



WEIRD WAR I

THE 13TH WARRIOR



PINNACLE
ENTERTAINMENT GROUP



WEIRD WAR ONE

The 13th Warrior

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Special Thanks to Damien Coltice of Black Book Editions,
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Some Photos Courtesy of the Imperial War Museum.

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Chapter One: Gallant Green

In this airborne tale of terror, the heroes are airmen of the British XIII Squadron. Their upcoming trials will pit them against German pilots, social rivals, dark sorcery, and a titanic hunter beyond their wildest nightmares.

The Stabbed Cats

The British XIII Squadron was formed in 1915 and transferred to France later that same year. Its emblem is a cat's head with a sword behind it, so some jokingly call it the "Stabbed Cats" squadron. Others call it the "Unlucky Thirteenth," though at this time it's brand new and hasn't proven lucky or otherwise.

The adventure starts on October 22nd, 1915. The squadron is stationed at the Vert Galant ("Green Gallant") Aerodrome, 12 miles north of Amiens. The area is lush and green except for the muddy airfields and busy roads ferrying troops and supplies back and forth to the nearby front or supply depots.

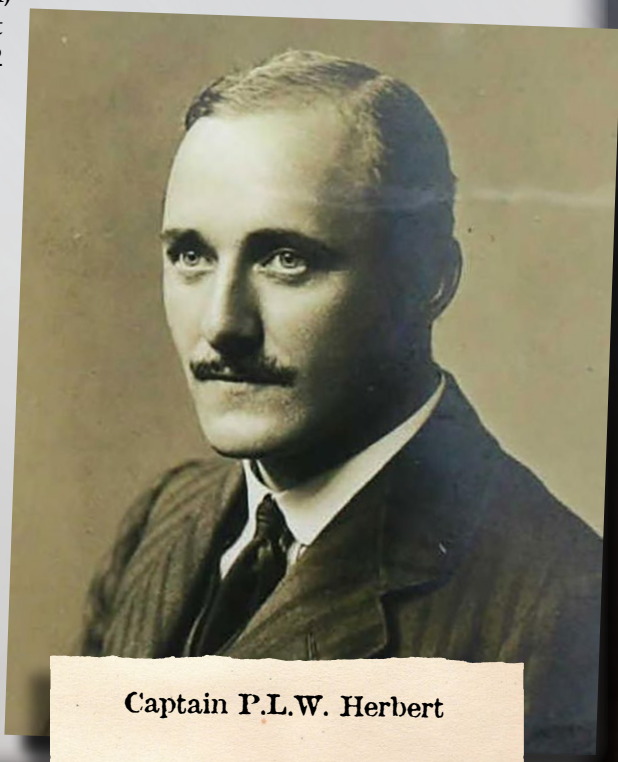
Captain P.L.W. Herbert commands four flights, most of which have between three and five two-seater planes, and an equal number of pilots and observers.

The heroes are generally 19 to 22 year old pilots and observers of C Flight. We recommend each player character be the pilot of his plane with an Extra as his observer (and under that player's control).

All of the player characters are lieutenants, though one is the ranking flight leader. Given their training, all characters start with this Rank Edge (it's not free, they've already received one Advance during training).

XIII Squadron currently flies two-seat B.E.2c biplanes. The rear seat is for the pilot and the front for the observer. They are steady and reliable vehicles, good for aerial photography and light bombing but poorly suited for dogfights. The observer has a Lewis gun mounted on the front side of his cockpit, but it has an extremely limited arc of fire (see **New Aircraft Rules** on page 23).

Give everyone the two Handouts at the back of this adventure for their plane and observer (and remind the players to give their companions names, a little background, and some personality traits).



Captain P.L.W. Herbert

The First Sortie

Read the following when your pilots are ready to begin the adventure.

It's brisk here at the Vert Galant Aerodrome in northern France. It's October 22nd. You all just arrived yesterday after several weeks of training in England and are anxious to get into the air. The first patrols are now taking off, and your group, C Flight, is gathered in front of a map mounted on a large, movable board in your hangar.

The commander of your squadron, Captain Herbert, stands before the map board in a freshly pressed uniform. He seems excited and eager. He smiles and waves goodbye to B Flight as they head toward their planes. Then Captain Herbert turns to you.

"Good morning, chaps!"

He smiles and shakes each of your hands enthusiastically.

"Welcome to the Lucky XIII! Tosh on all that unluckiness tripe, what?"

The captain waits for your response, blinks awkwardly when none comes, then continues by pointing enthusiastically to a spot on the map with his riding crop.

Take Off & Landing

Have each airman make a simple Piloting roll for takeoff and landing each time:

- **Critical Failure:** The plane suffers a wound as it takes off or lands. If this happens on takeoff, no Out of Control roll need be made but the plane retains its wound until repaired. If this occurs on landing the plane is wrecked. The pilot suffers 5d6 damage.
- **Failure:** On takeoff, the pilot is simply embarrassed. He must turn the plane around, line up, try again, then rejoin the lads circling above. On landing, the hero must make an immediate second Piloting roll. If this is failed, he wrecks the plane and suffers 3d6 damage.
- **Success or Raise:** The plane successfully takes off or lands as usual.

"Here! C Flight has been tasked with photographing the front a dozen miles to the east. It should be a routine flight and an easy first sortie. Give us clear photos. Smooth, level flights, you know. Can't have the boys in the rear going blind squinting over bad photographs before we give the Huns what for, now can we?"

The pilots and observers can ask any questions they want but Captain Herbert can't offer much more—those are the only orders he received.

The planes are armed with the observer's Lewis gun and 250 rounds of ammunition, and the reconnaissance camera and Sterling radio (see the handouts at the end of this adventure). Command is only interested in pictures and performance today. Herbert reminds them as they leave to avoid enemy contact for now. "Let's get our legs beneath us first, eh what?"

To the Air

Let the leader of the group give the lads a speech as they head to their planes if he likes. Once that's done, they should pile in and take off. See the **Take Off and Landing** sidebar each time they do either.

The pilots' job is to keep the airplane under 6,000 feet given the current weather so the observers can manipulate the heavy glass plates used by their cameras. This requires long, slow, and steady flight paths to avoid blurriness.

While the observer is focused on that task, the pilot must watch for German planes, especially single-seat fighters.

Read the following as the flight approaches the target area.

It doesn't take long for you to reach the front lines. It's quite shocking, in fact, just how close the Boche are to the poor chaps in the trenches below. You can only imagine what hell those unfortunates live through each day. Better to die gallantly in a flaming spiral of death than buried in mud or tangled in barbed wire, you say.

Your observer raises his hand in a thumbs-up, his head bent down as he starts taking pictures of the forward trenches and distant artillery positions below. You look about. There isn't another speck in the sky. You'll give your companion a long stretch

*of straight and level then nip back to Vert
Galant in time for tea.*

The Way Home

The flight is unassailed this time. No anti-aircraft guns spot or bother with them, and no rival pilots show up to chase them away.

After about 45 minutes of this, the observers all complete their runs and signal they're ready to return. The flight circles back and heads toward home.

Ten minutes into their return trip, have each pilot make Notice rolls. Whoever rolls highest sees something to the northeast—a large, single biplane flying in a straight line, headed east and trailing black smoke. It's too big to be British.

The flight has stumbled on an injured Gotha G.I returning from a reconnaissance run on the British lines. C Flight's mission is to observe, but with their Lewis gun, a lone, beat-up Gotha should be easy prey.

Let the flight leader decide what he wants to do. If they engage, the Gotha is indeed easy pickings. Run a standard Chase of 5 rounds. After that, the Gotha makes it to its well-protected airfield and the hunters must call off their attack.

On the off-chance a hero's plane is shot down, the pilot manages to steer toward friendly lines and must attempt to land (see **Take Off & Landing**). If successful, he sets down in a farmer's field. His mates can pick him up or send a truck for him and his plane, which is then towed in and repaired or replaced.

Gotha G.I

Few of these lumbering behemoths ever saw service. They are relatively slow and cumbersome, equipped with guns fore and aft to protect their nervous crews.

This particular Gotha already has two wounds and leaves a massive trail of black smoke behind it.

Acc/Top Speed: 5/100; **Toughness:** 10;
Crew: 3 (Pilot, bombardier, gunner)

Notes: Aircraft (Climb -2). Flight range of 440 miles.

Armament: MG14 front and rear (Range 24/48/96, Damage 2d8, RoF 3, AP 1, Shots 250).

Ordinance: The Gotha can carry up to 550 lbs. of bombs, but this one has only cameras.

Mission Briefing

When Flight C returns and files their report, Captain Herbert congratulates them on their eagerness if they were successful, chastises them somewhat if they failed or their planes suffered damage, and gives them a royal berating if any of their planes were shot down. Check for medals and promotions as necessary.

Nurse Jenny

As the heroes await their next assignment, Dr. Niles Hanley comes around to fill in the medical records of XIII Squadron. He's a kindly old chap from Yorkshire in his late '60s. He seems a bit daft, but is in fact as sharp as a bayonet. He's accompanied by Nurse Jenny Wiltshire.

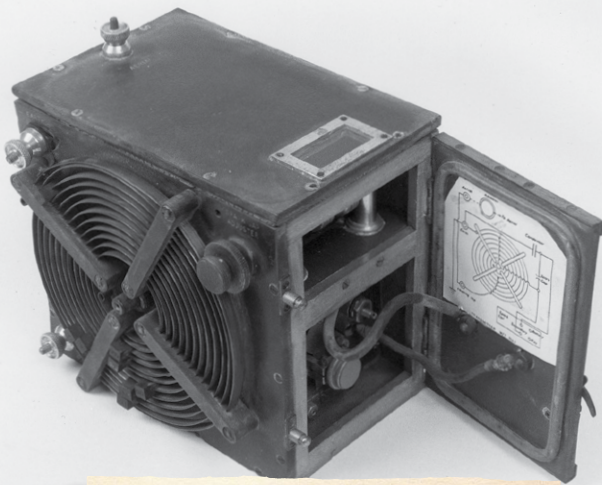
The lads of C Flight are asked to appear before the pair and get their physicals. As this occurs, the hero with the highest Charisma catches Nurse Jenny's attention (determine randomly if there's a tie). If the airman flirts back, she's demure but not exactly shy.

Later that evening, after all the physicals are filed for the pilots, observers, mechanics, and administrative personnel, the characters find themselves in the officer's club. Jenny and Dr. Hanley stop by for a meal and a drink before returning to Amiens, and the charismatic hero—or another if the one who caught Jenny's eye isn't interested—has another chance to get to know the intelligent and charming nurse.

During the conversation, Jenny tells the airmen about herself and her job, which she's still getting used to:

- She volunteered for the Voluntary Aid Detachment of the Red Cross just a few months ago.
- She was not prepared for the horrors of the front. The men's injuries are horrendous.
- Officers come around often looking for men who have just gone missing. No one knows if they deserted or were lost in some horrid mud pit somewhere.

As Jenny leaves she smiles and says "See you later, flyboy." Clearly she is attracted to the airman. This budding romance will lead to conflict with some of the other flights later in this tale. See the **Characters & Creatures** section for Jenny's statistics.



A Sterling radio

The Second Sortie

The next mission is a mixed reconnaissance flight and bombing run. One of the planes is outfitted with photographic equipment to find and document a German troop buildup to the north. The other planes are armed with bombs to disrupt the Boche and let them know they've been "spotted, good and proper!"

The flight begins in the late afternoon. The sky is gray and overcast, so taking photographs is difficult but the clouds prove perfect cover for the surprise bombing attack on the gathering Germans. Thousands of men wait in fields rather than their protective trenches, mustering for some exercise, count, or reorganization. C Flight's timing is perfect as they dive down out of the sky to scatter the unfortunate Germans.

Run this encounter as a Quick Combat (a supplement is attached to the end of this adventure for those who don't have it). The Germans aren't able to scramble any fighters to harry the XIII...this time.

A Curious Sight

After the attack, the victorious British head for home. Read the following as they make their way back to Vert Galant.

Your good fortune has held again. The XIII is lucky, it seems! That was a clear victory for your flight and a terrible day for the bloody Boche! That'll teach the blighters!

You revel in victory for a while, signaling pip-pip to your mates as you climb back

into the gray skies away from the Poor Bloody Infantry below.

Finally you crest 5,000 feet. A good altitude for the return trip home. The adrenaline has faded. The hum of the air-cooled Renault engine is soothing. You could almost sleep.

Have the pilots make Notice rolls. Whoever rolls highest sees a plane flying in a straight line a half-mile south and a few thousand feet up. It's heading roughly parallel to the airmen's course. No smoke or other signs of damage are visible at this distance.

Assuming the leader signals for C Flight to get closer, they spy the following:

You approach cautiously, coming in under the biplane so as to avoid its guns, if it has any. The gloomy gray skies make it hard to see, but the tail marking looks British. You wobble your wings, but there's no response. You angle in closer and feel a knot growing in your gut. A long streak of dark fluid—oil? blood?—streaks down the fuselage from the observer's seat.

You swallow hard and move in even closer. Your fears are confirmed. The plane is a B.E.2c—from the XIII Squadron! It's one of B Flight's planes, Archie Manning's group, if you're not mistaken.

The pilots see no bullet holes in the frame or wings, and no broken struts or flaps. Just a long streak of black from the front seat back. It's impossible to tell in this light if it's oil or blood, but a Repair roll at -2 suspects it must be blood given its location (it is).

If an airman gets close enough (20 yards) and above the cockpit, he sees that the observer's body is slumped in his seat—headless. There is no sign of the pilot (Lt. Frederick Lucas).

Let the flight leader decide what to do. On its own, the B.E.2c continues for another 100 miles before it runs out of fuel and crashes into the English Channel. Forcing it down is a Dramatic Task. If the task isn't accomplished by the fifth round it crashes hard enough to burn, destroying any further evidence.

If the task is successful, the plane still crashes but doesn't burn. It and the unfortunate observer can be examined. The man's head has been roughly cut and pulled

free, and there are serrations in the collar of his leather jacket as if something jagged or sharp cut into it. (It was actually the claws of a cloud hunter, see page 18.)

On closer inspection the plane does have a few bullet holes in the fuselage, but there's no other damage indicative of a mid-air crash or near-miss with another craft that might have resulted in this freakish occurrence.

Captain Herbert is distressed by the news, of course. B Flight leader Archibald Manning says the dead man is Rufus McBride, a competent observer from Glasgow. The pilot was Frederick Lucas. Their flight was scattered by a squadron of eindeckers after their last mission. He has no idea what might have happened to the missing airman, or how McBride might have been decapitated in such a grisly and disturbing fashion.

Tea & Rivalry

The mechanics spend the next day servicing the squadron's airplanes so the airmen have the day to themselves. As officers (and pilots), they have far more leeway to visit the nearby towns than most other servicemen.

Most of the squadron's other officers head for the city of Amiens. If the player characters don't think of it on their own, encourage them to do so—perhaps running an Interlude as they drive a borrowed lorry (truck) or hitch a ride with someone else.

If the pilots are reluctant, Captain Herbert sends the group to the city to pick up supplies from the British Expeditionary Force depot. This would normally be a job for the mechanics and other ground personnel but Herbert wants to keep these vital men working on the planes.

While in Amiens, whether on the supply run or on their own, the characters inevitably wind up at the Grand Café Dufourmantelle for coffee, tea, a late lunch, or an early dinner. The maître d' speaks broken English, but instantly cheers up if any of the heroes speak French.

Run the following scene as the visitors settle in.

The maître d' walks briskly away to put in your order. All around you are French civilians from all walks of life and officers from the British Expeditionary Force. At the table next to you, in fact, is A Flight.

You see Reginald Worthington, a pompous aristocrat from London, and a few of his best mates, Simon, Auggie, Charlton, and Edward.

You do your best to ignore the boors, but then that nurse you met the other day, Jenny Wiltshire, walks in. One of Reg's group, Auggie, empties a chair at their table faster than a Lewis gun spits bullets. Auggie pats the seat and smiles from ear to ear at Jenny. "'Ave a seat, love!" he says.

Jenny pauses for a moment, glaring at whichever player character she was attracted to previously. If that airman doesn't invite her to join them instead, she sits with Reginald in defiance—attempting to make her potential suitor jealous. She remains there, doing her best to laugh loudly and ignore the man who didn't act fast enough for her.

If the player characters instead invite Jenny to sit with them, she does so gladly. She quickly gets to know the rest of the flight. Give everyone a chance to introduce their characters as most fall all over themselves for such a vivacious young woman.

The More You Know

During the characters' conversation, or as they watch Jenny flirt with Reg and his "rascals," an elderly nun parks her bicycle outside the café. In the basket are a number of books. She gathers them in her arms and enters the restaurant. The wait-staff smiles at her patiently and continues going about their duties.

The nun goes from table to table, showing customers her books and selling them it seems, until she gets to the player characters.

Bonjour, mes amis...Parlez-vous anglais? I am Mother Giselle from Our Lady of Knowledge, a convent nearby. We are keepers of books, but the war is causing us to abandon our building, so I am selling off the books to help with our travels. May I interest you in any of these?

Mother Giselle places several volumes on the table, Shakespeare's *Hamlet*, *Great Expectations* by Charles Dickens, and *Madame Bovary* by Gustave Flaubert (in French). She wants but a few francs for each, though larger donations are of course appreciated. Should someone do so, Giselle kisses her rosaries and blesses the benefactor.

Trouble Brewing

As Giselle leaves, Reg and his rascals start trouble. Exactly how they do it depends on the particular backgrounds of the player characters. The bullies prefer social belittling rather than any sort of overt mischief, and certainly don't resort to violence unless they're threatened first. Auggie and Simon, the two crudest of the bunch, might also make fun of any books the airmen bought, calling their fellows "little schoolboys" or the like.

Look over the airmen's backgrounds and Hindrances and see what Reg and his gang might use to needle their rivals with. The men of A Flight *don't* say anything negative about Jenny—they still have hopes of wooing her to their side.

Jenny, though more than capable of holding her own against these cads, remains mostly silent. She wants to see how her potential romantic interest handles himself.

Whatever is said or done, if anyone throws an actual punch the rest of the patrons—including some others from XIII Squadron—quickly put a stop to it. The incident should end with hard feelings, jealousy, and a bitter rivalry between the two flights, but no more for now.

See **Characters & Creatures** for the gang's statistics.

The Third Sortie

The squadron is up early the next day for another reconnaissance flight. Captain Herbert assembles the pilots and observers and gives them their mission.

"Good morning, chaps. Those eggs weren't quite right, were they? At least the bangers were spot on! Decent tea, too. Good thing...C Flight will need it today!"

The captain smacks a map of the front with his riding crop sharply, pointing at the spot where you know the Huns have been gathering.

"Flights A, B, and D will swarm the front, drop bombs, and cause general mischief. We expect heavy resistance, but a flight of Vickers F.B.5 gun buses will join soon after we've lured the blighters in to whip them up. If things get too thick, lads, dive low and get away, then the gun buses will follow suit.

"Run, you say? Quite right. For this is all a distraction! The real mission today is a rail bridge near the Pas De-Calais. C Flight will fly south of the dogfight and circle round to the north."

Captain Herbert traces a line with his crop to a point east of the city of Arras.

"Follow the river, find the rail bridge, and drop everything you've got on it. Command says this will slow reinforcements for some grand assault or other, so it's vital you don't miss."

Herbert answers any questions then sends the pilots on their way.

The trip should take almost an hour given the circuitous route to avoid the distraction provided by the rest of the squadron. Once C Flight is on target, let each pilot make a Piloting roll. Failure means the plane doesn't line up appropriately or times the approach poorly. The bombardier subtracts 2 from his rolls. Success adds +1 to the bombardier's roll, and a raise adds +2.

The observer—now bombardier—makes a Knowledge (Bombardier) roll at -4 to drop a 20 lb bomb over the side of the plane onto the structural joints of the bridge. Ten collective successes from any of the planes destroys it.

A Flying Circus

C Flight is to return the way it came. Somewhere around the town of Péronne, they're spotted by a patrol of eindeckers!

This is the real deal now—a dogfight with a flight of experienced pilots flying planes with superior machine guns (the eindeckers don't have the Limited Visibility of the B.E.2c biplanes).

Start a dogfight using the Chase rules. After five rounds, the Germans run out of ammo and retreat—or the heroes find a cloud bank to escape into if they wish to retreat.

Otherwise, the Germans are hungry and aggressive for kills, so they don't retreat unless outnumbered 3:1 or worse.

✧ **Flight Leader:** The German airman is an experienced pilot in a Fokker Eindecker. See the **Characters & Creatures** section for statistics.

• **German Airmen:** There are a number of additional enemy planes equal to the player characters' flight, meaning the entire German force should outnumber the heroes' flight by one.

The Missing Man

It's likely between 10 a.m. and noon when C Flight returns to Vert Galant. If any of them are injured, they're taken to the field hospital. Otherwise, their planes are towed into the hangars by tractors and refitted or repaired.

Word goes out quickly that one of A Flight's planes didn't come back. Reg, Simon, Auggie, Charlton, and their observers took a beating in the dogfight, but "Sensitive Eddie" didn't come back at all. Auggie takes out his anger on the men of C Flight as soon as he sees them.

"You bastards! Comin' in smilin' like hyenas while the real men do your fightin' for you!"

Simon stands quickly by Auggie's side while Reg and Charlton watch from somewhere close by. Auggie continues to berate the player characters, saying they had to fight "all the Huns in Europe" all by themselves.

Allow the argument to run its course. It should be clear that "Sensitive Ed" (see **Reg's Rascals** on page 20) and his observer Stephen are the ones who didn't come back. The two were seen spiraling out of sight, heavily wounded by eindecker machine guns. The rest of A Flight were driven off by the heavy German air presence and couldn't find the wreckage or their bodies.

The rhubarb can be handled using the Social Conflict rules, standard roleplaying, or even the combat rules if things get violent (using non-lethal damage, most likely).

If the fight doesn't wind down on its own, Captain Herbert eventually shows up, puts a stop to it, and reminds all the officers that they're supposed to be *gentlemen* despite such a terrible day. The captain then informs the shame-faced young men that B Flight and D Flight also lost men, and that the poor infantry *on both sides* are losing thousands every day.

Should someone suggest going out and looking for Eddie's plane, Herbert considers it, but only allows A Flight to do so. In any event, the plane is never found.

A Good Deed

The next day, Nurse Jenny comes to visit just before lunch. She greets the men and quickly tells them why she made the trip from Amiens.

"Our hospital is overflowing with wounded. Men missing arms, legs, even parts of their faces. This war is horrible."

Jenny shudders and shakes her head.

"Anyway, there was a large action near Saint-Pol-sur-Ternoise. They need medical supplies and we're the nearest depot. The roads are ravaged so I can't take a lorry. Captain Herbert said this was purely a volunteer mission, but he'd authorize it if you're willing to fly me and the supplies to Saint-Pol-sur-Ternoise? It will take all of your planes, I'm afraid."

Assuming the heroes say yes, their observers must stay behind so that the seats can be loaded with the medicine (and Jenny).

The journey to Saint-Pol-sur-Ternoise is rather uneventful, but the pilots can see the hell taking place on the once-beautiful farmland below. Read the following, or compose your own ode to the war if you choose.

The air up here is cold and bites at your nose and whiskers. But it is as heaven compared to the hell you see below. Trenches zig and zag across once green fields where thousands of young men your age have died. Some said the war would end quickly, but seeing the devastation and stalemate below... you wonder.

At least today you are doing some good—taking medicine to the Poor Bloody Infantry rather than dropping bombs or sending a rival pilot spiraling to his doom. And then there's Jenny. That beautiful strength and spirit have buoyed all of you these last few days. She is truly an inspiration, bringing mercy to the damned.

Jenny turns to the pilot of her craft as he finishes these thoughts. Almost as if she could sense them. She smiles, unsure at first, then confidently. It's clear she's forgetting about the war for a few minutes and enjoying the flight—something few have done at this time.

Special Delivery

The delivery goes well. The field medics are extremely grateful for the Dakin solution, bandages, tools, and sedatives. If the airmen help carry the boxes, give each of them a Benny.

Inside the vast array of tents is a different story. British infantrymen lie in various states on blood-soaked cots. Some are missing limbs, others are riddled with bullet holes yet somehow miraculously alive, and some have made the ultimate sacrifice.

Jenny wanders into the horror and is instantly caught up in giving assistance. She remains that way for the next 10 hours, never stopping and refusing to leave.

If the pilots take off without her, Jenny eventually finds her way back to Amiens the next day. Any romance between her and a pilot turns cold.

In the more likely case that the pilots wait it out, they have a few choices. They can aid the wounded by reading to them (perhaps one of the books purchased from Giselle?), or wait in a nearby makeshift officer's club.

Assuming they wait for Jenny, they eventually hear the following rumors through conversations with staff as they take breaks, or soldiers if they visit with the men.

- "The worst part of the fighting is the damn artillery. It never seems to stop."
- "I saw this beautiful stallion. Black, sleek, muscular. It jumped right over our trench and into No Man's Land. We assaulted the next day and I saw the poor thing all tangled up in the wire. I tried to get to it, but the Huns had us covered with machine guns. It took hours to die. Bellowing the whole time. That was a fighter, that one was."
- "I shot this one German three times. Stabbed him with me bayonet. But...he just kept coming. You shoulda seen his eyes. They was dead, they was. I ran. I ain't ashamed. Sometimes the good Lord sets a challenge 'afore you you just can't match."
- "Men go missin' all the time, y'know? Some are deserters, sure. Some get buried in some damn mud hole and sucked in. But some...sometimes I hear strange sounds in the night. Like...wings. Then a scream. Then that man's gone. Always someone off by their lonesome somewhere. Or maybe I'm just bonkers, eh?"

Return Flight

If the pilots waited on Jenny, the return flight occurs around midnight. (If not, they simply return to their aerodrome and skip this scene.)

Everyone is tired. Jenny falls fast asleep ten minutes after takeoff. The trip should take no more than 40 minutes anyway.

Halfway through, however, all the pilots see a terrible sight. Three planes lie scattered and burning on a field northwest of Doullens (about half way between Saint-Pol-sur-Ternoise and Amiens). If the airmen drop down for a closer look they see they are Vickers air buses. The three are scattered over an area of about two square miles and very little is left of them.

If the pilots actually land and investigate, they find that one of the men's heads have been pulled off just like the one they found before. One other is missing, and the third is a charred corpse in the wreckage of his plane.

All three of the Vickers aircraft show great damage. Though it's hard to tell given their state, at least one of them has very clear claw marks on its rudder. There are three tears, about two feet wide all told.

If this is reported to Captain Herbert he blinks in dismay, asks them to repeat it, then asks them to put their report in writing. Though he isn't convinced himself, he does pass it on to his superiors.

Air Raid

The next morning at breakfast, the airmen notice there are more than a few empty seats. Captain Herbert enters moments later, fills a tray, and sits down with C Flight.

"I'm afraid I've some bad news, chaps.

"The rest of the thirteenth went to action yesterday while you were delivering medical supplies. Last minute orders, you know? Bombing run.

"We lost two men from B Flight and... all of D. Simpson-Blair's men. If it hadn't been for Reg we would have lost the rest of B as well. Real killer, that one. Born to fly. Confirmed him as an Ace yesterday.

Several of his rascals took some hits but they kept flying. And fighting. There'll be a few medals from that engagement, don't you know?

Herbert takes a few bites of toast, then stands, smiles and nods, and tosses the rest of his breaky—he's lost his appetite. "Better days, lads," he says as he heads toward his office.

Let the players discuss this for a moment—then Reg, Auggie, Simon, and Charlton walk in to the mess tent.

"Well, well, well," Auggie sneers. "Lookit you fancy lads havin' a bit o' breaky. Didja enjoy yourselves yesterday showin' that pretty young nurse your kite while the rest of us MEN were here fightin' the war? Reg here is now an Ace. Where were you? Off chasin' skirt?"

Auggie is hell bent on starting a fight—a real one this time. He goads the heroes as much as possible, trying to get one of them to throw the first punch if he can. Just as they do, or it's obvious they won't and Auggie is about to, everyone suddenly hears engines in the sky overhead.

Fokkers!

The pilots race from the tent and see two flights of Fokker Eindeckers diving down at the Vert Galant airfield. Moments later,

bombs rain down all over the green grass, destroying buildings, planes, and trucks.

Airmen scramble for their planes while ground personnel man machine gun or 13-pounder anti-aircraft guns.

The heroes are four "sprints" from their planes when the action begins. Use the **Heavy Fire** rules (see *Weird War I Player's Guide*) to see if anyone is hit by random shrapnel or machine gun fire.

Those who make it to their planes can then attempt to take off—at a -2 penalty due to the eindeckers' assault.

Run the fight as a Chase against six attackers. Assume Reg and what's left of the other flights engage the other Fokkers. After four rounds, the German withdraw, having caused significant damage.

Reg acquits himself well again, though Simon is lost in the fight this time. When the heroes land, his plane lies broken and burning on the airfield. Reg and Charlton stand silent, but Auggie marches over to one of the player characters and punches him in the face using an All Out Attack. Let the victim fight back for a round or two before the ground crew, Captain Herbert, and anyone else who wants to pulls Auggie off.

An unfortunately common sight on the battlefields of the Great War



Distress, But No Damsel

The next day passes uneventfully for the heroes. What's left of A and B Flights are sent to assist the artillery in operations to the northeast. D Flight awaits replacements, and C Flight is kept at home to protect Vert Galant from further air raids..

Around 5 p.m., just as the lads are about to head to mess, Captain Herbert shows up at C Flight's barracks with Dr. Hanley.

"Good evening, chaps," Captain Herbert says, looking somewhat grim. "We have a bit of a sticky wicket. I'll let Dr. Hanley explain."

The doctor steps forward, hat in hand. "Ms. Wiltshire went with the ambulances toward Varennes to pick up a load of wounded. That was early this morning and she has not returned. There's an offensive to the north east and I'm worried the convoy might have been caught in the middle. I asked Captain Herbert for help and he brought me to you."

Herbert pipes up. "Right. Mount up lads. We can afford a little recon for our wounded. We're waiting on some...replacements, for the other flights anyway. Follow the main road to Varennes and look for the ambulances. Hurry. It looks like rain."

The planes are ready as the airmen approach the field. The flight leader is given a Sterling radio to signal back what quadrant they find the ambulances in, if they find them at all.

The rest of the flight has only their machine guns.

A storm is approaching rapidly and there's only a little sunlight left, so the airmen need to take to the skies quickly.

The Road to Varennes

C Flight stays low and slow, following the road through the fields, farms, and forests of France toward Varennes. The normal route is ruined by battle, but a Common Knowledge roll finds a likely alternate path in 20 minutes, or 10 with a raise. In either event, rain begins pouring down, soaking the airmen.

Have everyone make Notice rolls once the correct road is discovered. The character who rolls highest is the first to spot a terrible sight just west of a small town (a Common

Knowledge roll identifies it as Toutencourt on their map).

Four ambulances can be seen along a sharp curve a half mile west of town.

- One ambulance lies on its side in a ditch on the outside bend of the curve as if it tipped over attempting to take the turn too quickly.
- A second ambulance lies in a shallow pond 100 yards northwest of the curve. It's smashed and reveals few clues.
- A third is in the *top* of the trees in a thick forest 200 yards southeast of the curve. If the heroes weren't in airplanes, they likely wouldn't have seen it.
- A fourth ambulance is parked on the southern side at the end of the sharp curve. It seems intact.
- Only a few lights burn in town (it's blacked out to protect against air raids).
- The entire area is peppered with shell craters, abandoned observation posts, and old trench lines.
- There are also a few other lone buildings in the surrounding area, mostly the ruins of farms, manor houses, and even a church or convent—all destroyed by the heavy shelling that's taken place here.

NOTE

Remind the heroes that they're to signal base with the coordinates when they find the ambulances. This becomes important in the next scene (though it can be dealt with in other ways if they don't).

If the airmen want to know more, they'll have to land—a task that requires a -2 penalty to the Piloting roll due to the uneven fields.

Once they do, the investigators can check each of the wrecks. It's dark, so unless they have torches (flashlights, which are not standard in the airplanes), all rolls that require vision are made at -2.

The two lorries that were dropped have very obvious holes on the front sides of the cabin (the cloud hunter's claws). A rough guess puts whatever pierced them at roughly two to four feet long (each talon).

THE AMBULANCE ATTACK

The cloud hunter spotted the lorries and attacked. It picked the second one in line up in its massive claws and flew into the darkness. The first ambulance saw what happened and raced forward, overturning in the sharp curve before Toutencourt.

The third and fourth ambulances stopped to help the first one when the cloud hunter dropped its prey in the pond nearby. It then grabbed the third and soared into the sky. Jenny and her driver ran into the woods for cover and the thing attempted to drop the truck in its claws on them.

As Jenny and her driver ran they could hear the monster devouring the bodies left behind. They fled deeper into the woods and were met by a group of kindly nuns who escorted the frightened pair to the convent on the hill.

Of course, the women were far more than they seemed...as is the monster that leads them! See *The Convent* for the rest of these dark secrets.

There are no bodies, though there are numerous splashes and puddles of blood washing away in the heavy rain.

A Notice roll near the truck in the trees also finds a bloody right arm on the ground below. It's in a brown sleeve and hairy (one of the medics) so it clearly isn't Jenny's arm.

On the dashboard on the passenger side of the ambulance parked by the road is a woman's purse with makeup and other personal items inside, including a French phrasebook with an inscription inside: "Hope this helps on your journey, Jennifer. Bon chance! —Father".

From the direction of Jenny's truck and the lack of blood in the backs, the ambulances wrecked on the way to Varennes before they could pick up their patients.

Footprints are easily visible up into the woods given the muddy ground. A successful Tracking roll takes the group to what appears to be a ruined convent at the top of a heavily forested hill. The walk takes 20 minutes uphill and in the rain and darkness, or 10 minutes with a raise.

Failure means the group wanders about for 30 minutes before they find the convent, and must make a Vigor roll to avoid a level of Fatigue from cold and damp (it goes away after resting for 20 minutes somewhere dry and warm).

On a low hill in the midst of the woods is a bombed out convent. The airmen can see the roof was likely hit by several artillery shells—or perhaps even bombs dropped from a heavy bomber. A plaque on the door reads "Our Lady of Knowledge Convent and Library".

The Convent

Though it is dark from the outside and appears abandoned, a pair of tracks—one man's and one woman's—leads clearly through the open front doors into a dark foyer. Lightning strikes as the party approaches, showing a two-story manor with several large holes in the roof above.

Read the following as they enter:

The cold rain pushes you forward, into the foyer. Lightning strikes as you enter, illuminating the room through several large holes in the high ceiling. You see the wreckage of tables, chairs, pews, and other furnishings scattered about. Rain permeates every inch of the place and collects in small shell craters on the stone floor.

The muddy footprints you've been following head directly in to the large central hall, then head back and to a crumbling wall to your right.

Over the roar of the storm you hear strange chanting and moaning. Something is happening here. It's happening now, and it's bad.

Continue with the following as they move toward the noise.

A massive round library takes up one entire corner of the monastery. Thousands of books line the 30' high walls, ruffling and ruined as the wind and rain whips in through the large hole in the roof.

Dancing amid the swirling pages are a dozen naked women! They cavort around



The Convent

a raised section in the center of the room, surrounding another naked woman—a gray haired matron you recall as Giselle from the Café Dufourmantelle!

Before Giselle on a water stained table is a bound British soldier—likely the driver you followed from the ambulance. Behind them all, at the back of the room, stand a half-dozen dark figures holding a struggling Jenny in their strong arms.

As you watch, Giselle screams some obscene phrase and the driver on the table curses with pain. He arcs his back, breaking his bonds. You hear his clothing rip, his bones break and sinews snap. Before your very eyes the soldier transforms into some sort of bestial half-man. He leaps up from the table and howls at the storm raging above.

There can be no mistaking what's going on here. This is a witch's coven!

The figures at the back of the room are beast men, soldiers transformed to serve the witches just as the unfortunate driver bound to the table has become.

Before the heroes can act, Giselle orders Jenny brought to the table and bound. In

accented English she stands amid the maelstrom of pages and shouts the following:

"YOU helped them! You helped them destroy our beautiful country! Their bombs killed many of my sisters and opened up a hidden vault, hundreds of years old. There I found the books that would grant me vengeance over those who bring war to my land! You cannot serve as these beast men do, but you WILL sate their bloodlust!"

Giselle steps down toward the back wall and says in French: *"She is yours, my animals."*

The beast men bay with delight as they leap toward Jenny. There should be no mistake now that the heroes must act.

Battle of Beasts

The moment the airmen reveal themselves, Giselle screams: *"Kill them! Kill the intruders, my beasts!"* She and her witches then fly through the hole in the roof before the heroes can stop them!

The snarling beast men follow their mistress' commands without hesitation, leaving Jenny bound on the table as they leap to attack the interlopers.

- **Beast Men (13):** Jenny's driver was the 13th warrior to join the abominations' ranks.
- **Hazard:** The swirling pages are a magical side-effect of Giselle's ritual. If a character's Action Card is a Club, he must make a Strength check or become Shaken from a savage flurry of papers hitting him in the face. This applies to the beast men as well!

Here Comes the (Air) Cavalry

When the fight with the beast men concludes, Jenny tells her rescuers the following:

"You must hurry! They're headed to Vert Galant! God knows how, but they're going to destroy your airfield and everyone stationed there! They have some sort of monster... something far larger than these beasts. I know it's hard to believe, but after what we've seen tonight..."

As the airmen exit the ruined convent they hear the familiar roar of B.E.2cs and the rat-a-tat-tat of Lewis guns in the night sky above. They also hear the cackling of the witches and a deep and ominous roar that starts as a low rumble then builds to a terrifying, bone-shaking conclusion. Whatever is up there is certainly not man or machine.

Reg Clears His Bars

The planes are those of A Flight—Captain Herbert dispatched Reg's boys as soon as C Flight sent the signal via the Sterling radio (if the flight leader didn't send the signal, Herbert dispatched A Flight to search for the characters anyway).

If the players don't realize it, tell them—A Flight's arrival has delayed the witches, giving the heroes time to run down the hill to their own planes and join the fight.

The run down the hill through the pouring rain and broken ground is dangerous. Have the rescuers make an Agility roll. Everyone makes it to the waiting planes regardless of their roll, but failure means a sharp stick to the eye or a fall that leaves a wrist sprained. These **Bumps and Bruises** inflict a Fatigue level that won't fade until morning.

Into the Air

The planes start with a sputter and the airmen take off as fast as possible (no roll is required this time). What to do with Nurse Jenny is another issue, however. If any of the characters or observers perished, she can take their seat. Otherwise she must sit on a pilot's lap. This overloads the plane and inflicts the -1 penalty just as if it were loaded with bombs. (The observer can't fire the Lewis gun if Jenny sits in his lap, so she should sit with whichever hero she's attracted to.)

As the biplanes climb, read the following:

Your planes climb ever so slowly into the rain-drenched sky. A full moon hides behind dark clouds somewhere to the south, granting only the faintest illumination.

You hear the gunfire and biplanes a few hundred feet above and see green balls of fire hurled from tiny, flying shapes—the witches. From the maneuvers of the biplanes it must be A Flight. Reginald's group.

One of the balls strikes home, engulfing a plane in brilliant jade flame! Even from two hundred feet below you hear the pilot and observer scream. The observer jumps—leaving a trail of green sparks behind him as he twirls to his death. The screaming pilot stays with the plane, spiraling down toward the forest where it explodes in a brilliant flash.

Finally, the heroes reach sufficient altitude to join the fight. What follows is one of the strangest dogfights of *Weird War I*. The remaining pilots (Reg, Auggie, and Charlton) circle with their planes, dodging balls of sorcerous balefire and taking potshots at fleeting visions of cackling witches emerging suddenly from the darkness.

Run the fight as a Chase. Six of the witches battle C Flight while the other half remain engaged with Reg and his men.

Due to the darkness and the incredible nimbleness of the witches, the heroes can only attack when they have Advantage and are at Medium Range or better. The witches can attack at any range per the usual rules.

- **Witches (6):** These are Giselle's coven. Giselle herself is not present...yet! See "Witch" on page 20 for their statistics.

Terror From the Skies

After five rounds of battling the witches, any remaining crones disperse, laughing as they head off into the night. Their mistress has returned and a terrible sound drowns out the wind, the engines, and even the lightning itself.

The surviving crones flee into the night. A Flight's guns go silent a few miles to your east as well. Dare you consider this a victory?

Then you hear A Flight's guns barking again. And a roar like living thunder. You angle up and toward your mates, breaking through the rain and storm clouds to the eerily lit cloudscape of the full moon above.

Without warning, Auggie's B.E.2c bursts through the clouds to your left, arcing up then stalling. Before it falls more than 20 feet it explodes in a shower of splinters! A massive grey shape with wings like a dragon crashes through Auggie's plane and heads directly toward you!

The airmen must make Fear tests now—Giselle the cloud hunter has arrived.

This is a fight to the death, again using the Chase rules. The combat takes place above the storm clouds so there's plenty of illumination. Only Reg and Simon are left, but they're nowhere to be seen at the moment.

Giselle fights to the death—the transformation gives her both the rage of the monster, and now that the planes have fired on her, she wants vengeance!

✧ **Giselle (Cloud Hunter):** See page 19.

The Cavalry

At some point during the fight, at a suitably dramatic moment such as when Giselle gains Advantage and one of the heroes is running out of wounds, or if the cloud hunter draws a Joker, Reg returns. The leader of A Flight was injured by the witches earlier and hid in the clouds to regain his senses. He's effectively on Hold and erupts from the clouds to distract Giselle for at least one round. Don't roll dice for Reg—just read the following when the time is right.

The monster wheels about, its massive mouth full of jagged white teeth open. There's no way you can avoid it...

From out of nowhere you hear a Lewis gun chattering from below. Reg's plane erupts from the clouds, arcing past the horror and executing a perfect Immelman turn. Reg stalls, twists, and dives back toward the surprised thing!

Can the Ace kill this fiend? Then Reg runs out of bullets. You fly by, still twisting through your own maneuvers as you avoid its mouth, wings, and long spiked tail. Reg's observer looks at you and salutes with a grim smile on his face.



Reg remains focused on his flight, spiraling around in an aerial display you didn't think these clumsy planes were capable of. He dips beneath a tail, barrel rolls through a grasping claw, pirouettes up, up, up, then dives...straight down at the creature.

The gallant young man crashes his plane directly into the terror from the clouds. He and his observer disappear in a flash of flame. The monster reels. This is the time to strike!

The cloud hunter is stunned this round. C Flight has the Drop on it as it twists and turns and attempts to catch itself.

Giselle's Fall

With luck and skill, the airmen should eventually deliver a killing blow to the abomination that was Giselle. As their Lewis guns tear into it, read the following:

Lightning flashes as your bullets stitch across its pallid grey flesh. Black blood splashes and oozes from its multiple wounds.

The monster hangs in the air for just a moment, glaring at you with glowing green eyes. Then lightning flashes again and you see nothing but an old woman — Giselle!

She screams her last breath in rage, arms and legs splayed wide as the wind whips at her long gray and white hair. Then she crumbles in on herself and tumbles headlong to earth.

Giselle's body is never found.

Aftermath

The sole survivor of A Flight, Simon Rocheford, was severely wounded in the battle but corroborates everything that happened. He remains in hospital for months, recovering from severe burns.

Captain Herbert isn't willing to pass the report to his superiors this time, however. He tells the men they're clearly suffering from fatigue and must have encountered a German blimp and some kind of experimental fighter craft. Still, he lauds them for their service and spunk and awards any due medals or promotions as usual.

Several nights pass. The XIII is allowed to stand down as replacements for A, B, and D Flights arrive (and C if they need them).

WHERE TO GO FROM HERE?

The meeting with Dr. Hanley and Sir Arthur Conan Doyle can be the dramatic end of your tale. Or it might just be the beginning.

The airmen are now inducted into the Twilight Legion. With their piloting skills, they might be given newer and far better planes as they become available and sent to all corners of the globe to aid in the fight against evil. Or they might maintain their position with the XIII Squadron and be asked to deal with strange phenomenon as it arises.

Where you go from here is up to you, War Master!

Nurse Jenny remains in Amiens for a few days, tending to the wounded and trying to deal with what she saw. Eventually, she comes around and resumes whatever relationship she managed to develop with one of the player characters.

A week after the battle at the convent, just after dusk, C Flight sits alone in their barracks reading or resting. Someone knocks, and when they answer, they see Dr. Hanley and another man, both bundled against the cold. The doctor holds a bottle of expensive brandy in his hands.

"Good afternoon, gentlemen. I wanted to personally thank you for saving Ms. Wiltshire. She's something special, as I'm sure you know.

"And so are you. You've survived an encounter with something...strange. Something your superiors won't even believe. Oh, don't deny it. Jenny told me everything. It's quite all right. You're not the only ones who have seen strange things in this weird war we're fighting.

"Let's have some of this brandy I brought and discuss it. And please allow me to introduce my friend. He can tell you more about it, and about those of us who secretly fight these strange horrors.

"Gentlemen, please welcome Sir Arthur Conan Doyle."

Characters & Creatures

Beast Man

Beast men are horrid creatures that combine human cunning with animal ferocity. In Europe they often appear as grotesque combinations of human and wolf or bear, while in Africa they are more likely to have lion and hyena features.

Some beast men are creations of mad science or dark sorcery. They are too monstrous to be used as regular troops but are instead turned loose behind enemy lines, used to guard hidden installations, or live as outcasts in their own feral tribes.

Area Appearing: Africa, European battlefields.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d8, Stealth d10, Tracking d10

Edges: Improved Frenzy

Pace: 8; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Claws:** Str+d4.
- **Fear (-2):** The sight of a beast man terrifies anyone who encounters one.
- **Low Light Vision:** Beast men ignore penalties for Dim and Dark lighting.

Cloud Hunter

The cloud hunter description from the *Weird War I War Master's Handbook* is apt for the thing Giselle can become as well.

She is a massive, lizard-like bird creature with leathery skin the same gray color as the clouds.

The monster has a 40-foot wingspan and a mottled gray, leathery hide that helps it blend in with clouds of nearly every type. The

creature has a distinctly reptilian appearance, with a long, narrow maw filled with razor-sharp teeth and two nimble, clawed feet equipped with sword-like talons.

This one, being a version of Giselle, has glowing green eyes, a tuft of white hair on its head, and can spit green balefire! Giselle cannot speak or cast spells while in this form.

Attributes: Agility d10, Smarts d4 (A), Spirit d4, Strength d6, Vigor d8

Skills: Fighting d10, Notice d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 11 (1)

Special Abilities:

- **Armor +1:** Cloud hunters have leathery hides.
- **Balefire:** Range 24/48/96, Damage 3d6, LBT.
- **Bite/Claws:** Str+d8.
- **Camouflage:** The cloud hunter gains a +4 bonus to Stealth rolls in the appropriate environment (clouds), often attacking from ambush with the Drop.
- **Flight:** Pace 12, Climb 3.
- **Huge:** Attackers targeting the cloud hunter gain a +4 bonus to attack rolls.
- **Size +4:** The cloud hunter is around 25 feet long and has a wingspan of over 40 feet.

German Pilots

The German pilots in this adventure use the following profile. Add the Ace Edge to flight leaders and make them Wild Cards if your heroes need more of a challenge.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Piloting d6, Repair d6, Shooting d6, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Sanity:** 5;
Toughness: 5

Hindrances: Heroic

Edges: Rank (Officer)

Gear: Uniform, flying helmet, goggles, wool scarf, Luger P08 (Range 12/24/48, Damage 2d6-1) with 16 rounds.

✱ **Giselle (Human Form)**

Giselle Coltice was the head mistress at Our Lady of Knowledge in the hills east of Toutencourt. Officially, the old church was converted into a Catholic library sometime in the 1600s. The staff watched over thousands of books, many of which were loaned to local universities and towns, or studied by priests from as far away as the Vatican.

What only a few knew was that library housed certain diabolical texts as well. Sister Coltice knew of the books and their hidden location, and was always tempted by their dark knowledge. A bombing run conducted by the Germans in August mistakenly targeted the old church and killed many of Sister Giselle's maidens. This gave her the excuse she had always been looking for to open the old tomes and learn black magic.

The nuns who opposed her were sacrificed to demonic powers to enhance Giselle's learning. Those who didn't became the first of her new coven, and it didn't take long to recruit more from widows in nearby towns.

Giselle sells the library's normal books for money, using the funds to buy what she truly needs for her dark rituals.

Giselle knows how to transform men permanently into beast men. When she sacrifices a 13th man, she can also transform into a cloud hunter! The changes last until daybreak, at which point she reverts to her human form and her 13 warriors crumble to dust and bones. This is why she must constantly seek out new victims.

See the Cloud Hunter on page "Cloud Hunter" on page 18 for her statistics in that form.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d4, Vigor d6

Skills: Healing d6, Intimidation d10, Knowledge (Literature) d10, Notice d10, Persuasion d8, Spellcasting d10

Cha: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Vengeful (Major)

Edges: Arcane Background (Magic), Charismatic

Fokker C.III Monoplane

The Fokker Eindecker monoplane is the first aircraft with machine guns synchronized with the propeller, so the pilot can line up by eye instead of having to fire a pivot-mounted gun. During the fall and winter of 1915 this gives the Germans a huge advantage in the air. The plane was considered so important German pilots were forbidden to fly them over enemy territory for fear that one might be captured intact.

Acc/Top Speed: 10/64; **Toughness:** 6 (0); **Crew:** 1

Notes: Aircraft (Climb 1). Flight range of 200 miles.

Armament: One MG08 machine gun firing forward (250 rounds)

Gear: Giselle rides a bicycle to and from the monastery to the local towns. She always has a few old or rare texts in her basket to sell.

Powers: *Barrier, blast* (green balefire), *fly*. **Power Points:** 20. Giselle's power to transform men into beasts and herself into a cloud hunter are rituals only she has learned from ancient texts.

✱ **Nurse Jenny**

Jenny Wiltshire comes from one of the suburbs of London. Her father is a butcher and she became inured to the sight of blood and gore at a young age. When the war began, she volunteered for the British Red Cross (part of the Voluntary Aid Detachment) and soon after found herself attached to Dr. Hanley.

Jenny is a prim and proper brunette with green eyes and a killer smile.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Healing d6, Knowledge (Butchery) d4, Notice d8, Persuasion d8, Riding d4, Taunt d6

Cha: +2; **Pace:** 6; **Parry:** 2; **Sanity:** 6; **Toughness:** 5

Hindrances: Heroic, Loyal, Quirk (Flirt)

Edges: Attractive, Brave

Gear: Nurse's kit.

Observer / Bombardier

Use these statistics for the observers, assuming they're Extras. Have each player give his companion a name and a little bit of background or personality as well. These Extras will be with the heroes through the entire adventure and should feel almost as familiar as the rest of the group.

Should an observer die, a replacement typically arrives within a matter of hours.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Bombardier) d6, Knowledge (Photography) d6, Notice d6, Repair d6, Shooting d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Sanity:** 5; **Toughness:** 5

Hindrances: —

Edges: Rank (Officer)

Gear: Flight jacket and goggles, Webley revolver (Range 12/24/28, Damage 2d6+1, RoF 1, AP 1, Shots 6).

Reg's Rascals

✱ Reginald Worthington

Reginald comes from money, of course. His family is in rubber—as in tires, gaskets, and raincoats. The war has spiked demand and the family is doing well. Reginald's father attempted to get his son assigned to the general staff but the headstrong boy's existing love of aircraft made him one of the few experienced flyers in the new squadron—a fact Reg is quick to remind everyone of.

Though brash and arrogant, Reg ultimately *wants* to be a hero at heart. If he can survive long enough to shed his boorish exterior he might become one.

Note that Lt. Worthington is both Mean and Charismatic. He knows how to charm those who can do something for him and how to belittle and enrage those he considers beneath him.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Driving d6, Fighting d6, Healing d6, Knowledge (Manufacturing) d6, Notice d8, Persuasion d8, Pilot d10, Riding d6, Shooting d8, Taunt d10

Cha: +2; **Pace:** 6; **Parry:** 5; **Sanity:** 6; **Toughness:** 5

Hindrances: Arrogant, Heroic, Mean

Edges: Ace, Attractive, Brave, Charismatic

Gear: Uniform, flying helmet, goggles, silk scarf, Webley revolver (Range 12/24/48, Damage 2d6+1) with 24 rounds.

Reg's Companions

Simon Rocheford and Auggie Marshal are brutish louts, eager for a fight.

Charlton Harding is weak-willed and looking for acceptance. He goes along with whatever the group does.

Edward Roberts is quiet and shy and doesn't like his mates, but he knows they have to stick together or it might cost them their lives. If things ever get too out of hand, "Sensitive Ed," as Auggie calls him, is the first to try and stop it.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Piloting d6, Repair d4, Shooting d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Sanity:** 5; **Toughness:** 5

Hindrances: Loyal, Overconfident, Vow (Avenge comrades)

Edges: Rank (Officer)

Gear: Uniform, flying helmet, goggles, silk scarf, Webley revolver (Range 12/24/48, Damage 2d6+1) with 24 rounds.

Witch

Giselle's witches are relative novices, mostly drafted into her service from among the local widows. They have few powers and little knowledge of the dark arts their mistress has invoked.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Intimidation d6, Notice d6, Persuasion d6, Spellcasting d6, Taunt d6

Cha: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean, Ugly

Edges: Arcane Background (Magic)

Gear: None. In fact, the witches are naked.

Spells: Bolt, fly. **Power Points:** 20

AIR WAR PRIMER

FLIGHT FORMATIONS

At the beginning of the war, airplane formations resembled naval formations—line ahead or long columns. This caused problems with both maneuver and communication, so eventually the V or "Vic" (for Victory) formation was adopted.

In the V Formation, the planes form a V with the flight leader at the head or "point" of the V. This allows the group to see each other for communication (remember there are no radios), and turn toward or away from fire without running into each other.

When the whole squadron deploys, A Flight leads (led by the commander), then B flight some distance behind, and so on, in a relatively straight line.

Other formations are developed later in the war.

COMMUNICATIONS

Airmen in World War I relied on ground-based signalers at the start of the conflict. Communicating back to them was difficult—pilots occasionally dropped written messages or used basic signals such as barrel rolls or "waggling" the wings on an informal basis.

In the summer of 1915, XIII Squadron received the relatively new Sterling radio sets. These transmit Morse code signals (no voice) to sets on the ground tuned to a preset frequency.

The sets weigh an enormous 220 pounds, and cannot be used if the B.E.2c is also equipped with bombs.

The Sterling is primarily used to aid artillery bombardments. Observers in the air watch where the shells land, plot them on a map, and then transmit back grid coordinate adjustments to receivers on the ground. The receivers then relay the adjustments to the artillery batteries.

The process is fraught with problems, such as the difficulty of matching the map to the actual terrain (often blasted to indiscernible bits), steadying the Morse code transmitter on the observer's knee, the bulkiness of the radio at his feet, the inability to hear one's own feedback over the roar of the engines, and spotty reception on the ground.

TACTICS

Fighter pilots seek surprise, above all else. Attacking from the rear, from clouds, or from out of the sun—along with a little luck—allows him to "bounce" an unsuspecting foe. Firing on a target flying slow and steady is much easier than one that's doing everything it can to stay alive.

The next advantage is that of superior equipment. Currently, the Germans are wreaking havoc with their single-winged Fokker Eindeckers. The planes aren't particularly better than yours except for the fact that they have synchronized machine guns that can fire through their propellers. Their current superiority has resulted in the so-called "Fokker Scourge."

RAF B.E.2C

The B.E.2c is the most common British plane at this point in the war. It is a stable and reliable two-seater though it doesn't climb well. The observer (also the bombardier / cameraman) sits up front and the pilot in the rear.

In the XIII Squadron, the observer has a Lewis machine gun, but it is unsynchronized (it can't fire through the propeller) and must be man-handled and pinned into position on the front left or right struts, making it very difficult to use. (See Restricted Arc under New Aircraft Rules on page 23.)

The B.E.2cs are outmatched by the new Fokker Eindeckers, which are only a little faster and less reliable, but have the advantage of synchronized machine guns. The Fokkers are making a dreadful hash of RAF pilots, which the latter currently call "the Fokker Scourge."

Acc/Top Speed: 5/75; **Toughness:** 10 (1); **Crew:** 2 (Pilot, bombardier / Observer)

Notes: Biplane (Climb -2). Flight range of 200 miles, Restricted Arc.-2). Flight ceiling of about 10,000 feet.

Armament: Lewis machine gun for the forward observer (100 rounds).

Ordinance: The B.E.2c can be fitted with one of the following loadouts:

- 6× 20 lb bombs, 2x incendiary bombs
- Photographic equipment & Sterling radio

Bombs

Size	Range	Damage	Burst	Notes
20-pound	—	4d8-2	Med	AP 6, Heavy Weapon
Incendiary	—	3d6	Med	Heavy Weapon, targets may catch fire (see Fire in <i>Savage Worlds</i>).

British Small Arms

Type/Caliber	Range	Damage	RoF	AP	Shots	Weight
Lewis .303	24/48/96	2d8	3	2	50/100D	30

Notes: Auto, Snapfire, Min. Str d8



Want to know more? Watch this fantastic video from the [Great War](#) series.

Want to practice some British R.A.F. slang? Check out the link [here](#). ;)

BOELCKE'S LIST OF TACTICS

Oswald Boelcke was a German Ace and one of the first to formalize tactics for the new war in the air. He pioneered the concept of formation fighting and trained future legend Manfred von Richthofen (the Red Baron). Oswald called his rules the "Dicta Boelcke."

Boelcke was killed on a patrol with Richthofen in October, 1916.

1. Try to secure the upper hand before attacking. If possible, keep the sun behind you

2. Always continue with an attack you have begun

3. Open fire only at close range, and then only when the opponent is squarely in your sights

4. You should always try to keep your eye on your opponent and never let yourself be deceived by ruses

5. In any type of attack, it is essential to assail your opponent from behind

6. If your opponent dives on you, do not try to get around his attack, but fly to meet it

7. When over the enemy's lines, always remember your own line of retreat

8. Tip for Squadrons: In principle, it is better to attack in groups of four or six. If fights break up into a series of single combats, pay attention that several comrades would not go after one opponent.

NEW AIRCRAFT RULES

Loaded: A plane loaded down with its full complement of bombs, reconnaissance cameras and radios, or other heavy equipment is less maneuverable. In this era, a plane with both a camera and radio, or three-quarters of its complement of bombs or more, inflicts a -1 penalty to the user's Piloting rolls.

This is why pilots often dump their bombs quickly when enemy fighters appear. Dumping a camera or radio is highly frowned upon by command and may result in disciplinary action, depending on the mission and situation.

Restricted Arc: Early attempts to mount forward facing machine guns in the cockpits faced the difficulty of firing into the propeller. Some planes, like the B.E.2cs used in this adventure, featured mounts on either side of the forward (observer's) cockpit. The gunner had to unpin the gun, move it to the other strut, and repin it into place on the other side. This was especially difficult while the plane was lurching about. Once mounted, he could never fire straight ahead, only to the left or right.

The advent of "synchronization" between certain types of machine guns and the propeller eventually allowed bullets to be fired through the propeller so as not to hit the blades.

Planes with the Restricted Arc note are much more difficult for the pilot or gunner to effectively track and fire on targets, and so suffer a devastating -2 or -4 penalty as listed in their description! Like all mounted machine guns, these weapons do not suffer recoil penalties, however.



OUR LADY OF KNOWLEDGE CONVENT AND LIBRARY

- Shaded areas reflect the bomb damage overhead.
- Darker areas are where water has pooled in the damaged floor.
- The bedrooms depicted near the main door are on both the first and second floor.