

# Balkyrie 2 the Templar



## The story...

*Transylvania, 1944*

Nobody knows when or how the race of vampires first came into the world. According to old church tradition, they are the sworn servants of Satan; demons embodied in the form of dead humans to terrorise the innocent. Other, less biased metaphysicians have theorised that they represent a more subtle form of spiritual attack against humanity: a form of contagious immortality to tempt both good and evil humans away from the path of holy redemption, while the few rationalists who believe in them insist that they are merely a natural but flawed evolution of humanity that failed to catch on. Whatever the truth, they were almost run to extinction in medieval times by the Holy Inquisition. The last widely-documented case – that of **Princess Mariska Báthory de Ecsed** – was violently ended in 1492, after the unwillingly-turned princess volunteered herself for a “cure” which, unbeknown to her, turned out to involve staking and decapitation.



Her “death” was assumed to have ended the spread of vampirism in Europe, until 1942, when British soldier Joe Harker, wounded and fleeing from the SS, spilled his blood onto her grave, restored her to life ... and became the newest victim of the

contagion, consort and mentor to the long out-of-touch princess. For two years, however, they lived together happily, the new prince gradually learning his undead powers whilst teaching his bride the facts of modern life, and modern war. Unfortunately, the Axis troops had taken good note of the bizarre, eerie events that had taken place in their territory, and they were again ready to act ...



**SS-Obersturmführer Bram von Hellman**, biologist and dark occultist, has collated the evidence from their last, disastrous encounter with Princess Mariska, and persuades his superiors of the value in capturing and experimenting upon the legendary creatures. Accordingly, some SS troops are specially trained in spiritual defence techniques to give them the best possible chance of success. They trace the two vampires to the ruined castle from where Mariska's father once ruled Transylvania, and they find themselves in luck: the princess is out hunting, and the prince has decided to have a "lie-in." A quick dousing of holy water over his coffin puts paid to any thoughts of resistance, and the helpless, stunned vampire is sealed in an electrified leaden casket and driven away to the newly-constructed research camp which the SS have established near Bistritz.

"We have our prize catch," gloats the Obersturmführer, as his delivery arrives. "Excellent, and now all we need for my experiments to begin are a few expendable human subjects. I think I know just where to find them ..."



**Holy Mother Romana Pasztor** of Văratec Monastery has lived a life that makes up in meritorious deeds for whatever it lacks in excitement. A model of piety, justice, chastity, compassion, and generosity, now approaching her eightieth year, one might well have assumed that she would pass her remaining years in peaceful obscurity and contemplation, but war plays funny tricks ...

When the SS arrived in Transylvania, and ugly rumours of their atrocities began spreading, she knew in her heart that she had no choice but to act. Thus, in secret, she arranged shelter and safe passage out of the country for the children of Jewish families who were otherwise threatened with imprisonment, or worse. She has six of these refugee children hidden away in the monastery when the Obersturmführer and his men come to call ...

“I thought as much,” sneers von Hellman, as the children are dragged away while Mother Pasztor can only watch in despair. “Don’t look so grim about it, old girl. They’ll be put to good use, in the cause of science and of the Reich ... and after I’ve signed a warrant for *your* execution, you can join all of those saints and martyrs whom you so love grovelling to.”

When most of the stormtroopers have left, Mother Pasztor is locked alone in her cell, watched over by a single guard. She weeps, and prays, and offers the Almighty anything at all for the lives of the children ... “Even my own salvation, Lord, if that be worth anything to you.”

“Indeed?” says a voice from behind her. She starts, turns around, and finds herself face-to-face with a tall, pale woman of regal bearing, with long dark hair and shining red eyes. “I believe I hold the answer to your prayer, Holy Mother ...”



## **The quest...**

Having now become, against all expectation, an eternally-young vampire, the former Mother Pasztor has renounced her old title and accepted that of **Lady Romana de Văratec**, knight templar of Princess Mariska. For the Princess has realised that if she is to break through the Axis forces’ new spiritual defences and save her prince from torture and death, she will have need of such an ally ... and Lady Romana has already proven herself a unique addition to the undead race.

Although, like all vampires, Lady Romana feels pain when she beholds the image of the cross, such pain does not trouble her. “Did my Saviour not feel such pain, or worse, when he was nailed to that?” she asks. “I count it a privilege.” Princess Mariska thinks that she is several bats short of a belfry, but does not discourage her in this belief. Also, when Lady Romana sees evil people making use of holy symbols, her faith takes on a whole new, highly dangerous dimension ...



When her sense of righteousness is offended, Lady Romana’s **holy wrath** attack is activated, summoning a pyromaniacal angel of death that will quickly obliterate every enemy unit within sight. Notwithstanding this special power, Lady Romana’s skills as a new-made vampire are still weak, and she must use the weapons she can scavenge from the battlefield if she is to have a fair chance of success.



There are four weapons you can obtain ...

**Luger Pistol** – The standard sidearm of the Axis forces. Reliable, but comparatively slow and weak, with a poor rate of fire and a short range.

**Karabiner 98k** – Bolt-action infantry rifle, with a long range and a large, high-velocity cartridge. Strong, but slow to reload.

**MP40** – Machine pistol that fires the same slow, short-range 9mm rounds as the Luger, but far more rapidly.

**StG 44** – This prototype assault rifle is the best weapon you can wield, combining the power of the Karabiner with the rapid fire of the MP40. Obtaining it

carries a risk, however ...

Also look out for the following ...

**Sacks / Children** – The captured children are contained in sacks. Touch them to set them free. All six children must be set free in order to see the true ending.

**Holy water roadside bombs** – A novel ordnance concept; flasks of holy water attached to explosive charges. Against most vampires these would be highly effective traps, but against Lady Romana, they are a mere liability. Shoot them, and your holy wrath attack will activate, destroying all enemy units on-screen. However, **DO NOT DETONATE THEM MANUALLY!** The holy water may not trouble you much, but human or vampire, a faceful of exploding dynamite never comes recommended.



Enemy units you must prevail against include ...

**Flame troopers and templars** – The latter are specifically trained in anti-vampire combat, harder to kill, and can use their flame-throwers more effectively. When fighting human opponents, always remember that you are a vampire. If you are able to, drink their blood in close combat rather than shooting them from afar, as every 10,000 “blood points” you can obtain will give you an extra life. The blood of templars is worth more than that of the standard SS troopers.

**Mortars** – Static cannons that fire explosive shells. Electrified, and thus lethal to the touch.

**Kübelwagens** – Among the various time-honoured ways of slaying a vampire,

few hunters have bothered to mention the effects of running them over in a speeding Volkswagen. Nevertheless, don't push your luck ...

**Molotov cocktails** – Simple petrol bombs, lobbed from open windows. Beware of the fires they will leave if left to hit the ground.

**Panzer II** - “Light” tank, although not so light that you would want it trundling over you, nor one of its explosive shells in your face.

**Turrets** – These retractable gun emplacements can fire in a fixed pattern all around them, or randomly. They are toughly armoured.

**Gunboats** – These travel along the gorge below the Borgo Pass, firing shells upwards. Be careful if you venture too near the cliff edge.

**Flettner Fl 282** – It takes a pilot with nerves of steel to fly this open-cockpit helicopter ... and a vampire with a brain of wet sand to wander into the path of a low-flying one.

**Electrodes** – A powerful spark of lightning will regularly arc between these static traps. They are indestructible, so just time your passage with care.

**Karl-Gerät** – This massive, mobile siege cannon is not very agile, but it has tremendous power. Avoid its treads while paying all due caution to the huge explosive shells which it rains down upon you (or shoot them for an earlier and safer detonation, if you are quick enough).



## **The credits...**

Created by Eleanor Burns, Richard Bayliss, and Jon Wells.

“Starring” Isobel Black, Audrey Hepburn, and Peter Lorre ... kind of.