

DREAD : THE THIN DARK LINE

a World War II mini-supplement for **Dread : First Book of Pandemonium** by Kobayashi



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Inspirations : *Iron Cross, Hellboy, The Bunker, The Thin Red Line, Band of Brother's* 6th episode *Bastogne* and of course, the *Dirty dozen*.

OVERVIEW

The year is 1944. Allied command receives more and more reports of strange events : whole squads disappearing, only to be found torn apart in blood stained caves, soldiers and officers displaying strange and odd behavior, sightings of strange creatures hunting resistance fighters... Enough for the Allies to allow the creation of a special unit dedicated to investigate these events. But weary of wasting ressources on what they think is a wild goose chase, the unit was created with all the loose cannons and black sheeps found in the army. The « candidates » were selected and trained by various officers regrouped in a new OSS branch : [Special Operations](#) Group 7. Unknown to the hierarchy is the fact that the unit commander is actually a Chraledim. Handpicking a few candidates he supervises the final stage of their training, forming them as Disciples.



CHARACTERS

The disciples are soldiers who were confronted to a demon and survived. Often accused of desertion or facing court martial because they shot an officer who was possessed. Some can even be found in psychiatric wards, rambling about some monster that ate their buddy's heart. But now it's payback time : their gruesome training as Disciples and special operatives turned them into living demon-grinding machines.

SKILLS

The *Computer use* skill becomes...

Communications

Jobs : radio operator, intelligence analyst...

Wanna crack that german code ? Need to decipher an occult message ? Need to repair that radio ? Then put some points in that skill dammit !

Gameplay : the enemy is listening to your communications. You pick up the field phone and start to speak in Navajo, ordering to blast the german positions north of your position. The bastards will be blown to pieces before they can decipher that.

EQUIPMENT

Just because it's a war doesn't mean you can have armor. Learn to duck & cover. The Disciples equipment is supplied by the army, still, they can try to obtain more by using their cash die.

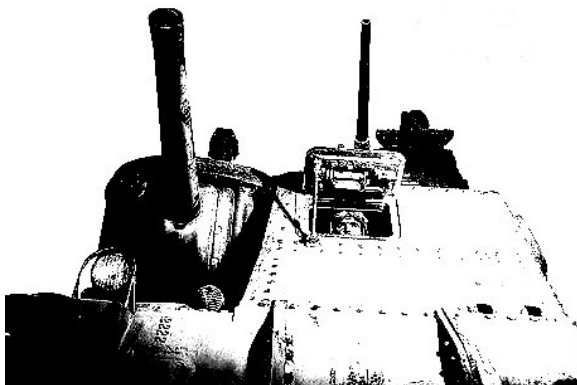
MELEE WEAPONS	Cost	Range	Damage	# Fights
Knife	1	1	1	-
Bayonet	1	1	1	-
Shovel	1	1	1	-

FIREARMS	Cost	Range	Damage	# Fights
Revolver	4	2	1	1
Pistol	5	2	1	2
Shotgun	5	2	2	2
Rifle	5	3	4	2
Assaut rifle	7	3	4	4
Submachine gun	5	3	3	3
Machine gun	9	3	4	4
Bazooka	9	3	10	1
Flamethrower	10	2	5	1
Hand grenades	6	3	4	1
Satchel charge	7	3	10	1
Tank main gun	na	3	20	3
Anti-tank mine	10	1	20	1

VEHICLE	Body	Swerve	Recover	Ram
Motorcycle	10	4	1	1
Jeep	20	2	2	2
Truck	30	1	2	3
Tank	40	1	2	5
Tiger tank	50	1	1	5

GEAR	Cost
Field telephone	2
Hidden camera	4
Metal detector	5
Silencer	4

VEHICLES	Cost
Motorcycle	9
Jeep	11
Truck	12
Tank	No !



TANKS OR << HOW I LEARNED TO LOVE BAZOOKAS >>

Nothing will destroy a tank except another tank, a bazooka or a mine (or a grenade tossed inside it, so we have all our Hollywood clichés) :

- Firing at the front of a tank, the player determine the damage as usual
- Firing at the back of the tank : damage is *doubled*.
- Firing beneath the tank : damage is *tripled*.

Any target a tank fires on (except another

tank) is destroyed. If it's a building, any person inside is allowed a Strength roll with a difficulty of 9. If failed the margin of failure indicates how much Life is lost.

Sneaking up on the tank may require some roleplay or a successful Strength or Driving roll, see for yourself.

NOW I HAVE A MACHINE GUN

Covering fire is cool. Throw your combat dice. The result is the Strength roll difficulty to cross that perimeter. Anyone failing his roll loose (failure margin) Life. Yes, running in front of a machine gun is a *bad* idea.

BACKGROUND

A group of Nazi officials founded the Siegfried Order, unknown even to Hitler. Lead by a powerful *Hexen* (sorceress) they used antique rituals allowing them to summon and bind demons. Although the armies of Hell appreciate the sudden surge of soul brought to them by the war of men, they are quite unhappy to see Demons being used by fleshbags. This could trigger the final war and it's way too soon. Once again, some demons are sent to earth to train humans to fight their brethren. But this time they also have another objective : find and kill all members of the Siegfried Order.

SCENARIO : A COLD DAY IN HELL

OBJECTIVES

1. Defend the village
2. Find the spy
3. Destroy the Tiger tank
4. Kill or capture the Summoner

TRIGGER

Winter 1944. The Disciples are stuck with a US army platoon in the belgian village of Soulmagne. They are ordered to stop a part of the 5th Panzer Army heading in their direction. While their waiting for the german troops, the dead body of the communication officer is found in the village, the communications sabotaged.

What do you do ?

SYNOPSIS

The village where the Disciples are stationned is plagued by a Vuiloma (p.233). He's possessing the village mayor. Unknown to him is the fact that there is a nazi spy in the village. He was wounded on his way back to the german lines and found refuge in the village, posing as an escaped french POW. One of the US soldier saw him sabotage their communications and was killed before he could raise the alarm.

The nazi spy will try to sabotage the efforts of the US soldiers as much as he can while the Vuiloma plans to wreak havoc upon Soulmagne.

And for the good news :

- The weather is too cloudy to allow an airstrike and there are no artillery support yet.
- The Cabal is an independant unit, Disciples cannot give orders to other soldiers.

TIMETABLE

Here's a rough breakdown of the scenario in day by day events.

Day one

The first day will start with a massive shelling of the village. Disciples may wish to help people around the village. The artillery strike will be followed by ground assault. Mostly recon teams trying to spot american positions in the village. At the end of the day they'll find the dead body of the communications officer.

Evidence : Disciples may find that the communication officer was killed by a professional.



First night

All villagers will be the victims of terrifying visions induced by the demon. Some will lose their temper and become violent. Some will accuse the « french refugee » of being a nazi collaborator. After all, he's the stranger here... He will try to escape during the night and get to the german lines.

Day two

This day will see the intervention of a Tiger tank who will destroy two the three sherman tanks. It will be up to the

Disciples to save the day.

Evidence : Disciples learn the fact that many villagers lost their sons during the war. If they dig a little deeper they'll learn that the mayor lost all of his sons. His wife is always staying at home, crushed by grief. If they investigate his house they'll find her dead body, butchered by the demon.

Second night

The Vuiloma creates a Vuiloac. Born from the nightmare of the mayor, it will have the form of a SS soldier and will start moving from house to house butchering everyone he sees. The demon, will hide in the sawmill (which is the mayor's property)

Day three

The third day, the german troops will launch an all-out attack with ground troops. A small group of SS commandos will find it's way into the village, lead by a sorcerer from the Siegfried order. Surviving disciples should be more than happy to kick their nazi asses.

The weather will clear up as the day advance. In the afternoon the german positions will be bombed by P-51 Mustangs. Case closed.

A CLASH OF ARMS

Besides their role as Disciples, the players will take command of the troops defending the village.

Once each day the players and the GM will play out the combat between US and german forces.

The american troops Strength is 3

The german troops Strength is 6

Each clever tactic the players have gives them one additionnal die (up to 3) (prepare kill zones, use mines, snipers...)

A failure means their troops loose (failure margin) men. Half of them too wounded to fight.

US troops : 40 men, 3 Sherman Tanks and 2 bazookas with two rounds each. A Sherman tank gives an additional +1 die against ground troops. If used in the first day, the shermans will be destroyed by artillery fire and panzershrieks (the player still get one additionnal die per sherman used in battle). Unused shermans will still be intact.

If they didn't change their position between day one and two, the players will lose 10 men on the morning of the second day due to artillery fire using coordinates obtained by the recon teams the day before.

The players cannot divert troops for their Demon hunt. The commanding officer won't allow that.

CHARACTERS

Farrel, nervous lieutenant

No communications, not enough men, not enough ammunition, not enough experience. You'd be nervous too.

Kowalski, tough as nails sergeant

Not really the type of guy you want to have beside you at a party. But in a war ? Yeah, sure you do.

Barnes, crazy medic

Pick your favorite character from M.A.S.H and there you go.

Johanna, pretty dumb girl

This one fell in love with the french refugee and will do her best to protect him.

Werner, nazi spy

A very good actor. A shame for hollywood his path will cross the disciple's.

Adrian Stäbler, Siegfried Order member

An aristocrat turned occultist. Killing him is good, capturing him is better.

LOCATIONS & BATTLEFIELDS

Watch any good war movie (see the inspirations) and come with the details as the game advance. Some things to keep in mind :

- It's a freezing winter
- The village is surrounded by a thick forest
- The village population is old with a few young women.
- The villagers are tired of the war, they buried most of their sons. US soldiers just mean more trouble and more deaths.

Some places of interest :

- The Church
- The Town hall (used as command post)
- The sawmill (the demon's last refuge)
- The school (used as infirmary)



HOSTILES

Wermacht soldiers

Strength : 2 Sense : 2 Soul : 2

Skills : Soldier 1

Life : 5

Weapons : submachigun 3 or rifle 4

Waffen SS

Strength : 2 Sense : 2 Soul : 2

Skills : Soldier 2

Life : 5

Weapons : submachinegun 3, assault rifle 4

SS Commandos

Strength : 3 Sense : 2 Soul : 2

Skills : Soldier 3

Life : 5

Weapons : submachinegun 3, assault rifle 4

HOOKS

The Demon has landed

The Disciples are ordered to exfiltrate a top ranking SS Officer who wish to defect to the allies. The problem is that his OSS contact is actually a Laiamas.

Year zero

A Red army variant for Dread. After the fall of Berlin, Soviet Disciples run after a Qavaad roaming the city while Siegfried Order members try to escape the city.

Castle Siegfried

Home of the Siegfried order, the castle is home to Beatrix Connelissen. Guarded by SS commandos who will fight to the last. A direct attack is undoable. And once inside, the Disciples will discover that Beatrix will use her bound demon, a Vouzire to protect herself.

EPILOGUE

After you're finished with World War II you may still play in the aftermath of World War II. What happened to SOG 7 after the war ? Did some members of the Siegfried Order survived ? Cold War and Demons could make a very disturbing mix.

RESSOURCES

Some images of OSS members are available [here](#) in case you need some characters portraits. More about the OSS [here](#) and more images [here](#).