

SAMPLE GAME SITUATIONS

The following pages offer a selection of pre-generated game ideas, using the same format outlined in Chapter Two. These give the very bare bones of set-up that GMs and players can embroider and expand to their heart's desire. You may notice that they don't simply present a 'hunt the monster' situation, but a complex moral problem that the characters will have to resolve. These problems can range from extracting information from notorious former Nazis to taking into consideration the feelings and needs of distraught parents. How the players and their characters go about this is up to them, but at the core of all these situations stands a moral or political decision, rather than simply a decision to pull the trigger and kill a monster.

Each of these situations will challenge the characters, their morals, opinions and ethics. Which way they jump is entirely up to the individual players. In the end, the purpose of the game is to have fun and enjoy the unfolding story as it reveals itself.

All of sample situations feature some details of characters that might be encountered. However, the GM and the group as a whole should feel free to modify, alter or even abandon these as the needs of the game dictate. Nothing is carved in stone and if changing a character makes the story more exciting and interesting for all taking part, then the change is appropriate.

...time and space and thrust into our world
...from slithering, tentacled creatures
wrenched from their own time and space and thrust into our world,
Incursores run the gamut from slithering, tentacled, eldritch horrors
to strange, nebulous creatures of... substance... the world

INCURSORES

...into our world,
...slithering, tentacled...
...nebulous... substance...



OPERATION VIOLINE

Operation Violine offers fully fleshed out game situations and shows how, with a little extra work, you can create a well-rounded back-story. It also includes some sample characters (p.124 to 127), allowing it to be used for convention play, or for games where you might not have time to go through the full set-up. The sample characters only have two positive traits and one negative trait each. This allows players to personalise the characters with a positive and negative trait of their own.

Tone

This particular game should be darkly horrific, exposing a whole range of past misdeeds, betrayals, and doomed plots.

What are we doing?

The characters are called to a murder in the British zone. A black marketer and former *Kriegsmarine* (wartime German navy) officer Hubert Ostermann has been shot dead in a school. He was mutilated after death in an almost ritualistic fashion.

The RPA higher ups suspect the work of an Alternative (p.105), but the real culprit is a 15-year-old former Hitler Youth called Karl Schumann. Ostermann beat up Karl's sister, Mikaila, a prostitute.

Karl has been receiving messages from his father, a particularly notorious SS officer who disappeared during the final days of the war. Most presumed him to be dead, buried in a mass grave alongside all the other unrecognizable corpses. The truth was far stranger.

Hauptsturmfuhrer Schumann escaped this world, along with many of his men and a band of crazed scientists. They went through one of the portals that had been created to bring Incursors into this world, leaving our Earth and ending up on a cold, dead planet in the depth of space. This has been previously designated as an SS redoubt. A fortress had been built and supplied. And here they waited.

The SS never had the power to reopen the portal but the scientists managed to transmit messages to Schumann's impressionable young son, Karl. Karl was given the location of various bits of technology and told what was needed to open the portal: pain.

Karl has been collecting pain in special 'capacitors', ready to power the twisted machinery that opens the portal. He has assembled the machinery at an abandoned villa in the Lichtenberg district of East Berlin.

Who are the antagonists?

Karl Schumann: During the war, Schumann was a *Pimpfe*, a member of the youngest section of the Hitlerjugend (Hitler Youth). He became thoroughly in thrall to Nazi ideology and continues to hold on to his beliefs to this day.

Karl never recovered from the fall of the Third Reich, the starvation and abuse he suffered at the hands of the Russians, coupled with the loss of his parents in the battle for Berlin meant that he grew up a loner, quiet, watchful and mistrustful of others. His only surviving relative was his elder sister, Mikaila. In the turmoil of the dying days of the Reich, they escaped from the Soviet zone and managed to find themselves a safe haven in the British zone in West Berlin.

Mikaila worked in a variety of menial jobs, but ultimately ended up working as a prostitute in a brothel near the 21st Army Group base. Karl, who was well liked by the British servicemen because he was polite and didn't talk much, played the piano there and made enough in tips to keep him in school.

But he remained in his heart, loyal to the creed of his youth. The shame of defeat burned in him every day and he cursed himself for his weakness. He had been trained to fight as a guerrilla, a 'werwolf' as Propaganda Minister Joseph Goebbels referred to them, and like most of this secret force he hadn't taken up arms. He felt himself a traitor to his beloved leader and to Germany. He hated his sister for the manner by which she fed and clothed him. Hated himself for his weakness and hated the occupiers for their stupidity, cruelty and baffling kindness. He began to receive messages, messages from his supposedly dead father. These messages came to him in dreams, telling him to assemble parts hidden in various locations around Berlin. These messages come from the SS fortress on a cold, dead planet in another space and time. Karl's father wants to come back through the portal, back to Berlin and needs his young son's help to do it.

Karl had lured Ostermann to his school and killed him there, quietly and efficiently. Unfortunately, immediately after he did so, he suffered a psychotic break and tore at the man with a knife, his hands and teeth. Deeply unsettled by what he'd done, he cleaned himself in the bathroom, changed his clothes and left.

Now, he lives on the streets with the other street children left by the war, hiding out in ruined building and stealing food.

Karl Schumann

Action: 4

Influence: 3

Reason: 1

Traits:

- (+) Committed Nazi
- (+) Driven by hatred
- (+) Knows the streets
- (-) Hopelessly deranged
- (-) Loves his sister

Hidden Agendas

Personal: To gather the resources needed to break through to his father, bringing him, and his men, back to our time and space.

Hauptsturmführer Otto Schumann: father of Karl Schumann and dedicated member of the Waffen SS.

The Gehlen Org: The Gehlen Org (p.88) men track the characters down and try to interrogate them. They will be led by Christoph Diehm, a particularly objectionable former Nazi now in the pay of the intelligence agency. Diehm actually existed in this role. He is blind and will always be accompanied by two fellow spies. Diehm is a former colleague of Otto Schumann and mistakenly believes that the RPA are attempting to find and arrest him. The Gehlen Org wishes to bring the elder Schumann on board, hence their interest in the case.

Who else features?

Mikaila Schumann: Karl's sister, a young prostitute

Karl Schumann's further victims:

- Freda Galen, a former *Bund Deutscher Mädel* (League of German Maidens, the female branch of the *Hitlerjugend*) leader, now mistress of a British officer.
- Wolfgang Gollancz, a former actor in Nazi propaganda films turned comedian.
- Gerhard Gerber, a former Nazi party official, now works for the coal board.

The deaths are all invasive and slow, designed to extract the maximum amount of pain from the victims.

The Stasi: If and when the characters visit Ostermann's apartment, the Stasi (p.94) will already be there, turning the place over. They will follow the characters around, if indeed they survive meeting the characters at the apartment.

Scenes

- The Ostermann murder scene, a school in the British Zone.
- Ostermann's apartment, a treasure trove of black market goods, situated on the Border of the British and American zones.
- The brothel where Mikhaila works, a dilapidated apartment building near Gatow airfield in the British Zone.
- The interment camp where Ostermann was held before being released, on the outskirts of the American Zone.
- The other murder scenes: Galen was killed near the gates of the British Smuts Barracks on the Wilhelmstrasse, her body found gagged and spread-eagled in the back of a Volkswagen by a suspicious sentry; Gollancz was found hanging upside down from the light rig of the Am Wein nightclub; Gerber was found lying half-in a furnace in the basement of his apartment block. His legs and lower torso are terribly burned.
- The abandoned villa (121 Leopold Strasse, Lichtenberg, East Berlin) where the portal machinery has been assembled.



ERIC ROCHEFOR

Name: Eric Rochefor, (real name: Guy Fontaine)

Nationality: French

Occupation: Posing as a French Civil Servant

Background: Rabid anti-communist, who served with the Waffen SS 'Charlemagne' division during the war.

Draw: Saw terrible things during the final battles for Berlin and cannot rid himself of the nightmares.

ATTRIBUTES

	<i>Initial</i>	<i>Current</i>
Action	[3]	[]
Influence	[2]	[]
Reason	[3]	[]

TRAITS

(+) Can kill if required

(+) Human chameleon

(-) Wracked by guilt

EQUIPMENT

HIDDEN AGENDAS

National:

Destroy or prevent the use of any technology you come across, prevent it ever being unleashed on the world again.

Personal:

These people can never find out the secrets of your past. If they get too close, they must be silenced or convinced that revealing anything would be against their best interests.

TRUST & OPINIONS

Name: Gerhardt, Graf von Schubert

Your Trust [] Their Trust []

Reasons:

Name: Captain Geoffrey Harris

Your Trust [] Their Trust []

Reasons:

Name: Richard Greentree

Your Trust [] Their Trust []

Reasons:

GERHARDT, GRAF VON SCHUBERTH

Name: Gerhardt, Graf von Schubert
Nationality: German
Occupation: Rocket Engineer
Background: Worked at Peenemunde Rocket Facility, but was left out of the legions of German scientists who were taken to America after the war.
Draw: Was involved in several bizarre experiments at Peenemund, even though he was unsure what was going on.

ATTRIBUTES

	<i>Initial</i>	<i>Current</i>
Action	[1]	[]
Influence	[4]	[]
Reason	[3]	[]

TRAITS

- (+) Skilled engineer
- (+) Air of authority
- (-) Seething resentment against the Americans

EQUIPMENT

HIDDEN AGENDAS

National:

Eliminate all traces of the former regime that you come across. Germany cannot afford to return to those dark days.

Personal:

Convince the Yankees that you are valuable enough to take back to America where life will be so much easier and more comfortable.

TRUST & OPINIONS

Name: Eric Rochefor
Your Trust [] Their Trust []

Reasons:

Name: Captain Geoffrey Harris
Your Trust [] Their Trust []

Reasons:

Name: Richard Greentree
Your Trust [] Their Trust []

Reasons:

CAPTAIN GEOFFREY HARRIS

Name: Captain Geoffrey Harris
Nationality: British
Occupation: Serving Commando Officer.
Background: Prisoner of war after St. Nazaire Raid, marched all over Germany during the closing stages of the war.
Draw: Witnessed some unusual sights during temporary stops at various camps in Germany.

<i>ATTRIBUTES</i>	<i>Initial</i>	<i>Current</i>
Action	[3]	[]
Influence	[3]	[]
Reason	[2]	[]

TRAITS

- (+) Unafraid of combat
- (+) Used to command
- (-) Fear of confinement

EQUIPMENT

HIDDEN AGENDAS

National:

Find out as many dirty secrets as possible about RPA officials so that they may be 'turned' as agents of British intelligence.

Personal:

Someone knows about your homosexuality. They can never be allowed to reveal this, otherwise...

TRUST & OPINIONS

Name: Gerhardt, Graf von Schubert
Your Trust [] Their Trust []

Reasons:

Name: Eric Rochefor
Your Trust [] Their Trust []

Reasons:

Name: Richard Greentree
Your Trust [] Their Trust []

Reasons:

RICHARD GREENTREE

Name: Richard Greentree
Nationality: America
Occupation: Interpreter and Intelligence Analyst
Background: German parents, served with OSS during the war.
Draw: Tortured by SS after a mission to Ploesti. Shot, but not killed, in a mass prisoner execution.

ATTRIBUTES

	<i>Initial</i>	<i>Current</i>
Action	[2]	[]
Influence	[3]	[]
Reason	[3]	[]

TRAITS

- (+) Keen analytical brain
- (+) Braver than he looks
- (-) Terrible pain from the torture

EQUIPMENT

HIDDEN AGENDAS

National:

Dig up the dirt on as many RPA officials as you can and use it to twist the organisation to the advantage of the US intelligence services.

Personal:

Those who profess 'loyalty' to a regime are nothing but self-serving egotists. They should be eliminated.

TRUST & OPINIONS

Name: Gerhardt, Graf von Schuberth
Your Trust [] **Their Trust** []

Reasons:

Name: Eric Rochefor
Your Trust [] **Their Trust** []

Reasons:

Name: Captain Geoffrey Harris
Your Trust [] **Their Trust** []

Reasons:

INSIDE YOU

Tone

Arthouse stylings, with the influence of body horror apparent.

What are we doing?

Major Vernon Kite went slightly off the rails during the very last stages of the war. A skilled 'behind the lines' operative in France, it was the view of his contemporaries that he just reached breaking point and cracked under the huge strain. Not quite. What many of his contemporaries didn't realise was that Kite had secretly been infiltrated across the border into Germany itself in order to carry out highly dangerous spying missions and was altered by the secrets he found. His first target was the ultra-top-secret Brocken facility in the Harz Mountains. Brocken was secret, even by the standards of Nazi Germany, a fortified underground base with its own power station, food and water and so forth. Hacked out of the solid rock by slave labourers, the miles of caverns and galleries hummed with strange energies. How Kite got into the Brocken remains a mystery to this day. Suffice to say, he witnessed things that changed him forever. And they changed him in more ways than one.

Everyone who was at the Brocken facility that day either died or was 'infected' by what came through the glowing portal from the other side. A hideous howling horror came through and took over men and machinery. Stunned by what he had witnessed, Kite staggered through the Harz Mountains, eventually radioing home. He lay there under the canopy of the trees as Lancaster bombers from the elite 617 Squadron dropped their ten-ton 'Grand Slam' bombs on the Brocken, demolishing the caverns and burying the evidence forever.

Kite now works within the RPA as a desk operative. However, Kite is not the man he seems. Under his skin, most of Kite isn't really Kite, it's part of the screaming Incursor brought through the Hurzberg portal. He isn't really a man any more, more of a tool for this demented entity. Through the opportunities afforded by his position, he is attempting to build a new portal to bring more of his eldritch self through. The incursor within Kite is little more than a tendril, a fragment of a much larger entity. And that entity wants to drag its entire being into our world.

How the PCs get involved with Kite is up to the GM. They could see him around, even be friends with him and when bits and pieces start to go missing and various teams can't solve unusual murders and bizarre occurrences, someone may start to suspect that all is not well within the RPA.

Who are the antagonists?

Major Vernon Kite

Action: 5

Influence: 4

Reason: 4

Traits:

- (+) Smooth, urbane and easy to like
- (+) No hesitation about destroying those who oppose him
- (-) Detests, fears and loves what he has become. He is no longer really anything approaching human, so his motivations are hazy and indistinct.

Hidden Agenda

Drag the rest of the Incursor through into our world

Who else features?

Corporal Keith Bramley, Kite's batman (a personal servant assigned to an officer): Bramley knows his boss isn't well, but he fears telling anyone. His suspicion is that Kite has Gone Over To The Other Side (he thinks it's probably the Soviets, but he also supposes it could be the Americans). Kite has been turning a blind eye to Bramley's pilfering of RPA supplies, hence the corporal's hesitancy in blowing the whistle.

Scenes

- Kite's living quarters, full of bits and pieces of mechanical and electronic garbage, and cricketing paraphernalia.
- The corridors under the RPA HQ, lit only by flickering light, as Kite tries to cover his tracks by eliminating those who have got too close to the truth...
- An RPA interrogation room, lit by a single bulb. Bramley has finally been caught stealing and demands to speak to the characters. Kite is raising a bit of a ruckus, appalled that his assistant has been taken into custody and is insistent that he sees him.

OUR MAN IN BERLIN

Tone

Darkly comic, with the characters engaged in cover-ups and misdirection, all the while trying to make it look like they are not!

What Are We Doing?

Bert Stanshall, a British Member of Parliament (MP) has arrived in Berlin to investigate links between activities at Porton Down (p.117) and certain goings on in Berlin. The British Secret Intelligence Services (SIS), worried about the links being exposed to the public, are planning to have him killed and blame it on disaffected former *Heer* (German army) officers.

Stanshall knows (somehow, perhaps a mole has been leaking information?) about the RPA and will be doing his best to cause trouble, despite the constant military escort provided for him by General Brian Robertson, High Commissioner for the British Zone of Occupation in Germany.

The team have been assigned to keep him out of the way and make it look like the RPA is simply another ineffectual Allied creation that is slowly winding down. At some point, the MP will either be assassinated or very badly injured (or perhaps the characters prevent this). The characters will then be under pressure to find out who did it.

The RPA will have to find some instances where they can appear to be investigating perfectly normal events and criminal occurrences, just to show Stanshall that there is nothing untoward going on. Perhaps raiding a couple of clubs to 'gain information about black market alcohol rings' or something similar.

This particular set-up offers the opportunity for comedy, with the oafish, nosy Stanshall coming up against a secret world that he barely understands. The characters may be driven to all sorts of schemes in order to cover up the truth. If it happens, the murder of Stanshall should provide a sudden, and dramatic, counterpoint to the earlier farce.

Who are the antagonists?

The British SIS: Despite his buffoonery, Stanshall has been making waves in the darker corners of British intelligence. His probing into the underworld of Porton Down has created ripples that have reached as far as Berlin. Certain elements within the SIS have decided that enough is enough, and his 'fact finding mission' provides the ideal opportunity to 'bump him off'.

The tiny cabal of SIS officers who know about twisted technology have marshalled a group of disaffected German ex-soldiers under the control of Gareth Carey, a reliable SIS man. They have been armed and prepared to kill Stanshall. The killing will be made it look like the work of unrepentant Nazis. SIS already have a story prepared and will use the incident as an excuse to clamp down on some of the more egregious veterans organisations.

Who else features?

Bertrand 'Bert' Stanshall, Conservative party Member of Parliament: An oafish, somewhat overbearing figure, Stanshall is determined to make a name for himself by uncovering various dastardly schemes being funded by the current Labour government (who he despises with a passion that runs deep). Staunchly middle-class and pro-Britain, he looks down on 'foreigners, lollygaggers, and all these layabouts getting fat on the back of the British taxpayer!'

Harry Vickers, secretary to Mr Stanshall: Unlike his boss, Vickers is quite an amiable, good natured chap, fluent in French and German, keen to see what life in Berlin is really like. Of course, most of the time he has to run around fetching and carrying for his employer. When he has a moment, he is a keen amateur photographer. His facility with languages and constant picture-taking may lead some to believe he might not be an innocent secretary after all...

Lieutenant Colonel Farman Winstanley, aide to General Sir Brian Robertson: Winstanley is the stereotypical British staff officer; upper-crust, pompous, fond of barking orders, and arrogant in the presence of 'inferiors'. When encountered, he will make sure that the RPA ('wretched, bumbling buffoons with their infernal secret chicanery!') take full responsibility (or blame) for anything that goes wrong.

Scenes

- Stanshall poking around in the RPA headquarters in the Kammergericht (p.84) and making a nuisance of himself. He attempts to get in where he isn't allowed, citing 'Parliamentary privilege'.
- Stanshall attempting to ply the RPA team with food and drink in order to weasel information out of them. He is generous to excess, ordering wine, whisky, schnapps, and good, strong beer.
- Hired SIS thugs attempting an assassination as Stanshall is driven around the American zone. They emerge from an old Opel Blitz military truck, armed with pistols and submachine guns.

THE PRODIGAL SON

Tone

The tone of 'The Prodigal Son' should be of horrific tragedy, perhaps tinged with the blackest of humour.

What are we doing?

Rumours have reached the RPA that there may be ST (p.110) activity in the Charlottenburg area of Berlin. This is fundamentally true, however the real story will be a lot more challenging for the characters, but no further information will be forthcoming at this point. Magda Bremmer (p.95) will be giving the group their briefing and details are sketchy at best. Two days ago, a young child went missing, causing much alarm amongst the residents. This morning, clothes belong to the child were found on Beckerstrasse.

Werner Diephof was killed on the Eastern Front in 1943, a sad loss for his parents, already grieving the death of his older brother Martin, a decorated Luftwaffe bomber pilot. Unbeknownst to the Diephofs, Werner was not allowed to rest in peace and was "re-activated for continued duty for the Fatherland" as an ST.

Miraculously, he wasn't destroyed during the mass ST assaults on the Red Army. Even more miraculously, he seemed possessed of slightly more intelligence than the average ST and gradually, over a period of years, made his shambling way back to the family home in Charlottenburg. Although ravaged by decay and six years of tortured existence, he was still recognisable as Werner and once his parents had overcome their initial shock and fear, the resolved to keep their son as long as they were able. Taking advantage of the deep cellar of their two-storey house and the disused air raid shelter attached to it, they have hidden poor Werner away from the world, determined not to let their son be taken from them again.

The residents of Charlottenburg have heard strange moaning coming from under the ground and some children claim to have seen a strange, warped figure as they played (much against their parents wishes) in the old bunkers. Eventually, this should lead to Herr and Frau Diephof, who live on Beckerstrasse. Both speak excellent conversational English, and have a smattering of French and Russian. They firmly believe their son is no danger to anyone (relatively speaking) and are distraught at the thought of losing him again.

Werner himself is in a pitiable state, but there is sometimes still a light of humanity in his eyes. His parents obviously still care for poor Werner, despite his horrific condition. Although it is unlikely they would resort to violence, they will vigorously and emotionally protest any attempt to take their son away. Werner himself will either be passive or scared most of the time, only becoming mildly aggressive at the sight of a Soviet uniform. What do the agents do?

The child was actually abducted and killed by Sergeant Dan Kramer, an American infantry soldier based in Berlin. A head wound received during the Battle of the Bulge in 1944 turned him from a solid, reliable family man into a pitiable brute. He has an inability to control his more animalistic impulses and has kidnapped and killed at least ten people in Berlin over the past year. His motive is not sexual, nor does he mutilate or torture his victims. He simply kills.

Who are the antagonists?

Werner Diephof, tortured ST

Action: 1
Influence: 2
Reason: 2

Traits: (+) Good soldier
 (-) Still feels love for his parents
 (-) Cannot always control himself around his parents

Sergeant Dan Kramer, wounded American soldier

Action: 5
Influence: 2
Reason: 1

Traits: (+) Brutal
 (+) Combat Trained
 (+) Hard to scare
 (-) Coming apart at the seams
 (-) Wracked with guilt

Who else features?

The ragged, impoverished local children. Their co-operation can be bought with a few cigarettes or sweets.

Scenes

- Local children playing amongst the ruins in Charlottenburg. They have partially deflated, very patched football and a few ragged jumpers for goalposts. One child is crying because of grazed knees.
- The spartan, dilapidated, but clean and tidy sitting room of the Diephof family home on Beckerstrasse, Charlottenburg. Frau Diephof offers weak lemonade and Herr Diephof fidgets with his battered gramophone.
- The stairs down to the cellar under the Diephof home. It smells dank, with a hint of rotting meat. Sounds of rats, and something larger, quietly drift up from below.

TRANSFORMATIONS*Tone*

Noir, with an undercurrent of bloody horror.

What are we doing?

Word has reached the RPA that a number of bizarre killings have been taking place in and around Unter den Linden in East Berlin. The *Volkspolizei* (VoPos, p.94) are known to be passing it off as black market gang warfare, but Colonel Kazakov suspects there may be more sinister forces at work.

Note: The 'werwolf' project mentioned in 'Transformations' is not the same as the 'werwolf' guerilla force mentioned in 'Operation Violine' (p.120-127). The 'werwolf' guerillas that young Schumann belonged to were actual historical fact. The 'werwolf' of this tale is much more of a Cold City creation.

All that is known is that an indeterminate number of criminals have been killed in a particularly brutal fashion. This has certainly attracted the attention of the VoPos and quite possibly that of the fledgling Stasi (p.94). Kazakov will corner any Russian or East German member of the team and impress upon them the need not to rock the boat with the VoPos or Stasi.

He will then indicate to the team in general that they will have a VoPo guide for the duration of this particular mission, one Captain Heinrich Gerlach. Kazakov states that Gerlach is under the impression that the team is simply a multinational detective unit lending a hand in this unpleasant situation.

In reality, Kazakov knows full well that Gerlach is actually a Stasi agent. The RPA will be in the tricky position of investigating the situation whilst keeping their real motives and discoveries hidden from the inquisitive Gerlach.

The true story revolves around an unfortunate woman named Greta Stauber. Greta lives in fear. She lives in fear of being found out as an Alternative, an aberrant result of twisted experiments. She has become like one of the monsters of legend, a fearful myth, a werewolf. However, this is not strictly true.

Certainly, Greta was experimented upon and subjected to curious rays and odd concoctions. When she starts to feel fearful or under pressure, stressed or tense, changes will start to take place. Her eyes bulge and her pulse quickens. Huge incisors ratchet painfully down from her jaw, causing blood to pour from her mouth. Spurs of bone break painfully through the skin of her fingers, turning them into dripping, hooked claws. These experiments were designed to create a formidable secret force to terrorise the allies, should Germany be overrun. Project 'Werwolf' never came to much; only a few isolated units were ever set up and even fewer were made up of unfortunates who had undergone the full experimentation. The project was abandoned as a waste of resources late in the war, but rumours of its existence surfaced with alarming frequency, even amongst the ranks of the Allies.

Poor Greta has drawn attention to herself by constantly buying sedatives and muscle relaxants on the black market in order to try and stave off the coming of the monster. Sometimes, even this cocktail of drugs doesn't work and she changes into a ravaging beast. Regrettably, Greta is the cause of quite a few murders in the central area of Berlin. Coincidentally, more than half of the victims are black marketeers who pushed her a little too far during a deal and caused her to trip over the edge. This raises suspicions that there is some form of rather sinister gang warfare going on.

It must be said that Greta hates what she has become and hates the people who made her this way. She is attempting to live her life as normally as possible, holed up in her tiny flat off the Unter den Linden. Sadly, her life is not as peaceful as she would like it to be and there is the possibility that she may come face to face with the guns of the RPA.

And what of her six-month-old baby son...?

Who are the antagonists?

Greta Stauber, Alternative

Attributes (divided into Greta's human and 'werwolf' form)

Action: 2/5

Influence: 3/2

Reason: 3/2

Traits:

- (+) Adept at bargaining, negotiating and black marketeering
- (+) In her 'werwolf' form, she has considerable skill at urban tracking
- (+) In 'werwolf' form, she is a frenzied and fearsome opponent in hand-to-hand combat.
- (-) Appears blank and dazed because of the drugs
- (-) Overwhelming despair at her condition

Captain Heinrich Gerlach, Stasi officer

Gerlach will attempt to gain the confidence of the RPA team by appearing to be a slightly bumbling, genially corrupt VoPo officer. He will even go so far as to show pictures of his wife and three children. This part is at least true: the photos are of his wife and children, whom he is completely devoted to.

Action: 2

Influence: 4

Reason: 2

Traits:

- (+) Very good at appearing to be a dumb, ordinary cop
- (+) Can be persuasive and intimidating when he wants to be
- (+) Very skilled at quietly knifing lone opponents
- (-) Love for his family
- (-) Despises West Berliners to the depths of his soul

Hidden Agendas

National: Find out more about the mysterious 'Reserve Police Agency'.

Personal: Extort money from foreign agents by threatening to reveal hidden secrets.

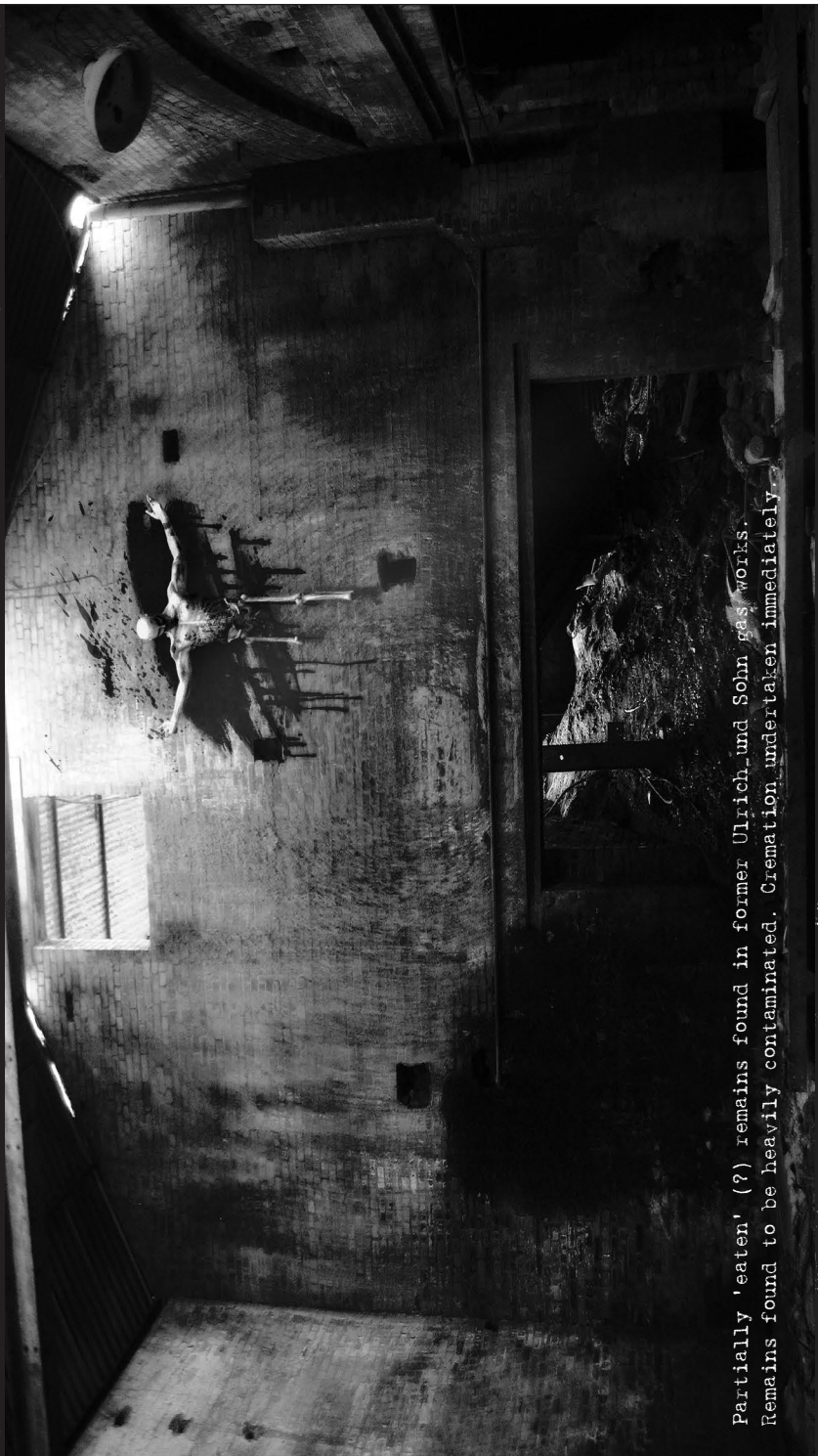
Who else features?

Johann Brandt: Kingpin of a substantial local black market outfit. He has connections with crooked United States Air Force and British Army officers who provide him with all sorts of goods. He never hesitates to call upon his connections for muscle. With the deaths of many of his colleagues, he's offering a substantial reward to whoever can bring in the man (he assumes it's a man) responsible to him.

Frau Huber: Greta's formidable but kindly landlady. She knows Greta has problems, but actually suspects she is a prostitute. Yet, she does not judge Greta and will often look after her baby when she goes out.

Scenes

- A back alley off the Unter den Linden. It is late at night and a corpse has been found, badly lacerated, with broken bones peeking out of torn flesh. The body is that of Klemens Meyer, a dealer in medical supplies, known to have connections to Johann Brandt.
- A tiny *kneipe* (tavern) on the Unter den Linden. It is cramped, smoky, and the arrival of strangers accompanied by a VoPo causes the hubbub to instantly cut off. Everyone here knows about the killings. Many of them know men who have been eviscerated by the mysterious murderer.
- A truck, with its engine running, backed into a side street. Men clad in shabby clothes are unloading boxes marked 'Property: United States Air Force'. They are working quickly and efficiently. Two men stand guard, concealing war-surplus StG-44 rifles.



Partially 'eaten' (?) remains found in former Ulrich und Sohn gas works.
Remains found to be heavily contaminated. Cremation undertaken immediately.