

# NEW V REICH PERSONALITIES AND SUBFACTIONS

## PERSONALITIES

In the next pages you will find the rules for some of the most important V Reich personalities. These can be used in a generic V Reich band, but not in a subfaction. Subfaction personalities will appear within the rules of the subfaction itself and can only be played in their own lists.

Note that the Personalities must comply with their general rules, or in other words, there can only be one miniature with the Personality special rule in the band, and if you have one you can't play with a Mercenary. Either one or the other, you have to choose. Also, unlike a Mercenary, a Personality is part of the band in every aspect and can take advantage of its rules or the special equipment of the faction.

## SUBFACTIONS

On the website you can find rules for playing with the V Reich faction. However those are general rules, mainly useful for the organization of Festung Germania. But in this supplement we have expanded the background a lot and you will certainly want to try to play with some of the V Reich "subfactions".

With the new Subfaction rules you will be able to play with a faction, in this case the V Reich, but with slight changes to adapt to the personality of the new options.

This means that the general rules of the faction will still be followed as usual until now, but at the beginning of the description of each sub-faction we will indicate the changes they have with respect to the main faction.

The most common is that there is some kind of troop that you can't have, but in exchange you have a new one. But you can also find restrictions or new options for existing troops, new equipment and even new personalities exclusive to that subfaction.

In this way you can significantly vary the way you play with the V Reich depending on whether you play the general rules or with a subfaction, offering you a lot of fun and options without having to vary your miniatures too much. You can go from a whole new band of gadgets with the Kraken Organization to having expendable troops with a Fort Thule list, or just unleashing dangerous beasts with the Science Division.



<b>A</b> ctions 3	<b>C</b> ombat 4 (5)	<b>P</b> recision 5 (4)	<b>AG</b> ility 6	<b>S</b> trength 5 (7)	<b>T</b> oughness 5	<b>T</b> e <b>C</b> h 4
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**WEAPONS**

*Medium blade and pistol.*

**ARMOR**

Hardened leather.

**EQUIPO**

*Walkie-talkie.*

**SPECIAL RULES**

- **V Reich Personality, Rider, Swift.**

- **Chain of command**

Aaron is considered Marshal in his V Reich band, so he can use the Chain of command special rule.

- **Master strategist**

Aaron is not only considered Marshal in his V Reich band, so he will be able to use the special rule Chain of command. In addition, once per Game Turn, one of his orders through the Walkie-talkie will allow the receiving miniature to use two Actions instead of one.

- **Beloved leader**

Aaron is the leader of the V Reich and defrauding him is unthinkable. If Aaron is Downed and a Medic attempts to use a *first-aid kit* on him, he will not have to make the Tech Roll, being considered automatically successful. In case of using the optional rules on page 25 of the Extra and Campaign Rules book, the roll on the table will have a +3 bonus.

# EDWARD BERHART "THE DARK MARSHALL"

100 POINTS

<b>A</b> ctions	<b>C</b> ombat	<b>P</b> recision	<b>AG</b> ility	<b>S</b> trength	<b>T</b> oughness	<b>T</b> eCh
3	3 (6)	6	5 (4)	4 (6)	4	4

## WEAPONS

*Electric pruner and automatic rifle.*

## ARMOR

*Metal plate.*

## EQUIPO

*Walkie-talkie.*

## SPECIAL RULES

### · **V Reich Personality.**

### · **Chain of command**

Edward Berhart is considered Marshal in his V Reich band, so he can use the Chain of command special rule.

### · **Electric pruner**

In a moment of madness, Ragnar hit Edward with a jerk so hard that it tore off his left arm. To make up for this, he installed a self-made mechanical arm to which he attached at its end an electric pruner, which functions for all intents and purposes as a Medium blade. If it is used at least twice in the same Game Turn, the battery that powers it will momentarily discharge, thereby reducing its Strength bonus to +1 during the subsequent Game Turn while it recharges.

### · **Ragnar**

The completely insane Great Dane that accompanies him permanently acts as a normal Mastiff, except that the bonus to Combat becomes +2. In case Edward participates in a multiple combat with the presence of any V Reich miniature in it, before resolving the combat, roll a D10. With 1-2 Ragnar will attack the miniature of his own side, so the attacks will be made against it. If there is more than one, it will be at the player's choice against which miniature the attacks will be made.

### · **Tactical**

Edward Berhart has a long memory of the World War II combat he studied so much in his former life. As a result, he has an above-average knowledge of military tactics, which he employs with his men on the battlefield. To represent that, once the deployments of the two players are finished, he can reposition up to two miniatures of his band, always within his deployment zone.

### · **Butane canister**

Edward carries a butane canister on his back so he can breathe, due to his respiratory system injuries. If Berhart is shot down, the canister will explode. Place a marker of radius 2 inches centered on the position of the miniature killed. All miniatures touched even partially by the template suffer an immediate penetration hit of 3 force 3 with no bonus for cover. Leave the marker in place for the rest of the game, treating the area with the Gas rule.



# SUBFACTION: KRAKEN ORGANIZATION

The men and women who make up this so-called Kraken Organization are willing to give their lives for their leader, Red Helmet, because they blindly believe in what he has seen and in the latent threat lurking beneath the sea. They know that humanity has not yet faced its true test of fire, and that extinction is closer than many believe.

## SUBFACTION RULES

You can use Marshals, Medics, Soldats and Subhumans of the V Reich in the usual way. This subfaction does not have Übersoldats, as Aaron does not trust Red Helmet enough to give him his elite troops. You can add the troop types and armament described below. The version of Red Helmet presented here replaces the one in the Punkapocalyptic game rules if you play with the Kraken Organization subfaction. In case you use the basic rules of the V Reich you will have to use Red Helmet profile from the rules.

## GOLEM

60 POINTS

In the absence of Übersoldats, the Kraken Organization has trained its own elite troops, totally loyal to Red Helmet, known as Golems.

<b>A</b> ctions 2	<b>C</b> ombat 5	<b>P</b> recision 5	<b>AG</b> ility 5	<b>S</b> trength 4	<b>T</b> oughness 4	<b>T</b> eCh 3
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## WEAPONS

Must be equipped with ONE of the following weapons and up to two (can't take two weapons with the Two-handed special rule).

Mace ..... 5 pts	Shield ..... 6 pts
Pistol ..... 5 pts	Rifle ..... 8 pts
Shotgun ..... 6 pts	

## ARMOR

*Metallic armor.*





# ENGINEER

16 POINTS

Many artifacts and secrets are hidden in what is now known as Base 212. Kraken engineers have been researching how to use them in combat, but so far they have proven to be too unstable for other troops to carry.

<b>A</b> ctions 2	<b>C</b> ombat 3	<b>P</b> recision 3	<b>AG</b> ility 3	<b>S</b> trength 3	<b>T</b> oughness 3	<b>T</b> e <b>C</b> h 5
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## WEAPONS

Must be equipped with ONE of the following weapons and up to two (can't take two weapons with the Two-handed special rule).

Xerum sabers ..... 10 pts      Xerum cannon ..... 15 pts

## ARMOR

*Thick clothes.*

Can replace their *Thick clothes* with:

Hardened leather ..... 5 pts

# RED HELMET

100 POINTS

<b>A</b> ctions 3	<b>C</b> ombat 5 (6)	<b>P</b> recision 5	<b>AG</b> ility 6	<b>S</b> trength 4 (6)	<b>T</b> oughness 4	<b>T</b> e <b>C</b> h 6
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## WEAPONS

*Medium blade and pistol.*

## ARMOR

Metallic armor.

## EQUIPMENT

*Walkie-talkie.*

## SPECIAL RULES

- **Kraken Organization Personality.**

- **Chain of command**

Red Helmet is considered Marshal in his Kraken Organization band, so he can use the Chain of command special rule.

- **Red Helmet**

Red Helmet does not remove the protection that gives him his nickname at any time. There are rumors that it is somehow fused to his own skull and forms part of his being, while some claim to have seen infernal flames burning in the dark sockets of his mask. Be that as it may, being close to this imposing fanatic gives anyone the shits, so any enemy miniature will suffer a -1 penalty to Combat, Agility and Strength while at a distance of 20 cm or less from Red Helmet and with Line of Sight to him.

- **Release the Kraken**

Red Helmet can spend 1 Action to harangue with his elite troops. If he does this, those Golems that act in that same Game Turn, will get a +1 bonus to Combat and Accuracy. This rule can be used only once during the entire game.

- **Hate to Captain Hammerica**

Captain Hammerica is the only living proof of the viability of the Ubersoldat serum one of the Reich scientists stole from him, and his mere existence is a provocation. If Red Helmet faces Captain Hammerica and Downs him, he will get 3 extra Victory points for his band.

# WEAPONS

## • XERUM CANNON

Included under this generic name are the firing weapons that engineers are building with the metallic liquid technology known as Xerum 515.

### Rules:

Before using a Xerum cannon, the power can be adjusted so that the player chooses the Strength of the weapon. If it hits, 1d10 must be rolled. If the roll is higher than the selected Strength the weapon will work without problems. If it is equal or lower, the weapon will not work and will have no chance to hit (that means that you automatically lose the Strength vs. Toughness Roll, without the need to roll it).

**Spacial rules:** Rare, Two-handed.

**Range:** 10/20/30 inches

**Stats:** Strength [see Rules] , Penetration 4.

**Cost:** 15 pts.

## • XERUM SABERS

Under this generic name, it includes the melee weapons that engineers are building with the metallic liquid technology known as Xerum 515. Yes, we use the above text because we can't think of anything else.

### Rules:

If an attack with this weapon hits, 1d10 must be rolled. The result will be the Strength of the attack that will have to be added to the roll against Hardness (the miniature's own Strength Attribute will not be added).

**Spacial rules:** Rare.

**Stats:** Strength [see Rules] , Penetration 5.

**Cost:** 10 pts.

# SPECIAL EQUIPMENT

## • DIE GLOCKE (THE BELL)

This was the device that Red Helmet used to escape from captivity. It is a device made of a hard and heavy metal, with a diameter of more than 3 m and a height of about 5 m, having a shape similar to that of a large bell. It contains two counter-rotating cylinders that must be filled with a mercury-like substance, violet in color. Kraken is able to use it to transport himself from one place to another immediately. However it is dangerous, and within a radius of action crystals form on animal cellular tissues, blood gels and separates, while plants decompose into a fat-like substance.

### Rules:

You must deploy the Bell in your deployment zone just before the miniatures do. Once every Game Turn a Kraken miniature that is in contact with the artifact can spend 1 Action to make a Tech roll. If it passes, it may place the Bell along with the miniature (it must contact any edge of the bell) at a minimum distance of 12 inches anywhere on the battlefield where it physically fits and the scenery or miniatures allow it. If he fails the roll with a result of 9 or less, it will not work and will not move. If it rolls a 10, both the Bell and the miniature with all its equipment will be removed from the table never to return.

In either case, regardless of the result of the Tech Roll, all miniatures within 4 inches of the edges of the Bell will permanently lose 1 point of Hardness. The miniature using it will only lose it if the Bell does not move.

The Bell counts as a terrain element that provides Cover +8 to Armor.

There can only be one Bell in the band.

**Cost:** 30 pts.



# SUBFACTION: FORT THULE

The V Reich has set up a new base in the south, named Fort Thule. This place, due to the distance, does not depend directly on Festung Germania and must manage its own resources. Because of this there are many inexperienced recruits from the area in its ranks, who in the north would still be in the Festungs and would not be part of the regular troops of the faction until concluding their instruction.

## SUBFACTION RULES

You can use Marshals, Medics and Soldats in the usual way. You can also use Übersoldats, but they don't have the Medium blade equipment option in exchange for being able to equip shields for +6 points. This subfaction has no Subhumans, because with their poor reasoning it was not easy to bring them to the south on the sly. You can also add everything described below.

## RECRUIT

18 POINTS

While in Festung Germania the recruits are trained in the Festungs and only become part of the faction when they are well trained and become Soldats, in Fort Thule they have to manage with what they have at hand from the area to be able to carry out the settlement.

<b>A</b> ctions 2	<b>C</b> ombat 3	<b>P</b> recision 3	<b>AG</b> ility 3	<b>S</b> trength 3	<b>T</b> oughness 3	<b>T</b> e <b>C</b> h 3
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## WEAPONS

Must be equipped with ONE of the following weapons and up to two (can't take two weapons with the Two-handed special rule).

Throwing knives ..... 3 pts	Light mace ..... 3 pts
Small blade ..... 4 pts	Mace ..... 5 pts
Pistol ..... 5 pts	

## ARMOR

Thick clothes.

Can replace their *Thick clothes* with:

Hardened leather ..... 5 pts
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## SPECIAL RULES

### • Sucker

Recruits are not very reliable. There can be no more Recruits than the total number of Soldats and Übersoldats in the band. In addition, they cannot be equipped with Walkie-talkie.

### • Inexperienced

Although the Wasteland is a bad place, the recruits are usually selected among the most depressing scum, so they haven't fought seriously before and can't take much pressure. If a member of the gang who is not a Recruit is Downed, any recruit within 12 inches of him and who is not locked in Combat will make an immediate and free 4 inch move towards his deployment zone, ignoring the rules of Fucked up terrain and following the path that allows him to move the longest distance.

Even if purchased together, Eva and ONE function as two separate individual miniatures, except as indicated in the Special rules.

## EVA

<b>A</b> ctions	<b>C</b> ombat	<b>P</b> recision	<b>AG</b> ility	<b>S</b> trength	<b>T</b> oughness	<b>T</b> e <b>C</b> h
3	2	4	5	3 (4)	2	6

## ONE

<b>A</b> ctions	<b>C</b> ombat	<b>P</b> recision	<b>AG</b> ility	<b>S</b> trength	<b>T</b> oughness	<b>T</b> e <b>C</b> h
2	5 (4)	4	5 (4)	4 (6)	5	2

## WEAPONS

Eva is equipped with a *pistol* and *small blade*, ONE is equipped with a *mace*.

## ARMOR

Eva is equipped with *Hardened leather*. UNO is equipped with *Metal plate* and *shield*.

## EQUIPMENT

Eva is equipped with *Walkie-talkie*.

## SPECIAL RULES

- **Fort Thule Personality, Mong (only ONE).**

- **Chain of command**

Eva is considered Marshal in his Fort Thule band, so he can use the Chain of command special rule..

- **Exemplary**

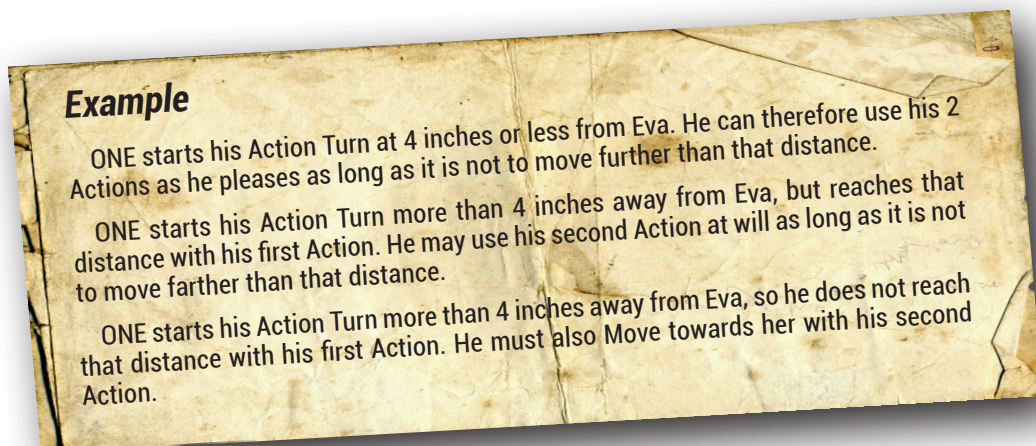
Eva leads by example and should always be the first miniature to act in the band.

- **Bodyguard**

ONE must protect Eva and can never separate from her by more than 4 inches. When it is ONE's time to act he must use the necessary Actions in Move to accomplish this. In addition, if he is 2 inches or less from Eva and she is Hit, ONE can use his body to save her (both in Shooting and in Combat). He will get in contact with her just before she would have to make the opposed roll of Strength against Toughness (this Movement is free). It will be ONE who uses its Toughness and Armor for this roll, and obviously, it would be the miniature that would be Killed.

- **Powers**

Unbeknownst to anyone, Eva is actually a Bobblehead with a fully human appearance. She can use the Mindshock and Disarm Powers on page 66 of the Rulebook. She can also directly influence the minds of Recruits, so that any recruit within six inches of her will not suffer the Inexperienced Special Rule.





# SUBFACTION: SCIENTIFIC DIVISION

The Scientific Division is not so much focused on the work of healing as it is on empowering the troops of the V Reich, creating the perfect human (in their own way). However, with their rudimentary knowledge, most of their experiments end in resounding failures, which hopefully can serve as cannon fodder for the faction. Some might consider the ghouls coming out of their labs to be too close to the mutards, but the Science Division knows that they are valuable humans who will fight for the cause even after their unfortunate accidents. They waste no resource.

## SUBFACTION RULES

You can use Marshals and Übersoldats. Subhumans will have certain rules exclusive to this subfaction. This subfaction does not have Soldats, as these troops are more useful elsewhere, nor Medics, as these guys are not focused on healing. You can also add everything described below.

### TIERDOKTOR

22 POINTS

The Tierdokter (because calling them veterinarians was not very impressive) are in charge of supervising and watching over the specimens that can be used for combat, from the subhumans to the terrible spawns.

<b>A</b> ctions	<b>C</b> ombat	<b>P</b> recision	<b>AG</b> ility	<b>S</b> trength	<b>T</b> oughness	<b>T</b> e <b>C</b> h
2	3	3	4	3	3	5

### WEAPONS

It is equipped with a *spanker*. It can also be equipped with:

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*Pistol* ..... 5 pts

### ARMOR

*Hardened leather.*

### SPACIAL RULES

#### · *Spanker*

A Tierdokter in contact with a Subhuman or a Spawn can spend an Action to spank that creature. You must roll 1d10 on the following table and apply the result.

Roll	Result
1	The creature revolts against the Tiekdokter by making a free Attack against it.
2-3-4-5	The creature is tickled and nothing happens.
6-7-8-9	The creature can perform a free Action immediately.
10	The creature gets a +2 bonus to Strength and Combat during its next Action Turn.

# SPAWN

50 POINTS

Although most of the failed experiments leading to the creation of Übersoldats ended up as simple Subhumans (not counting, of course, those that directly became stiffs), in a few cases the reaction of the bodies was stranger than expected, growing and deforming in strange ways until they became a horrible mountain of muscles difficult to control, but very interesting to throw at the enemy.

<b>A</b> ctions	<b>C</b> ombat	<b>P</b> recision	<b>AG</b> ility	<b>S</b> trength	<b>T</b> oughness	<b>T</b> eCh
2	4	-	2	8	6	-

## WEAPONS

Claws and teeth..

## ARMOR

Metallic armor.

## SPACIAL RULES

- **Mong**
- **Unhinged**

At the beginning of his Action Turn, if he is 12 inches or less from a Tierdokter he will act normally. If not, it will go out of control and if it has a friendly or enemy miniature that meets the conditions to be able to Assault it, it must do it, or directly attack it if it is already in contact with it. In addition, as is logical, they cannot use Walkie-talkie.

# SUBHUMAN

10 POINTS

Subhumans of the Scientific Division have the same attributes as the regular V Reich Subhumans, however they are not equipped with the Metal plate and therefore have a lower points value. Instead, they can be equipped with ONE of the following modifications.

**Welded metal plate (10 pts):** there is not much to comment, it is the regular subhuman, equipped with *metal plate*.

**Explosives (10 pts):** an explosive is embedded inside its body. When it Assaults a miniature, it will automatically explode as soon as it is in contact with it. It will cause a hit of Strength 4 and Penetration 4 in a radius of 2 inches. If hit by a projectile or template weapon, it will explode automatically.

**Trap jaw (5 pts):** let's see, the name says it all, the jaw has been replaced by a creature hunting trap. The moment it comes into contact with an enemy miniature the trap is activated. Before the miniatures make their attack rolls, the enemy miniature must pass an Agility roll, and in case of failure it will suffer a -2 penalty to Toughness for the rest of the game. After its use, the grapple becomes useless and cannot be used again.

**Scissorhands (10 pts):** its claws are replaced by huge blades that would be the envy of Freddy. The claws are considered a small blade, but the Subhuman can also repeat his hit roll if he wishes when he is in a melee combat. In that case he must always keep the result of the reroll.

**Stilts (5 pts):** his limbs are replaced by a kind of large pincers or the like that allow him to move quickly obtaining the special rule Swift, but due to their tricky balance they consider any traversable terrain that is not Cool as Really fucked up terrain.

## WEAPONS

### • SPANKER

The Spanker is little more than a short stick, with a battery connected to a spike on the end that produces cramps if touched.

**Rules:**

If an attack with this weapon succeeds in hitting, the hit miniature will suffer the Electrification Special rule.

**Stats:** Strength +1, Penetration 1.