). This road is the fastest way to get up and out of the valley. The tractor (see area 5) can make the climb, but painfully slowly at only 7 mph. The Panzer can make a cool 35 mph, if it still exists, and soldiers can run (much faster than climbing the ridge).

This location is a good place to balance the adventure - if the players have been walking through it so far, have the three **horned demons** (see **Bestiary**) set an ambush.

AREA 7 - THE GLIMMERING CURTAIN: *Reaching the top of the ridge, you find yourselves staring into a glimmering curtain of silver and stars. In your head you can hear whispers of things from beyond the veil, but not make out, or understand, the words.*

This encounter depends largely on what has happened in the adventure so far. If the collapse has started, this is the character's way out—to wherever the judge decides they should go.

Should the characters arrive before the collapse is triggered, again it is up to the judge. If the characters have managed to get across the valley through stealth and skill, as opposed to killing Giselle or destroying the hearts, perhaps this can be a way out as a reward for innovative thinking. Or, you can treat the curtain as the shimmering wall in area 1 and force the characters to complete the quest to collapse the dimension!

THE COLLAPSE OF THE POCKET DIMENSION

The pocket dimension beings to collapse if the characters either destroy the cultist hearts (see area 4) or kill Giselle (see area 5).

Once either occurs, the pocket dimension begins to collapse, starting from between the barn and the farmhouse and moving outward. I encourage you to play up the opening of a black hole that sucks the farmhouse, then the barn, and the screaming (if still crucified) undead cultists. The fastest way to escape the black hole is the dirt road leading out of the valley and through the glimmering curtain (area 7). Perhaps as Judge, you would consider letting the characters leap into the black hole to emerge in whatever new world you choose. Whichever method the characters use, build the suspense as the black hole grows, but give the characters a chance to get away. If the characters used the heart method of destroying the pocket dimension, ensure that a very angry Giselle is there to meet them at the glimmering curtain!

ENDING THE ADVENTURE

Once the PCs escape, if you'd like to try your own Trench Crawl Classics campaign, drop them back into the Ardennes. Or, send your deserters to Aereth, Lanklamar, the Purple Planet, or any world of your imagination!

BESTIARY

BLOOD WORM

Blood Worm (2): Init +1; Atk bite +3 melee (1d8); AC 14; HD 2d8; hp 10; MV 20' or burrow 10'; Act 1d20; SP blood drain; SV Fort +1, Ref +1, Will +2; AL C.

On a successful bite attack, the blood worm drains the target of 1d3 points of Stamina (DC 10 Fort save to avoid).

Dark red, burrowing 12' long worms with razor sharp teeth. They erupt from the earth to feed on the living! These are accidental travelers to the pocket dimension. Unlike Blue Frog, these are a mindless killing machines, and will slaughter anything that comes into their path. They fight to the death.

DEMON

Blue Frog (unique type I demon): Init +0; Atk bite +2 melee (1d8); AC 12; HD 2d12; hp 14; MV 30' or swim 30'; Act 1d20; SP agility drain (DC 14 Will save or lose 1d3 Agility); spells (+2 spell check) scorching ray, esp, comprehend languages, demon traits; SV Fort +2, Ref +1, Will +3; AL C.

Blue Frog, a Demon from Beyond - Included as either a potential ally to the characters, or a dangerous threat, however the players roll with it. Looks like a giant midnight-blue frog, with an elongated four-sided diamond for a head. The head's lower point (front) is about twice as long as the upper, and at the lower point is a slit of a mouth which opens to reveal several rows of needle like teeth. In the center of the diamond head are three eyes (one yellow, one green, one red), forming a scalene triangle. He has a pale underbelly with thick hind legs and two forelimbs more the arms of a man ending in three sharp claws. Blue Frog is an accidental visitor to this dimension and quickly determines that it is best to leave. He early on casts comprehend languages and is willing to ally with the characters, if they can set aside his appearance. He does like the taste of flesh (human or demon or little people flesh—Blue Frog is not picky). He is more interested in escape than feeding.

Demon, horned (3): Horned demon (type I demon, Two Faced Horned God): Init +1; Atk claw +5 melee (1d10) or gore +7 melee (1d12); AC 15; HD 3d12; hp 21; MV 30'; Act 1d20; SP breath weapon (2d12 fire, DC 12 Ref save to avoid), curse, demon traits; SV Fort +2, Ref +1, Will +2; AL C.

Bestial, fur-legged, cloven-hoofed, goat-horned, and bearing a dirty wild man's face. Their naked upper torso is that of a heavily muscled man with 6" claws extending from its hands. A mouth of shark-like teeth completes the ensemble. They patrol the periphery of the pocket dimension and are quite powerful.

Demon, two faced (type I demon, Two Faced Horned God) (2): Init +1; Atk bite +2 melee (1d6) or constriction +4 melee (1d4); AC 10; HD 2d12; hp 14; MV 20'; Act 1d20; SP blood drain, demon traits; SV Fort +4, Ref +1, Will +2; AL C.

On a successful bite attack, the two faced demon drains the target of 1d4 points of Stamina (DC 14 Fort save to avoid).

Wears blue robes, but initially appears as a sophisticated (if two faced) wise-man. The two faced demon may attempt to engage the characters in conversation, for trickery, or to lull them into lowering their guard—only to strike at turned backs! The two faces split apart on 10' long serpent-like necks. One head's mouth is full of too many needle-like teeth (that break off in the victim for disease), and the other head has long viper-like fangs that drip with deadly green poison. They are in the area of the farmhouse and barn.

GINSELLE ANSELME

Giselle Anselme: Init -2, Atk claw -2 melee (1d4-1) or curse (DC16 Will save, see below) or spell; AC 9; HD 3d6; hp 12; MV 20'; Act 1d20; SP familiar, curse, spells (+8 spell check) *second sight, paralysis, darkness, forget, demon summoning, charm person*; SV Fort+4 Ref +0 Will +8; AL C.

Giselle Anselme, the Mad Witch, is the insane ruler of this pocket dimension. To destroy the dimension (and escape), she must die.

GOLEM

Golem, heart: Init +0; Atk slam +4 melee (2d10); AC 16; HD (number of sacrificed hearts)d8; MV 20'; Act 1d20; SP bleeds out, lightning heals 1 point for each 5 points of damage normally inflicted; SV Fort +5, Ref +0, Will +5; AL N.

Effectively a variant of the flesh golem, the heart golem is created from the hearts ripped from sacrifices to the Two Faced Horned God (or potentially other gods as well). The hearts merge together and swell to form a tough, bloody mass of hard muscle crawling on severed arteries. To attack, the hearts make a massive beat in unison, lifting their mass and crushing a victim.

The heart golem constantly 'bleeds out', making it difficult to keep one's footing around it due to the slick, bloody trail it creates. Those closing to melee must make a DC 12 Ref save or take a -2 penalty to armor class and attacks for one round.

Once killed, the heart golem explodes in a shower of blood and chunks. When the blood settles, characters will find seven still beating hearts amongst the gore.

MOLELING

Moleling (12): Init: +1; Atk claw +1 melee (1d4); AC 10; HD 1d8; hp 3 each; MV 25' or dig 10'; Act 2d16; SP infravision 100', -2 penalty to attack and AC in full daylight; SV Fort -2, Ref +1, Will -1; AL N.

Molelings, or the Little People, are the cannibalistic servants of the Two Faced Horned God, and have been commanded to serve Giselle. They currently protect Giselle's farmhouse by turning the snow-covered farm fields into a series of pit traps and then waiting for unsuspecting visitors to 'drop in' for a meal.

PANZER IV TANK

Panzer IV Tank (1 vehicle/5 soldiers): Following behind the SS patrol, this tank and crew are looking for American tanks, soldiers and vehicles to destroy. But short Americans, these demons will do nicely. The Panzer

is a 25 ton beast with 75mm cannon and two machine guns. I highly recommend you use the 'loud' tank as a means of driving the players into the valley to the farmhouse and out of the woods. I include it as a threat, not as a monster to be defeated. If as a judge you go in for dramatic scenes, I'd recommend a narrated fight between the Panzer and the 3 horned demons (i.e. the 'big bad' heavy-weights of the adventure). Depending on how the party is doing, don't be afraid of making the tank/demon battle mutually destructive (i.e. the tank and demons are destroyed).

- **Panzer IV tank:** Init -1; Atk 50mm gun +14 missile fire (4dl2+10) or deck-mounted MG42 gun +4 missile fire (1dl6, can fire 7 shots) or bow-mounted MG42 gun (1dl6, can fire 7 shots, but only fire at targets in front of the tank); AC 20; HD 20dl0; MV 60'; Act 3d20; SP poor visibility, crew; SV Fort +1, Ref -4, Will 0; AL N.

The Panzerkafagen "Panzer" IV was a German medium tank (50 tons) developed in the late 1930s and used, and upgraded, extensively during the Second World War. The Panzer IV saw service afterwards, ending with the Syrian Army in the 1967 Six Day War. It had a crew of five: the commander (manning an external deck machine gun on the turret), driver (in the hull), radio operator (in the hull, manning a hull mounted machine gun), gunner (manning the main 50mm tank gun in the turret), and loader gunner (loading the 50mm tank gun in the turret).

The Panzer is a tough opponent but has several serious vulnerabilities; namely the crew. The Panzer can move fast but has poor visibility when buttoned up. As a result, the commander is frequently standing in the hatch, and must be to fire the deck machine gun exposed to targeted and incidental attacks. The commander can be targeted by melee weapons as normal and incidentally on a 1-2 on a 1d5. If no one is in the hatch, speed is reduced to 20' and the deck machinegun cannot be fired (the action dice is lost). It is also possible for a melee opponent to use a Mighty Deed or use strength to rip off the hatch (DC 20 Strength check to open) to attack a crewman. Finally, the tank is neither magic nor air tight, so spells or effects on humans, such as sleep or paralysis, will affect the crew as normal.

- **Panzer IV commander (1):** Init +3; Lugar semi-automatic pistol +2 missile fire (1d8, 2 shots, 10 rounds/magazine); AC 11; HD 2d8; hp 10; MV 30'; Act 1d20; SP tank; SV Fort +2, Ref +1, Will +3; AL L.

The Panzer IV commander is protected by the tank, which provides full or partial cover depending on if the commander is looking out of the hatch.

- **Panzer IV crewman (4):** Init +1; Lugar semi-automatic pistol +1 ranged (1d8, 2 shots, 10 rounds/magazine); AC 11; HD 1d8; hp 5; MV 30'; Act 1d20; SP tank; SV Fort +1, Ref +1, Will +2; AL L.

The Panzer IV crewmen (the driver, radio operator, gunner, and loader gunner) are protected by the tank, which provides full or partial cover depending on if the crew member is looking out of the hatch. If the tank is destroyed, internal ammunition, armor spalling and concussions make survival questionable. All crewmen must make a Luck check to get out.

PETRA

Petra, Giselle's black cat familiar: Init +0; Atk claw +2 melee (1d3); hp 3; AC 14.

SS PATROL

SS Patrol (12 soldiers): Unlike the Wehrmacht (which was more analogous to a country's national army) the Schutzstaffel (SS) is Nazi paramilitary organization directly loyal to Adolf Hitler. The Waffen SS was a fighting army of Nazis. Simply, these are the fanatics who committed most of the German atrocities you hear about in WW2. And they spearheaded the attack against the Americans. This patrol is doing just that, seeking out and killing American soldiers as they find them—no prisoners. Their advance has led them into the pocket dimension. These are trained soldiers and fanatics. The squad will kill anything that comes their way...no negotiations. They also know that there is a Panzer IV tank following them, which they will run back to if they need help.

- **Waffen SS sergeant (1):** Init +3; Atk MP40 SMG +1 (1d8, shoots 3 times, each time after the first -1 adjustment to hit, 30 rounds per magazine) or bayonet +2 melee (1d4+1); AC 11; HD 2d8; hp 14; MV 30'; Act 1d20; SP 1 grenade (10' radius 2d6+1d6 for shrapnel, half damage with DC 14 Ref save); SV Fort +2, Ref +1, Will +3; AL L.

- **Waffen SS infantryman (4):** Init +0; Atk rifle +1 missile fire (ld10, 5 rounds per magazine) or bayonet +1 melee (ld4 off rifle, ld8 on rifle); AC 10; HD ld8; hp 5; MV 30'; Act ld20; SP 1 grenade (10' radius 2d6+ld6 for shrapnel, half damage with DC 14 Ref save); SV Fort +0, Ref +0 Will +0; AL L.
- **Waffen SS panzerjäger (1):** Init +0; Atk panzerfaust +3 missile fire (special) or rifle +2 missile fire (ld10, 5 rounds per magazine) or bayonet +1 melee (ld4 off rifle, ld8 on rifle); AC 10; HD ld8; hp 5; MV 30'; Act ld20; SP 4 panzerfaust rounds; SV Fort +1, Ref +4 Will +2; AL L.

On a successful hit with a panzerfaust against a tank, the tank must make a DC 14 Fort save or be disabled. A critical failure in the save means the tank has blown up taking the crew with it. A panzerfaust used on a building or other structure will blow a large 3' hole in the wall. A panzerfaust hitting a creature does 10d6 damage, DC 16 Ref save for half.

- **Waffen SS machine gunner (2):** Init +2; Atk MG42 machine gun +4 missile fire (ld16, 7 shots, range 120/240/360, 47 rounds per belt) or lugar +2 missile fire (ld8, 2 shots, 10 rounds/magazine); AC 10; HD 2d8; hp 10; MV 30'; Act ld20; SP suppressive fire; SV Fort +2, Ref +1 Will +2; AL L.
- **Waffen SS assistant machine gunner (2):** Init +0; Atk rifle +1 missile fire (ld10, 5 rounds per magazine) or bayonet +1 melee (ld4 off rifle, ld8 on rifle); AC 10; HD ld8; hp 5; MV 30'; Act ld20; SP 1 Grenade (10' radius 2d6+ld6 for shrapnel, half damage with DC 14 Ref save), carries 200 rounds of ammunition for the MG42; SV Fort +2, Ref +1 Will +2; AL L.
- **Waffen SS ammo bearer (2):** Init -2; Atk rifle +1 missile fire (ld10, 5 rounds per magazine) or bayonet +1 melee (ld4 off rifle, ld8 on rifle); AC 8; HD ld8; hp 5; MV 30'; Act ld20; SP 1 Grenade (10' radius 2d6+ld6 for shrapnel, half damage with DC 14 Ref save); SV Fort +0, Ref -2*, Will +0; AL L.

Agility has already been reduced by 2 (-2 to Init, AC, and Ref saves) due to being a human pack mule (carrying 400 rounds of ammo and a 30 lb tripod). If burden is dropped, Agility based stats return to normal.

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