



OPERATION

# FALLEN REICH

CAN EVIL BE STOPPED IN TIME FOR TEA?

SCENARIO N<sup>o</sup>. 3

## TENNIS, TERROR *and* TRICKY BIRDS

FALLEN



PUBLISHING

2009



SCENARIO 3:  
**TENNIS, TERROR**  
*and*  
**TRICKY BIRDS**

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*A jolly good thank you!*

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2009



# TENNIS, TERROR *and* TRICKY BIRDS

A Fallen being called Rafner has been tasked with bringing an Aztec stone calendar from Mexico to the Reich. It's loaded on a Condor long range aircraft together with the scientists who found it. The flight runs into problems and the scientists and most of the crew are dumped to make the Condor lighter. The plane finally crash lands on an isolated reserve airfield; Raven Falls on the Orkney Islands.

The airbase crew lock up the calendar and Rafner, now in the form of a raven has to find a way of getting it back to the Reich. Since the airbase crew is pretty laidback and totally obsessed with playing tennis, this seems like an easy task, but when the characters show up things get more complicated.

This scenario is a fitting follow-up to Oldest Killer or Big Trouble in Little London. It's a bit more advanced than the previous two and needs a careful read through to get things right.

## THE WHOLE STORY

In a desperate gamble to get their hands on an occult artefact, the Nazis have sent a Condor aircraft to bring it from Mexico to the Reich. As well as the artefact, an Aztec calendar, the scientists who recovered it are onboard. The aircrew is under the control of a Fallen being called Rafner. It can only possess the bodies of birds (a parrot on the aircraft) but can at the same time control three weak humans; it can also enhance the flying capabilities with its dark powers.

Despite all Rafner's power the aircraft gets lost and starts running out of fuel. The Fallen commands the crew to kill the passengers and dump them together with everything that can be pulled free from the cabin. Finally the second pilot and navigator themselves are kicked out of the plane by the pilot. By skill, luck and ancient powers the aircraft reaches Scotland, low on fuel and with a damaged rudder.

The pilot makes an emergency landing at Raven Falls, an isolated British reserve landing field on the Orkney Islands. The plane crashes and the pilot is saved by the airfield staff, but he is badly injured and seems to fall into unconsciousness. Rafner in parrot form is decapitated in the crash landing but can still fly and seeks out a new bird to act as a host. It finds one of the airbase's tame ravens, Hugin, which it takes over.

The raven/Fallen then sets about securing the aircraft's precious cargo. Being in a weak mental state after many months of isolation, most of the base's crew are easy prey. Dickens – the nurse tending to the pilot – is the first to fall under control. The rest have no clue about what's going on. With one exception; Sergeant Hilton. He finds a note from one of the killed passengers on the aircraft and he starts to suspect that something rather strange is going on. Therefore he has to be stopped.

To get the rest of the crew out of the way Dickens launches a booze-up to celebrate the swift handling of the crashed airplane. As the crew submits to drunkenness Hilton is





A raven is very sly compared with birds. A Rafner is very sly compared with humans.

drugged by Dickens and taken to The Ring of Brogar, an ancient stone circle not too far from the airfield. Once there he is killed as part of a ritual to summon a number of eagles from another ancient site, Tomb of the Eagles. The Fallen hopes to use the eagles to carry the ancient artefact to the Reich. This plan is ruined by the arrival of the characters and the Fallen has to turn to more drastic measures to secure its sinister goals.

It plans to take control of the base commander, obstruct the players and send for a submarine to pick up the precious artefact. And the submarine is nothing less than a Gerätgeist bearing a ghoulish crew of semi-dead sailors.

Will the players find out about the artefact before the submarine arrives? And will they be able to stop it from taking the artefact aboard?

### NOT A PROBLEM IF THE PLAYERS FAIL

If the Germans manage to get their hands on the calendar the Gerätgeist Gunter Prien and its crew will use it to time shift into the Scapa Flow naval base and sinking the Royal Oak. As this is what historically actually happened it should be extremely hard for the British to stop the calendar falling into German hands. They are armed only with revolvers unless, that is, they have been disarmed by the airfield crew. The Gerätgeists animated sailors are tough, armed with Schmeissers and hand grenades and are aided by Rafner with his human and eagle sidekicks. The characters should gain a healthy respect for their opponents that will keep them alert in later scenarios. However, if they do a really excellent job, they could and should be successful.

## TIME LINE FOR MAJOR EVENTS AND CHARACTERS ACTIVITIES

### October 11

- Condor airliner crashes at Raven Falls.
- The pilot is saved and the calendar is placed in the Weapon Cache.
- The pilot and later Bond is locked up in sickbay.
- A party gets the entire crew drunk.
- Dickens sacrifices Hilton and crashes the car on the way back to base.

### October 12

#### Morning

- Characters leave Scapa Flow by ambulance. 05.30
- Characters reach Ring of Brogar and are stopped by fishermen. 07.00.
- Finds wrecked car.
- Swarm of birds.
- The eagle tamer.
- Raven drops object.

#### Noon

- Base wakes up with a hangover.
- Bond is freed.

#### Afternoon

- Bond is possessed.
- The important tennis game and the first time shift.
- Bond sends message and then cuts all communications including disabling the cars.
- Bond obstructs players

#### Night

- Bond sets out a light to guide the submarine in.
- The u-boat Günter Prien launches a landing party to recover the calendar.

## ENTER THE CHARACTERS

Before the Fallen could start with its evil deeds the airfield commander Major Bond sent a coded radio message to Scapa Flow.

*"German civilian Condor crash landed today at 16.41. Single crew member recovered, alive but unconscious. Send ambulance and doctor immediately. Awaiting directives."*





The Orkney island a tough, even without possessed birds and u-boats.

The players are stationed at Scapa Flow and are dispatched on a mission to secure the German crewman and bring him to the naval base safely. If none of the characters are a doctor or skilled medic, use the pre-generated Doctor Slim. The rest of the players represent a hodge-podge of available personnel put together because they have no other current mission. There is also an archaeological site The Ring of Brogar which is passed by on the ride to the airfield, this can be an excuse for a history oriented character to come along. Entering the ambulance, officers are armed with their side arms (preferably a 38. Enfield revolver with 6 shells in the drum and 12 extra rounds), others may have batons. **No other weapons or extra equipment may be brought along. This is very important!**

### THE BODY OF SGT HILTON

At dawn, 06.00, the ambulance rolls out onto the terrible roads of Orkney. After two hours they will pass The Ring of Brogar. It lies on a hill about 200 yards from the road. Just as they pass the spot, a man jumps out into the road and stops the ambulance. He shouts: "You didn't need to bother with an ambulance; the fellow is quite dead you know."

If the characters stop and talk to the man, they will find out that a dead body has been found at the centre of the circle. A few other men are standing at the circle and

arguing loudly. The players can ignore the men and continue, but that will make the rest of the mystery harder to solve.

### THE RING OF BROGAR

The Ring of Brogar is a stone circle located close to the road that leads to the reserve airfield. It now consists of 36 stones, each approx 2.5–3 meters high. It's obvious that a few stones are missing, but it still forms in a perfect circle 104m in diameter,

A successful History 10, means the character has read up on the ring. The following facts are known; the ring is about 2000–2500 years old and originally consisted of 60 stones. Its purpose is unknown, but there are a number of similar rings on the Orkney Islands.

The man who stopped the car will present himself as Mr Hendricks, a local fisherman from Stromness. He is a grumpy fellow who will answer questions with as few words as possible. In summary he and his fisherman friends were on their way to Scapa Flow when they saw a huge gathering of eagles in and around the circle. Curious, they stopped their truck to have a look and discovered to their horror that the eagles were feasting on a dead body.



Outside the circle the three other fishermen are arguing vividly over whether eagles move in flocks and if it is natural for them to eat as a pack. Opinions are divided. The discussion is so heated that they hardly notice the characters arrival. There is also a stunning smell of whiskey around them.

In the circle lies the half consumed body of a man, most of the flesh is ripped off and the clothes are torn. He appears to be wearing the remnants of a uniform and was quite short and thinly built.

After a while the fishermen stop arguing and start taking an interest in the characters activities. One of them claims that the body has been brought to the ring by the eagles, this sets off a new and even more heated argument.

If asked the fishermen will offer to bring the body to Scapa Flow or the local police.

#### Hints to be found

Search of body reveals a Staff Sergeants badge on the arm.

- Search 15 on body will find a set of glasses and some pistol rounds. He has no id-tag or papers of identification.
- Autopsy 5 or Surgery 10 will reveal that the body has a large bullet hole in the head.
- Track 15 or Search 25 will uncover drag marks from the body to the road.
- Search 10 close to the body will discover a large Webley .455 revolver with one bullet fired. This would make suicide a possible cause of death.
- Zoology 10 will conclude that eagles never appear in flocks, never share food, but will gladly eat the corpse of a man.
- Track 10 or Cars 20 on the road next to the fishermen's truck will conclude that a smaller car than the ambulance or fish truck has recently been parked by the road and kicked up a lot of mud when it left.

#### THE JOURNEY CONTINUES

The journey to the airfield should go on, driving back two hours with the body is not an option and Doctor Slim urgently needs to see to the wounded pilot. The ambulance continues its rumbling way to the airbase.

When there are just a few kilometres left to the airfield an Observation 10 roll by any character in the front seats will notice a crashed car in a ravine on the right side of the road. This happens just after a rather sharp left turn.

The crashed car appears to have gone off the road and then rolled down the ravine. The car now lies upside down in a small stream.

- Going in to the ravine demands Climb or Agility 10. If unsuccessful the character will either fall or just stay by the ambulance.
- The car is abandoned and inside an empty bottle of whiskey is the only obvious thing to be found.
- Search 10 will reveal blood on the steering wheel.
- Search 15 will find a wallet belonging to a Sergeant Hilton.
- Cars 15 will tell that the car probably was going towards the airbase when it left the road and that it must have been travelling at a fairly low speed.

#### TONS OF BIRDS

Just as the ambulance has passed the sharp turn with the wrecked car a magnificent view over a valley appears. The only thing obscuring the beautiful picture is an abnormal number of birds heading for the car from the Northwest. The birds pass over the car screaming in fear.

Zoology 15 will tell that they were mainly seabirds, which are very common here, and that they appeared to be panicked. Probably scared by a predator.

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## REACHING THE BASE

The rest of the scenario is spent at the base; characters should not be allowed to leave it.

### THE GATE

After a small crest the car will approach the gate and to everyone's surprise the gate is unmanned and open. The car can just roll in. The base is totally calm and appears to be abandoned. Not a sound, no motion. Make sure that the players get spooked by the strange calmness. The only movement they see is a lone man doing something on the landing strip.

### THE EAGLE TAMER

The man on the runway is the base nurse, Corporal Dickens, who is under the control of Rafner in raven form. He is testing if the summoned eagles, which have scared off all the seabirds, can carry the weight of the Aztec artefact.

This is done by putting bricks in a bag and then letting the eagles try to lift it. He will take no notice as long as the characters stay less than 25 yards away. If they get closer the eagles will take off and the Dickens will start screaming at the characters. *"You bloody morons! Stay away! This is important!"*

If they approach closer than 25 yards he will turn and run towards the eastern cliffs that abruptly end the runway. After a few meters he will start flapping his arms and increasing speed.

### DEADLY DROP

If the characters pursue him or shoot at him (highly unethical) they will be attacked by the eagles. These will swoop down and use their talons in hit-and-run attacks. This will effectively block the characters from stopping him. Dickens will also survive any gun wounds however serious, until he reaches the cliff and jumps off. In short; the characters will not under any circumstances get their hands on Dickens alive. With a terrifying scream he plunges down to his certain death.

The eagles will break off and fly away once he is over the cliff. Mysteriously enough, they will then lurk around the outskirts of the base, often close to or directly assisting the raven..

## REACHING THE BODY

When the characters get to the top of the cliff they can observe the mangled body of Dickens. They will also see a raven pulling at Dickens' clothes, it will retrieve something and fly away. The characters will then see something drop from the raven's grasp. A good Observation will notice that the raven carried two items, one of which was dropped.

Getting down to the body is not as hard as it may seem. A set of small stairs is cut out of the stone leading down to a small pier. Going quickly down the stairs is an Agility 5 task.

### THE NECKLACE

If the characters get down to the body at once, they will see the raven returning from the north and if the characters hurry up they can beat the raven to the dropped item.

They will easily find a strange necklace, in the form of an Isis bird. It has a loop for fastening on a chain and a strange needle-like tip; the tip is bloodied.

The necklace is used by the raven to control people. There were just three of them, one was lost during the fight on the aircraft and can be found there. The last one is in the raven's nest, and when Rafner sees the characters grab the necklace it will use it to take control of Major Bond once he is alone and out of the sickbay.

### DICKENS' BODY

Dickens is already dead when the characters reach him. His body is mangled and bloody. He was a rather plain looking man in his thirties, heavyset. Moving him up the stairs will be a dangerous job.

Autopsy 10 or Surgery 20 will reveal a small needle wound on the chest, fitting the necklace.

### RAFNER, THE ANNOYING BIRD

The Rafner has taken over one of the base's two pet ravens, Hugin, and killed the other, Mugin. The characters will soon start to get annoyed at the bird as it seems to be following them around. What it has seen will then be relayed to Major Bond if he is under control and he will question the players if they do something that might interfere with his plans. The raven also controls



the eagles and can use them to attack or annoy the characters. If they get too close to the cliff they could be pushed over etc.

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## A BASE IN DISORDER

The base seems alarmingly quiet and not a sound can be heard over the wind. When the characters investigate the base they will find that most of the buildings are empty except for the sickbay, two barracks, the mess and the latrines.

### Full fence

Barbed wired fence, enough to deter curious kids and elderly people who are lost. Not a major obstacle for a more determined intruder.

### Guard house

Not actually a house, more of a hut with a stove in it. The last man on guard has left his holster with a revolver hanging on a chair, it is dusty.

### Officer's quarter

In this one story building Bond, Hastings and Hilton has their rooms. See further description on page 11. Hastings rooms got nothing special except a large collection of stamps.

### Staff

A large briefing room filled with tables and chairs and maps that never been used. Bonds large office filled with tennis posters and Hastings very small office filled with unsorted stamps.

### Barracks

Both barracks are in severe disorder and a disgrace for the military community in general.

### The mess

Well, it's hard not to make a joke here. The mess is a mess. A large room for eating and partying and a well equipped kitchen with a water tap. See page 10.

### Sick bay

A rather flimsy built wooden structure in one story, the walls could easily be torn down from the inside. Two

small wards, a waiting room, an exam room and a small office. See page 10.

### Supply

A very solid wooden structure that is always locked and filled with stuff like food, spare parts etc but nothing exciting.

### Weapons cache

A solid concrete bunker almost impossible to break into. See page 12 for content.

### Fire truck garage

Wooden building (that burns very easily) contains a fire truck and various fire fighting equipment.

### Workshop

Filled with tools and parts for aircraft, it is very well kept and in excellent order. Yes, there is a scorch for getting into the cache (which would take a long time and look very suspicious), but no explosives etc.

### Shelters

Dug in concrete shelters, each containing an apparatus for distillation and a large stash of potatoes.

### Small fence

Just a low wooden fence to make it harder for drunken crewmembers to fall off the cliff.

### Potato field

The base for home made alcohol is grown here. Recently harvested.

### Latrines

Very simple, no water closets here.

### Stairs

A slippery and highly dangerous way down to the pier. See page 7.

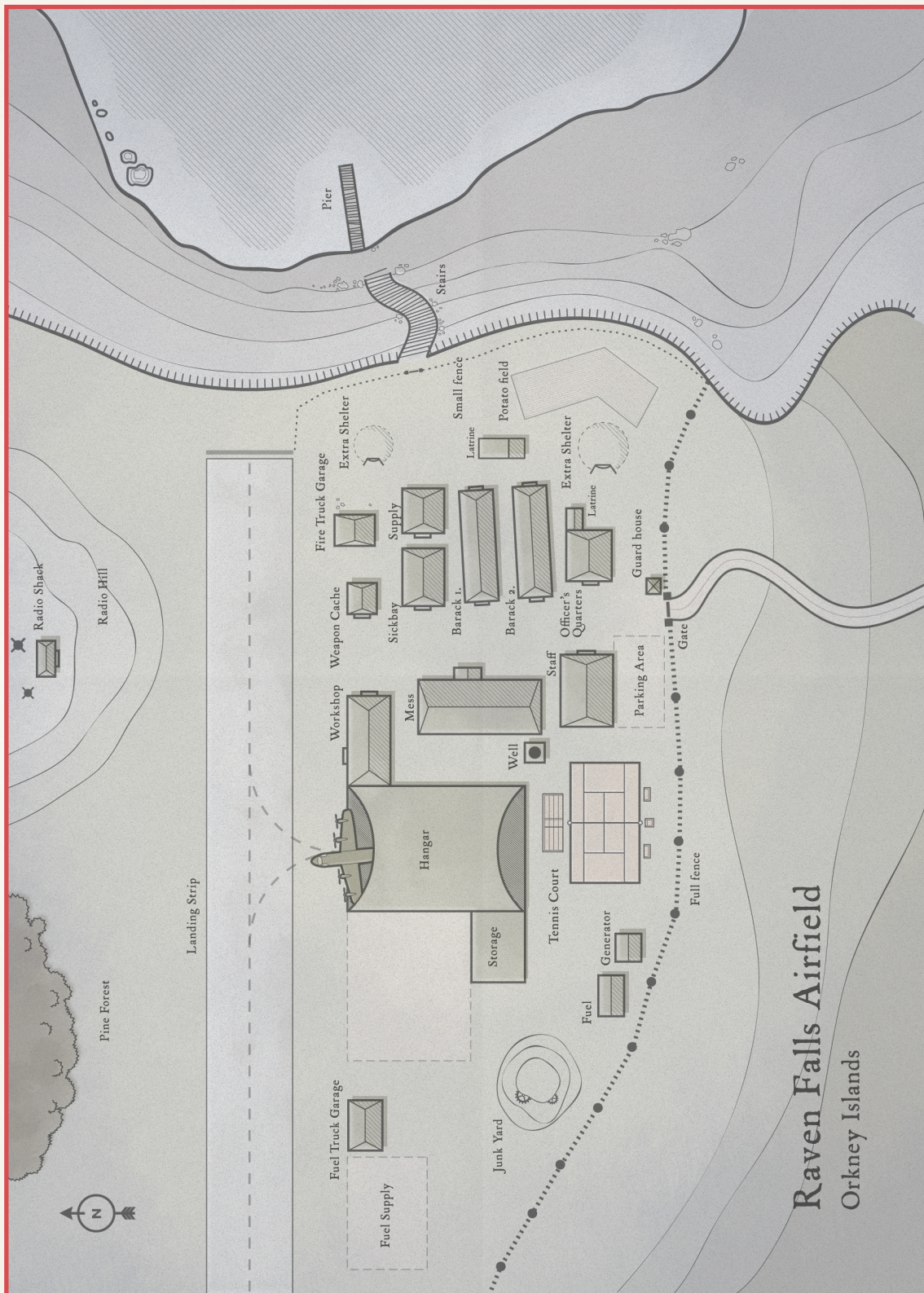
### The pier

Made of stone it is an excellent place for anyone wanting to catch a fish or may be a submarine.

### The Well

This is very water is pumped up and collected from a tap; there is also water in the mess.





The base in all its glory. Its hard to tell if the landing strip or the tennis court is the centre of activity.



**Tennis court**

The base prime source of leisure and entertainment. This clay court is in mint condition and got a large gallery.

**Hangar**

The large hangar has a steel roof and contains the crashed Condor. See page 11.

**Storage**

Bomb proof part and locked part of the hangar containing standard bombs and machinegun ammunition. The key is in the staff building.

**Generator**

Supplies the base with electricity.

**Fuel**

Diesel for the generator.

**Junk yard**

Junk of all types, from food leftovers to aircraft parts.

**Fuel truck garage**

A wooden building with a truck that actually doesn't work as it is out of fuel.

**Landing strip**

Made of concrete it is built just a few months ago (like the rest of the base).

**Pine forest**

Densely grown pine trees with little under growth. The home of the ravens nest. See page 16.

**Radio shack**

One room containing three sets of radios which are the prime link to Scapa Flow. Manned most of the time, but the operator spends a lot of time outside smoking or sleeping on the floor. See page xxx.

**WHAT SHALL WE DO WITH THE DRUNKEN AIRCREW?**

The barracks, mess and latrines are filled with soldiers sleeping in a stench of whiskey. They are all either still very drunk or have a hellish hangover. If asked they will slowly come to life and mutter about a celebratory party for the successful rescue mission. They have no idea

about Dickens' doings but cherish him for supplying the whiskey. Even if it was a bit too strong for most of the crew's taste.

If asked about their commander they will get nervous and say that the master sergeant is not going to be happy when he wakes up. When specifying and asking about Major Bond they will just laugh and say that he is probably practicing his backhand.

**LT HASTINGS**

After a while the characters will find Lieutenant Hastings, he is reasonably sober and will start to assist characters that outrank him. He will also start to give orders to the men to get the base working. Most his orders will end with a threat about the arrival of master sergeant Hilton. Slowly the base comes to life, very slowly. If asked he will organise the retrieval of Dickens' body. The death, however, elicits no strong reaction. He recalls Dickens as a very strange fellow who always stayed on his own side of the base.

**QUESTIONING THE CREW**

This will mostly establish the timeline of events and give a few hints, like:

- *"It was bizarre! A bloody parrot flew out and it didn't have a head."*
- *"Dickens gave us the whiskey... to celebrate we think."*
- *"That big stone thing was strange, it's in the locker now."*
- *"The interior of the plane was horrible; I just wonder what happened there..."*

But mostly it's about tennis and the afternoon game...

**THE INHABITANTS OF THE SICKBAY**

On arrival at the prison sickbay the characters will find the solid door locked with no key to be found, except on the body of Dickens. A Lock Pick 15 with an appropriate tool will open the door.

Inside, the pilot is in his bed, apparently still unconscious. Major Bond is asleep on a bed next to the pilot and wakes



up when the characters enter. He is a bit confused but seems to be completely sober.

*“What time is it?” he asks as he gets on his feet. “I must have fallen asleep,” he says just as the gun falls to the floor. He seems a bit confused at first. Then he says; “Where is Dickens? He locked me in here you know! Probably trying to avoid the match!”*

He says that he was sitting by the pilot’s bed when Dickens left and locked the door. As this room has no windows Bond could not get out. Waiting for Dickens to recognize his mistake, Bond fell asleep.

A Judge of Character 15 will imply that he is telling the truth. And he is. For the record, the best way of getting out of the sickbay is to simply tear down the wall using Carpenter 20 or Strength 25.

## LOCATIONS OF MORE IMPORTANCE

Here are some locations the characters might like to investigate at one point or another.

### Sergeant Hilton’s room

Few locations on the base actually provide any useful clues, but the best place for them is Sergeant Hilton’s room in the Staff Building. Several clues can be found here. Entering the room it’s apparent that Hilton is fairly well educated and very interested in historical and mythological matters, especially Scandinavian. He got a rather impressive collection of popular books on the subject.

A Search 10 reveals a translated note written in German:

Don’t speak. The parrot is watching us. The 3  
will kill us soon. We must trap the bird and  
kill it on the stone. Tell Otto and Gustav.

Why kill us? Why the bird?

To reduce weight. We have to be quick..  
It is not a bird. Kill it on the stone.

- Under the bed lie a fishing net and a piece of pork. A Zoology 10 roll will suggest that he wanted to catch the raven.

- Myths 15 indicate that many of the books are rare and that Hilton’s interest in and knowledge of the occult must have been serious.

- An Info Search 15 will find a page marked in the book “Gods and Beings of the Asa Worshipers.” It reads:

*“Rafner was the gods’ most effective spy, not only could he command all the birds of the sky, he could also bind people to him. Bribing them with jewellery they became his loyal thralls, obeying his slightest whim.”*

A note is added in handwriting:

*Catch it with a net!!!!*

- An Info search 15 or Myths 20 will lead to the conclusion that the raven must be killed at sacred ground to be dispelled from earth.

### Major Bond’s office

As can be expected Bond’s office is absolutely filled with tennis paraphernalia; posters, rackets, balls, magazines, shoes and even a spare net.

His office also houses a small locker containing 10 Enfield revolvers that he can distribute among his men. A Lock pick 20, Carpenter 25 or Mechanics 25 will open the locker.

A successful Sixth Sense 10 will show that there is something magical in the room. The two rackets hanging on the wall are none other than the magic Twins Tennis Rackets (page 89 in the Main Rulebook).

### The hangar and the detritus of a terrible flight

The crew have towed in the Condor and had a quick check inside it, basically looking for souvenirs. They didn’t find much.

The aircraft is in pretty bad shape after the crash landing. The wings are broken and the underside is severely scraped. The passenger door also seems to be missing, which is strange considering how that part of the aircraft is in good shape. But it’s the interior that raises the most questions.



The whole passenger area is empty, no chairs, no luggage, no clothes, no equipment, everything is gone. By the look of it, everything seems to have been ripped from its place; the broken bolts are still there. To do so would obviously require enormous forces. Even more disturbing is the fact that there is blood smeared on the cabin walls and on the floor.

A thorough search will reveal:

- A roll against any Melee skill 15 will show that the weight must have been thrown overboard the hard way. The interior is badly damaged and it is apparent that anything loose has been pulled out and thrown into the ocean. That includes the other passengers.
- A Search 10 will find a severed hand jammed between a welded box and the aircraft's body. It clutches an exact copy of the necklace dropped by the raven.

#### The Weapon Cache

This solid building is made of concrete and has a heavy steel door. The best way to get in is obviously to obtain one of the two keys. Both are unfortunately missing, one is hidden in the ravens nest, the other has been hidden by Bond under a rock just outside the cache. He will never reveal its location while the raven is alive.

Breaking into the cache might otherwise be managed by cutting open the door with a welding torch. Welding equipment can be found at the workshop, but it will take several hours.

The locker contains the stone Calendar, 20 Lee Enfield rifles, ammunition and vital gun parts for air defence Lewis machine guns.

## TENNIS ANYONE?

A factor that will mess things up is Major Bond and his crew's strange obsession with tennis. Being a bit isolated, tennis provides them with the only fun they have. There was supposed to be a game between Dickens and Hilton on the same afternoon the players arrive. They are rated as the two worst players on the base. This game had been the object of heavy betting, a cause of most concern for the majority of the crew. Many of them now try to persuade the characters to play each other instead.

Major Bond is especially fixated on the game and on tennis in general. He struts around in a tennis cardigan with a racket under his arm, well, until the Rafner takes control that is.

Remember to use the tennis obsession to full effect and constantly let it get in the way of the investigation.

#### A GAME WITH TIME SHIFT

If the characters give in and play a game it will be a spectacle. The crew is divided into two factions, one betting on one of the characters and the other supporting the opponent. If the game gets exciting they will start screaming at each other, maybe even fighting. Often the game will be interrupted by fights and confusion.

To make things even more confused the Calendar will start generating time shifts, one of them occurs in the



The Twins Tennis Rackets, a prize for the curios.



middle of the game. The ball will suddenly land on one side of the court.

Bond will eventually show up and with alarming efficiency stop the quarrel and send everyone to back work.

### **MAJOR BOND UNDER CONTROL**

After Dickens' death the Rafner needs a new puppet to control with the last remaining medallion. A few hours after Bond is released from sickbay he will come under control of the bird and play a part in the next plan to free the Calendar. This will probably happen during a pause in the game. He will quickly discard his tennis racket for a revolver and start acting like a real commander. This quick change of personality seems strange to the crew and to characters.

### **THE NEW PLAN: SUBMARINE PICK UP**

The new plan is much more logical, but also much riskier. When he is unobserved Major Bond will send a strange coded message on the radio.

The message is in ancient Greek and a successful Greek 15 will translate it as:

"The apple fell to the ground 76:89 65:54.  
Pick it up at once or the rodents will eat it."

The message is picked up by the Germans and a submarine lurking nearby will head for the bay next to the base. It will arrive the very same evening.

### **SABOTAGE!**

The radios and the telephone will be disabled by Bond. If the characters try to leave the base they will find that no cars are working, not even their own trusty ambulance. A vital part of the motor has been ruined and it will take the base mechanics many hours to fix it.

### **CONFRONTING BOND**

If the characters have any brains at all they will pretty quickly start to suspect Bond of running Nazi errands. Arrest is especially justified after he has sent the message. He will however have two armed guards with him, and unless reasoned with they will defend him if the players become aggressive. The two other guards at the gate will also come rushing if it gets noisy.

The rest of the crew is not overly loyal to their commander, but in open confrontation or if he suspects that the players will take action against him or the raven Bond will gather as many of the crew as possible to overwhelm them. Don't forget that he knows everything the raven observe.

Bond will claim that he received a message saying they are Nazi spies, and that Scapa Flow has sent military policemen to arrest them.

If the characters act first and forcefully they can overpower his guards. Bond however will fly into a rage, firing his gun and then trying to stab them with a knife. He will be hard to tie down, and will not calm down until killed or knocked out. Once arrested or killed his men will most likely feel that the characters are suspicious.

### **FIGHTING THE FULL CREW**

Less sophisticated players will easily start a fight and end up in a large scale battle with the whole base crew led by Bond. They will attack the characters en masse, but not arming up with rifles etc as they can't get into the locker. Use the profiles at the end. The attack, except for Bond's part, will be very half hearted and if a fire fight erupts most will run for cover.

If over powered the characters will be locked into the sickbay. Bond will then show up later, just before the Germans arrive, to execute the players. Is that not an excellent opportunity to over helm him and escape?

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## **A GRUESOME U-BOAT LANDING PARTY**

The German landing party will arrive in the bay at 03.00. They will row to the pier in two rubber boats. One sailor will be left guarding the boats, the other nine will advance up the pier, they move a somewhat sluggishly as they are semi-dead and under the direct control of Kapitänleutnant Prien, the Gerätgeist possessing the u-boat. The sailors are armed with Schmeissers and hand grenades. They are slow to react and will mostly spray bullets more or less aimlessly, but they are hard to kill and much stronger than normal men, two of them being able to lift the Calendar and carry it to the





Death from below. Heavily armed, in different to pain and covered with fungus, these sailors will not dance the jig.

U-boat. They are also completely fearless. If the rubber boat sinks they will just wade into the water and swim to the submarine, if the calendar ends up in the water they will drag it along the seabed to the vessel.

#### **NO RAFNER, NO SUCCESS...**

If the Rafner is sent back to Hell, the sailors will have no clue of the whereabouts of the Calendar and will start searching (very) aimlessly. If the raven was caught and killed on the Calendar players will probably also have access to a heavy arsenal of weapons to finish off the sailors. Characters may even go on and attack the U-boat and might be successful if they are cunning and very, very lucky.

If the raven is alive however they will be contacted by Bond if he is at large. He and the raven will show the way to the Weapon Cache and the hidden key. The players can decide to engage the sailors but have to be careful as they are heavily armed with pistols, hand grenades and submachine guns. If in contact with the raven or Bond the sailors will fight vigorously to reach the cache. Otherwise they will retreat if they encounter heavy resistance or, if unchallenged, they will try to take prisoners and interrogate them to find out where the calendar is. If they locate it at the Weapon Cache they have explosives to blow in the door.

#### **MANY POSSIBLE OUTCOMES**

From the point at which Bond sends the message the rest of the scenario can go in many different directions depending on the character's attitudes and actions.

#### **THE STONE CALENDAR**

The stone is an Aztec calendar with strange powers. It lies in a heavy wooden box, whose lock has been smashed open. The Calendar had been found at an Aztec dig out in Mexico and sold to the Nazis. They are desperate to bring it back before British agents get their hands on it. Hilton realised the stone was important and ordered it to be carried into the arms locker.

#### **Time shift**

The Calendar will generate strange time shifts. During these shifts all humans will be frozen as time passes by for a few seconds. One time shift will occur during the tennis game. The players and audience will be amazed, aggravated or confused as the ball suddenly will be on the ground and maybe even settling the game. Other time shifts can occur at the game masters will.



### Supernatural feel

Upon seeing the calendar for the first time characters make a Sixth sense 20 roll and if successful they will feel a warm disturbing sensation emanating from the calendar. If the roll was good enough they will have visions of blood and death. Should they fumble they will suffer an uncontrollable hysterical fit. This happens each time the box is opened, but only once each for each session the character spends with it.

For gaming purposes it is important as the only way to really stop the raven is to kill it in a sacred/magic area, such as a church or in one of the stone rings. As things turn out it's a long way to both churches and circles, so killing it on the Calendar is a far more convenient option. If the locker can even be breached. Moving it is tricky as it weighs nearly 400 pounds.



Fed for centuries with blood, this artifact has been thirsty for about five hundred years.

## IMPORTANT NPC:S

The following information and stats are for the NPC:s the characters encounter. Dickens is not included as he should die before they get to know him.

### MAJOR BOND (Age 51)

Sports fanatic, Single minded, Tea drinker

**Reaction:** 1      **Defence:** 12      **Toughness:** 3(10)\*

**Pain limit:** 11(20)\*      **Aura:** 2(8)\*      **Pistol:** 3

**Courage:** 2 (No limit)\*

**JoC:** 2

**Club:** 8

**All Perceptive skills:** 2

**All other Physical skills:** 5

\*When under control of Rafner

**Equipment:** When not possessed Major Bond sports a tennis racket and keys to the locker and his office locker. When possessed he hides the keys and arms himself with two pistols.

Major Bond is not one of the best officers of the Empire. His greatest handicap is not his dull intellect, in which he differs little from his colleagues, but his severe and strange obsession with tennis. During his adult life he has lost himself in many hobbies such as fly fishing, sculpture, golf, mushroom picking and the last few years; tennis. His whole life is centred on the game and only with utmost determination can he focus on anything else. He also dresses in uniform trousers, a white tennis sweater and tennis shoes. During most of his waking hours he carries a nice racket. Somehow and for the first time in his life his hobby has also spread to the men under his command; how, is the greatest mystery of this scenario. The few minutes of the day the Major is not thinking about tennis, he drinks tea.

### The possessed Bond

Once possessed Bond will put on his full uniform and start bossing his men around. They will follow his commands in pure shock. He will lose all interest in racket sports and act very strictly. He will also start harassing the characters, limiting their freedom of action. He can only be freed from this state of mind if Rafner is sent back to Hell.



**RAFNER AS RAVEN**

<b>Reaction:</b> 14	<b>Defence:</b> 35	<b>Toughness:</b> 10
<b>Pain limit:</b> 15	<b>Aura:</b> 12	<b>Courage:</b> No limit
<b>Stability:</b> 22		
<b>All Perceptive skills:</b> 20		
<b>Strength:</b> -15		
<b>All other Physical skills:</b> 15		
<b>Flying speed:</b> 50 yards/turn		
<b>Dark rituals:</b> 20		

This Greater Fallen can only possess birds, but is nonetheless very effective at controlling humans. There are but a few but powerful Rafners in Hell, all using the same name. Rafners always serve with a stronger Fallen and they are most sought after for their extreme loyalty and their cunning. They are also very stable on earth and can only be sent to hell if killed on sacred ground. If their bird body dies they will just shift to another and continue their evildoing. Rafners always let others do their dirty work and avoid fights at any cost. They have the basic stats of the bird they are possessing and they often chose medium sized birds, preferably with some speaking capabilities. They can then actually speak directly to their controlled subjects.

**Paranormal capacities**

The Rafner has many tricks up its feathery sleeve; it is magically alert, like a strong sixth sense making them hard to surprise and hard to kill (+10 in difficulty on all shooting attacks against a Rafner).

They are also capable of mind control of up to three people at a time. The target is approached by the Rafner in bird form. It drops a piece of special jewellery in front of the person and if they pick it up the Rafner will try to control them. It gets only one try at any one person, ever.

The Rafner also knows a multitude of other Dark rituals, most are connected to birds. Summoning the eagles is one example. As a Game Master you can feel free to let the Rafner use others.

**How to stop it**

Rafners are very hard to stop as they can shift from one bird to another without much effort. They must be

trapped and killed on sacred grounds or exorcised. But they are sly, cunning and very careful beings. Their greatest weakness is otherwise their size, being so small they are not a physical threat to anybody.

**Shooting the bird**

If the characters start pointing guns at the bird it will head for cover and be more careful, but it will continue to follow them around. To hit it is a difficulty +20, being small and slightly magically protected. If the characters manage to hit it, it will simply die. A few hours later a seagull will start following them around instead; the Fallen having found a replacement. If caught and locked up, the Fallen may not switch to another bird and will lose its capabilities to spy on the characters. The best way of catching it is probably using the net in Sergeant Hilton's room.

When caught it can be killed on the Calendar and the Fallen will be exorcised back to Hell. Bond will then snap out of his controlled state, show the players his hidden key to the Weapon Cache and tell them about the u-boat raid. The Calendar can now be hidden safely and the U-boat raid can be effectively stopped.

**Setting a trap**

Trapping the raven is not easy, but can be done. The best bait is one of the necklaces. If the characters form a decent plan the bird can be caught. If not killed it can be kept in a box or similiar, it will however project very intense bad feelings against anyone nearby.

Everyone in the proximity must roll a Aura 15, those who fail will feel horrified and have an urge to free the bird. Bond will obviously try to free the bird too.

**GERÄTGEIST GÜNTER PRIEN**

Commanding the U-boat U-47 since a year back, this Gerätgeist is a very deadly naval predator. With its extreme hunting instinct and taste for destruction it patrols restlessly outside Scapa Flow, searching for pray. Top of its wish list is a Battleship. The characters are not likely to make it inside the u-boat but if they do they will find its interior filled with fungus-like algae.

**The skeleton crew**

The characters will however most likely come in nastily close contact with the crew of U-47. They are in a semi-



conscious state, totally controlled by Prien. They will be rather slow and clumsy, but also strong and very resilient to damage. The ten men paddling to the pier are dressed in dark blue overalls and sailor's caps. Their eyes stare mindlessly and they are smeared with the same fungus that grows inside the submarine. If their dead bodies are examined nothing strange can be found except the totally unknown fungus.

#### U-BOAT CREW MEMBER

<b>Reaction:</b> -5	<b>Defence:</b> 10	<b>Toughness:</b> 20
<b>Pain limit:</b> 30	<b>Aura:</b> -5	<b>Courage:</b> No limit
<b>Auto fire:</b> 1	<b>Rifle:</b> 1	<b>Throw:</b> 1

**All Melee:** 3

**All Perceptive skills:** 1

**Strength:** 25

**All other Physical skills:** 1

**Equipment:** Schmeisser with 4 magazines and 3 hand grenades.

#### THE CREW OF RAVEN FALLS

No one working at the Raven Falls airfield has ended up there thanks to their good merits. They ended up there to be kept out of the way. Luckily they have the wonderful game of tennis. Thanks to the tennis they have a good backhand and are in decent physical shape. They will follow the Major's orders, but always with a reluctant lack of enthusiasm.

#### TYPICAL BASE CREW MEMBER

<b>Reaction:</b> 0	<b>Defence:</b> 12	<b>Toughness:</b> 3
<b>Pain limit:</b> 12	<b>Aura:</b> 1	<b>Courage:</b> 2
<b>Pistol:</b> 1	<b>Rifle:</b> 1	<b>Club:</b> 5

**All other Melee:** 0

**All Perceptive skills:** 1

**All other Physical skills:** 5

**Equipment:** Armed with clubs; baton, wrench, broom etc. Guards at gate and elsewhere are armed with Enfield revolvers.

#### DOCTOR SLIM age 46

Alcoholic, Blasé, Lazy Bones

<b>Reaction:</b> 0	<b>Defence:</b> 8	<b>Toughness:</b> 5
<b>Pain limit:</b> 15	<b>Aura:</b> 6	<b>Courage:</b> 5
<b>First Aid:</b> 8*	<b>Surgery:</b> 9**	<b>Club:</b> 5

**All Perceptive skills:** 0

**All other Physical skills:** 3

\* Only when sober

\*\* Only when completely sober

The good doctor is mostly asleep in the back of the ambulance.

#### EAGLES

Aggressive, Flappy

<b>Reaction:</b> 3	<b>Defence:</b> 15	<b>Toughness:</b> 2
<b>Pain limit:</b> 12	<b>Aura:</b> 0	<b>Courage:</b> 15
<b>First Aid:</b> 8*	<b>Surgery:</b> 9**	<b>Club:</b> 5

**Claw & bite:** 5 (Sharp damage 0)

**Speed:** 25

The eagles follow Rafners commands very closely but can be scarred off.





2009