

Forschungsgruppe

By Michael O'Brien

Name/Type	Pluck	FV	SV	Spd.	Cost	Talents	Basic Equipment
Günther Kosse	3+	0	+1	0	40 (Plus Mystic Points)	Fanatic, Fearless, Leadership +2, Up to 25 points of Mystic Powers	Pistol, Sword, Brigandine
Lothar Burkhard	4+	+3	+3	0	33	Leadership +1, Gunslinger, Erudite Wit	2 Pistols, Brigandine
Ilsa Schneider	4+	+3	+1	+1	24 (Plus Mystic Points)	Duelist (Sword), Up to 10 Points of Mystic Powers	Pistol, Sword, Electro-static Waistcoat
Ernest Vogl	5+	+2	+4	0	35	Marksman, Skirmisher	Military Rifle, Knife, Brigandine
Arnulf Totz	5+	+3	+1	0	20	Tough	Pistol, Brass Knuckles (same stats as a Knife), Brigandine
Archer of Aten	3+	+2	+2	0	48	Numb, Terrifying, Skirmisher	Bow of Aten , Tough Skin (Equivalent to Brigandine)
Cultist	5+	+1	+1	0	11		Pistol, Knife, Lined Coat

Bow of Aten may only be used by an *Archer of Aten*, a mystic undead creature. It has the following statistics:

2-handed, Range 18, Weapon Bonus +1, Flame Attack with a 3" Radius, Pluck -1, fires every other turn. Cost: 10 Points.

Once a target point is designated when firing the Bow, its Flame Attack is handled in the same manner as a Grenade Attack (except SV is not added to the range). The +1 Weapon Bonus is added to the Archer's SV when attempting to hit a target spot.

Archer of Aten is a man-sized undead non-human Egyptian warrior with the head of a falcon, created and animated by a Mystic from a rare shabti, a small figurine (in this case about 15 cm tall) found in tombs. If an Archer is taken out of action he and his bow return to shabti form. Remove the Archer's figure but mark the location where he fell. The shabti may be picked up like any other item. No mystic may reanimate the Archer again for the rest of the game.

OPTIONS

Günther Kosse may add Iron Will (+5 points).

Arnulf Totz may substitute a Sword for his Brass Knuckles (+1 point).

Any Cultist may substitute a Shotgun for his Pistol (+2 points).

Any human figure may add a Luft Harness (+10 points) and/or a Breath Preserver (+2 points).

Any Archer of Aten may add Fireproof (+5 points).

Any human figure except Ernest Vogl may add Part of the Crowd (+5 points).

Any Cultist may substitute a Sword for his Knife (+1 point).

Any Cultist may add Tough (+5 points).

One Cultist may add Medic (+5 points).

Ilsa Schneider may add an Electro-static Umbrella (+7 points).

NOTE: There is no limit as to how many Archers of Aten are in the Company.

Forschungsgruppe

Outwardly just another archaeological team with an innocuous name, *Forschungsgruppe* (Research Group), is in the employ of Count Friedrich von Ströheim, Grand Master of the ancient and secretive Society of Thule. Its members are chosen not just for their intellect and particular areas of expertise, but also for their military skills.

The company is headed by Dr. Günther Kosse, author of a famous and influential theory called Culture-Historical Archaeology (also called “settlement archaeology”), which asserts that “sharply defined archaeological cultural areas correspond unquestionably with the areas of particular people or tribes.” Kosse’s views are closely tied to the German “völkisch movement,” which in his interpretation is a belief that humans are essentially pre-formed by inherited characteristics. He believes that the Aryan race is superior to other peoples, and that the German people have the right to occupy any lands where “Germanic” archaeological artifacts have been found. Kosse’s writing about “the reconstruction of the Fatherland” from what is a huge swath of Europe came to the attention of the Society of Thule’s von Ströheim, and the two, being of like mind, now work together. In addition to their love of Germany, they share an obsession with the occult which they view as another important tool towards reaching their Aryan dream.

To disguise their true intentions, and in order to obtain information pertinent to their research, Kosse is affiliated with the Society for the Investigation of Mystic Phenomenon (S.I.M.P.). His goal, however, is hardly international: it is solely to further the interests of the Germanic race.

The key discovery of the company was made by Lothar Burkhard while excavating at Armana, the site of the Pharaoh Akhenaton’s capital city of Akhetaten (“Horizon of Aten”). While inventorying a collection of shabtis (figurines made of clay, wood, or stone found in tombs), Burkhard found one in the likeness of an archer with the head of a falcon, in this case associated with the sun god Aten. As shabtis (also known as ushabtis) represent servants who will magically animate and serve their master in the fields of Osiris in the afterlife, the discovery of a military figure proved significant. Burkhard secretly smuggled the archer shabti out of Egypt, and Kosse has been able to animate it, creating a powerful warrior with a flaming bow. Kosse and von Ströheim are obviously very interested in finding more warrior shabtis, eventually hoping to find enough to field an invincible army.

Members of Forschungsgruppe

Günther Kosse

A Professor of Archaeology at the University of Berlin, he is the most influential German prehistorian in the world. He is an academic and has no fighting skills, but has developed very strong Mystic Power, highlighted by his discovery of how to animate the shabti of the Archer of Aten. He is fanatically devoted to his dream of expanding the Fatherland, and his obsession with the occult makes him totally unafraid of creatures most would consider quite terrifying.

Lothar Burkhard

An Egyptologist, Burkhard studied with both Kosse and Adolph Erman in Berlin. While excavating at Armana, he met young Harold Carver, an English archaeologist who is now a member of the Special Archaeological Service of

the S.I.M.P. Carver and Burkhard quickly became rivals (Carver is a crack shot with a rifle, and Burkhard is equally proficient with a brace of pistols). Their relationship is characterized by mutual hatred. While he is unaware of Burkhard’s discovery of the Archer shabti, Carver is absolutely certain that he is “up to no good.” Burkhard gained fame for his discovery of the bust of Nefertiti, Akhenaton’s royal wife, at the Armana site. The bust has rapidly become a Germanic cultural icon.

Ilsa Schneiter

Raised in an Austrian aristocratic family, Ilsa Schneiter has a doctorate in Classics and Egyptology. Schneiter has always been athletic, and her father saw that she received extensive training in swordsmanship, in which she has become very proficient indeed.

Ernest Vogl

A former Army sharpshooter, Vogl was recruited more for his expertise with a rifle than for his academic accomplishments. His study of architecture, however, occasionally does come in handy while in the field.

Arnulf Totz

Totz, born into modest circumstances, developed two distinctive talents early in life. One was the ability to take care of himself in the mean streets of his native Hamburg: he is an expert brawler, either with his bare

hands or (especially) with his brass knuckles. He also displayed remarkable facility with the written word, and parlayed that into a degree in lexicography, with an emphasis in ancient Egyptian texts.

Cultists

As most of the team's research takes place in Egypt, Kosse has established a cooperative relationship with occult groups headquartered around Cairo. Cultists serve both as laborers and, when necessary, as hired guns.

The Figures (all but the Archer are from West Wind Productions)



Kosse



Burkhard



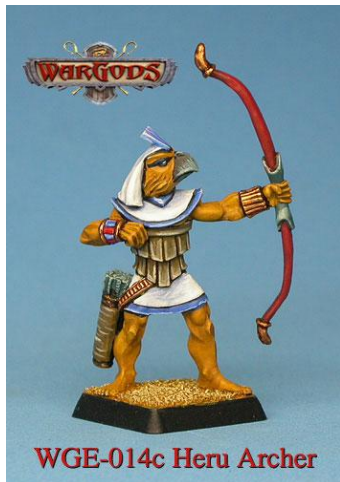
Ilsa



Totz



Vogl



Archer of Aten
(Crocodile Games)



Cultists

[Reaper Miniatures' *Deadlands Weapons* #59026 can be used to add pistols or a shotgun to the figures]

