

THE GUNS OF NAVARONE



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An adventure
BEHIND ENEMY LINES™



THE GUNS OF NAVARONE



fasa

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Introduction

"Gentlemen, the lives of twelve hundred of our boys are in your hands. Let me fill you in on the background for this mission.

Eighteen months ago — just after the fall of Greece, in fact, we began moving into the Aegean Islands, the Sporades, taking them back from the German and Italian forces which occupied them. Germany reacted — well, violently! These islands lie off the coast of Turkey, and just now, Turkey might come into the war on either side. Germany has a deep interest in appearing strong to Turkey; an important victory could tip the scales and bring the Turks in on the side of the Axis. I don't need to elaborate on the consequence of THAT!

So Germany started taking back those islands, one by one. Now they have them all back — all but one.

Kheros is a fairly large island right off the Turkish coast, with 1200 British soldiers sitting a bit uncomfortably on it. It's Kheros' turn now. Our intelligence contacts in Athens tell us that a massive Nazi amphibious operation is being put together. Kheros is going to fall within a week, and those men on Kheros are doomed unless we pull them out first.

And sixteen miles south of Kheros is the reason we CAN'T pull them off. We could evacuate them tonight if it weren't for — the guns of Navarone.

Navarone is a fair-sized island which we passed up during our move back into the Sporades. Even then it was just too tough a nut to crack. We think there's at least a division stationed there just to protect those bloody great guns.

Two guns — we think they're nine-inch naval cannon — are mounted in a heavily fortified cave high up in the face of a sheer cliff at the northern tip of the island. They completely dominate the deep-water channels on both sides of the island. Those guns are incredible. We sent in a destroyer, the Sybaris, a couple of months ago. She went down in five minutes . . . seventeen survivors. Radar control makes them frighteningly accurate, you know.

The deep water channels on either side of Navarone are the only routes we can use to get to Kheros. Every other passage is either mined, or it's so long a trip that even our fastest destroyers would be caught by daylight before they could win clear. They wouldn't stand a chance if the Stukas based at Rhodes found them. No, we've got to go through the channel past Navarone, and we've got to do it before the Germans launch their invasion. That invasion is scheduled to begin next Friday. The Navy is scrapping together a flotilla of 6 destroyers to carry out the evacuation. They're going to try to run the channel past Navarone at midnight the night before. And gentlemen, they don't stand a chance in hell of getting through — not unless someone takes out those guns first!

We've seen this coming for quite a while. We tried the Sybaris — that didn't work. We tried a commando assault on Navarone's Eastern beaches. They were cut to ribbons — never even got off the beach. We tried a parachute drop on the plain north of Mt. Kostos. They simply

vanished — never heard a word out of them. Yesterday we threw a bomber squadron at them. Lost twelve good boys and a lot of airplanes — and proved that the rock overhang above those guns is so thick that our biggest bomb can't even disturb the dust inside the cave.

You are our last, desperate gamble. You all volunteered — but it's not too late for you to back out. But men, we need you — we need you bad. You are all hand-picked experts — experts at mountain climbing, experts in demolitions. We're sending you in on a fishing boat the Germans won't look twice at. We think your best chance is to get onto Navarone at the one point on the whole island that isn't guarded — the southern coast, where the cliffs shoot straight up 400 feet above the sea. You'll go in and meet members of the local underground, good men, who will get you to the fortress. You'll find a way in, plant your explosives, and spike those bloody guns before midnight Thursday night.

Any questions? Okay — it's 1500 hours. By 0700 tomorrow, Monday, you'll have your boat and be on your way. Use the time to draw up your plans, see to your gear, and get some sleep. I won't remind you how important this mission is. I don't need to say that the Navy is none too keen on running the gauntlet past Navarone unless the guns are spiked, but if they can pull it off, Germany loses the propaganda impact that a major victory on Kheros would give them — it'll make them look a bit foolish, in fact — and they'll lose a chance to latch onto the Turks as allies. I'll just say — well, we're counting on you, men. Thank you. Good luck!"

GAMEMASTER'S INTRODUCTION

This is a full-length Mission intended for use with FASA's WWII role-playing system, *Behind Enemy Lines*. It is designed for at least three and no more than ten players.

This Mission is based on the movie *The Guns of Navarone*. Character biographies are provided so that the players can re-enact the excitement of the movie with themselves in the starring roles. Additional character biographies are included so that the players can create their own plan for an attack against the impregnable fortress. The Gamemaster does not have to be familiar with the movie version of *The Guns of Navarone* to referee this game; at the same time, it does not matter if any of the players ARE familiar with it, though plots and traitors may go undetected longer if they are not. The material in this role-playing version of *Navarone* allows the players to make any type of assault on the guns they want — from an exact re-creation of the movie's plot to their own attempt at a commando raid or paratroop invasion.

After reading the Introduction to the players, the Gamemaster should allow them to select their characters; they can be chosen from the list provided in this rules booklet, or the players may use their own *Behind Enemy Lines* characters. They should keep in mind that they will

need at least one expert climber if they plan to either get onto the island or up to the gun cave by scaling a cliff face, and that they will need at least one character along who has experience in demolitions once they make it as far as the guns themselves.

A long list of Greek islander patriots is given; the actual number included in the Mission should not exceed two or three. In the movie, one of the two freedom fighters was a traitor working against the saboteurs. Each freedom fighter character in this booklet has the potential of being a traitor as well. These characters may enter the game either as non-player characters (NPCs) controlled by the Gamemaster, or they may be player characters. If they are NPCs, the Gamemaster decides whether or not one of them is a traitor, and plays them accordingly. If they are player characters, the Gamemaster should secretly approach the player for one of the islanders, inform him that his character is a traitor, and arrange for him to act out this role based on the rules in the section entitled "The Traitor". The Gamemaster should always stress to the group that one of the islander characters is **NOT NECESSARILY** a traitor. This may be difficult if the group has played this Mission before - or heard about it, or even has just seen the movie once - but the game **CAN** be played without a traitor, and the Gamemaster should try to calm their suspicions, at least to the point where the players don't gun down every Greek islander who approaches them with an offer of help!

After the players have chosen their character, they should be allowed to plan their mission. They may be shown all of the maps of Navarone, including the floorplans to the fortress and gunroom. They may also have

their choice of weapons though heavy or bulky weapons such as mortars or bazookas should be discouraged - especially if their plan involves scaling cliffs!

Their briefing (the introduction on page 1) took place on a tiny island off the southern coast of Turkey called Castlerosso on Sunday afternoon. After dark, an MTB takes them to a secret British base on a small island near Rhodes identified only as "Major Rutledge's Island". There early Monday morning, they will load and board the ancient fishing boat Major Rutledge has procured for them, and set off for Navarone, about 35 miles away.

The players should be allowed a set period of time - say, 30 minutes - to plan their assault on Navarone. While information is given in this booklet to allow a recreation of both the movie and book versions of Guns of Navarone, with a climb up a 400 foot-high cliff, the players should not feel forced to adopt this approach, and may want to work out something else. They may be told that scaling the southern cliffs will give them their best chance of getting onto the island unobserved.

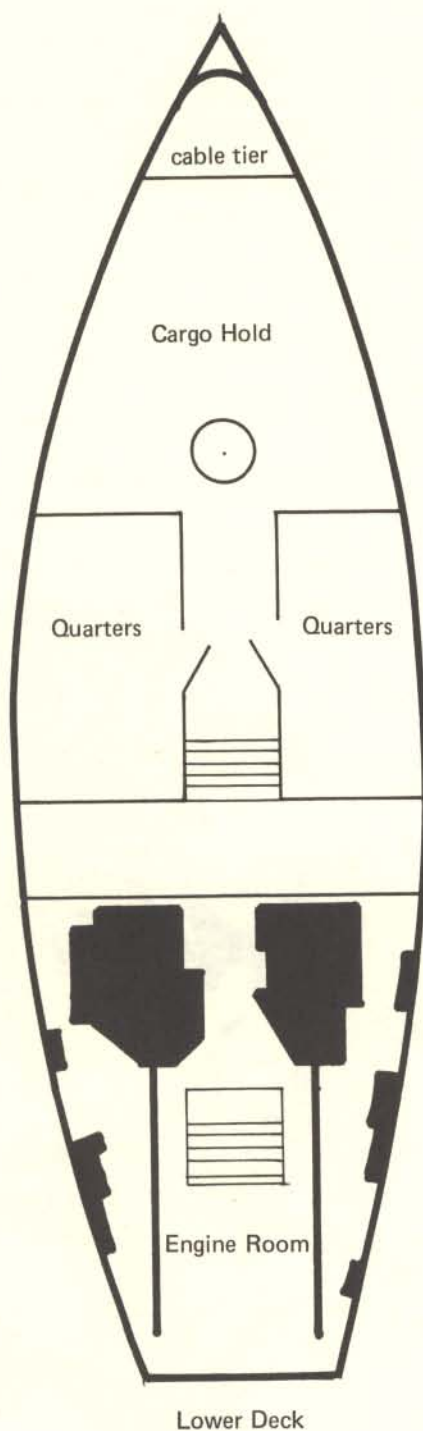
At some point **DURING** their planning session, the Gamemaster should quietly inform one of the players - Andrea, if he is present - that he has just heard something outside the door. Investigation will reveal a Levantine civilian listening at the keyhole. He will claim (in Greek) not to speak English, and the base adjutant, a stuffed-shirt Captain named Briggs, will identify him as Nicolai, the laundry boy.

In the original Navarone, Nicolai is released into Brigg's custody, with subsequent grave results. The players might be dissuaded from slaughtering Nicolai out of hand by threatening to have Briggs stir up so much trouble

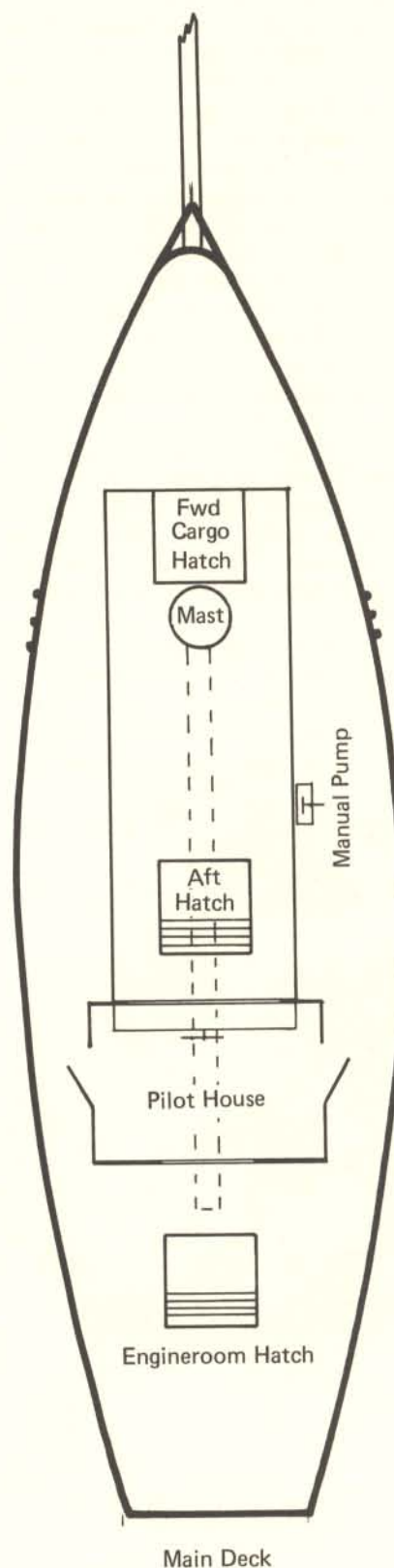


over the civilian's murder that all pretense of secrecy would be lost. WHATEVER the players finally do to Nicolai (and Briggs, for that matter), this incident will serve to warn them that enemy agents might already have some clue about what they are up to, and that the German garrison on Navarone might well be expecting them when they arrive.

Play of *The Guns of Navarone* begins when the party sets sail in their rickety fishing boat from Major Rutledge's Island. The time is 0700 hours, Monday morning.



84' GREEK CAIQUE



½ inch = 2 yards

The Caique

The caique (kaek) is an 84 foot long fishing boat, battered and dilapidated, of a type found throughout the Eastern Mediterranean. Detailed deck plans are provided, allowing detailed role playing of German boarding inspections or the unloading of gear. There are few comforts: the only above-deck shelter is a small pilot house. Crew's quarters and cargo spaces are below deck in cramped and noisome spaces, as are the rusted and faltering engines. If (when) the engines break down, a single mast can carry a boom-rigged fore-and-aft sail.

The raiders should change into civilian clothes, (Greek fishermen's garb), once they are at sea, and throw their weighted uniforms over the side. Passing enemy observation or patrol planes will not be able to tell the caique apart from any of its thousand cousins, but the players should bear in mind that the caique will NOT stand up to a careful inspection by an enemy boarding party. The cargo spaces are small, and there is simply no place to hide large stocks of food, ammo, explosives, and guns from determined searchers.

The caique has a demolition number of 25. If it is wrecked - beached or rammed into rocks - in rough seas, this demolition number will be reduced by 1D points every minute. This roll is made anew each minute after the wreck, and the results are kept secret from the players. When the demolition number of 25 is reached or surpassed by the total accumulation of die roll values, the vessel has broken up and is sinking. Characters still aboard at this time must throw their agility or less on 2D to avoid being trapped, and they must then be able to swim (or be helped by someone who can swim) ashore. Gear and supplies still aboard at this time will be lost.

The demolition value is also used when the caique is at sea in heavy weather. Every 10 minutes during a storm at sea, 1D points worth of water will come aboard. There is a single manual bilge pump aboard; so long as it is operating it can expell 4 points of water from the boat every 10 minutes. The Gamemaster should keep a running total of how much water is in the boat during a storm; when the water equals 20 points, the boat will begin to founder, and when it reaches 25, it will sink. Characters can work the bilge pump for 1D times their strength (in minutes); if they are not replaced at the pump after this time, they will ose 1 endurance point immediately, and 1 endurance point for every 5 minutes they work thereafter before being relieved. If two men work together on the pump, they can work for 1D x the stronger man's strength PLUS 1D x HALF the weaker man's strength - minutes, before BOTH lose 1 endurance point. Endurance points are regained by rest, as described in the rules for endurance in *Behind Enemy Lines*.

As long as the caique is at sea, the Gamemaster rolls for events on the table entitled EVENT TABLE 1: Aboard the Caique. The roll is made once each hour.

The trip from the secret base to Navarone will last 2D+3 hours; this roll is made at the beginning of the voyage, but only one of the die numbers is revealed to the players, so that they will know how long the trip will take only to within 6 hours. Should a mechanical breakdown occur, the REMAINING number of hours left on the voyage will be DOUBLED. The Gamemaster can approximate the caique's position on the map showing the various islands along the Turkish coast by dividing the line of the voyage by the total (secret) number of hours for the trip, and counting off the number of hours elapsed so far. the ship's position can be shown to the players at any time during the day, but not at night, and not during a storm.



Mountain Climbing

Although the players may choose to make their assault another way, the plot of the movie depended on the mountaineering abilities of one man, Captain Keith Mallory.

The basic rules for *Behind Enemy Lines* state that characters with mountain-climbing training (Rangers) can climb sheer cliffs at the rate of 200 feet in 10 minutes, assuming they have ladders, grapples, and other climbing gear. This allows the re-creation of such assaults as the Pte. du Hoc attack on D-Day, when the Rangers scaled a vertical cliff using mortar-fired grapples and extension ladders.

The situation in Navarone is different, however. Not all of the characters will have mountain climbing skill, and one of them - Mallory, if he is included in the party - must make the initial climb alone, driving pitons into the rock and inching up a few feet at a time. Once he has made the ascent, the others can follow more quickly (and safely) by using the pitons already in place, and the ropes Mallory took up with him.

The entire climb will take the lead climber $4D \times 10$ minutes (between 40 minutes and 4 hours). As with the navigation on the way to Navarone, the actual length of time is rolled before the ascent begins, but is known exactly only to the Gamemaster. The climber is allowed to see one of the dice results before he starts his climb, and a second about half way up. The total 400-foot distance can be approximately divided by the Gamemaster into 10 minute segments by dividing 400 by the $4D$ value.

Mountaineering requires certain items of climbing gear, detailed in the section entitled "Gear". Most important are pitons, steel spikes which are driven into the cliff face with a hammer at intervals along sheer or difficult parts of the climb. The lead climber will need a number of pitons - the exact number for each part of climb determined by multiplying each of the three die rolls by five. For example, if the die roll for the first third of the climb will take 40 minutes, and require 25 pitons.

Pitons weigh $\frac{1}{2}$ lbs. each, and the lead climber must either carry enough with him for the climb, or carry enough rope to haul up more when he runs out half way up.

Players who plan to assault the gun cave by climbing the 150 foot cliff above Navarone should remember to bring enough pitons for THAT climb as well.

ONLY an experienced mountaineer can attempt the climb at all. A character's level of mountain climbing experience can be used as a modifier; the total length of time spent climbing is not reduced by climbing experience, but various events on the way to the top (see climbing event table) and throws against agility or strength to keep from falling all can be modified by the climber's skill level.

The dice are arranged in any order the Gamemaster desires. One die at a time is shown to the climber, this tells him how long it will take to scale the next 100 feet, it also tells him how many times to roll on the proper event table. This number times 5 is how many pitons are required for this part of the climb.

EXAMPLE: A man prepares to climb the cliff; his climbing skill level is 3.

The Gamemaster secretly rolls $4D$, and the results are 3, 2, 5, and 4, for a total of 14. $14 \times 10 = 140$ minutes, or 2 hours, 20 minutes for the entire climb. He shows one of the rolls to the climber - say, the 5, which suggests that there may be more-than-average difficulty with the first part of the ascent. The climber rolls five times on the event table and uses 25 pitons. (The 2 would have suggested that the initial part of the climb was relatively easy).

Obviously, during this part of the Mission, the other player characters can do little more than watch as one of their number scales the cliff. Playing out the climb almost step by step is, of course, optional, and some Gamemasters may prefer to start the players off already at the top. However, for the greatest realism and excitement, the details of the climb can be role-played as described here, and the drama and tension of that climb can be conveyed even to the spectators at the base of the cliff.

Once someone has made it up the cliff, the others may follow. The ascent will take 20 minutes if they have climbing skill, 1 hour if they do not. All of the characters can climb at the same time, but it will take at least 1 hour to get everyone to the top if one of the climbers has no climbing skill. EACH CHARACTER must throw $2D$ on the climbing event table once each 10 minutes.

ENDURANCE LOSSES: Experienced climbers lose 1 endurance point after each hour of climbing. They regain endurance points by resting, as described in the *Behind Enemy Lines* basic rules; climbers may stop to rest during their climb.

Characters without climbing experience lose 1 endurance point for each 30 minutes they climb. They too may stop and rest along the way.

Both experienced and inexperienced climbers must apply a DM of +1 for each lost endurance point when they throw $2D$ against their strength or agility during events in the climb.

ALL characters will lose 1 endurance point once they have reached the top of the cliff IN ADDITION to any other points they've lost during the climb. (This is similar to the point lost by characters immediately after combat).

INJURIES: EVENT TABLE 3: Climbing Injuries allows characters who fall while climbing the cliff to receive specific and detailed injuries. How badly a character is incapacitated by his injuries will of course affect the flow of the Mission from that time on. Medical skill can be used to stop bleeding, treat shock, and splint broken bones. Some injuries, or the results of some injuries such as gangrene or pneumonia, can be treated only by medical specialists and hospital care.

EQUIPMENT: All of the expedition's equipment, arms, and supplies must be taken up the cliff as well. Each character can carry his weight limit (listed in the basic rules of *Behind Enemy Lines*) without additional loss of endurance points. He may carry more than his limit, but

at a cost of 1 endurance point for every 10 pounds extra carried for 30 minutes.

Equipment can also be hauled up the cliff on the end of a 400-foot rope, an operation which requires the lift abilities of 1 or more characters, depending on the weight of the bundle. This operation will take 30 minutes for each bundle sent up.

REACHING THE TOP: As soon as the first character has reached the top of the cliff, the Gamemaster must roll 2D on Table 4: At the Top of the Cliff to determine what, if anything, is awaiting the party at the end of their climb. The first character or two to make it to the top may have to deal with a sentry or worse while the rest of the party is still climbing. Once all characters and equipment are at the top, play switches to Movement Mode (1 turn = 30 minutes) and the characters proceed with their plan. Special circumstances - such as, for example, the sudden appearance of a German Patrol - will cause play to revert to Combat Mode. (1 turn = 10 seconds).



On the Island

Where the player characters go, and what they do after they scale Navarone's cliffs is up to them and the players' plan. Event tables are provided for different parts of the island. The Gamemaster must use events (either rolled randomly or chosen on purpose) to create excitement - and the sense of being pursued - for the players as they move north across Navarone's rugged terrain toward their target above the harbor of Navarone.

Whether the players realize it or not, the Germans have been alerted that saboteurs are going to make an attempt to blow up the guns. If a traitor is in the assault party, they will have more or less constant reports on the attackers' plans and position. The Gamemaster should definitely create the impression that the enemy is closing in on the raiding party in overwhelming force at every turn of the story. The various event tables are provided to help build these attacks, and to help convince the players that someone has it in for them. One entire table simply lists different types of patrols which they may run into.

The players may decide to get onto the island in some way other than scaling the southern cliffs. Exactly what they meet is up to the Gamemaster, but he should arrange things so that every other approach to the island is heavily guarded; even paratroop landings may be met by large forces of German infantry, since much of the group's planning will have been compromised by enemy agents in Alexandria and Castlerosso.

MOVEMENT AND EVENTS: All of the usual rules for movement in *Behind Enemy Lines* apply. Note that the Gamemaster should roll for an event only once each hour in very rough terrain. In other types of terrain, the Gamemaster rolls 2D for an event to occur every 30 minutes. The Gamemaster should make sure that everyone is aware of the loss of endurance points as the group moves through rough and very rough terrain.

Unless otherwise specified, an event must be rolled for on the appropriate event table on a throw of 9+. Sometimes, the chance for an event will be greater, due to the proximity of powerful enemy forces, or other factors.

Sunrise occurs at about 0530; sunset at 1900. As usual, the Gamemaster must keep a record of elapsed time. Rest periods are included too, of course, and the players should be subtly reminded from time to time that the deadline for their attack is rapidly growing closer.

One part of the party's gear is a shortwave radio which they may use to contact Castlerosso - either occasionally or on a schedule. IF the players seem to be getting ahead of schedule (they are getting ready to attack the guns Tuesday night, for example), the Gamemaster should crowd the schedule a bit by having HQ tell them the destroyers are moving through the channel at midnight one (or two, or whatever) days early. Things should be arranged so that the guns are blown up just moments before the destroyers arrive - or even after the guns open fire.

There is snow on the ground above the weather line on Mt. Kostos. Snow on rough terrain is treated as very rough terrain/mud for movement purposes. Snow on very

rough terrain is still treated as very rough terrain, but there will be a loss of 2 endurance points per man for every 30 minutes of movement, instead of only one.

IN THE VILLAGES: There are several villages on the island of Navarone. The two biggest are Navarone itself, on the northern coast, and Mandrakos in the interior. Encounter tables are provided for both these villages and an unspecified village. There are German garrisons in each, and the risk of discovery by the enemy is greater. At the same time there is a much greater chance of running into underground fighters, finding vehicles to commandeer, or finding opportunities for creating diversions. Questioning villagers may turn up information on enemy positions or intentions, and there are, of course, many places to hide.

NAVARONE: Navarone is a fishing village lying on a land-locked bay on the north coast of the island. A detailed map of the village is provided.

In the bay are dozens of fishing boats, caiques, launches, and German military craft. One of these must be stolen to allow the team to get off the island at the end of the mission. German launches or E-boats have enough speed to quickly escape the island, but they will have guards aboard, in most cases.

The village itself is typical of Greek island villages - small, with narrow, winding streets, filled with colorful, somewhat volatile islanders . . . mostly fishermen. The eastern part of the town has been evacuated; the concussion from the guns has weakened the age-old structures and brought many down in ruins.

At the easternmost edge of the town is the ruin of a Frankish castle. The road leading through the castle gates leads into the Navarone fortress itself.

The guns are mounted on revolving beds set on railroad platforms, side by side in a cave 150 feet above the waters of the bay. The magazine is directly under the gun-room, and can be reached either through a padlocked door at the end of a tunnel, or by ladder or hoist from the gun-room. An explosion anywhere in the magazine will set off a blast which will obliterate the entire top of the cliff - not to mention the guns.

NAVARONE

1 square = 500 yards

1 hachure line = 100 feet

○ German outpost

● German garrison

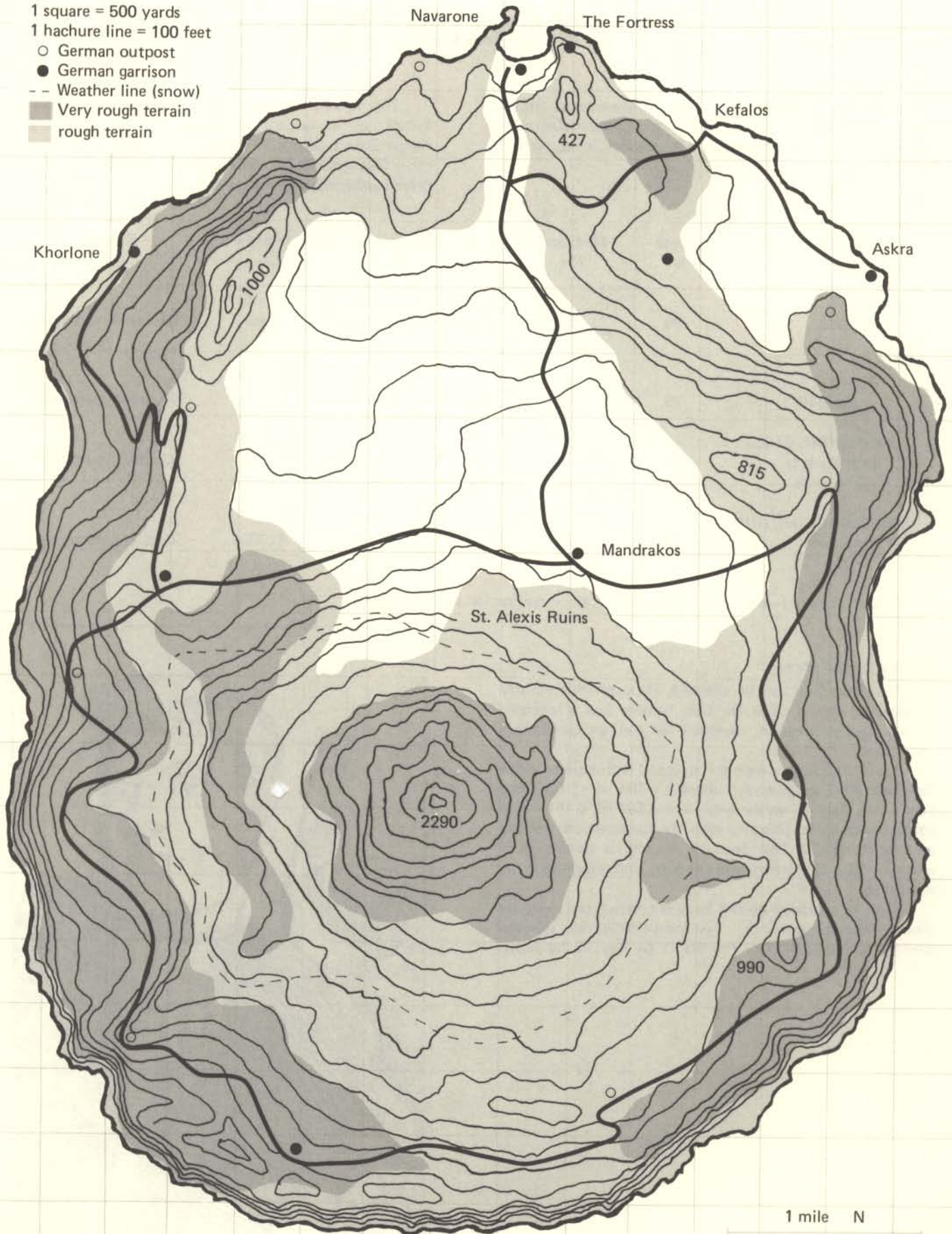
-- Weather line (snow)

Very rough terrain

rough terrain

MAIDOS CHANNEL

NAVARONE CHANNEL



1 mile N

Weapons

The German forces in *The Guns of Navarone* are armed with a variety of weapons which the Gamemaster may choose from the list of weapons in *Behind Enemy Lines'* Basic Rules.

The raiders in *The Guns of Navarone* however are British, or Americans operating with the British Long Range Desert Group. If they desire, they may choose to carry German/MP 38s, GEW 98Ks, or MP40s, or any of the British weapons described below.

Hit on 2D	Close 8+	Medium 10+	Long 12+	Extreme 14+	Rate of Fire	Rounds
CARBINES						
De Lisle	20	60	100	200	½ sec.	10 round magazine
RIFLES						
Rifle No. 1 Mark III*	75	250	500	800	½ sec.	10 round magazine
SUBMACHINE GUNS						
Sten Mark II	20	70	100	150	AUTO	32 round magazine
(Silenced)	15	50	75	125		
LIGHT MACHINE GUN						
Bren Gun	70	200	400	600	AUTO	30 rd. clip magazine

* No footnote — Mark III* is the name of the modification of the Mark III.

SILENCED WEAPONS

The Sten Gun can be silenced, although this slightly reduces the range. The De Lisle carbine was a specially made, silenced weapon, designed for use on clandestine operations.

Shots fired from a weapon equipped with a silencer can be heard 2Dx2 yards away; there is a DM of +1 for every yard LESS than 15 yards range, and a DM of -5 if there is background noise present, such as conversation, vehicle engines running. This formula is used to determine if enemy troops in the area hear the shot, and recognize it for what it is.

Silenced weapons do not have as pronounced a muzzle flash as normal weapons. The modification for sighting silenced weapons as they fire are -1 by day, -3 by night.



Weapon Descriptions

DE LISLE CARBINE

Small numbers of De Lisle carbines were issued for commando raids and other clandestine operations. It was based on the No. 1 Mark III, but had been modified to accept the .45 caliber round used in American pistols, and the barrel was encased in a heavy and extremely effective silencer jacket. Very little data remains on the use or specifications of this weapon.

Caliber: .45 in. (11.43 mm)

Weight (Approx.) 7 lbs. 8 oz.

Feed: 10 round magazine, bolt action.

Effective Range: 70 - 100 yards



RIFLE NO. 1 MARK III*

This weapon was also designated the SMLE - for Short Magazine Lee-Enfield. It first saw use in WWI, where the original Mark III/Standard version was changed slightly to allow increased production, and was designated the Mark III*. It was produced in huge numbers throughout WWII. It was one of the finest service rifles ever made - rugged, easy to load, difficult to jam with dirt or mud, and with a smooth and rapid bolt action. Its only disadvantage was its relatively high production cost. They saw service all over the world, and were even to be found in service with the German army. So many were captured in 1940 that several entire divisions were equipped with them, using 7.7 mm GEW 281(e) ammunition.

Caliber: .303 in. (7.7 mm)

Weight: 8 lb. 9 oz.

Feed: 10 round magazine, bolt action

Effective Range: 400 - 500 yards



STEN MARK II

Over 2 million of these rugged, simple, and effective submachine guns were made. It was never popular with the troops who used it, due to jamming problems with the magazine that were never cleared up through four successive redesigns of this weapon (Marks I-V). In 1943 a silencer was developed for the Mark II, and this became the first silenced submachine gun accepted into service. Many were made, and it was a particularly effective night-combat weapon. The Sten saw widespread use with the British army, British commandos, and with resistance and underground forces throughout Europe.

Caliber: 9 mm (.354 in.)

Weight: 6 lbs. 8 oz.

Silenced: 8 lbs. 12 oz.

Feed: 30 round magazine

Effective Range: 70 - 90 yards.

Rate of Fire: 550 RPM



BREN GUN

This light machinegun was one of the best guns of its kind ever produced. It was the standard light MG for British Commonwealth forces throughout WWII, and provided the main firepower for infantry sections. It was sturdy, easy to operate with few moving parts, and, with the exception of being prone to an easily-cleared feed stoppage, remarkably trouble free. Originally all Bren guns were equipped with clumsy and heavy tripod mounts, but most of these were lost at Dunkerque, and never replaced. The Bren was extremely popular with troops who used it, arousing among them a peculiar and fierce loyalty. The Bren remained in service with the British army until 1960.

Caliber: .303 in. (7.7 mm)

Weight: 22 lb. 5 oz.

Feed: 30 round magazine

Rate of Fire: 450 RPM

Effective Range: 400 - 500 yards



USING THE BREN GUN: The Bren was a light machinegun which may be carried to give extra firepower support during the raid. Any character with an SMG skill level of 1 can use a Bren Gun.

PISTOLS

Any pistol listed in the *Behind Enemy Lines* basic rules including German pistols, may be carried as side arms.

The luger PO8 and Walther P38 may have silencers. Silencers reduce each range value to the following values.

	Close	Medium	Long	Extreme
Myer	10	30	50	100
Walther P38	10	25	60	100

WEAPON WEIGHTS

De Lisle Carbine	7 lbs. 8 oz.
Rifle No. 1 Mark III	8 lbs. 9 oz.
Sten Gun	6 lbs. 8 oz.
Silenced	8 lbs. 12 oz.
Bren Gun	22 lbs. 5 oz.
Bren Magazines	1 lb. for each 3
Clips for Sten Gun	1 lb. for each 10
Clips for Carbine or Rifle No. 1	1lb. for each 20



Characters

The following characters may be chosen by the players to make up the attacking team. Other characters from other *Behind Enemy Lines* campaigns may also be used, or the players may use the character generation rules in *Behind Enemy Lines* to create new characters of their own.

It will increase everyone's enjoyment of the game if a short biography of each character can be sketched out, as given in the examples here. The players should try to keep the actions and decisions of their characters in line with these biographical descriptions.

CAPTAIN KEITH MALLORY

Strength: 8
Endurance: 9
Weapons Handling: 7
Agility: 9
Stamina: 9
Weight: 175 lbs.

Skills: Rifle-3, First Aid-1, Hand-to-hand-2, Leadership-1, Orienteering-3, Pistol-2, Driving-1, Swimming-2, Mountaineering-3.
Languages: Greek-3, German-3, Italian-2

Keith Mallory is famous the world over as a superb mountain climber; he made his reputation before the war in a series of daring and difficult climbs in the Southern Alps.

He has spent the last several months working with the underground in Crete, where he led several clandestine operations against the German occupation forces there. He has been flown out of Crete only two days before the mission to be in charge of transport — ie. to get the attacking team to Navarone and up the southern cliff.

If the players wish to follow the movie version of *The Guns of Navarone* closely, they should remember that Andrea holds Mallory responsible for the deaths of his wife and children. Mallory granted the Germans a truce to take care of their wounded, which they violated in order to attack Andrea's house. Andrea has vowed to kill Mallory as soon as the war is over.

Mallory has been wrestling with the concept that anything is fair in war for some time. "We can only win this war if we're able to be as nasty as the enemy," he said at one point. "But what happens if we wake up some morning and find out we're nastier?"

ANDREA STAVROS

Strength: 9
Endurance: 9
Weapons Handling: 8

Stamina: 9
Weight: 185 lbs.

Skills: Rifle-4, Pistol-2, First Aid-1, Hand-to-hand-3, Orienteering-1, Driving-1, Swimming-2, Mountaineering-1,
Languages: Greek-3, German-3, Italian-3

Andrea Stavros was formally a colonel in the Greek 19th Motorized Infantry Regiment. He hates the Germans with a passion; his family was murdered earlier in the war by a German attempt to trap him. He is stealthy and suspicious, and has survived by taking nothing for granted and trusting no one. He has spent the past months working with the Crete Underground with Captain Mallory.

If the players are attempting to recreate the movie version of *The Guns of Navarone*, this version of Andrea should be used. He blames Mallory for the death of his family, and has vowed to kill him as soon as the war is over. Until then, he keeps Mallory alive on the premise that Mallory alive will kill Germans, while Mallory dead cannot. This attitude will change, and the two men will become fast friends if Mallory saves Andrea's life at some point during the Mission, in any situation where it would not necessarily be to Mallory's advantage that Andrea live. This fact should NOT be revealed to the player playing Mallory.

MAJOR ROY FRANKLIN

Strength: 7
Endurance: 8
Weapons Handling: 6
Stamina: 8
Weight: 185 lbs.

Skills: Rifle-2, Pistol-3, First Aid-1, Hand-to-hand-1, Leadership-1, Driving-1, Swimming-1, Mountaineering-1, Demolitions-2
Languages: German-2

"Lucky" Franklin has been working for many months as a member of the British Long-Range Desert Group. He is courageous and a good leader, but not especially suited for underground operations; his luck has gotten him out of some tight jams. He has done some climbing in the past, but is not nearly as skilled at this as Mallory. He has been given overall command of the attack team.

If the players are recreating the movie version of *Navarone*, the Gamemaster should arrange for an accident to happen to Franklin fairly early in the Mission. In the movie plot, he was badly injured in a fall while climbing the Southern cliff, and was subsequently used by Mallory to pass on misinformation to his German captors.

Players NOT interested in the movie version will probably do better without him!

CORPORAL DUSTY MILLER

Strength: 8
Endurance: 9
Weapons Handling: 8
Stamina: 9
Weight: 165 lbs.

Skills: Rifle-3, Pistol-1, First Aid-2, Hand-to-hand-1,
Driving-1, Demolitions-3
Languages: German-1

Dusty Miller is an American, born in California, serving with the Long Range Desert Group. He is a brilliant demolitions man; in civilian life he was a chemistry teacher, and is known in the service by the nickname "professor". He has repeatedly refused offers of a commission, preferring instead to serve in the ranks without the headaches of command responsibility. He doesn't like getting involved, but does feel a sense of outrage when he sees people using other people, or not playing the game of war according to the "rules". As the expert in explosives on the Navarone attack team, he will be forced to shoulder responsibility — or be responsible for the team's failure.

He cannot swim, and will constantly remind the team leaders of this fact during the boat trip, and whenever else the situation dictates. He survives the idiocy of war by being something of a smart-alec, and making jokes.

CORPORAL BROWN

Strength: 7
Endurance: 8
Weapons Handling: 8
Agility: 9
Stamina: 8
Weight: 155 lbs.

Skills: Rifle-3, SMG-3, Pistol-2, Hand-to-hand-2
(except with knife, which gives him a skill of 3),
Driving-1, Swimming-2, Orienteering-1

Corporal Brown is the expert mechanic and radio man in the attack group. He is also known as "The Butcher of Barcelona", having served with the Republicans in Spain. He has a reputation for being a merciless, steel-nerved killer.

Brown's mechanical aptitude allows him to repair any machine NOT deemed to be irreparable by the Gamemaster by rolling 2D for each half hour he works with it. He will repair the machine on a roll of 9+; a DM of +2 is permitted if he has a set of tools designed for the job at hand available. He is particularly useful for tinkering with the caique's engine, repairing auto or truck engines on the island, and for repairing the radio should it be damaged.

Unknown to his comrades, the Butcher of Barcelona is sick of killing. If this mission is played out along the lines of the movie version of *Navarone*, the Gamemaster might OCCASIONALLY (but at critical moments) cause Brown to hesitate — reflected by having the German he is facing shoot or strike first. This should ONLY be done with the player's co-operation and knowledge; he should keep in mind that his character does not WANT to kill unless absolutely necessary.

PRIVATE SPIRO PAPPADIMOS

Strength: 8
Endurance: 8
Weapons Handling: 8
Agility: 10
Stamina: 8
Weight: 145 lbs.

Skills: Rifle-2, SMG-4, Pistol-2, Hand-to-hand-2,
Driving-1, Swimming-2
Languages: Greek-3

Pappadimos was born on Navarone, and his family is still there. In fact, both his father and his sister are resistance fighters on the island. He was sent to America for education 10 years ago, but has received rather the wrong sort of education. He has been characterized as "a born killer". He feels guilty about having cut himself off from his family, but will be glad to see them again. With sufficient provocation — such as learning that his father or sister have been killed, or his village or Mandrakos burned, he will enter into a personal vendetta against the Germans, and look for opportunities to kill them no matter what the immediate needs of the mission, and no matter what the risk. This should be done ONLY with the player's knowledge and cooperation, of course. In such a circumstance, he will willingly trade his life to allow another team member to escape — if that trade means killing a number of Germans. He will give up the vendetta only if the player decides to turn back to rescue one of his team mates INSTEAD of killing more Germans. If he decides to do this, his vendetta is over, and he will rejoin the team.

These six characters are drawn from the movie version of *The Guns of Navarone*. The following characters are ALTERNATE characters to some of the above, should the players want to play the same people, but with different motives or histories.

ANDREA STAVROS

Strength: 11
Endurance: 10
Weapons Handling: 8
Agility: 9
Stamina: 11
Weight: over 200 lbs.

Skills: Rifle-4 SMG-3, Pistol-3, Hand-to-hand-3, Leadership-1, Driving-1, Swimming-2, Mountaineering-2, Orienteering-2, Demolitions-1
Languages: Greek-3, German-3, Italian-3.

THIS Andrea Stavros is a sworn friend of Keith Mallory; they have saved each other's lives many times over, both in Greece and in Crete. Stavros hates the Germans who killed his family early in the war, but stronger still is his loyalty to Mallory.

Stavros' vast skill and experience allows him to move silently and swiftly when stalking German sentries. He is often underestimated, for his huge bulk LOOKS like fat. Many times he has convinced interrogating Germans that he was a harmless, fat, old Greek fisherman or peasant not

worth their attention. Should Andrea use this approach on any Germans, he will get an automatic -2 against their suspicion levels.

CORPORAL DUSTY MILLER

Strength: 7
Endurance 8
Weapons Handling: 9
Agility: 9
Stamina: 8
Weight: 165 lbs.

Skills: Rifle-4, Pistol-2, First Aid-2, Hand-to-hand-2, Driving-1, Swimming-2, Demolitions-3

This version of Corporal Miller has seen a great deal of action against the Germans. He first lied his way into the RAF to see some action, but, much to his disgust, was stuck in the aft turret of a Wellington bomber. On his first flight he was shot down over Greece. He proceeded to go AWOL from the air force, and was headed north to fight Italians when he ran into the Germans coming south to fight him. He was evacuated by a destroyer just ahead of the advancing enemy armor. The ship was sunk out from under him; then the destroyer which picked him out of the water was sunk out from under him. He reached Alexandria in an ancient Levantine caique with an ingrained hatred of aircraft and boats. He joined the Long Range Desert Group, and went off to battle Rommel in Libya. Now he has been assigned to the Navarone team as demolitions expert.

Miller has a deep aversion to spit-and-polish. He is lean, stringy, and tough, but with an easy-going and freindly manner.

PETTY OFFICER CASEY BROWN

Strength: 8
Endurance: 9
Weapons Handling: 7
Agility: 8
Stamina: 9
Weight: 175 lbs.

Skills: Rifle-2, SMG-3, Pistol-2, First Aid-1, Driving-1, Swimming-2, Hand-to-hand-3

THIS Brown is from Scotland, and is superbly skilled both with engines and radios; the rules presented in the character biography of "Butcher" Brown for repairing machines should be applied to Casey Brown as well. His combat experience comes from numerous SOE and Special Boat Service raids in the Aegean and off the Libyan coast.

These characters give some diversity to the "official" characters from *The Guns of Navarone*. Naturally only one Andrea, Miller, or Brown should be used in any one game. The following characters were not seen in the movie, and may be employed instead of or in addition to, any of the characters already listed.



LIEUTENANT ANDREW STEVENS

Strength: 8
Endurance: 8
Weapons Handling: 8
Agility: 9
Stamina: 8
Weight: 185 lbs.

Skills: Rifle-2, Pistol-1, Mountaineering-3, Orienteering-3, Driving-1, Swimming-2
Languages: Greek-3

Stevens has no combat experience, but he is an expert climber. He would serve well as navigator on the caique, and as second-in-command for an expedition which had to scale cliffs. He is young, eager, and enthusiastic. He sees war as something honorable and exciting, a chance to prove one's bravery and skill.

SERGEANT ROGER CHAMBERLAIN

Strength: 9
Endurance: 10
Weapons Handling: 8
Agility: 7
Stamina: 10
Weight: 195 lbs.

Skills: Rifle-2, SMG-4, Pistol-1, First Aid-2, Driving-1, Swimming-1, Orienteering-2, Demolitions-1, Hand-to-hand-3

Chamberlain has seen long and constant service with the Long Range Desert Group in North Africa. He is credited with leading a squad of commandoes 150 miles behind enemy lines to blow up one of Rommel's fuel dumps. He is tough and is not afraid to risk disciplinary action in the face of what he calls "smart-brass stupidity". At the same time, he has been in the army for fifteen years,, and knows how to receive and carry out orders.

His favorite weapon is an American-made Thompson SMG.

CORPORAL ANTONIO ANTONELLI

Strength: 7
Endurance: 9
Weapons Handling: 6
Agility: 10
Stamina: 8
Weight: 145 lbs.

Skills: Rifle-2, SMG-2, Hand-to-hand-2 (unless using a knife, which gives him a level 3), Driving-1, Swimming-2, Bayonet-3
Languages: Italian-3

Antonelli comes from New York, son of Italian immigrants. He has a particular hatred of Germans and the "Fascist trouble makers" who brought Italy into the wrong side of the war. He kills Germans without mercy, with something in the air of a vendetta. He wanted to join the British army as soon as the war began, but was refused. He went to Africa anyway, however, and proved invaluable with Wavell's forces against the Italians in Libya, and was eventually signed up with the Long Range Desert Group.

CORPORAL RODNEY BAILEY

Strength: 8
Endurance: 10
Weapons Handling: 7
Agility: 6
Stamina: 9
Weight: 175 lbs.

Skills: Rifle-2, SMG-2, Hand-to-hand-2, Driving-1, Swimming-1, Demolitions-3

"Boomer" Bailey is an ex-coal miner from Hereford who had extensive experience with explosives and demolitions equipment before the war. He first joined the Royal Engineers, but soon after arranged a transfer to the Long Range Desert Group. He became notorious in North Africa for his daring and successful attacks on German ammo dumps, motor pools, and headquarter buildings.

His favorite weapon is the Sten Gun.

NICOLAI "DOC" POUPOPOULUS

Strength: 6
Endurance: 9
Weapons Handling: 7
Agility: 7
Stamina: 8
Weight: 175 lbs.

Skills: Rifle-2, Pistol-1, First Aid-3, Driving-1, Mountaineering-2, Orienteering-2

Languages: Greek-3, Italian-3

Doc Poupopoulus was a physician in Northern Greece when the war began. Because of his knowledge of the countryside, he became an experienced scout for the British army and, after the evacuation, stayed with them as an attached civilian doctor whose combat experience made him a good long-range scout as well. He is 47 years old — old for a commando — but he has a fierce desire to see his homeland freed. He was picked for the Navarone mission because of his knowledge both of Greek and Greek customs, for his mountaineering experience (he did some climbing in Switzerland before the war), and because his medical skill may mean the difference between success and failure on a mission where so many of the team members are the one-and-only experts in their particular fields.

CORPORAL JOHN ANDREWS

Strength: 10
Endurance: 10
Weapons Handling: 8
Agility: 7
Stamina: 10
Weight: Over 200 lbs.

Skills: Rifle-4, SMG-2, Pistol-2, Hand-to-hand-3, Bayonet-4, Mortar-2, Driving-1, Swimming-3, Mountaineering-1, Orienteering-1

Corporal Andrews stands 6'6" tall, and it was perhaps inevitable that he should receive the nickname "Little John" when he joined the army — especially since he came from Nottingham, England. He is slow moving and quiet, with a peaceful nature — but he is also one of the best weapon experts in the Long Range Group. He had a brother killed at Tobruk. Since then, he has notched his beloved SMLE's stock for every dead German. His total now stands at 93, and he's eager to make it 100. His expert skill with a rifle has made him valuable as a sniper on extended patrols behind enemy lines in the desert.

CORPORAL ROMAL WALESZYZYNSKI

Strength: 7
Endurance: 10
Weapons Handling: 8
Agility: 10
Stamina: 9
Weight: 155 lbs.

Skills: Rifle-3, Pistol-2, SMG-3, First Aid-1, Driving-1, Orienteering-2

Languages: Greek-1, German-3, Italian-2

Waleszyzynski escaped the fall of Poland by making his way south through German territories to reach Greece. Intending to join the free-Polish units forming in England, he was temporarily attached to the British army that he became permanently assigned to the Long Range Desert Group. Waleszyzynski is vocal in his belief that the British ought to invade Greece from Southern Italy, and sees his

activities in the Eastern Mediteranian as moves in the right direction. He hates Russians almost as much as he hates Germans, and would like to see Poland liberated by anyone OTHER than the USSR.

PRIVATE REGINALD BENEDECK

Strength: 9
Endurance: 7
Weapons Handling: 8
Agility: 6
Stamina: 8
Weight: 175 lbs.

Skills: Rifle-3, SMG-3, Pistol-1, First Aid-2,
Bayonet-2, Driving-1, Demolitions-1

"Eggs" Benedeck got his nickname from his love of hand grenades. He won the DSM at Alamein for destroying 3 Mark IV tanks in rapid succession by climbing up on their turrets, opening their hatches, and dropping a grenade inside. Most of his comrads think him somewhat balmy; he loves fiddling with explosives, detonators, and grenades as though he wondered what made them go, and professes to like grenades because of their satisfying K'BANG! He never goes into combat without at least 10 grenades hooked to his battledress, and prefers using them to a rifle. Benedeck has a special skill throwing grenades; his throws have an automatic -2DM on each attempt to hit the target. (Remember that ONLY a throw of 2 exactly — snake eyes — results in a dud grenade, before

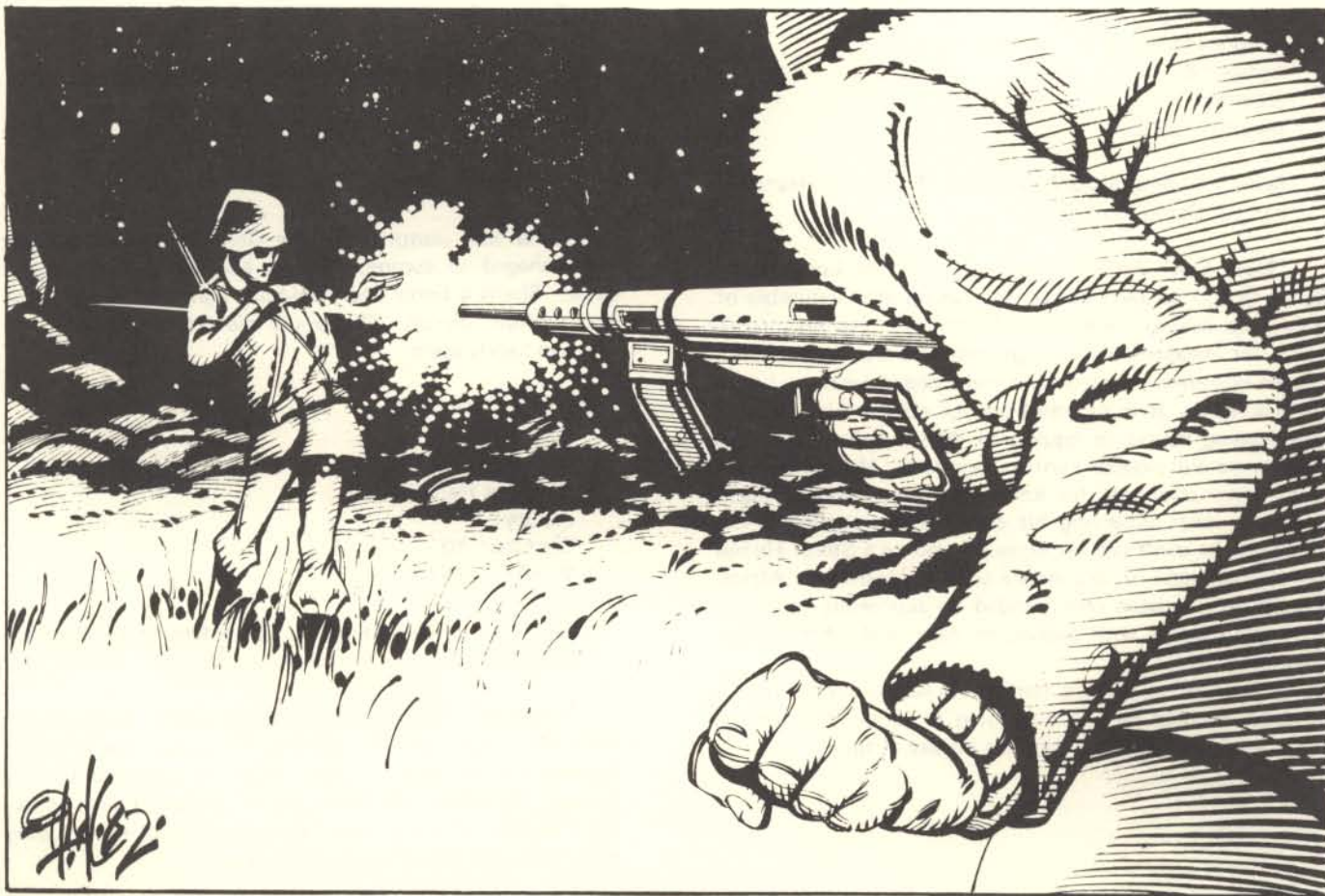
any DMs are made). He has been temporarily assigned to the Long Range Desert Group as a stand-by explosives expert for the Navarone assault.

PETTY OFFICER HARRY BATES

Strength: 9
Endurance: 8
Weapons Handling: 7
Agility: 8
Stamina: 9
Weight: 155 lbs.

Skills: Rifle-2, SMG-3, Orienteering-2, Swimming-3,
.30 caliber MG-2

Bates has been in the Special Boat Service since the German invasion of Greece, and has seen action throughout the Aegean and off the Libyan coast. His knowledge of the islands off the Turkish coast may be valuable during the voyage to Navarone, and his familiarity with HMGs may come in useful should an enemy gun be captured.



SERGEANT IAN MACDONOUGH

Strength: 9
Endurance: 8
Weapons Handling: 9
Agility: 8
Stamina: 9
Weight: 185 lbs.

Skills: Rifle-4, SMG-3, Pistol-3, Driving-1, Orienteering-2, Bayonet-2, Hand-to-hand-3

MacDonough is from Aberdeen, and has the traditional Scot's eye for machines. In situations where he sets to trying to repair an engine or machine, use the same rules as given for Butcher Brown at the beginning of this section. He is also a weapons expert, qualifying as an expert shot with a rifle, but preferring to carry an MP40 which he captured from a German in hand-to-hand combat during a raid in Libya. When Tobruk fell, he escaped his captors and made his way over two hundred miles in a succession of captured enemy vehicles, reaching friendly lines after two eventful weeks. Since then he has worked with the Long Range Desert Group, leading recon patrols and raiding missions deep behind enemy lines. He cannot swim, and is terrified of water, but he is a good soldier and will follow orders to the best of his ability. He would prefer to stand and fight the Germans, however, than to dive into deep water.

CORPORAL JACK ADDISON

Strength: 10
Endurance: 8
Weapons Handling: 7
Agility: 8
Stamina: 9
Weight: 195 lbs.

Skills: Rifle-2, SMG-2, Driving-1, Bayonet-3, Hand-to-hand-3, Demolitions-2

"Mad Jack" Addison has been with the Long Range Desert Group for over a year, and has survived a number of raids deep behind the enemy's front lines. He has a reputation for sneaking off at night armed only with a knife, to take out enemy sentries and machinegun nests . . . hence his nickname. It is rumored that he achieved his stalking skill leading safaris in equatorial Africa before the war, a rumor he will neither confirm nor deny. He spends most of his time stropping his knife — a keen, double edged stilleto — and unnerving his comrades by giggling a lot.

When he can't use his knife he prefers a Sten. He has had a great deal of experience with explosives in Africa, though he has been reprimanded on numerous occasions for being careless with explosives, caps, and other dangerous gear.

After hearing that his family was wiped out during the Blitz, he decided he was not going to survive the war, an attitude which makes his comrades uneasy at times.

Two resistance fighters on the island figured prominently in the original *The Guns of Navarone*. One, two, or three characters can be chosen from the following list of underground fighters; these can be used either as player characters or as non-player characters. One of them MAY be a traitor. This possibility is discussed in the section of this booklet entitled "The Plot".

MARIA PAPPADIMOS

Strength: 6
Endurance: 8
Weapons Handling: 9
Agility: 8
Stamina: 7
Weight: Less than 130 lbs.

Skills: Rifle-2, SMG-2, Pistol-3, Driving-1, Orienteering-2, Swimming-2
Language: Greek-3, English-3

Maria Pappadimos is the sister of Spiro Pappadimos, who may be one of the men along the Navarone attack team. She has lived with her father on Navarone for most of her life. She is a brave and valiant fighter. No matter what happens on Navarone, she will remain on the island to continue the fight for her home's freedom.

ANNA

Strength: 7
Endurance: 7
Weapons Handling: 8
Agility: 9
Stamina: 7
Weight: Less than 130 lbs.

Skills: Rifle-2, SMG-3, Pistol-1, Driving-1, Orienteering-2, Demolitions-1
Language: Greek-3, English-3

Anna was captured by the Germans some time ago; she managed to escape, but she has not spoken a word since. She is a fierce and steel-hard fighter, however, who kills without mercy. She would die rather than fall into German hands again.

NIKOS PAPPADIMOS

Strength: 9
Endurance: 10
Weapons Handling: 6
Agility: 6
Stamina: 10
Weight: 175 lbs.

Skills: Rifle-4, Pistol-1, Orienteering-3, Hand-to-hand-2

This is the main underground contact on Navarone; if he is NOT available when the attack force arrives, it will be because he has been recently killed or captured by the enemy. He knows the entire island intimately, and knows the location of every cave, every pass, and every hiding place that might be of use to the team.

While looking older than his age at 48, he nevertheless appears somewhat lean and weathered.

MIKOS TRAHANATZIS

Strength: 8
Endurance: 6
Weapons Handling: 6
Agility: 8
Stamina: 7
Weight: 185 lbs.

Skills: Rifle-2, SMG-2, Pistol-1, Hand-to-hand-1, Driving-1, Orienteering-2, Swimming-2
Languages: Greek-3, German-2, English-3

Trahanatzis lives in Navarone in the shadow of the cliff-fortress. He owns a small fishing boat, which he has used on numerous occasions to smuggle weapons, fugitives, and other illegal cargos in and out of the port. His boat (a caique identical to the one used to get to Navarone) is too slow to provide a speedy escape from the island, but in other circumstances might give the attackers a chance to escape.



VASSILIS VLACHOS

Strength: 7
Endurance: 6
Weapons Handling: 6
Agility: 9
Stamina: 7
Weight: 155 lbs.

Skills: Rifle-1, Pistol-2, Orienteering-2, Swimming-2, Driving-1
Languages: Greek-3, English-3, German-1

Vlachos is the elder son of Eugene Vlachos, a rich man who once owned Navarone, but who was forced to flee when the Germans came. He was captured when the family fled; he was eventually released when the Germans decided he was harmless, and he has been working with the underground since. He deeply wants to regain the family's rich estates in the hills south west of Navarone.

ELENI STAVRIANOS

Strength: 9
Endurance: 6
Weapons Handling: 10
Agility: 7
Stamina: 8
Weight: 165 lbs.

Skills: Rifle-5, SMG-3, Pistol-3, Demolitions-2, Hand-to-hand-2 (except for when he uses a knife, when it is a 3), Driving-1, First Aid-1, Swimming-2
Languages: Greek-3, English-3, Italian-3

Stavrianos is a veteran of underground fighting against the Italians in Albania and the Germans in Greece. He fought for a time with the underground in Crete, but returned to his home on Navarone six months ago to carry on the fight there. He is a tough and experienced fighter who hates Germans and Italians with a passion.

LOUKI

Strength: 8
Endurance: 9
Weapons Handling: 6
Agility: 10
Stamina: 9
Weight: 155 lbs.

Skills: Rifle-2, SMG-2, Pistol-2, Demolitions-1, Hand-to-hand-2, Driving-1
Languages: Greek-3, English-3

An inhabitant of Mandrakos who has worked with British agents on the island before. He is freindly and outgoing, and a veteran of countless skirmishes with the Germans. He knows of many hiding places on the island, and how to get around without being seen.

PANAYIS

Strength: 9
Endurance: 7
Weapons Handling: 9
Agility: 9
Stamina: 8
Weight: 155 lbs.

Skills: Rifle-2, SMG-2, Pistol-3, Demolitions-1, Hand-to-hand-2 (unless armed with a knife, when it is 3), Driving-1, Swimming-1
Languages: Greek-3, German-2

An inhabitant of Mandrakos, and a close companion of Louki. He is a small, dark, silent man, with a reputation for being a merciless and cold-blooded killer. He is rumored to have fought with the underground in Crete, then to have island hopped to Navarone in a small open boat. He speaks no English, and says little, but knows the island intimately.

GERMAN CHARACTERS: Several German NPCs are listed below. These should be used whenever the attackers encounter sentries, soldiers, or officers whom they wish to get past using "fast talking and bluffing". A line or two describes the "operative phrase" for each soldier; any player character who uses this phrase in conversation with the enemy NPC will have that NPC's suspicion level immediately reduced by 1D.

These characters should provide the Gamemaster with examples for the creation of his OWN enemy NPCs. The operative phrases for each can be elaborated upon or swapped around; certainly the players should never be able to identify a given enemy soldier or his operative phrase before or during conversation with him. The operative phrases are all rather general, and should be flexible enough that the Gamemaster can allow success on a "near hit". Combinations are possible. For example, Major Meusel, who might be impressed by one of his captives declaring himself to be a traitor, might also respond favorable if one of the captives clicked his heels, threw up his hand and shouted "Heill Hitler!" — the same as Corporal Kellermann. He would no doubt begin a check to corroborate the captive's story — that he was a German infiltrator, for example, — but his suspicions might be lulled enough that the captives would find a chance to escape.

All such encounters should be played out as a dialogue between the NPC and the player characters, with the Gamemaster making judgements as the play proceeds on the believability of the player's stories, and the NPC's gullibility.

COLONEL HANS SESSLER

Strength: 6
Endurance: 9
Weapons Handling: 6
Agility: 8
Stamina: 8
Weight: 185 lbs.

Skills: SMG-1, Pistol-3, Hand-to-hand-1, Driving-1, Leader-1
Languages: German-3, English-3, Greek-3

Sessler is a cold, vicious SS man in charge of security at the fortress. If any of the Navarone raiders or underground people are captured, he will interrogate them personally as quickly as possible.

A great deal of intelligence has reached him concerning the proposed raid on Navarone from spies in Alexandria and Castlerosso. He will have detailed information on any skirmishes or incidents involving the caique during her passage to Navarone. He is certain that he has captured the Navarone raiders, and cannot be convinced otherwise. He knows the names and backgrounds of the leader. He can, however, be convinced that one of the party — particularly Andrea or one of the Greeks in the group — is a traitor, but only if that person tells him the details of the mission and does not lie. Any "confession" along these lines will serve as an operative phrase, and may give the prisoners their chance to break free.

MAJOR SIEGFRIED MEUSEL

Strength: 9
Endurance: 10
Weapons Handling: 8
Agility: 8
Stamina: 10
Weight: 175 lbs.

Skills: Rifle-2, SMG-3, Pistol-3, Hand-to-hand-2, Driving-1, Leader-1, Orienteering-2, Mountaineering-3, Swimming-2
Languages: German-3, English-3

Meusel is the commanding officer of a detachment of elite Alpinkorps (mountain troops) stationed in a garrison on Mt. Kostos. If word is recieved that the attackers have made it up the cliff and onto Mt. Kostos, he will be in charge of attempts to track them down, and will interrogate any prisoners taken in subsequent actions. He is honorable, believes strongly in the traditional "rules of war", and disagrees with the cold-blooded methods of his superior, Colonel Sessler. His suspicion level will INCREASE by 1D if anyone identifies himself as a traitor to Meusel; he despises such people. The operative phrase is anything by one of the Greeks (including Andrea) suggesting that they were innocent fishermen forced to come along by the British commandoes. If convinced by this story (his suspicion level is reduced to 1) he will be able to convince Sessler in the story's truth when he arrives to interrogate the prisoners.

SERGEANT DIETRICH MOLTKE

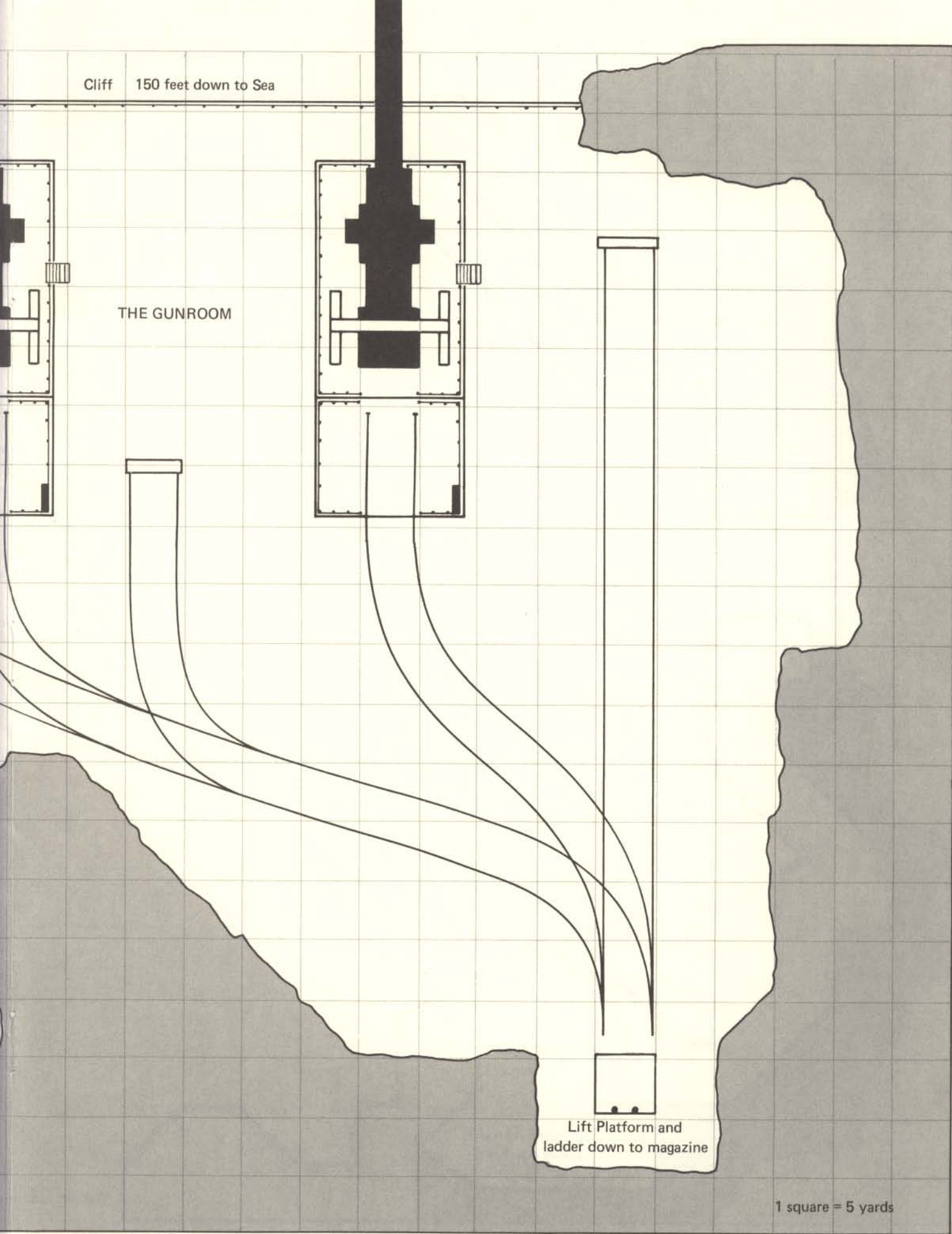
Strength: 9
Endurance: 9
Weapons Handling: 7
Agility: 6
Stamina: 9
Weight: 195 lbs.
Skills: Rifle-3, SMG-3, Pistol-2, Hand-to-hand-3, Driving-1, Leader-1
Languages: German-3, English-1

Cliff 150 feet down to Sea

THE GUNROOM

Lift Platform and
ladder down to magazine

1 square = 5 yards



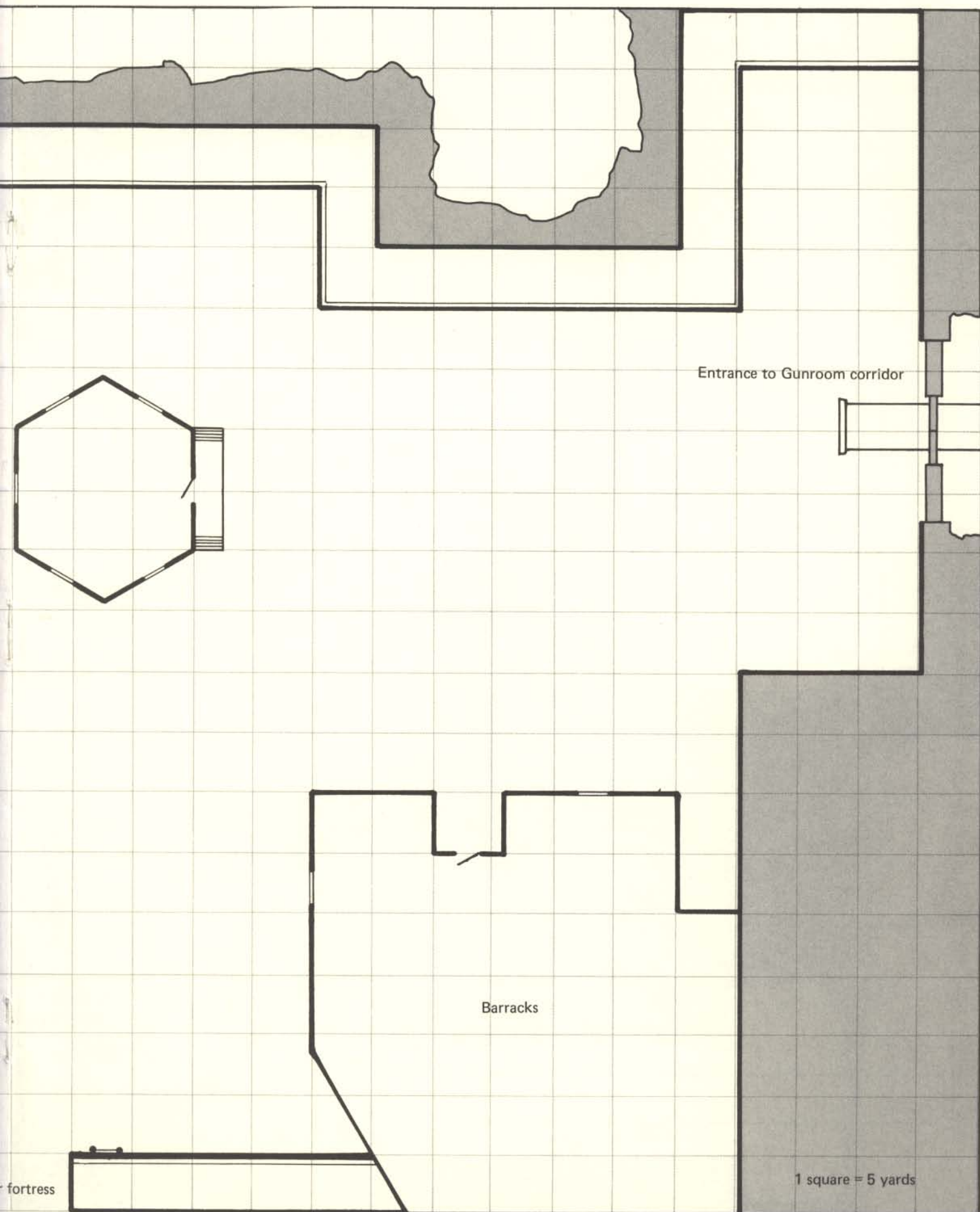
Wall with parapet 5 yards above courtyard

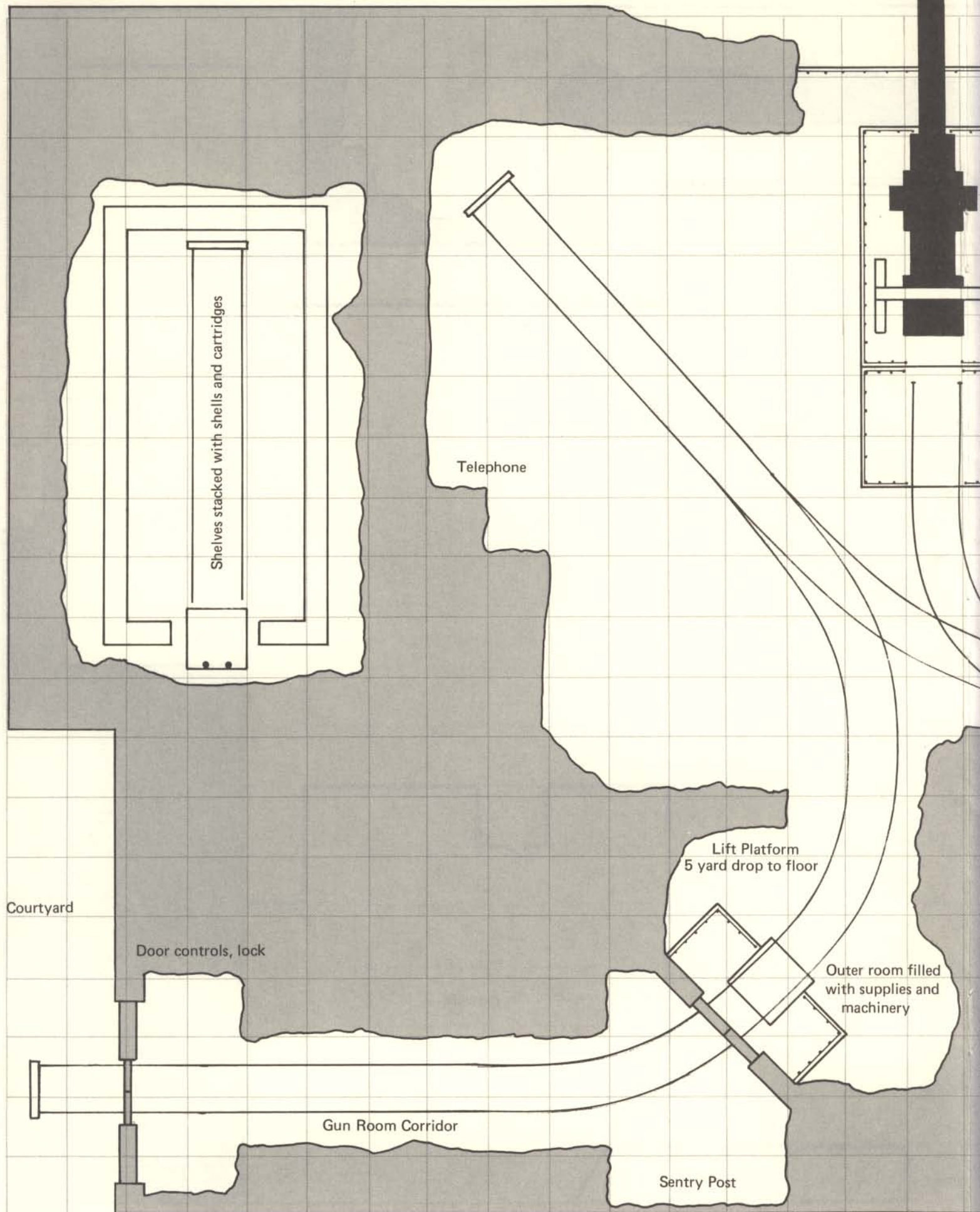
FORTRESS COURTYARD

Tower

Platform 15 yards
above courtyard

Gate to lower fo





Moltke is a typical German sergeant who may be encountered anywhere on the island, probably in command of a small detachment (4-8 men) on patrol or sentry duty. He is extremely conscientious, and holds duty to be a sacred thing.

His operative phrase is anything which suggests that he has failed in his duty — ie. the Britishers have gotten past him or tricked him or used him to their ends.

CORPORAL HANS JAEGER

Strength: 7
Endurance: 8
Weapons Handling: 7
Agility: 6
Stamina: 8
Weight: 155 lbs.

Skills: Rifle-3, SMG-3, Hand-to-hand-1, Driving-1
Language: German-3

Jaeger is a veteran of Greece and Crete, stationed now to guard the guns at Navarone. He may be encountered anywhere as a sentry, guarding a gate or door, or manning a post alone or with 1 or 2 others — where he will be in charge.

His operative phrase has to do with real or imagined wrath from on high. A commando disguised as a German officer need only yell at him, scream orders, or become violently angry to command absolute obedience from Jaeger.

CORPORAL HERMANN SCHULTZ

Strength: 9
Endurance: 6
Weapons Handling: 6
Agility: 9
Stamina: 8
Weight: 195 lbs.

Skills: Rifle-4, SMG-3, Driving-1
Language: German-3

Schultz is typical of many soldiers; he tries to do his job and stay unnoticed by his superiors. He served in France and in Italy, but is terrified of one thing — the Russian Front.

His operative phrase is to be threatened (by someone disguised as an officer, of course) with being sent to the Eastern Front.

CORPORAL LUTZ ZUCKSCHWERDT

Strength: 7
Endurance: 6
Weapons Handling: 7
Agility: 9
Stamina: 7
Weight: 165 lbs.

Skills: Rifle-3, SMG-2, Bayonet-4, Hand-to-hand-3, Driving-1
Language: German-3

Zuckschwerdt might be encountered as a sentry almost anywhere on Navarone. He is young and eager — only recently having moved from the Hitler Jugend to the regular army. He is a dedicated Nazi.

His dedication to the Cause can get him into trouble. His operative phrase is any sudden and urgent call to duty; "Come on, the Britishers are coming!" might well (if his suspicion level is reduced to 1) cause him to leave his post at a critical moment.

CORPORAL LOTHAR KOCH

Strength: 8
Endurance: 10
Weapons Handling: 8
Agility: 7
Stamina: 9
Weight: 175 lbs.

Skills: Rifle-2, SMG-3, Hand-to-hand-2, First Aid-2, Driving-1, Swimming-3
Languages: German-3, English-2

Koch can also be found in command of small sentry detachments, or on guard duty anywhere on the island. He is meticulous in his appearance, manner, and soldierly conduct, and prides himself in being a model German soldier. This is possibly due to the fact that he was recently featured in an article in the German propaganda magazine, Signal.

His operative phrase is anything suggesting that he has failed in his duties — even something as trifling as dirt on his always-immaculate uniform. He may lose all suspicions of unknown officers (his suspicion level reduced to 1) if one begins chewing him out for improper conduct, and anything they require of him.

CORPORAL HANS KELLERMANN

Strength: 9
Endurance: 9
Weapons Handling: 8
Agility: 10
Stamina: 9
Weight: 185 lbs.

Skills: Rifle-5, SMG-3, Hand-to-hand-3, Orienteering-2, Mountaineering-3
Languages: German-3, Greek-3

Kellerman might be a sentry or one of Sessler's mountain troops. He is fiercely loyal to the Fatherland, and dedicated to the Reich. His operative phrase would be a snappy salute and "Heil Hitler", or any appeal to the Fatherland in conversation with him.

Event Tables

This section presents the Gamemaster with a number of event tables, each of which applies to a different part of the saga of Navarone. As always in *Behind Enemy Lines*, the Gamemaster should not feel constrained by these tables. If there is a specific encounter which he would like to bring into the game, he should feel free to do so without worrying about die rolls. Many of these events are drawn from the movie version of *The Guns of Navarone*. Others did not occur in the movie — but they MIGHT have, and they are presented here to allow the widest possible choice for exciting and dangerous encounters in the course of the Mission, and to allow the Gamemaster to keep the players — even the ones who have seen (or played *The Guns of Navarone* five or six times — guessing!

These event tables may also be used simply as sources of ideas, allowing the Gamemaster to make up his OWN detailed event tables for either an assault on Navarone, or for a Mission or campaign of his own invention.

Each Event Table begins with a brief description of how and when the table should be used. Remember that individual events can be — and should be — tailored by the Gamemaster to fit smoothly into the current situation, taking into account events which have already occurred. The Gamemaster should think of each event as a set of ideas which should trigger in him ideas of his own about what might happen next in the adventure.



EVENT TABLE 1: Aboard the Caique

Once the Navarone raiding party sets sail in their ancient Levantine fishing boat, they will be at sea for somewhere between 5 and 15 hours (unless they are forced to stop over some-place along the way). EACH HOUR the caique is at sea during daylight, the Gamemaster should roll 1D every hour to determine whether or not the party has been spotted. On a roll of 6, a small German observation aircraft (unarmed) will fly overhead and circle the caique several times. If the group is foolish enough to open fire on the aircraft, they will NOT be able to shoot it down, and any subsequent encounters with German forces will find the enemy prone to shoot first and question later, being COMPLETELY unreceptive to attempts by the commandoes to fast-talk their way out of trouble. If the group is wearing typical Greek fishermen's garb and if they wave or do nothing, subsequent encounters with German forces have a chance, at least, of being resolved by verbal combat instead of bullets.

AFTER a German observation aircraft has been passed overhead, the Gamemaster can STOP rolling 1D for this event, and begin rolling 2D on this Event Table once each hour.

Die	Event	Description
2	German U-Boat approaches caique.	U-boat will pull alongside, and the Captain will put a search party aboard. (SEE: BOARDING PARTY description after this table).
3	A caique similar to the raider's vessel is seen in the distance. After 2 hours (during which no event rolls are made) it draws close enough to be identified as a German caique.	The German caique flies the German naval ensign, and mounts 2 Spandau machineguns, one on the foredeck, one on the after deck. The captain will order the raiders' caique to heave to and receive a boarding party. (SEE: BOARDING PARTY).
4-5	A German E-Boat is seen bearing down on the caique at high speed. It draws alongside in minutes.	The E-Boat is armed with 2 Spandau MGs, 1 aft, 1 forward. The Captain will order the caique to heave to, and put across a boarding party.
6	Engine breaks down.	A character described as being a good mechanic can try to repair the engines by rolling 9+ on 2D each ½ hour. On a roll of 2-4, the engines will prove to be irreparable. The caique can proceed under sail.
7-9	No event.	
10-11	The party will receive word over their radio that storms are expected in the area. In 1D hours, large black clouds will be seen looming on the horizon. 1D-2 hours after THAT, the storm will break.	The storm will last 2Dx10 minutes, during which time water will come aboard (as described in the section on the caique). If the craft seems to be in danger of foundering, the commander may decide to find an island to put in at, while they wait out the storm.
12	German aircraft attack.	A lone ME-109 makes 1D passes, skimming overhead in repeated straffing runs. Roll 2D for each man to pass. He will receive 1 hit on a roll of 10+. A DM of -1 is permitted for characters who take cover on the deck, 1D-2 if they are below decks. Each attack does 1D damage against the caique's 25-point "demolitions value".

BOARDING PARTY: If the caique is approached by a German naval vessel (U-boat, armed caique, or E-boat), the following sequence of events will occur.

The Captain of the enemy vessel will hail the British party **IN ENGLISH**, ordering them to heave to (drop sail if the engine has broken down), and prepare to receive a boarding party. Assuming the Britishers are wearing civilian clothes at the time, any reply to the Germans in English will certainly give the show away. The Germans are fairly certain that this caique is crewed by commandoes, but they are not certain. They will hail the craft in English in an attempt to trick them. The players must specify at the time that they are answering in Greek, German, or some other language than English. If they answer in English (in game terms, answer without telling the Gamemaster that they are doing it in another language), they will not have a chance on engaging in verbal combat (ie. lowering the German captain's suspicion level).

The best response to the challenge is to pretend not to understand until the German officer repeats his orders in Greek.

The enemy vessel will be drawn close alongside, and 1D naval troops will come aboard immediately, and cover the commandoes with MP40 submachine guns. A moment later, after the two vessels have been drawn closer together with lines fore and aft, a German naval officer and 3 more men will come aboard. The officer is armed with a Walther P38, while the enlisted men carry MP40s. The entire operation is covered by other troops aboard the enemy craft with machineguns and sidearms.

The German officer will not be prone to being dissuaded from searching the caique; he is certain enough that this is the vessel he has been searching for that, while he may be somewhat lulled by protestations of innocence, he will still carry out his search. He **WILL** find the raiders' stores of weapons and explosives if he searches. The search will be carried out with ruthless and efficient precision. Only an attack by the raiders will interrupt it — and that attack will have to be sudden, vicious, short, and sharp to be successful.

Miller (or anyone with at least Demolitions level 2) will have been able to wire up small bombs from ½ lb. blocks of TNT or sticks of dynamite, fitting them with simple 3-5 second mechanical fuses. These can be tossed at the enemy vessel.

Homemade bombs can be thrown like grenades. Range may vary, but will never be more than 20 yards. The target will vary, but will usually be an open hatch or funnel, which can be treated like a window as a grenade target.

The raiders may find they will have to board the U-boat to drop bombs down the hatch; the Gamemaster must supply the details for such daring, but it should be possible if the U-boat's deck can be cleared of enemy NPCs.

A U-boat can be destroyed if 2 such bombs can be dropped into the forward deck hatch, or if 3 can be dropped down the conning tower hatch. The U-boat will **NOT** blow up, but will shudder, begin to list, and gradually settle into the sea. After several minutes, it will submerge, and moments later there will be an enormous underwater explosion.

An E-boat can be set afire if one of these bombs can be thrown or dropped into one of several open deck hatches or vent funnels which will be close alongside the caique. (The Gamemaster should designate where such an opening lies next to the deck plans for the caique for purposes of getting close and tossing the bomb). The fire will rapidly spread below decks, and the vessel will explode violently 1Dx10 seconds after the explosion. If the caique is still tied fast to the E-boat, the caique will catch fire on a die roll of 6+ (use the rules for spreading fires presented in the basic rules of *Behind Enemy Lines* if this happens). If the lines can be cut or cast off, the fire will not spread to the caique.

An armed caique can be destroyed if 1 charge is exploded aboard; it will begin to sink immediately, and vanish below the waves 2D minutes after the explosion. The explosion will make it catch fire on a 2D roll of 8+, with the same danger that the raiders' caique will catch fire as described for the E-boat.

U-boat, E-boat, and armed caique will all have a number of naval troops and sailors about on the deck, all armed with a variety of rifles and SMGs of the Gamemaster's choice. (There are, of course, many more men below deck on the U-boat; some of these might come out on deck in the course of a running gun battle of more than 2 or 3 10-second combat turns' length, but for at least the beginning of the battle they will remain out of sight.

The positions of these troops can be guessed at by the Gamemaster; none will be at ranges of more than 20 yards from the commandoes, however, and most gun combat will be at close range. There will be plenty of protective plating, funnels, superstructure housing, deck gear and so forth to provide both soft and hard cover for the Germans after combat begins. During the first exchange of fire, however, they will be standing in the open, confident that they are in command of the situation.

All German naval troops are 1st rate. The German officer has a suspicion level of 6, with no operative phrases.

If the party decides to surrender, they will be disarmed and taken aboard the enemy vessel. Their caique will be sunk. Their chances of escaping later are up to the Gamemaster, but cannot be very good, to say the least.

WEATHERING THE STORM: The leader of the Navarone expedition can try to sail through the storm; though he doesn't know how long the storm will last (the roll is made secretly by the Gamemaster), there is a fair chance that they will make it okay.

Should the caique be in danger of foundering, (the water coming aboard has come faster than the pump can handle it and threatens to sink the craft), the leader can elect to find refuge for the rest of the storm in the lee of one of the small Greek islands in the area.

The exact position of the boat will be unknown during the storm. Allowing for the boat to have been blown off course a bit can be anywhere within 2 or 3 miles of where they **SHOULD** be; the exact point is determined by the Gamemaster. Since losing the boat probably means ending the mission before it has begun, the Gamemaster has the option of announcing (just as the caique begins to founder) that an island lies ahead, and give the players the option of making it. Several islands are marked on the

VICTORY CONDITIONS: Unlike many other role-playing games, it is possible to establish a rough set of "victory conditions" for THE GUNS OF NAVARONE. This is purely optional, of course, and has little to do with the individual players' "personal victories" which are measured by whether or not their character lives through the mission. At the end of the game, the Game Master tallies up points, plus or minus, for the following events:

The Guns of Navarone are destroyed +200 points each; +500 for both
 For each commando who escapes Navarone alive (includes underground players), +20 points
 For each destroyer sunk -100 points
 For each village on Navarone destroyed -50 points

Victory is determined according to the following chart:

400-559 Victory "Oh, I say - good show! Quite Good!"
 200-399 Moderate victory. "Bloody awful out there, what!"
 100-199 Costly, marginal victory. "Bit of a Pyrrhic victory, eh? Rum luck about those destroyers, though."
 100- Defeat. "Well men, you tried your best. Pity about those chaps on Khenos, what?"

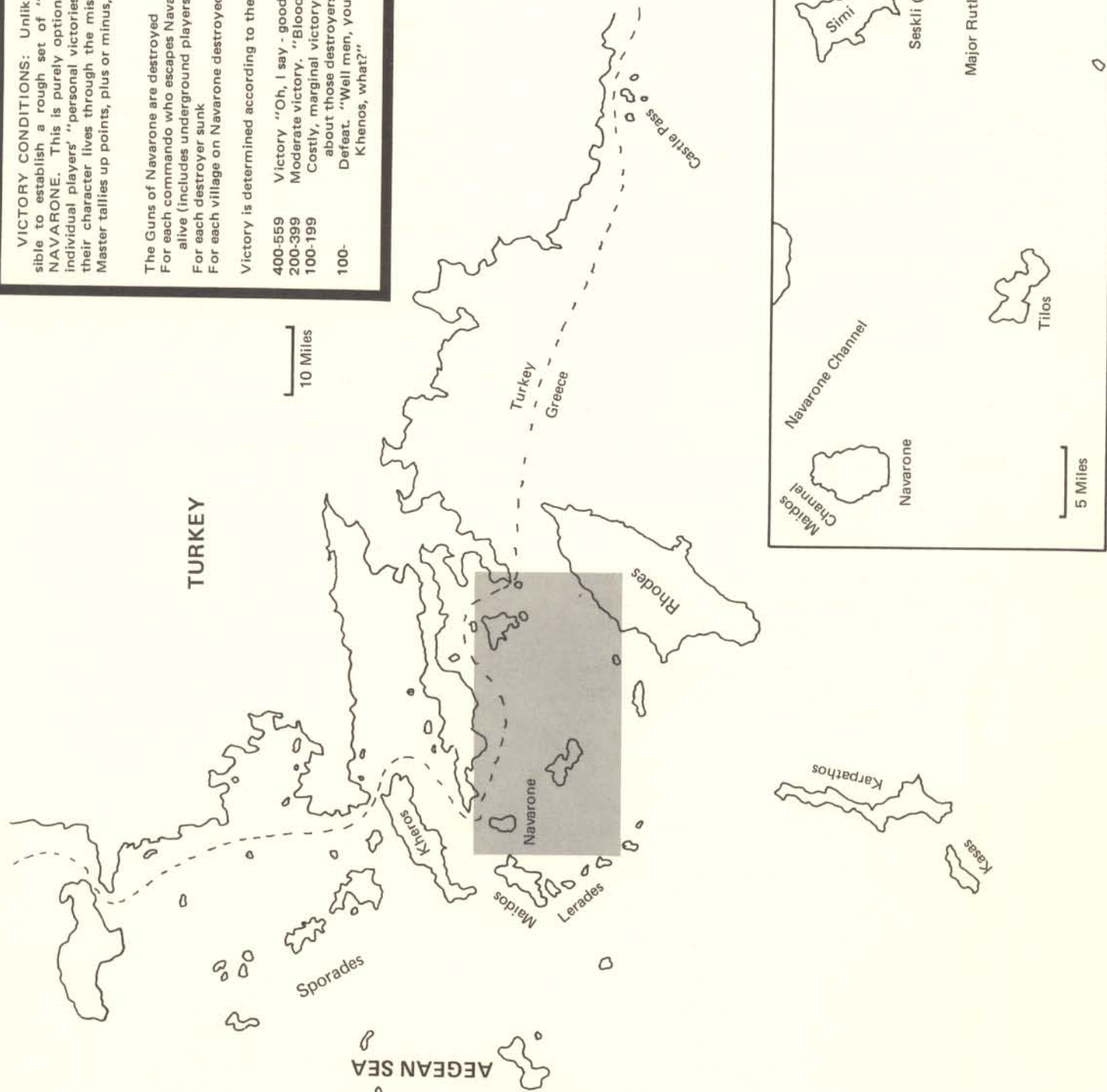


chart of the Southwest Turkish coast provided in this booklet, and the Gamemaster can choose whichever is the most logical or the closest as THE island. This island cannot be Rhodes, nor can it be the Turkish mainland or an island inside Turkish waters.

The island WILL have a German garrison, which will send 1D-3 men (at least 1) to investigate the caique. These men will have a suspicion level set by throwing 1D. They have not been warned of the British attempt to attack Navarone, and have no reason to believe the caique is anything other than a native fishing boat.

The caique will be safe once it reaches the island; it is assumed that they can find a safe harbor or an anchorage in the islands lee (that is, out of the wind). Water can be pumped out of the boat at the rate of 4 points/10 minutes, but no more water will come aboard.

Every hour that the Caique remains at the island, the Gamemaster secretly rolls 2 dice. On a roll of 9+, the German garrison will receive word by radio that British agents are abroad in a Greek caique, and their suspicion level will go up to 6. Attempts by the players to take out the German garrison are up to them. The strength of the local garrison can be determined by rolling 1D on the following table.

GERMAN ISLAND GARRISON STRENGTH CHART

Die	Garrison
1	1D men armed with MP40s and 1 MG34. Troop Quality 1st rate. Ammo unlimited.
2	1D+4 men armed with MP40s and 1 MG34. Troop quality: 1st rate. Ammo unlimited.
3	2D men armed with a variety of weapons and 2 MG34s 1st rate.
4	2D+6 men with a variety of weapons, including 1 Spandau and 1 50mm mortar.
5	Same as No. 3. 2D more men with a variety of weapons, including 1 50mm mortar, will arrive 2D minutes after combat begins as reinforcements.
6	Same as No. 5, but reinforcements will number 2D+6 men with 2MG34s and 250mm mortars in an armored half track.

A mortar firing at the caique while it is at anchor will hit it according to the rules for mortar fire in *Behind Enemy Lines*. If the caique is moving, a mortar round will hit the caique on a roll of 12 (exactly). On an ADDITIONAL roll of 10+, the hit will be bad enough to sink the caique; otherwise, there will be minor damage, and the characters aboard must each roll 9 or less to avoid 1 wound from splinters. It will take 5 minutes for the caique to move out of range.

All ammo for machineguns and small arms for this garrison is essentially unlimited. German mortars are limited to 20 rounds each.

Sentries on guard at the German garrison will have awareness levels of 3 BEFORE they are warned about the Navarone assault. They will have awareness levels of 5 after they have been warned.

The garrison consists of a small number of men on of a hill above where the caique is anchored. Machineguns will be dug in behind earth work fortifications. Tents or a small, ramshackle shed serve as barracks, and house, the garrison's radio. The island can be expected to have AT LEAST several such garrisons on it which could reinforce one another as needed during an attack. The Gamemaster is responsible for preparing a battlefield map of the area and the garrison position (should the players decide to attack).

It is entirely possible that the closest island during the storm is Navarone itself. The readily-seen southern cliffs of the island will identify the place as Navarone even in the dark and during a storm. The caique will ram into the rocks below the cliff on a roll of 8+ in heavy seas, 5+ during a storm. The rules for this happening are given in the section describing the caique.

Once the storm is over, heavy seas will continue. The caique will ship 1D-3 points of water (at least 1) every 10 minutes, and will still need to be pumped to remain afloat.

EVENT TABLE 2: Climbing the Southern Cliffs

The Gamemaster should probably arrange to have the party get ashore at the base of the southern cliffs of Navarone just as their caique sinks; if it is NOT sinking, the Germans will spot it as soon as it gets light, and know exactly where to look for the invaders. It is therefore a good idea to get all equipment ashore and then scuttle the craft if it is not sinking already.

Climbing the cliff face is described in the section entitled Mountain Climbing. Every 10 minutes the Gamemaster should roll 2D for EACH CLIMBER, using this Event Table and determine the results.

As always, the Gamemaster should feel free to change, rearrange, or otherwise tinker with this table to fit the situation he is developing for the players. He should feel free also to ignore (treat as "no event") results which have been rolled already for the same or other characters. There is something strange about the same bird flying out in the face of every player!

Die	Event	Description
2	A nesting sea bird suddenly flies out in the climber's face.	The climber must throw his agility or less on 2D to keep from falling. Mountaineering skill, if any, can be used as a -DM.
3	A piton gives way under the climber's weight.	If this happens to the lead climber (the one placing the pitons), he must throw his agility or less on 2D, using Mountaineering skill as a -DM. If he is one of the others, he will be using both pitons and a rope. He must throw his strength or less to keep a grip on the rope.
4	A sudden gust of wind catches the climber.	If this happens to the lead climber, he must throw agility or less (with climbing DMs) to keep from falling. If he is following, he must throw agility or less (with climbing DMs) to keep from being thrown into a rock projection by the wind and receiving 1 moderate wound. He will fall if he is knocked unconscious.
5	Rocks give way under the climber's hands.	He must throw his agility or less, with -DMs for climbing skill, to keep from falling. Climbers UNDER THIS climber will be hit by falling rocks on a roll of 11+, and receive 1 moderate wound on a further roll of 10+.
6-9	No event.	
10	Blood (either from an injury suffered earlier, or suffered now when the character bangs his head into a rock projection) gets into a climber's eyes, temporarily blinding him.	This player must CONTINUE to throw his agility or less EVERY 10 MINUTES for the rest of his climb. In addition, he will lose 1 endurance point every 10 minutes for the rest of the climb. Remember that his agility will be cut in half (fractions rounded up) if his endurance is reduced to 3.
11	One of the climbers falls.	Despite everything he can do, the climber falls. Check the description of injuries for fallen climbers after this table.
12	A line parts.	The climber must throw both his agility and his strength or less to catch a rock outcropping. If he fails, he will fall and the character BEHIND him on the rope will have to throw HIS strength and agility or less to keep from being pulled down also. This continues for each climber in succession until one manages to hold on. Climbers who fall must check for injuries - described in the section after this table.

EVENT TABLE 3: Climbing Injuries

This table may be consulted (at the Gamemaster's option) to provide additional details on injuries suffered by player characters as they try to scale either the southern cliffs or the face of the cliff above Navarone harbor. These apply only to **SERIOUS** wounds. For any serious wound, roll 2D each day after the injury. Pneumonia will set in on a roll of 10+ (DM+2 if party is above Mt. Kostos weather line). This will **FURTHER** reduce the character's stamina by 1 point every 2 days, and can only be treated by hospitalization.

Die	Event	Description
2	Head injury	Character is unconscious, with probable skull fracture. He will not recover consciousness without hospital care.
3	Head injury	Probable skull fracture. Character will regain consciousness after 1D hours, but will suffer severe head pain, and be unable to walk.
4	Spine or neck injury	Character has probable broken back. He will feel nothing, and be unable to move any part of his body below his neck.
5	Internal injuries	Character is in pain and coughing blood. He will lose 1 stamina point every 6 hours until he is dead or in a hospital.
6	Crushed ribs	Broken ribs and internal bleeding cause character to lose 1 stamina point every 2 hours until he is dead or hospitalized. He lapses in and out of consciousness, is coughing blood, and having serious trouble breathing.
7-10	Multiple leg fractures	Compound and/or complex fractures of the leg. First Aid skill of 1 or more can splint leg with available materials, but character will not be able to walk. Serious infection will set in 24 hours later; character will lose 1 stamina point each day until he is dead or in a hospital.
11	Broken arm	Severe complex and compound fractures of one or both arms. Character with First Aid-1 can splint fracture, but infection will set in in 24 hours; character will lose 1 stamina point each day until he is dead or hospitalized.
12	Dislocated leg	Character is unable to walk, and is in great pain. Another character with First Aid-2 or more will be able to reduce the dislocation, after which injured character can limp (slow walk) with pain.

If a character has suffered several wounds, the Gamemaster has the option of combining several of these descriptions, or of using only one to describe all injuries. All immediate results of a serious wound (severe bleeding, unconsciousness) must be applied to the character as soon as he falls. If he survives **THAT**, these descriptions of various injuries may serve to slow the party down as it tries to figure out how to carry a badly injured man across Mt. Kostos — or whether it is even advisable to do so.

INJURIES SUFFERED WHILE CLIMBING: Characters who fall while climbing the Navarone cliffs must throw 2D on the following chart to see how far they fall.

Die	Fall
2-4	1-2 yards
5-7	3-4 yards
8-10	5 yards
11	6-8 yards
12	A long, long drop

These distances indicate the distance the character falls/slides back down the cliff until he hits a ledge or rock outcropping or is stopped by his safety line. If the number of yards given is **GREATER** than the distance already climbed, the character simply falls back to the base of the cliff. Otherwise, he is assumed to be lying on a projection on the cliff itself. The following table is used to determine the character's injuries.

Fall	DMs on wound severity table	Number of wounds
1-2 yards	DM+5	1 wound
3-4 yards	DM+2	1 wound
5 yards	DM-2	1D-3 wounds (at least 1)
6-8 yards	DM-3	1D-2 wounds (at least 1)
long drop	DM-8	1 wound (essentially wounded all over)

These modifiers are applied against the 2D roll on the wound severity table. If desired, a separate roll can be made on Event Table 3: Falling Injuries provide additional details.



EVENT TABLE 4: At the Top of the Cliff

Once the first man has made it to the top of the southern cliff, he may find 1 or more Germans waiting for him. This table is used to set the stage for combat at the edge of the cliff.

Die	Event	Description
2-5	There are no sentries present at the top of the cliff.	Sentries are posted at various positions along the cliff top, and roving patrols pass through the area every few hours. Gamemaster should roll 2D every 30 minutes, with 2D Germans appearing on a roll of 9+.
6-8	1 German sentry	Sentry has an awareness level of 1D-1. The climber has an awareness of 1D+3. The usual rules for winning surprise, including rolls against agility and using combat experience as a DM, are used.
9-11	2 German sentries	As above, but 2 sentries are stationed at cliff top together. They have awareness levels of 1D-2 (but at least 2; both are awake).
12	German roving patrol	A patrol of 6 men armed with MP40s, with 4 clips apiece, is making its way along the top of the cliff. Troop quality: 1st rate. Awareness: 4

If 1 or 2 sentries are stationed at the top of the cliff, a radio telephone will be set up next to some rocks some distance from the edge of the cliff. This phone is tied into a nearby German garrison charged with guarding the southern cliffs. The sentries are supposed to report in every hour. When that report becomes overdue, it will ring 1Dx10 minutes after the attack team gets to the top of the cliff and dispatches the sentries.

If the phone is not answered, a German patrol will be along in 1Dx4 minutes. If the phone IS answered, a password is expected just before the sentry hangs up. It is a simple one — "Deutschland uber alles" — but the only way the attackers can learn it is to capture and interrogate one of the sentries first. Unless the Gamemaster wants to complicate matters, the German will tell his captors that the password is required, and what it is, IF the player characters ask him for that information, and if they threaten him with death.

If they answer the phone but fail to give the password, the German on the other end of the line will give no indication that anything is wrong, but a patrol of 2D+3 men will arrive 1Dx4 minutes later.

Patrols coming to investigate the sentry post will be 1st rate, armed with weapons of the Gamemaster's choosing, and have awareness levels of 6.

EVENT TABLE 5: On Mt. Kostos

Once away from the edge of the cliff, the players may choose to move around Mt. Kostos — and run the risk of bumping into enemy patrols along the cliff-top roads — or they may try to cut across the rugged terrain on Mt. Kosto's flanks.

Both players and the Gamemaster may see the map of the island of Navarone. (Presumably the players remembered to bring along a couple of copies from Castlerosso!)

If they move near the cliff-top road anywhere within 500 yards (1 square) of the road, they must roll 2D every 30 minutes. They will encounter a German patrol of 2D+3 men, armed at the Gamemaster's discretion, with an awareness level of 1D+1, on a roll of 8+. This patrol generally will be on the road, but may have ventured off the road if the Gamemaster decides to add a bit of extra excitement.

If they choose instead to cut across the flanks of Mt. Kostos, Event Table 5 is used. The following modifiers are used on each roll; these DMs are cumulative — that is, add them together all DMs that might apply.

Darkness	-2
Party is resting	
under cover	-1
It is snowing	-2
Very rough terrain	-2
Daylight	+2

Die	Event	Description
2-7	No Event	
8	Weather change	If it is not snowing, it begins to snow. If it is snowing, the snow stops. (SEE: SNOW).
9	Civilians	1 or 2 underground fighters have spotted party, and approached them, offering their help. (SEE: Rules governing underground fighters).
10-11	German Alpinekorps troops	2D+6 elite troops advancing across mountain terrain. They carry a variety of weapons (at least ½ will carry MP40s) and are wearing white camouflage snow gear. They have an awareness level of 5, and are deliberately and carefully searching for British commandoes.
12	(Clear, daylight weather only) German aircraft	German spotter aircraft circles overhead. The German Alpinekorps unit described above will be along within 1 hour.

SNOW: May occur anywhere within the weather line marked on the map of Navarone around Mt. Kostos. Within this line there is ALWAYS a layer of snow 6"-12" deep, and from time to time, more snow may fall. The rules for moving in snow given in *Behind Enemy Lines* are used.

Remember that each man will lose 2 endurance points per 30 minutes of travel across very rough terrain covered with snow.

EVENT TABLE 6: Inside a Village

This table should be used each time the team enters one of the several villages — including Mandrakos but NOT including Navarone. Roll 2D every 30 minutes if the players are moving about during daylight, 2D every other hour if the party is holed up inside a building.

If any of the party wanders abroad after dark, they will encounter a German patrol on a roll of 10+, one roll being made every hour. A curfew is in effect, and they will meet no civilians, though they may meet underground people if they've already arranged to do so.

Die	Event	Description
2-4	Lone German soldier	The man is armed at the Gamemaster's discretion; he may be a sentry at a street corner, or he may be off duty looking for a place to get a drink.
5-6	3 off-duty German soldiers	Enter the area looking for a place to get a drink. They are armed with Lugers, and 1 carries an MP40 slung over his shoulder. Awareness levels: 3 Troop quality: 1st rate.
7-8	Civilians	In fact, civilians will be everywhere in the villages during the day, but this event indicates that the attack team has found civilians who might be willing to talk with them, and they have the opportunity to do so. These civilians might be able to describe German troop garrisons in the area, warn of the presence of tanks nearby, or let the players know that the Germans have known they were coming "for several days now". For dramatic effect, this conversation may be interrupted either by the 3 soldiers of 5-6, or by the patrol of 9-10.
9-10	German patrol	Investigating reports of strangers in the village. 2D+3 men armed with various weapons, led by an officer (suspicion level 6) with a Luger. Troop quality: 1st rate. Awareness: 6.
11	German vehicle	German Volkswagon jeep drives through town, carrying two officers and two enlisted men. Armed: 2 MP40s, 2 Walther PK38s, all with 3 clips. Troop quality: 1st rate. Awareness: 3
12	German search party	Large force of Germans, variously armed, enter the village and begin ransacking it, searching for commandoes. They are entering each building, breaking doors in, and questioning the inhabitants. A single unit will be the same as the patrol described in 9-10 above, but the total force numbers several hundred men.

EVENT TABLE 7: In the Country

This table is used whenever the party is moving outside the villages and below the weather line anywhere north of Mt. Kostos. Roll 2D on this table every hour during daylight hours.

At night, a German patrol may stumble across them. Roll 2D every hour during the night, for an encounter with a patrol on a roll of 11+, in which case, use Event Table 10: German Patrols.

Die	Event	Description
2-3	Lone German soldiers	1D-2 men are goldbricking away from their unit. They are armed at Gamemaster's discretion, and have an awareness level of 2.
4-5	Civilians	The farmers or grove-workers, may be able to supply limited information about German forces on the island, or they may be members of the underground, if underground forces have not yet been encountered.
6-9	No event	
10	German patrol	1D+6 men in a half track mounting 2 MG34s. Men are armed with MP40s and unlimited ammo. Awareness level: 3. Troop quality: 1st rate.
11	German search party	2D+6 men moving purposefully in general direction of raiders. They are armed with MP40s, and are led by an officer carrying a Luger. Each man carries 5 ammo clips and several grenades. Troop quality: Elite (SS). Awareness: 6.
12	Air attack	The group is spotted by a squadron of Stuka dive bombers. The attack is handled by the Gamemaster as a random artillery barrage 2D+3 combat turns long.

EVENT TABLE 8: In Navarone

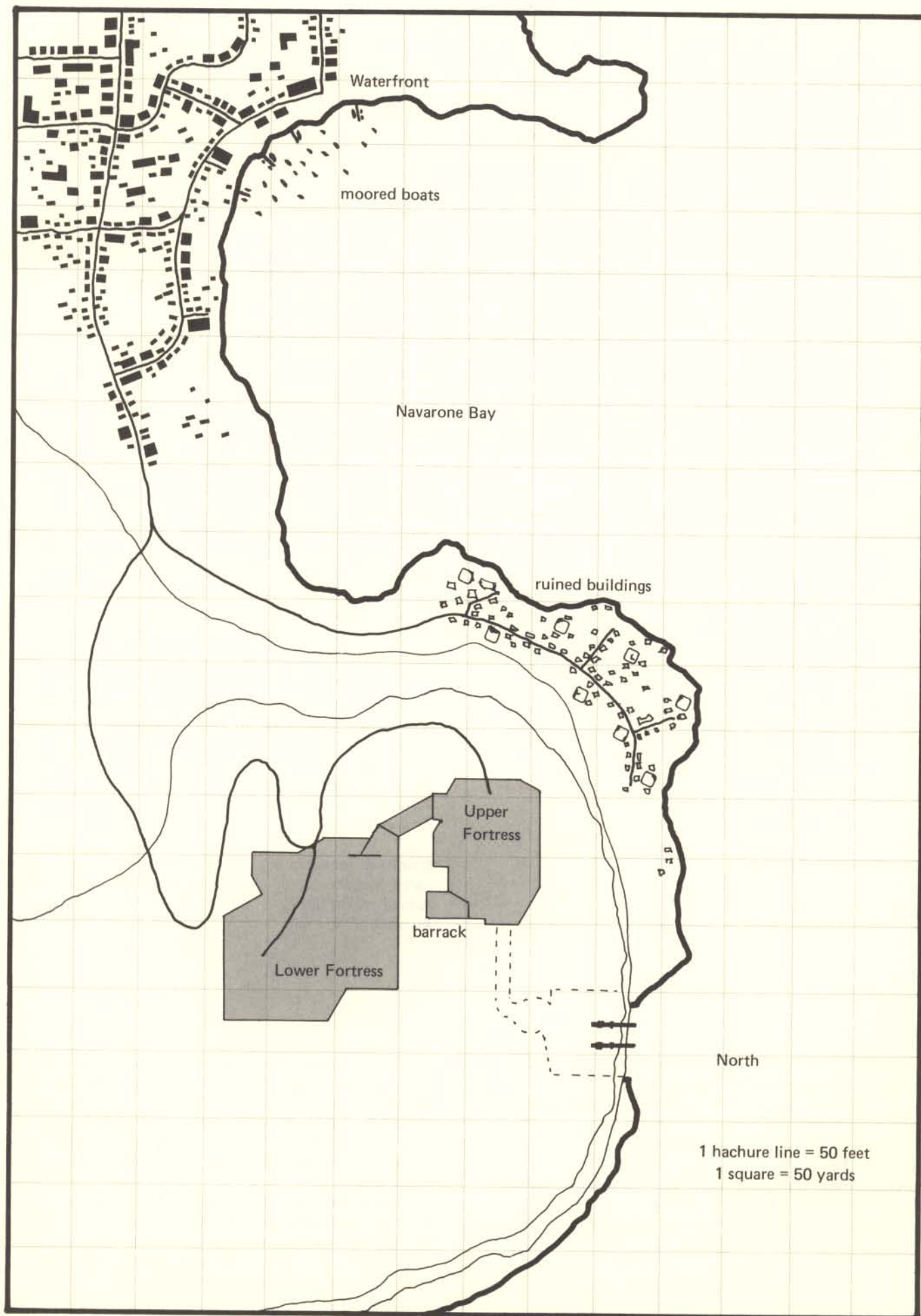
Use this table when the raiders are inside the village of Navarone. This table applies to day or night; civilians will always be around during the day, but there will be scant opportunity to talk with them. Navarone is an armed camp, with an SS regiment, a unit of tanks, and armored vehicles stationed within the fortress itself.

Die	Event	Description
2	German messenger on motorcycle	He is carrying dispatches from the commandant at Mandrakos saying that the Commandoes are almost certainly in Navarone, and that the fortress commandant should watch for messages from "our agent". (If there is a traitor in the group). Armed: MP40 with 5 clips of ammo.
3-6	German tanks	A large number of tanks (Mark IIIs and Mark IVs) and armored vehicles (half tracks and armored cars) are leaving the fortress, moving through Navarone. Traffic in the streets is snarled.
7-8	No event	
9	German patrol	2D+3 men armed with MP40s walking through streets. Troop quality: elite (SS). Awareness: 5
10	German officer	An SS major steps out of a bar and lights a cigarette. He is positioned so that he will see the party if they continue moving. He will remain there for 5 minutes, then go inside. Armed: Luger PO8 with 1 clip ammo. Awareness: 3.
11-12	German search party	Large number of SS and Wehrmacht troops move into Navarone, searching house to house, breaking in doors, questioning inhabitants. A typical party is described in 9 above, but there are several hundred soldiers altogether. They are searching for (who else?) British commandoes.

At the Navarone waterfront, the players will find their choice of boats for their get-away attempt. German E-boats have watches of 1D men aboard, armed with GEW98K rifles and MP40s. German motor launches have 1 man aboard, armed with a GEW98K. There will be sentries spaced at frequent intervals along the docks and piers. German boats will be at anchor in the harbor, and must be approached by swimmers; small craft (motorboats, rowboats) will be seen and challenged if they try to approach.

Weapons carried into the water may jam. The Game-master should secretly roll 2D when the weapons are taken into the water, and have them jam on rolls of 9+.

All boats will be fueled and ready to go. Anyone with driving skill can get them started, but orienteering skill is needed for the boat to rendezvous someplace in particular (ie. to pick up another group of raiders).



EVENT TABLE 9: Within the Fortress

The Navarone fortress is the complex of walls and buildings between the village of Navarone and the entrance to the gunroom. It is entered through the gates of an ancient Frankish castle built in the shadow of the cliffs. The only way to the guns or the magazine lies through the courtyard of the fortress.

This table can be used to randomly generate encounters with sentries, guards, and small groups of German soldiers during a clandestine approach through the fortress. A roll should be made on this table every 5 minutes.

Such an approach is, frankly, impossible during the day, since the courtyard is then filled with troops and vehicles. Some players may wish to attempt such an approach wearing German uniforms, but the Gamemaster must judge the chances of their success — which are not good. This event table applies to a night approach.

Die	Event	Description
2-8	Sentry	A lone sentry carrying a GEW98K rifle is seen just ahead — the range determined by the Gamemaster and the situation. The man's awareness level will be 1D+1.
9	2 Guards	2 men carrying MP40s are standing outside a building entrance-range determined by Gamemaster and situation. Awareness: 1D+2.
10	German soldier	Strolls out of quarters area, bunker, or other building. He is unarmed. He stops to light a cigarette, and remains there 5 minutes.
11	German officer	Patrolling guard outposts. Armed: Luger PO8. Awareness: 5.
12	Changing of the guard	6 German soldiers march up to nearest sentry post. One of party mounts guard, while original sentry joins column. Armed: GEW 98Ks. Awareness: 4.

Certain places within the fortress will DEFINITELY have strong guards mounted. These are:

At the castle gate: 1 sentry on each side of road, armed with MP40s.

On the wall above the central courtyard: 1 sentry, armed with MP40.

Within the courtyard bunker: 1D-3 men, MP40s within reach, plus 1 MG34.

Outside the padlocked door to the magazine, within the tunnel: 1D-2 men with MP40s.

The awareness levels of all of these guards will be 1D+2. Depending on the situation, the Gamemaster should always endeavor to cause a few fast moments for the players by having SOMETHING not go according to plan, such as a German officer out for an evening stroll, or a couple of drunken soldiers being arrested by the sergeant of the guard.

There are about 100 troops VERY close by, within the courtyard barracks. Any shout or any alarm sounded by the bunker watch, and these men will come boiling out of their barracks. Over 1000 more men are stationed elsewhere within and outside the fortress.

EVENT TABLE 10: German Patrols

There are a number of times in the course of the raid on Navarone when the players might be expected to run

into a German patrol . . . especially if that patrol is out hunting for them. If there is a traitor in the party (SEE: The Plot) he will be working to leave messages for the Germans, and the Germans will be closing in. These patrols can be used whenever the traitor manages to pass on his secret message, whenever the raiders attempt to attack a garrison or soldiers moving along a road, or they may simply appear when the Gamemaster decides it's time the German officers show their hand and close in for the kill.

These various patrols are listed with throws for 2D in case the Gamemaster wants to pick a patrol randomly, but he is, of course, not required to do so.

Die	Event	Description
2	Small German patrol	2D men armed with MP40s, carrying 5 clips each. Troop quality: 1st rate. Awareness: 4.
3	Small German patrol	2D men in half track mounting 1 MG34. Armed: A variety of weapons chosen by Gamemaster. Troop quality: 1st rate. Awareness: 5.
4	German tank	A Mark IV, with its crew of 5. It may be patrolling the countryside, or it may be parked idle, depending on situation.
5-6	German truck	Moving along road toward nearest village. Carries 15 men armed with a variety of weapons and at least 1 MG34. Troop quality: elite (SS). Awareness: 4.
7-8	Large German patrol	2D+6 men, with 1 officer (lieutenant) Armed: GEW 98Ks and MP40s, 10 clips apiece. 1 MG34 with 30 50-round belts. 1 50 mm light mortar with 10 rounds. Troop quality: 1st rate. Awareness: 5.
9	Large German patrol in trucks	30 men in 2 trucks, armed as listed in 7-8 above.
10	Large German patrol in half tracks	30 men in half tracks. Each half track mounts 2 MG34s. Men are armed as listed for 7-8 above, except mortar has 30 rounds, and MG ammo is unlimited. Troop quality: elite (SS). Awareness: 6.
11	Very large German patrol	60 men (about a platoon) in 4 trucks, led by an SS major. Armed with a variety of weapons, including 4 MG34s and 2 50mm mortars. Ammo unlimited. Troop quality: elite (SS). Awareness: 1D+1.
12	German patrol aircraft (daylight only)	Light plane spots raiders' position; one of patrols listed above will soon show up.

Special Rules

Certain optional rules are presented here to help recreate more exactly the situation outlined in the original *Guns of Navarone*. They are not necessary for playing out this Mission, but they will add a new dimension of suspense and excitement to the play. It is possible, of course, to adapt these rules to other *Behind Enemy Lines* adventures, as desired.

VERBAL COMBAT

FAST TALKING AND BLUFFING: In this Mission there may be numerous occasions when deception misdirection, fast talking and outright lying will be of much greater usefulness than machinegun bullets.

Various German characters are presented with brief descriptions. Each of these descriptions includes a line or two about what might motivate that character — fear of superior officers, devotion to duty, fear of the Russian Front, or something of that nature. A list of these “operative phrases” is also included separately, to allow the Gamemaster to randomly choose one for each enemy NPC as needed.

Each enemy NPC also has a number, between 1 and 6, called the Suspicion Level. This works exactly like Awareness in the basic rules for *Behind Enemy Lines*. A value of 1 means that NPC suspects nothing, and that he will generally do whatever a player character is trying to make him do. A value of 6 means the NPC is extremely suspicious, though he hasn't yet decided for sure that the player character is an enemy. Some NPCs are listed on event tables with a given suspicion number. When necessary, roll 1D to determine a random level.

Events such as gunshots heard by a sentry, or the disappearance of a comrad, will increase any NPC's Suspicion Level by 1D points, to a maximum of 6.

Using the character's operative phrase will DECREASE his Suspicion Level by 1D+1, to a minimum of 1.

As the player character talks to the enemy NPC, the Gamemaster can adjust the NPC's Suspicion Level up and down, 1 point at a time, for little details — up if the player character tries to move close to the NPC, down if the player tells the NPC something he knows to be true or might want to believe. These details are chosen by the Gamemaster, and in many cases need be nothing more than the Gamemaster's conviction that the player's story sounds convincing to HIM, and would, therefore, be convincing to the enemy character.

In most cases, a group of NPCs together will share a common Suspicion Level — generally that of the senior man present.

If an enemy NPC has a suspicion level of 4 or less, he can be approached by player characters (assuming, of course, that they are in disguise) to point blank range (2 yards or less) without being stopped. If the Suspicion Level is 5 or 6, the player character will be told to stop as soon as he is seen; he may be told to come closer, but he will probably be covered by the NPC's weapon.



RANDOM OPERATIVE PHRASES: These are a general list of operative phrases which the Gamemaster can apply to German NPCs that he has to generate.

The operative phrase is anything having to do with:
Being busted.

Being sent to the Russian Front.

“Do you have a brother in the Wehrmacht?” (He does — a younger brother serving in Russia).

“You must be especially vigilant.”

“We must teach those cursed Englanders a lesson.”

“The Fatherland will be proud of you.”

“There are Englanders loose nearby.”

“There are commandoes attacking.”

“We must hold fast and not retreat!”

“The Fuhrer himself will hear about this!”

“I have a brother highly placed in the Gestapo.”

Running the Adventure

CONTACTING THE UNDERGROUND: The standard meeting place is within the ruins of a monastery called St. Alexis on the slopes above Mandrakos. It is watched from an underground station in Mandrakos, and any activity there will be seen and investigated.

Underground characters are chosen from the list provided in this booklet. As a rule, no more than 2 or 3 should be enlisted in the raid — since more might convince the Germans that there was an uprising on the island, and result in bloody reciprocation. The underground players CAN be player characters, or they may be NPCs handled either by the players themselves or the Gamemaster.

Underground characters know the island well. If the party is cornered by German forces - whether in a village or in the country, they will know of a way — an alley, a route across roof-tops, a cave branching into a long tunnel, a narrow valley — through which the raiders can escape. (The Gamemaster is cautioned to control this aspect of the Mission carefully, and not allow the party to escape easily or routinely)!

There is a chance that one of the underground fighters is a traitor. (SEE: The Plot). The Players must be misdirected by the Gamemaster in this so that they are not expecting a traitor every time. Traitors are NOT necessary to the play of the game, and this can be emphasized to suspicious players.

Specific underground characters can also be contacted by asking for them by name in their home villages — Panayis in Mandrakos, for example. Replies will be guarded, but the man will eventually make contact with the party at a time and place of his own choosing.

Underground fighters will also be able to provide the team with food and water, weapons, hiding places (such as caves in the gills, or empty buildings in a village), and cache sites for explosives and gear.

GERMAN RETALIATION: Every time 2D Germans are killed during a battle within or near any Navaronian village, there is a chance that the local garrison commander will retaliate by destroying the village. The Gamemaster secretly rolls 2D to determine what this number is; when that number of German soldiers have been killed in any single action (though conceivably at widely-separated points within the village) the Gamemaster rolls another 2D. The German garrison commander will round up the local people, move them out of the village, and dynamite and burn the empty village on a roll of 10+. This roll is made everytime AN ADDITIONAL 1D German soldiers are killed, or a vehicle is destroyed or stolen, or anything else which could be blamed on the underground occurs. Each time an additional roll is made, a DM of +2 is made for EVERY ADDITIONAL TIME THE DIE ROLL IS MADE — ie: DM+2 for the second incident, DM+4 for the third, and so forth.

Retaliation will NOT be made against Navarone, but against Mandrakos or one of the other small villages on the island. The destruction of a village counts as -50 in deter-

mining victory points at the end of the game. The players should be made aware (through underground characters or characters experienced in combat with the underground in Crete) that this retaliation could take place; the players should be aware that what they do could affect the islanders, and act as a check against all-out attacks or unnecessary killing.

THE PLOT: As in the movie version of *The Guns of Navarone*, considerable excitement can be created by having one of the underground fighters turn out to be a traitor.

German intelligence has been causing innumerable problems for the Navarone raiding party since the beginning. Nicolai or his comrades back on Castlerosso almost certainly radioed exact information about the planned assault to Navarone before the caïque left Major Rutledge's Island. This explains the suspicions of German boarding parties, the sentries and garrisons along unclimbable cliffs, and the Germans' intimate knowledge about particulars of the Mission — like the name of its leader.

One of the underground people who get in touch with the team MIGHT be a traitor. This possibility should be played down by the Gamemaster; after all, the presence of a traitor in the group is NOT required for smooth play of the scenario. Needless to say, things work most smoothly if the players have never played *Guns of Navarone* or, ideally, seen the movie or read the book! A little cautious misdirection however usually serves to take their minds off of the possibility that one of the valiant underground fighters working with them is in fact working against them.

The Gamemaster can handle the traitor himself if the Greek patriots are NPCs. If the underground fighters are player characters, one of them can be secretly approached (preferably by phone BEFORE the game begins, so that no one suspects anything). A secret sign — a lifted finger, a casual wink — is arranged between the player and the Gamemaster. At times when the traitor needs to pass a note to the enemy, or signal the party's position with a mirror, or perform some other deviltry, the player arranges his moves himself — ie., announces he is dropping back a way to cover the retreat of the rest of the group. When he has his chance, he signals the Gamemaster, indicating that he has passed his message. Subtle signals can be arranged between the two of them for such things as sabotaging weapons or demolition gear, telling the enemy where explosives are cached, or semaphoring positions to circling planes. A good way of keeping track of all of these activities is to have the traitor write (inconspicuously, of course) his actions on slips of paper, which he slips to the Gamemaster when he can do so unobserved by the rest of the group. If the two happen to be sitting next to each other, this can be arranged easily. The Gamemaster can then take the traitor's activities into account as he directs the course of events.

Sooner or later, the players should begin to suspect that a traitor is in their midst. Some things, such as sabotaged demolitions gear, are dead give-aways. Others are more subtle — like the fact that German patrols keep popping up no matter WHERE the group is hiding. Players who are able to piece the facts together may accuse another player of being a traitor; the Gamemaster will have to judge whether or not he is right (after all, he knows who the traitor is!) and whether or not he has enough hard facts properly arranged to be beyond dispute (instead of setting up a "Yes, you are!" "No, I'm not!" debate among the players). Once discovered, the traitor can act as he sees fit; presumably, it will be in that character's best interests to try to escape.

The backgrounds of the underground characters can be manipulated to create motives for their actions, and add depth to their characters.

GEAR

The caique should be loaded with the following equipment:

Climbing gear (if climbs are planned): Includes AT LEAST as much rope as the climb is high, pitons (a maximum of 50 will be needed for climbing the south cliff), AT LEAST 1 hammer for driving pitons, plus climbing boots and gloves for each member of the party.

1 Shortwave radio and battery pack: This will receive signals from as far away as Castlerosso, though transmissions from Navarone must be VERY brief to avoid being located by the enemy.

Rations: 2 packs per man per day, though food will be available on the island. This should not be counted on however, since unforeseen circumstances may trap the group on inhospitable Mt. Kostos for a time.

Explosives: Each gun has a demolition value of 30. Standard rules for demolitions activity as presented in the basic rules for *Behind Enemy Lines* are used. 40 - 60 units of explosives should be sufficient, though other uses may be found for explosive charges, such as breaking down doors or setting booby traps.

Demolitions equipment: Timers, mechanical and electrical fuses, primer cord, blasting caps, etc.

Weapons and ammo: Chosen by each individual player for himself.



Clothing: Includes blankets, civilian clothing — even German uniforms, if necessary.

The weight of this gear is determined as follows:

Climbing gear: Rope - 20 lbs per 100 feet.

Pitons - ½ lb. each

Other gear, hammers, etc.: negligible.

(Remember that these "weights" reflect the bulk and awkwardness of the gear as much as its actual weight — handle the high value for rope which must be coiled in loops around the climber's body).

Explosives: As given in *Behind Enemy Lines* basic rules for TNT, dynamite, etc.

Demolitions gear: 40 lbs. for all equipment.

Rations: 1 lb. for 4 packs.

Clothing: Extra sets of clothing: 15 lbs.

Blanket: 5 lbs.

Weapons and ammo: As described in weapons lists and Basic Rules of *Behind Enemy Lines*.

Backpacks, canvas bags, etc. should be used to distribute the weight more or less evenly among the commandoes. The Gamemaster will want to specify what gear is in what satchel, in case some is lost when the boat sinks, or is in the care of someone who falls off the cliff or who gets himself captured.

CACHING GEAR: Sometimes it will be expedient to hide some or all of the party's gear once they are on the island. This should be handled carefully in view of the possibility that a spy is in the group.

DIVERSIONS: The outcome of diversions, such as the one described above, is, frankly, entirely up to the Gamemaster. The cardinal rule of *Behind Enemy Lines* is that the Gamemaster should strive for a comfortable middle road, neither allowing things to be too easy or too impossible for the team to overcome. A carefully and well-laid plan should usually be rewarded by having it accomplish what it set out to do — with the usual percentage of things gone wrong expected in such situations. A diversion will NEVER draw all of the sentries from their posts, but it may empty an area of otherwise idle German troops, and it may draw the attention of German MG outposts into a direction AWAY from where characters are moving at a critical moment. The success of any diversion will vary with the situation but should be balanced by the Gamemaster in accordance with the needs for an exciting - but not impossible - adventure.

THE GUNS OF NAVARONE — THE GOAL: Two enormous guns, mounted on railway carriages, lie within the gunroom overlooking the sea. They are bigger than anyone back at Alexandria believed possible (at least 12 inches).

The guns can be approached from two directions.

The Gunroom Door: These are huge, double sliding panels which seal off a tunnel leading into a room behind the gunroom. A life descends from this tunnel 5 yards to the floor of the room, which is filled with crates, cargo carts, and machinery. These sliding doors will be standing open on a 2D roll of 8+. If they are closed, a switch (marked "gunroom doors" in German) is located inside the courtyard bunker. This will open them, but it will also sound an alarm throughout the fortress and especially within the bunker. Closing the double doors will also sound an alarm. Once closed, the doors can be opened by sledgehammers and cutting torches in 2Dx4 minutes (8 - 48 minutes). These doors lie at the end of a long tunnel leading into the mountain from the castle courtyard.

The Cliffs Above the Castle: Alternatively, the raiders may try a repeat of their climb up the southern cliffs. The cave opening is 150 feet above a part of the village of Navarone which was evacuated several months ago; the concussion from the big guns weakened the buildings and made them dangerous. Only a master climber (Mountaineering 3) can attempt the initial climb, though he may be followed by anyone with mountaineering experience. The climb is made in the same way as the climb described for the southern cliffs; with only 2 die rolls - 1 for the 1st 75 feet, 1 for the second. To make this climb possible, the climbers must have managed to keep climbing gear for the attempt, including the following:

climbing boots

gloves

at least 150 feet of rope

at least 60 (12x5) pitons

at least 1 climbing hammer

Attackers with a level 3 in demolitions can ALSO work out special ways of setting off explosives. One way is that used in the movie with the charge wired to the lift rails in the magazine shaft, set to trigger when the lift platform was lowered all the way down into the Magazine. This takes 10 minutes to rig, and will be spotted on a roll of 11+, with a roll made every 10 minutes. For this charge to explode, roll 2D just before each salvo from the guns. The lift platform will trigger the explosion on a roll of 8+.

Another method would be to connect the firing circuit to a light switch, a radio phone, or some other piece of electrical gear, with wires running through dim light down the magazine shaft. This would be relatively easy to spot; the wires will be discovered on a roll of 5+.

If several triggers are set, there is a chance (8+ on 2D) that no further search will be made. If a further search IS made, there will be a DM of -1 on all search rolls.

The players themselves may be able to figure out other ways to set off the explosives. Even dropping a grenade or a lighted stick of dynamite into the magazine would do it — though there is scant chance that the attackers would survive!

THE PASSING OF THE DESTROYERS: Six Royal Navy destroyers will pass up Maidos channel on their way to Kheros at exactly midnight on the appointed night (either Thursday night, or earlier if X-Day has been moved up).

If the guns of Navarone have not been destroyed when the British destroyers steam into range at 2400 hrs, all search activities will cease, and the guns will open fire.

Each destroyer has a demolition value of 150. Each shell which hits will do one destroyer 2Dx10 points of damage. Each shell will hit a destroyer on a roll of 9+. When a destroyer runs up 100 points of damage, it will go dead in the water, at which point a shell will hit it on a roll of 6+. The Gamemaster "points" the guns, and determines which ship is being fired every minute from each gun.

Each destroyer lost counts as -100 points against the victory conditions, since each destroyer lost means fewer men who can be evacuated from Kheros.

If any destroyers DO run the gauntlet, they will proceed to Kheros and pick up British soldiers there — 200 crammed aboard each ship (maximum). If the guns STILL haven't been destroyed, the destroyers will have to run the gauntlet by once more, this time heading south, at 0230 hrs.

THE ESCAPE: This should be planned out ahead of time by the players. Escape may involve laying low on the island, hoping for a chance to steal a boat and get off later. If they choose this option, they can expect fierce German attempts to track them down, and *The Guns of Navarone* could become a rather protracted and dangerous long-term campaign.

The quickest way is to steal a fast launch and rendezvous with the destroyers. Obviously, this will work only if they have timed their attack for the night the destroyers are passing through — something the Gamemaster is strongly persuaded to encourage among his players, for maximum excitement during the game. Another possibility would be to head for the open sea, although they will almost certainly be spotted by angry German air patrols as soon as the sun comes up. Subsequent events are up to the Gamemaster.

ALTERNATIVE VERSIONS: The event tables and rules in this booklet assume that the players will try more or less the same approach to the island as was tried in the original *The Guns of Navarone*. The players should be free to try alternate approaches.

Some possibilities include:

Sailing into Navarone harbor in broad daylight, and fast-talking the troops who will board the caique.

These troops will be very suspicious — level 6.

Capturing a German E-boat and sailing THAT into Navarone harbor. The authorities will become suspicious if the proper recognition signals (known to the crew) are not given.

Beaching the caique off one of the stretches of beach on the east or west coast of Navarone. The Gamemaster should arrange for very difficult, heavily fortified areas of beach to cross if this option is tried — complete with barbed wire, pillboxes, and 88 mm gun emplacements.

Dropping onto the island by parachute. German radar and intelligence is superb, and there will almost certainly be a large force of Germans waiting on the ground, complete with tanks and machineguns — but there's always a chance!

Other possibilities may suggest themselves to the players.

An alternate target may be tried if it proves impossible to attack the guns themselves for some reason. The Area Map shows the location of the fire control radar on the cliffs above the fortress. A successful assault on this pillbox would deprive the guns of their radar control. The destroyers would still have to run the gauntlet twice, but a ship will be hit only on a roll of 11+ since the guns will have to be trained optically, and there is a better chance that some ships, at least, could get through. This is a desperate option, reserved only for the complete failure of the main plan.

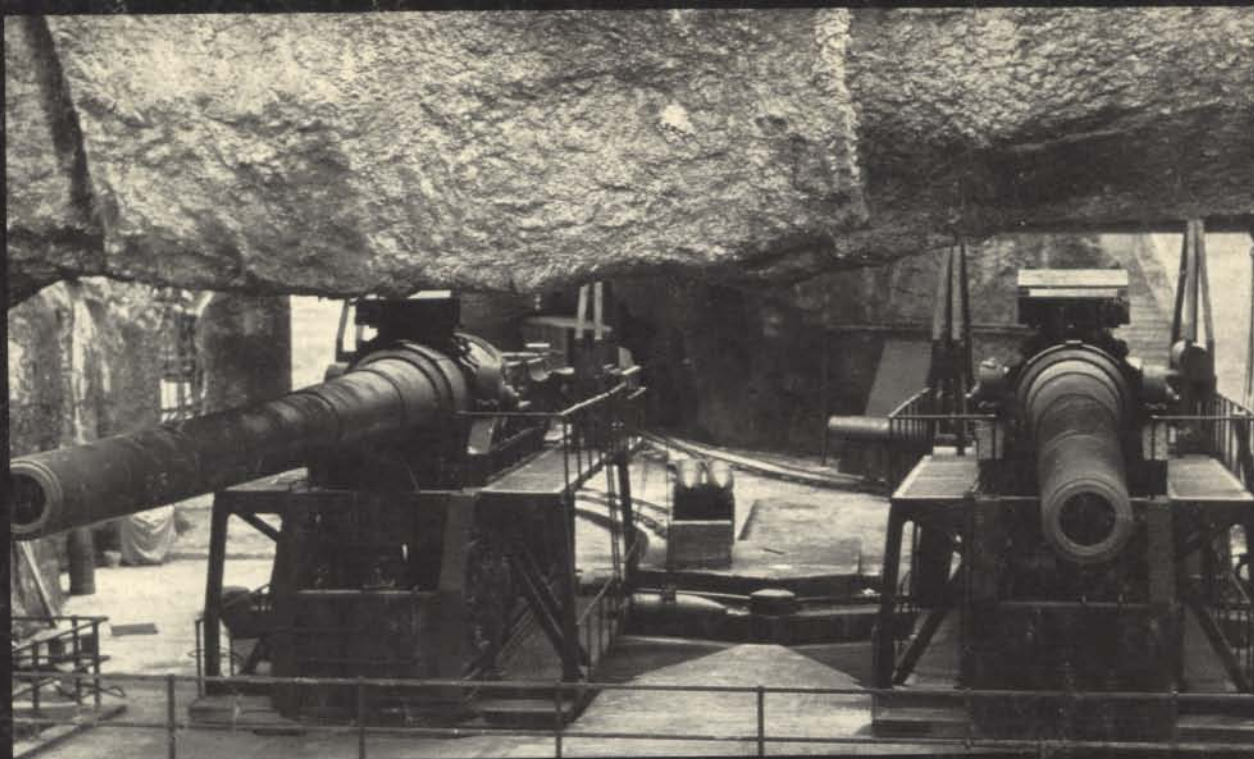
A different Navarone scenario can be played by having the player characters be RAF crewmen shot down during a bombing raid over Navarone, or the survivors of a commando attack which tried to storm the eastern beaches. This small party, with strictly limited arms and ammo, must try to survive long enough to contact the local underground, beg or steal a boat, and get off the island. If they can get away with intelligence on the guns — maps drawn of the fortress, rumors from village inhabitants — so much the better.

Some Gamemasters may even wish to organize a full-scale commando assault on the island, by sea or air, and let the players take on the characters of one squad leading the attack. The odds against them are not good.

And of course, the rules and tables presented in this booklet should provide enterprising Gamemasters with material for many more adventures of their own, Missions involving assaults on giant pillboxes and impregnable cliff-top fortresses.

We hope you enjoy OUR version of

The Guns of Navarone



The British Army on Kheros has less than a week to live in the face of an impending German attack. Evacuation by sea is the only option . . . but the only way out is blocked by the giant naval guns on the Aegan Island of Navarone. There's only one way to rescue the troops on Karos . . . send in a crack team of commandoes to scale an unscalable cliff, infiltrate the gun forces, and destroy them.

THE GUNS OF NAVARONE

The Guns of Navarone is an exciting adventure based on the classic movie of WWII commandoes on an impossible mission. Intended for use with FASA's WWII role-playing system *Behind Enemy Lines*, the adventure allows players and a GameMaster to recreate the movie, or explore any number of possible alternatives. Complete character descriptions (including new characters to give a greater number of options for treachery and intrigue), thorough maps, and new rules, plus complete event tables and situation descriptions highlight this *Behind Enemy Lines* mission.

While you're here, draw your gear. Prepare yourselves for combat . . . deep in enemy territory . . . *Behind Enemy Lines*.