

Karotechia Security Personnel

Except for undercover missions in foreign lands, most Karotechia operations require a security element to protect the secrecy of their work as well as maintain control over any work crews and “test subject” groups. The most common source for these personnel are the SS-Feldgendarmerie (military police) units attached to Waffen-SS divisions, although detachments are also created from the SS-Wachsturmbanne units that guard the concentration camps (-10 combat skills).

SS-Feldgendarmerie, Officers and NCOs

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|-----|----|-----|----|-----|----|-----|----|-----|----|
| STR | 14 | CON | 14 | SIZ | 14 | INT | 13 | POW | 11 |
| DEX | 13 | APP | 11 | EDU | 13 | SAN | 55 | HP | 14 |

Sanity: 55 or less (depending on combat experience and exposure to Karotechia operations)

Damage Bonus: +1D4

Skills: Bayonet 30%, Dodge 30%, Drive Auto 30%, Fast Talk 25%, First Aid 35%, Grapple 40%, Handgun 40%, Listen 40%, Machine Gun 30%, Mechanical Repair 30%, Military Science 50%, Navigation (Land) 40%, Psychology 25%, Rifle 40%, Sneak 20%, Submachine Gun 30%, Spot Hidden 40%, Track 20%

Attacks:

Fist/Punch 50%, 1D3+db

Grapple 40%, special

Mauser Kar98K Rifle 40%, 2D6+4

Rifle Butt 25%, 1D8+db

Bayonet 30%, 1D4+2+db

MP40 Submachine Gun 30%, 1D10

P08 Luger Pistol 40%, 1D10

MG34 Light Machine Gun 30%, 2D6+4

Model 24 *Stielhandgranate* Hand Grenade 25%, 4D6/4yds

SS-Feldgendarmerie, Enlisted Ranks

| | | | | | | | | | |
|-----|----|-----|----|-----|----|-----|----|-----|----|
| STR | 14 | CON | 14 | SIZ | 14 | INT | 11 | POW | 11 |
| DEX | 13 | APP | 11 | EDU | 11 | SAN | 55 | HP | 14 |

Sanity: 55 or less (depending on combat experience and exposure to Karotechia operations)

Damage Bonus: +1D4

Skills: Bayonet 30%, Dodge 30%, Drive Auto 30%, First Aid 35%, Grapple 40%, Handgun 40%, Listen 40%, Machine Gun 30%, Mechanical Repair 30%, Military Science 25%, Navigation (Land) 20%, Psychology 15%, Rifle 40%, Sneak 20%, Submachine Gun 30%, Spot Hidden 40%, Track 20%

Attacks:

Fist/Punch 50%, 1D3+db

Grapple 40%, special

Mauser Kar98K Rifle 40%, 2D6+4

Rifle Butt 25%, 1D8+db

Bayonet 30%, 1D4+2+db

MP40 Submachine Gun 30%, 1D10

P08 Luger Pistol 40%, 1D10

MG34 Light Machine Gun 30%, 2D6+4

Model 24 *Stielhandgranate* Hand Grenade 25%, 4D6/4yds

These troops are organized into a *Zug* (platoon), consisting of one junior officer, three NCO drivers, seventeen NCOs, and ten enlisted men, as well as three motorcycles, two motorcycles with sidecars (armed with MG34 machine guns), and eight VW Kubelwagen jeeps. Larger operations requiring more personnel are commanded by a Hauptsturmführer, with more support staff (extra drivers, clerks, cooks, armourers), vehicles (field cars and heavy trucks), and 3 or more platoons. Individual soldiers all carry sidearms, and submachine guns are more commonly issued than rifles. Due to the nature of Karotechia projects, the Feldgendarmerie are often equipped with special weapons, such as the Flammenwerfer 35 backpack or wheel-mounted flamethrower.