

The Dangers of fraternization

Berlin, 1946: The once mighty city lies in ruins, controlled jointly by powers that are Allies in name only. Identical mother-child murders take place on either side of the Russian-American border on consecutive nights. Soviet NKVD and the U.S. Army military police launch a joint effort to find the killer, centered around a burlesque club that's a hot spot for the resurgent German underworld. In danger of losing their livelihood, the criminals of Berlin suddenly find themselves as eager to find the murderer as their occupiers. Can this hasty alliance find justice, or will it implode under the weight of national intrigue, old grudges, and human greed?

Introduction

War is complicated, but peace is worse. Anyone dropped in the middle of this mess is going to have a hell of a time untangling themselves, and somebody is going to burn for it. It remains to be seen whether or not they deserve it

So here it is: each incident is a separate crime. The murders in the Soviet district were first, and the news of it brought a copycat into play.

In March of 1946, Franz Kruegar escaped from where he had disguised himself as a rural farmer behind Soviet lines. A genius and officer of the German Field Police, he had managed to imitate a Russian ever since the front line of the war outran him in '44. Franz wasn't all there before the Nazi's gave him a job committing war crimes. His madness sure wasn't improved when he smuggled himself into Berlin to find his wife having an affair with a Soviet official, Ivan Kimmel.

Franz broke into his own home at night and murdered Ilsa Kruegar with a bayonet. He carved the word "Mitabeiter" (collaborator) into her flesh before killing the infant son that had been born of her not-quite-consensual affair with Kimmel. Franz went into hiding afterwards.

Seeing the investigation the following day, Pvt. Dimitri Vanchanko, an aide to Kimmel, volunteered for guard duty at the border between American and Soviet zones. Speaking a little English, Vanchanko had gotten into bed with some western black marketeers by feeding them confidential Soviet information. He warned his capitalist partner in crime that the murder could interfere with their scheme for cornering Soviet occupation dollars in the black market.

Pfc. Kurt Fillmore relayed this information to his bosses. Fillmore was working with Quartermaster Jason Meeks in a black market wholesaling scheme. The two Americans were using a major figure in the Berlin underworld, Former nazi SD officer Eric von Mueller, as a distribution point to exploit the occupied zone's new "cigarette economy." In exchange for sending business their way, Mueller got Persil Papers absolving him from Nazi involvement. With Soviet Occupation Marks set to roll in any time, the smugglers were set to make a fortune.

Until Meeks let slip the details to his whore, Fraulien Hopzfelt. She went to Mueller and tried to blackmail him; get her out of his whorehouse or swing on a Nuremburg rope. When Fillmore told Meeks and Mueller the details of a nefarious murder across the border, Mueller saw an opportunity.

Mueller went to Hopzfelt the next night, asked her to negotiate outside, then stabbed her to death in a nearby bomb crater. He even duplicated the mutilation (but mistakenly guessed "collaborator" was written in Cyrillic). Mueller then returned and retrieved the 12-year-old Hannah Hopzfelt, who was waitressing at the Die dunner Narr at the time. Hannah got to see her mother's corpse before being cold-bloodily executed to round out the frame job.

Now, any suspicion aroused by the murder of the popular lady of the night and her lovable daughter would be directed towards the Reds, which might as well be on another planet. Mueller's business and past were safe.

At least until the complications arrived. The nazi couldn't have guessed a man like Kimmel would be so attached to his mistress, nor anticipated the last ditch political maneuvering of the Allied Control Panel. Most of all, he couldn't have anticipated the bad luck of having the original killer, Franz Kruegar, come to his place of business and trade stolen goods from Ilse Kruegar's home for a pistol. The joint investigation task force, combined with the common betrayals of his own criminal organization and bad luck, stretches the seams of what should have been the perfect crime.

Peacetime in Berlin...it's enough to make shooting a man seem honest.

GM Information

This section is meant to help the Gamemaster immerse players in post-war Berlin while keeping all the details of the investigation straight.

A complete timeline of all the major events prior to the players involvement can be found on page 5. To help keep track of how NPC's relate to each other, a flowchart has been provided on page 6. Think of each conspirator as a thread players can pull on to unravel the whole sorted order of events.

But then again, your players could be more interested exposing and destroying each other, or perhaps they prefer seeing what the ruins of the Third Reich have to offer. Either way, the information that follows is useful to keep in mind when crafting a not-so-glorious picture of Allied victory.

POW Treatment



124. Pen for holding German prisoners of war. (USA)

In the last days of the war, many German soldiers were fighting harder to get to the American lines and surrender rather than save Hitler's regime. Soviets were notorious for their cruelty against any captured invaders, though they were not without reasons.

Nazi forces routinely massacred entire villages during the early days of the invasion. There are some reports of POW camps for Russian soldiers that were given so little food that cannibalism began. Russia's civilian population was literally decimated, losing roughly 10% of its total number in the war.

As retribution for war crimes, many hundreds of German POW's suffered "disappearances" common to so many during Stalin's rule. Others were released once the war ended but provided no transportation home. The eviction of German citizens and soldiers from formerly occupied territories often took the form a pitiless death marches through the snow. Thousands of other Germans were held indefinitely as a forced labor force. Casualty rates among these slave gangs sometimes climbed as high as 45%.

Few Germans escaped to tell the tale. Cornelius Rost famously escaped a Gulag in Siberia and spent over three years walking back to Germany. Franz Krugar's return is a story in the similar vein, though far more ignoble.

Berlin in February of '46

Though the city lay entirely within Soviet held territory, Berlin was considered too important to be monopolized. It was split into four districts: French, British, American, and Soviet. The Soviet's held the largest portion of the city and ruled with Draconian law. Rape squads were common for the entire first year of the occupation, Germans were allowed no more than 850 calories a day, and travel restrictions were implemented between the zones of the city. Civilians in the other districts received more humane treatment, but were still only given barely enough to live on. Former German soldiers were used in slave-labour squads to remove rubble and dismantle the factories according to the Morgenthau Plan. Though there was initial cooperation, by '48 all collaboration between Allied zone ceased and the Soviets had begun shutting down the border into East Berlin.

The fraternization laws

Though Soviet policy towards German civilians was informally despotic, Eisenhower briefly tried to lay ground-rules for allied interaction with Berlin's populous. Initially, all but the most necessary communication was forbidden with the Germans. Posters with holocaust photos that read "Never forget that you're talking to a Hitler!" were common.

In late '45, Eisenhower permitted casual conversation with German children as a half-measure, but enforcement of the fraternization statutes proved impossible. In September '45, allied command gave up and officially permitted soldiers to interact with German adults.

"Frau-baiting," trading Army rations for sex, had already become a everyday occurrence in the zones. While frowned on, nothing was done to stop this practice. However, the Army stated that soldiers were not permitted to pay any support to children fathered in the occupied zone, nor could those children be considered for citizenship, even if from marriage.



The von Mueller/ Meeks Black Market

Here's a typical financial transaction in occupied Berlin: an allied soldier buys 25 cartons of Lucky Strikes for \$20 in the PX. He finds a German starving to death on a 1250 calorie a day food ration. The German can take a train to the country and trade those cigarettes for fresh food, so they trade a top-of-the-line Leica camera for the smokes. The soldier mails the camera home to his old lady, who sells it for \$600 stateside. That's 95% profit. The only limit to the scam would be the number of desperate Germans a soldier could make contact with...

...which is why it would pay to have local German intelligence officer and crime lord on the payroll. Of course, he'd want part of the action, but a pittance would be a fortune for any German in 1946, and Persil Papers granting amnesty from nazi war crime tribunals couldn't be more valuable if they were printed on gold.

Timeline of Events

--May '45: Battle of Berlin ends. Red Army officially occupies the city. Kimmel starts a relationship with a desperate, starving Ilsa Kruegar.

--June '45: Potsdam Conference divides up Berlin and establishes the Allied Control Council.

--Sept '45: U.S. non-fraternization policy dropped. Die Durrer Narr opens. A new allied black market resurrects Berlin's underworld

--Feb. '46: Meeks blabs black market details to Hopzfelt. Hopzfelt threatens to expose von Mueller as blackmail. Ilsa Kruegar has Kimmel's child.

--Mar. '46/ Day 1: Franz Kruegar arrives home and finds his wife has left him. He murders her, the child, and ransacks the house.

--Day 1, night: Franz trades stolen goods for a pistol at Mueller's black market.

Day 2, morning: Vanchanko informs Fillmore of the crime's details. Kimmel starts investigation.

Day 2, evening: Fillmore reveals murder details at the black market card game.

Day 2, night: von Mueller murders the Hopzfelts in the manner of the Kruegar murders.

Day 3, morning: Hopzfelt bodies discovered. Americans mention the crime at Control Panel negotiations and Kimmel realizes the link.

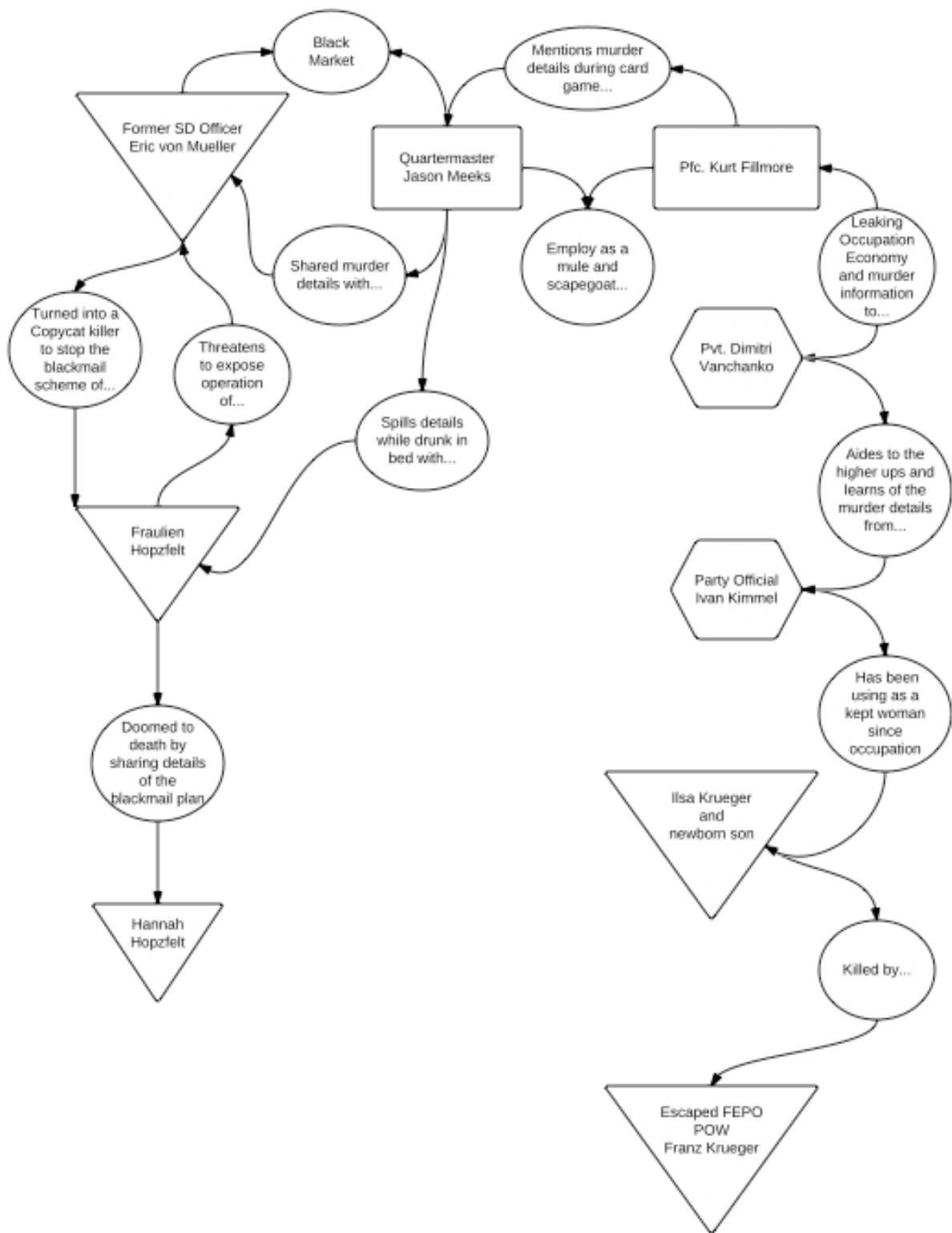
Days 3, evening: Players enter the game when the joint investigative task force raids Die Dunnar Narr

Playing the Game

The NPC's in "The Dangers of Fraternization" present a pretty tangled web of deceit and corruption all by themselves. Couple this with the secrets, international intrigue, and personal motivations of the PC's, it may seem impossible to fully uncover what actually happened.

And that situation might not resolve itself.

"A Dirty World" is a non-linear game by nature. It rewards player conflict and improvisation far more than a typical high-fantasy role-playing game. If players want to forget about the murders and spend the whole game trying to kill each other, go with it. If the Russians decide they'd rather just drink vodka all day and send some poor sap to the Gulag when asked for results, role-play that to the natural conclusion. Total success in the scenario should be hard-fought or impossible, like in any noir story. Otherwise, allow the players to give in to their characters' weaknesses. ADW is most fun when the PC's are screwing themselves over.



Lost PCs are those with no real theories and no real idea of what to do next. Suggestions for the Lost point in a single helpful direction.

Misled PCs are those who have a theory, but it's wrong. (This is OK for a while, but you want to bring them to a factually correct conclusion eventually.) Under this heading, you get the facts and suggestions that can point them back in the right direction.

When PCs are **Hot On the Trail**, they are pursuing the correct theory. If you want to misdirect or mislead them, you can do that with the suggestions here. (On the other hand, if you're near a conclusion or the characters' stories seem to be nearing climax, you may want to let them be correct.)

GM's can reveal all or none of the suggested information, or they can make up their own bits of intrigue. The clue ratings are just a tool GM's can use to determine the pace of the game. Is it time for the carrot or the stick?

PERSONS

PATIENCE • CUNNING •
Generosity - Selfishness •
Demonstration • Observation •
VIGOR • GRACE •••
Courage - Wrath ••
Endurance • Defiance ••
UNDERST. ••• PERSUASION -
Purity - Corruption ••
Honesty • Deceit •••

PFC. KURT FILLMORE

Fillmore is a snot-nosed replacement from out of New York. Peace had been declared long before he ever left the States, and he views his tour of service as a way to get out of his one-room shack in the Bronx. He's as eager as a puppy dog to please Quartermaster Meeks.

Fillmore speaks a little Russian and is responsible for passing information to Dimitri Vanchanko whilst on guard duty. He knows all the murder details of the Soviet victims and was thrilled to share them with Meeks and Mueller.

Fillmore knows Ed Durant from around the base and fears Hugo Richter, the man who whipped him raw for getting too rough with one of the girls at Die Dunner Narr

LOCATIONS: The checkpoint (page 18), Die Dunner Narr (page 15); Templehoff PX (page 21)

Lost: Kurt will offer to cut in Soviet or American PC's if they donate their pay to buy some goods from the PX. Threats will reveal his relationship with Quartermaster Meeks and an unnamed German.

Mislead: "I heard 'dem Kraut birds died the same as those ladies on the Ruskie side. Damn shame, dat' is." But there is no way he could know how the Russian girls died unless he had some communication with the other side. Pressing can reveal his relationship with Kimmel's aide, Vanchanko.

Hot on the Trail: Fillmore will lie and say some bloody-handed man rushed the border on the night of the Kruegar murders. He'll say that the man was already captured by whatever faction isn't questioning him.

PATIENCE • CUNNING •••
 Generosity •• Selfishness ••
 Demonstration - Observation •
 VIGOR •• GRACE •
 Courage •• Wrath •••
 Endurance- Defiance••
 UNDERST. • PERSUASION -
 Purity - Corruption •••
 Honesty - Deceit ••

PARTY OFFICIAL IVAN KIMMEL

Kimmel is a Stalinist, through-and-through. He's not only a fat, communist monster, he's one that performs his function with gusto. He regards his personal advancement through the party as synonymous with that of the People and will do anything to see it evolve. He earns fierce loyalty from his soldiers by putting their "needs" above all else, even when it means the wanton rape and murder of civilians. Still, Kimmel has bourgeois tendencies; he was trying to settle down with Ilse Kruegar before she got killed. He's tasked Chesnekov with seeking revenge for his only son's murder; he trusts the man as only a fellow war criminal can.

LOCATIONS: Kimmel's Office
 (page 19)

Lost: Kimmel will reveal that he had a relationship with Ilse Kruegar and that the child was his. He has been and spending his off-duty hours with her and the child.

Mislead: Kimmel claims to need things solved quickly because he cannot be distracted. Almost five years worth of Soviet backpay is coming in soon and he must distribute it carefully.

Hot on the Trail: Vanchanko must be leaking important information to the Americans in a bid to profit of the incoming Occupation currency.

PATIENCE • CUNNING •
 Generosity - Selfishness ••••
 Demonstration •• Observation •
 VIGOR • GRACE ••
 Courage •• Wrath •••
 Endurance- Defiance••
 UNDERST. • PERSUASION ••
 Purity - Corruption •••
 Honesty - Deceit ••

FRANZ KRUEGAR

Kruegar was a petrochemical engineer before the war but joined the army out of nationalistic fervor. In a last ditch effort to save the Reich, Hitler called all scientifically skilled soldiers back to Germany near the end of the war. Kruegar was late in responding; ransacking Russian villages was too much fun. He got caught in the Russian advance. Knowing what would happen if he was captured, Kruegar used his fluent Russian to impersonate a farmer he'd killed. After a year, he

finally inched across enemy territory only to discover his wife was now the mistress of a communist. He murdered her with a butcher knife from the kitchen, carving “collaborator” into her chest before moving to the crib. After killing the bastard son of Kimmel and his wife, he grabbed all the food in the cupboards and took his madness to the streets of Berlin.

LOCATIONS: The Sewers (page 20), wanders around the Russian district.

Lost: Any mention of collaborators, Ilsa, communists, or Jews will incite Franz to a rage. He’s obviously not all there.

Mislead: Franz is jealously guarding a pillowcase full of food, a pillowcase that matches the one from Ilsa’s house

Hot on the Trail: He will lie about his name and speak fluent Russian to throw off investigators.

PATIENCE • CUNNING -
 Generosity •• Selfishness •
 Demonstration••• Observation -
 VIGOR • GRACE ••
 Courage • Wrath -
 Endurance• Defiance -
 UNDERST. • PERSUASION •••
 Purity •••• Corruption •
 Honesty •••• Deceit ••

JAQUES LARMENT

Larment is “The Skinny Jester” promised by the Die Dunnar Narr. He is the master of ceremonies, writer, choreographer, and composer for the variety show that occupies the main stage of the club. He also provides a useful cover for the business’s less than legal activities. Of French origin, Larment came to Berlin after being freed from a camp at the end of the war. After suffering through the Holocaust, Larment lost all patience with pretense. He now practices his homosexuality openly and has no fear of pointing out the truth of any situation, no matter how dangerous.

LOCATIONS: Die Dunner Narr (page 15)

Lost: A man that frequents the club named von Mueller escorted Hannah Hopzfelt away from her waitressing in the middle of last night’s set.

Mislead: von Mueller has a poker game after hours some weeknights. Jacques got up for a drink the night before the Hopzfelt murders and heard one of the Americans talking about the details of the Soviet murders.

Hot on the Trail: von Mueller almost never comes into the club without going back into Isolde Hermann’s Office

PATIENCE • CUNNING ••
 Generosity •••• Selfishness ••
 Demonstration - Observation •
 VIGOR • GRACE •
 Courage • Wrath -
 Endurance - Defiance •
 UNDERST. • PERSUASION ••
 Purity - Corruption •••
 Honesty - Deceit ••••

QUARTERMASTER JASON MEEKS

Meeks is uniformly hated at Templehoff Air Base, but as the officer in charge of most American supplies going into the Soviet-surrounded U.S. district, he is a man it pays to know. As the officer in charge of mail leaving the zone as well, he's just short of a general when it comes to sway among the troops. He's gotten fat behind the PX counter, and he affects a peachfuzz mustache just to prove he can get away with it. He is known to have poker games in the PX after close and only leaves the base to do business with von Mueller in Tiergarten and whore at Die dunner Narr. In fact, his loose talk in the bedroom is why Frau Hopzfelt made her deadly play to get out from von Mueller's shadow.

LOCATIONS: Templehoff PX (page 21); Tiergarten, if spooked (page 20)

Lost: Meeks smokes Queen's Arrow cigarettes, a rare British brand of tobacco that only a man with his

connections could easily secure. These are the same brand of cigarette found in the ashtray of Frau Hopzfelt's room. He smokes frequently, so it won't be hard for PC's to notice this.

Mislead: To save his own bacon, Meeks will flip on von Mueller, relating the Hopzfelt blackmail scheme and the poker game in which Fillmore related the details of Ilsa Kruegar's murder to the German.

Hot on the Trail: He claims that one of his boys (Fillmore) heard a ruskie by the name of Vanchanko talking about the Kruegar murders during guard duty.

PATIENCE • CUNNING •
 Generosity ••• Selfishness ••
 Demonstration • Observation-
 VIGOR •• GRACE ••
 Courage •• Wrath •••
 Endurance • Defiance ••
 UNDERST. • PERSUASION •
 Purity - Corruption •••
 Honesty - Deceit ••

ERIC VON MUELLER

Eric Von Mueller is a fastidiously groomed, middle-aged man in a tweed jacket and tie. During the war, he served happily in Hitler's Intelligence Service. Though a Kommandant, Mueller was prone to exaggerate the nefarious nature of his work with the Reich in order

to intimidate others. He rarely left Berlin or worked with any kind of combat-sensitive information.

His primary task was hunting down the hidden assets of Jews and other undesirables so that they could be seized by the state.

Due to the nature of his work, Mueller was as likely to make contacts among criminals as he was bankers. There wasn't a pie in all of Berlin he didn't have his fingers in, and the man had no qualms about skimming a bit off the top before sending the rest down the line to the Fuher. Isolde Herrmann learned first hand the depths of his corruption; her inn served as a private club for Mueller's friends, some of Hitler's most nefarious mid-level officers.

As things went south, von Mueller used his skills to distance himself from the regime and hide from the Russians. When the fighting subsided, he continued his work undeterred. Quartermaster Meeks had made himself known in the burgeoning black market immediately, but his dealings with Germans were amateurish. Mueller set up his usual arrangement, only instead of Hitler, he skimmed a bit off the top before sending the rest to the Americans.

Mueller was quickly regaining the lifestyle he was accustomed to before Meeks opened his fat mouth to one of the whores. Hopzfelt

thought she could cut herself in by threatening to reveal him to the Allies. But she had only cut her own throat. The second Mueller figured a way to allay the suspicions of the American club patrons (the Soviet M.O.) she and her daughter were as good as dead.

LOCATIONS: Tiergarten (page 20); Die dunnar Narr (page 15); on poker night, Templehoff PX (page 21)

Lost: It's obvious that von Mueller is well-off, which doesn't make sense even for an employed German. His hands are soft and uncalloused. His clothes are well-tailored and clean. Something is up here.

Mislead: A red dust clings the cuffs of von Muller's otherwise immaculate trousers, a red dust very much like that found in the bomb crater where the Hopzfelt's were killed.

Hot on the Trail: If Mueller suspects anyone is seeking him out for the murder, he'll betray Isolde Herrmann by claiming that she did it because Hopzfelt was going to betray her as a former leader of the BDM (this is a lie). He might also realize that investigators are also looking for Kruegar, in which case he will try to arrange a deal to catch him in exchange for his freedom.

PATIENCE • CUNNING •
 Generosity • Selfishness •
 Demonstration • Observ. •••
 VIGOR • GRACE ••
 Courage ••• Wrath •
 Endurance • Defiance ••
 UNDERST. • PERSUASION •
 Purity • Corruption ••
 Honesty ••• Deceit •

PVT. DIMITRI VANCHANKO

Pvt. Vanchanko is the personal aide to Ivan Kimmel. A mousy young man from an esteemed family in Moscow, it is plain why he was kept from the frontline.

Vanchanko's duties amount to little more than secretarial work, but he yearns for danger like any idealistic young man. So he created some for himself. Dimitri has been taking shifts of guard duty down on the border in order to pass information about the incoming Occupation Marks to a known American black market contact. In exchange for leaking this information, he has been promised a share of the profits.

LOCATIONS: The Border (page 18); Kimmel's Office (page 19)

Lost: Dimitri will let slip that Comrade Kimmel had been seeing Isla Kruegar for a number of months. Kimmel left her home only a few hours before she must have been killed.

Mislead: Vanchanko understands what Kimmel will do to him if he even partially suspects his off-duty dealings were related to the murder of his woman. If characters clue him in onto how the Hopzfelts were killed, he relates telling Fillmore about the murders while on duty in exchange for discretion.

Hot on the Trail: Dimitri suspects the homeless Germans he's seen prowling around the area. Granted, one of those men is the killer (Kruegar), but Vanchanko has no reason to be down in that area in the first place.

PATIENCE • CUNNING •
 Generosity - Selfishness •••
 Demonstration • Observation •
 VIGOR ••• GRACE •
 Courage •• Wrath ••••
 Endurance • Defiance ••
 UNDERST. • PERSUASION -
 Purity • Corruption ••
 Honesty - Deceit ••
 (EACH)

ZUCKERMAN AND ADOLPH

Mueller makes sure to keep his two gigantic thugs well fed. He also makes sure they know that if something happens to him, the Americans will learn about their former jobs as guards at a concentration camp. Their loyalties are bought and paid for, and it isn't as if they have very many other options. They can handle most any

physical altercation Mueller's business requires, but their army is gone. The pair better learn subtlety quick.

LOCATIONS: Tiergarten (page 20); Die dunnar Narr (page 15); with von Mueller.

Lost: If at the park, the pair will be seen leading people to and from the base of von Mueller's operation. If at the Club, they'll be intimidating the girls into shutting up about the Hopzfelts.

Mislead: Zuckerman and Adolph will attack some PC's in an attempt to discourage further investigation. This will be done in an attempt at showing initiative. Mueller will not be pleased. If arrested or killed, it will be noticeable that both thugs have SS tattoos, but they also have forged Persil Papers. An observation check can place the handwriting as that of Quatermaster Meeks.

Hot on the Trail: The pair will stonewall or try to deflect attention to a Russian border guard, which is Vanchanko, actually.

LOCATIONS



DIE DUNNAR NARR

Translating into “The Skinny Jester,” the Kabarett Klub is about the only option a young man with money to burn has for a nightlife. The building stands miraculously unharmed in a field of bombed-out rubble, only a few blocks from the American/ Russian border. Formerly an inn, Isolde Herrmann turned the place into a nightclub after the peace was declared.

The entrance leads into a spacious lobby laid out with aging tables and chairs in various states of disrepair. A stage has been erected at the end of the room from fresh lumber, right underneath the staircase. Isolde and Hugo take care of business behind the counter that runs down the right hand side of the room. A door behind them leads to a kitchen that double as a backstage for the performers.

Jaques Larment is the master of ceremonies. Competent at many instruments, funny, and quick on

his feet, he is The Skinny Jester promised by the sign. On a nightly basis, he organizes the girls in his charge into elaborate stage dance acts and comedy skits. He is especially known for his German Kabarett, despite being a Frenchman. He practices a brand of political satire thought to be extinct since the Nazis took over. He earns a fierce loyalty from his fans and the actresses in his troupe.

But it is the actresses that keep Die dunnar Narr profitable. Since a nighttime curfew is still in effect for every German in Berlin, a lonely GI would be out of luck if looking for some nighttime company. However, all the girls live on the premises in rooms upstairs, and they are happy to show men up to those beds for the low price of a can of Spam.

Isolde trades in whatever is handy for her girls services. She negotiates a good price for their dignity and maintains the front downstairs, and in exchange, the frauliens get a place to stay and actual food to eat. Nobody is happy about it, but at least they are still alive to suffer through it.

At the beginning of the adventure, Die dunnar Narr will be raided by the American MP's in conjunction with their Soviet “advisors.” While the Ruskies couldn't care less about the place, the Americans see the murder of Frau Hopzfelt and her

daughter (both employees at the Klub) as an excuse to check the source of their soldiers' recent outbreak of VD and drunk and disorderly conduct write-ups. The investigation will start in earnest once the raid clears out any patrons.

CHARACTERS: Isolde Herrmann (PC); Hugo Richter (PC); Kurt Fillmore (page 8) Jacques Larment (page 10); and much later, Zuckerman and Adolph (page 13); Eric von Mueller (page 11)

Lost: At this point, the investigators need all the help they can get. Give them all of the following clues from the Hopzfelt's room.

--The ashtray next to Frau's bed is dominated by Queen's Arrow cigarettes, but Hopzfelt didn't smoke.

--Hannah Hopzfelt kept a journal on her cot in the closet. She writes in recent entries that "mother has a plan" to get them out from under "the bad man" and his goons. She desperately hoped it would work because she didn't think the bad man would be letting her work "just downstairs" for very much longer.

--Frau clothes are all packed in a suitcase. Hannah's suitcase, if she had one, is missing.

Mislead: On the nightstand, next to the coat hanger, there is a note

written on the back of a Reichsmark. In German, it reads, "You win. We want no trouble. Meet out back in five minutes to discuss the details. --E."

Hot on the Trail: Doubtful that the players will have everything figured out this early, but Zuckerman and Adolph can always come complicate things.

BOMB CRATER



The bodies of Frau and Hannah Hopzfelt were found in a bomb crater about 100 yards away from the Klub, far away from any passable streets. Americans have cordoned off the area and left the scene untouched.

CHARACTERS: Just some GI's guarding the scene

Lost: Players are likely still lost at this point. Reveal the following:

--The atomized brick dust from the rubble has melded with the snow to form a sort of red, muddy paste. Anybody that was standing in the

crater would have ankle deep in the staining mush.

--Frau Hopzfelt has been stabbed multiple times. Her blouse has been ripped open and the word collaborator has been carved into her flesh in Cyrillic (Patient Demonstration/Observation to translate for non-native speakers)

--Hannah Hopzfelt is near the edge of the crater, lying face down, head facing the body of her mother. Her throat was slashed from behind.

Mislead: There are four sets of footprints in the mud. One belongs to Frau. One belongs to her attacker. These two appear to have entered a struggle until the attacker won out, at which point they leave the crater. Hannah barely steps into crater before being killed from behind, with the attackers footprints standing directly behind her. The last set of prints is from the first soldier to discover the scene.

--Hannah Hopzfelt has her suitcase next to her. It is unopened and untouched, despite containing valuable foodstuffs.

Hot on the Trail: Frau Hopzfelt has a slip of paper tucked in her panties with three things written on it. The first is the address for Party Headquarters in the Soviet District and Yuri Kimmel's office. The second is the street address of the building in which the

Templehoff Army PX currently resides. The third is a single word, underlined multiple times, Tiergarten.

ILSA KRUEGAR'S HOME



As it has been almost three days since they were murdered, Ilsa's body and that of her infant son have been moved. They are covered in the cellar to try and preserve the corpses in the cold until they can be buried. Besides the grizzly scene of death, the home seems remarkably well taken care of, considering the conditions of most German women in the Soviet district.

CHARACTERS: Just some Red Army troops guarding the scene

Lost: Again, PC's are likely lost at this point. Give them all of following information.

--The back door has been kicked in. But the alley is blocked by locked fences on both ends and has barbed wire over the top. How did the killer get back there in the first

place (Cunning Observation will show PC's the sewer grating)

--Ilsa has been stabbed repeatedly, both pre and post-mortem. The word "collaborator" has been carved into her chest in German (Patient Demonstration/Observation to translate)

--The infant wasn't more than a few months old. He was shaken to death and stabbed in the crib. Ilsa was killed in the same room, apparently trying to protect the child.

--The baby's room was filled with distinctly Russian toys: nested dolls, bears and cranes on his mobile, etc.. It is not a typical German nursery.

Mislead: There is a blank spot on the front corridor wall and a nail where no picture hangs. Patient Observation will reveal a framed picture of Franz Kruegar in his field police uniform hidden in a coat closet.

--All of the cupboards have been ransacked. Judging by the patterns of dust, they had been quite well-stocked before the crime. Somebody was taking care of this woman, and the killer would have needed something to help him carry all the food. Patient Observation will find that a few pillowcases are missing from the bed. The only one remaining has

distinctive blue lace around the edges.

--There is a German/Russian dictionary next to Ilsa's bed.

Hot on the Trail: The phone extension of Pvt. Dimitri Vanchanko is on a note by the door (Ilsa used him as a personal chauffeur once her relationship with Yuri solidified).

THE CHECKPOINT (BORDER BETWEEN DISTRICTS)



If the killer crossed between districts to do his work, he must have used this border checkpoint. As relations in the Allied Control Panel deteriorate, crossing the border has become increasingly difficult.

CHARACTERS: Pfc. Kurt Fillmore (page 8)

Lost: The American logbook reads that Pfc. Fillmore was on duty the night of the murder, but had someone take his guard shift a couple of hours early, leaving slightly before daybreak. His shift schedule is otherwise regular.

Mislead: The Soviet logbook shows that Pvt. Dimitri Vanchanko has been taking irregular shifts at the checkpoint even though it is not his assignment. Each entry corresponds to duty for Pfc. Fillmore, including the night of the Kruegar murders.

Hot on the Trail: A cunning observation check will show that drainage tunnels to the Spree River could be traversed in order to bypass the checkpoint.

KIMMEL'S OFFICE



Kimmel's office is located in the former offices of the Berlin Sanitation Commission. While the building exterior doesn't look much better than it did after the siege, Kimmel's rooms are opulent with fine carpeting, wallpaper, and paintings. There is a lavish waiting area for visitors where Pvt. Vanchanko's desk sits. Americans and Germans won't find the place very accommodating.

CHARACTERS: Yuri Kimmel (page 9); Pvt. Dimitire Vanchanko (page 13)

Lost: Pvt. Vanchanko has multiple copies of a series of memos sent to Comrade Kimmel about the arrival of a new currency, the Soviet Occupation Mark. The memos have been translated by Vanchanko into German and English. They detail the arrival of 5 years worth of Soviet backpay in the upcoming years. However, the money will only be legal tender in occupied Germany. It will be meaningless paper anywhere else. This means that it is both a brilliant economic scheme to fleece Germany of her riches, and that a black marketeer who could prepare for the giant influx of Soviet soldiers seeking goods could stand to make a fortune.

Mislead: It appears that Yuri Kimmel has taken up whittling in his office. Wood shavings lay strewn everywhere. He has been carving children toys for a boy: tiny wooden guns, horses, soldiers, etc.

Hot on the Trail: "Ilsa and Joseph" are scrawled at multiple points in Yuri's calendar in the past month, including the night of Ilsa's death.

TIERGARTAN



Located in the Soviet district, this once proud park has been mostly deforested as Germans scramble for firewood. The resulting open space has been turned into an open-air black market where all of Berlin comes to barter.

CHARACTERS: Eric von Mueller (page 11); Zuckerman and Adolph (page 13)

Lost: Cunning Observation will show players that many in the park avoid a certain section if not first escorted by one of a pair of gigantic men. Mueller's operation is built into an underground tunnel that has been boarded up at each end.

Mislead: If characters can get into Mueller's store room without his notice, they find the clothes he wore to kill the Hopzfelts, covered in blood and the red mud from the bomb crater.

Hot on the Trail: Cunning observation will reveal that Mueller has a blue-laced pillowcase

overflowing with Soviet foodstuffs amongst his stock (he traded it with Franz Kruegar for a Lugar pistol). Mueller knows the whereabouts of the man.

SEWERS



Franz Kruegar has taken to the sewers for shelter, setting up a lair in an unused maintenance offshoot. He will retreat here if discovered and chased.

CHARACTERS: Franz Kruegar (page 20)

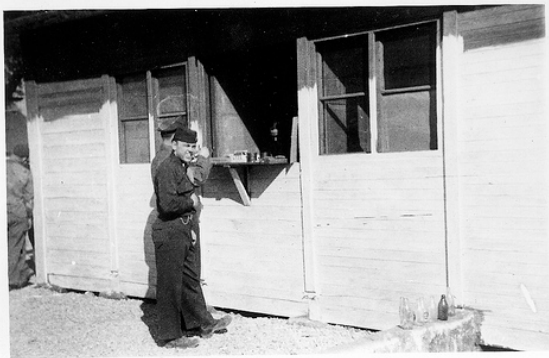
Lost: It would be difficult to maneuver around the city in bloody clothes without some cover. The sewers were likely used after the murder of Ilsa Kruegar and her child.

Mislead: There is a perfect view of Ilsa Kruegar's back window from the sewer grating in the alley behind the house.

Hot on the Trail: Patient Observation with flashlights or lanterns can reveal torch marks

heading to and from the maintenance offshoot lair, the Kruegar residence, and Teirgarten park. Nothing heads into the American district, though.

TEMPLEHOFF PX



This is the main store and mail post for most of the soldiers in the American district, located in an outbuilding near Templehoff Airport. It is run by Quartermaster Jason Meeks.

Characters: Quartermaster Jason Meeks (page 11); on poker night, von Mueller (page 11); Kurt Fillmore (page 8)

Lost: There's a poker table broken down and propped in the corner while business is open. It looks well used. Maybe the real action doesn't start around here until after close.

Mislead: There is a lot of merchandise visible from the window. Paintings, silver, cameras, all of it waiting to be mailed back to the states. Customs enforcement has been pretty weak since V-day, but this is just ridiculous.

Hot on the Trail: Pfc. Kurt Fillmore is on the duty board just inside the counter. This is worrisome to anyone that can make a Cunning Demonstration check and has met the man. It doesn't make since for Pfc. Fillmore to be pulling duty at the checkpoint and in the PX. Something screwy is going on with that assignment.



Putting it All Together

There is no real way to win this game, at least not for everybody. Even if the PC's manage to cooperate well enough to understand each of the two separate crimes and their respective motivations, resolving those crimes is going to mean something different for every character. Players have free will, of course, and they are free to have a "change of heart" in the midst of the gameplay and lose their selfish motivations. However, this doesn't mean there's a change of circumstances...or consequences.

The von Mueller/ Meeks Conspiracy

The Soviet's have a vested interest in von Mueller and Meeks's organization because they were stealing state secrets to profit off Russian soldiers. If Vanchanko's involvement is revealed, he'll be on a one-way ticket to Siberia. In fact, the Party Officials will be furious if the Nazis involved end up anywhere except in front of a firing squad. The Americans want the pair even more, but they need things handled far more quietly. An American launching a city-wide criminal conspiracy with a known Nazi war criminal looks terrible in the Allied Control Panel negotiations. The Germans need Mueller dead if they plan on running Die dunnar Narr to their liking, but being linked to the popular black marketeer's downfall could mean a death sentence at the hands of his thugs. Anything less than total victory over Mueller, Zuckerman, Adolph, Meeks, and Fillmore will cause serious trouble for the natives. And if they can't arrange that, can they square themselves with letting the killer of little Hannah Hopzfelt go free and choking on the bit of some underworld master for the rest of their lives?

Kruegar's Madness

Kruegar's situation is the biggest minefield of them all. OSS wants the crazy bastard granted amnesty and taken stateside to engineer rocket fuel. The rest of the Americans will happily execute the crazy bastard in the street. If either of those happen, the Soviet investigators can expect to disappear very soon after. Yuri Kimmel won't accept anything less than a few hours alone in a room with Kruegar. He demands revenge for the death of his only son, and he'll get it from someone else if Kruegar isn't available. The two superpowers have to oppose each other on Franz's fate, which leaves the Germans to side with whomever can make them the best offer.

So much for the war to end all wars...