

BUSTLE IN YOUR HEDGEROW

**A WWII: Operation WhiteBox mission for 3-6
characters of 1st-3rd level**



WWII OPERATION
WHITEBOX
COMPATIBLE

BUSTLE IN YOUR HEDGEROW

BUSTLE IN YOUR HEDGEROW is a support mission designed for *WWII: Operation WhiteBox™*. Parachute into Normandy on D-Day, take out a German artillery battery, and rescue fellow paratroopers from a Nazi-occupied village!

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WWII: Operation WhiteBox™ is a roleplaying game of WWII special forces action designed for compatibility with the *Swords & Wizardry WhiteBox™* roleplaying game.

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FLASH! THUNDER!

THEATER: Europe (Western Front)
DATE: June 6th, 1944
LOCATION: Cotentin Peninsula, France

*"He was just a rookie trooper and he surely shook with fright,
He checked all his equipment and made sure his pack was tight;
He had to sit and listen to those awful engines roar,
"You ain't gonna jump no more!"
Gory, gory, what a hell of a way to die,
Gory, gory, what a hell of a way to die,
Gory, gory, what a hell of a way to die,
He ain't gonna jump no more! "*

Blood Upon the Risers
(American paratrooper song)

Flash! Thunder! is an intense, *WWII: Operation WhiteBox* mission designed for 3-6 characters of 0+ level. It aims to recreate the chaos and confusion of the famous, pre-dawn parachute drops of D-Day. There is a substantial amount of combat and strategy, with limited roleplaying, but that doesn't mean other "non-combat" centric characters are useless, as there's something inside for everyone.

The characters are assumed to be either paratroopers of the 101st or part of an elite unit (i.e. Jedburghs or some other unit determined by the Referee) that is assigned to assist the paratroopers in achieving their objectives on the ground. No matter the characters' fear of heights, they'll be jumping out of a perfectly good plane whether they like it or not!

This mission is also suitable for the optional **Trial by Fire** rules described in the *WWII: Operation WhiteBox* core rulebook. **Trial by Fire** involves the use of multiple 0-level characters and is designed to introduce new players to gameplay in *WWII: Operation WhiteBox*. In this case, the characters are 101st paratroopers who receive a +1 bonus to all Attack Rolls and Saving Throws because of their intense training.

Flash! Thunder! is part of a longer campaign that sees the PCs involved in heavy fighting and desperate gambits through Normandy, on their way to the final assault on Carentan. For the sake of continuity, it's recommended that the included *Canons de Chasseurs* and *SS in St. Alain* missions be run sequentially, but there's nothing stopping you from changing them around as you see fit.

BACKGROUND

D-Day, 6th of June 1944. The collective might of the Allied forces is hurled against the Atlantic Wall in a bid to shatter Fortress Europe and turn the tide of war, once and for all.

The first stage of the invasion drops over 13,000 paratroopers into Normandy ahead of amphibious landings to seize causeways, destroy artillery positions, sever communications lines, and perform countless other tasks to help get the men safely onto the beaches.

But the best-laid plans often go awry when they come into contact with the enemy or the weather. Thousands of paratroopers missed their Drop Zones (DZs) and were scattered all over the Cotentin Peninsula, causing mass confusion to enemy and ally alike. Despite these initial setbacks, many of the paratroopers managed to achieve their objectives. Will your characters answer the call?

And so begins Operation Overlord and the *Bustle in Your Hedgerow* . . .

BRIEFING

Flash! Thunder! starts off in *media res*. The PCs begin play in the back of an undulating C-47 somewhere over the English Channel, heading toward Normandy. Captain Edgar Lithgow stands under the red drop light towards the rear of the plane. His face is covered in camouflage paint, but his voice is crisp and clear over the prop-wash and approaching flak.

"Listen up! This is it, the Day of Days! All those months of hard training have brought us to this moment. We've got a job to do fellas, so once we leave this plane, let's get it done! Destroy that communications bunker no matter what. Equipment check!"

OBJECTIVE

Destroy a fortified communications bunker on the outskirts of the town of Sainte-Mère-Église. The bunker's radio tower, the telephone exchange, as well as the newly erected Wurzburg radar dish are to be demolished, as does all signal equipment inside. The Wehrmacht is in control of the main bunker (radio and telephone) while the Luftwaffe is in charge of the smaller radar bunker. The radar station is not yet operational, but orders are orders.

PLANNING

The PCs carry the appropriate amount of equipment for a paratrooper on D-Day (which was a lot)—large rifle (M1 Garand) or submachinegun (Thompson or Sten), trench-knife, four grenades, several compasses, area maps, escape and evasion kit, First Aid kit, rations, mess kit, water bottle, entrenching tool, spare ammunition, flashlight, flares, gas mask, backpack, raincoat, wire-cutters, spare

chute, main chute, and of course, the obligatory Zippo lighter!

Due to the nature of their mission, each soldier has an additional six (6) satchel charges in their packs for destroying the requisite targets at the communications bunker. It is possible that some paratroopers were issued equipment other than this, but please remember, this is not a historical treatise, merely a guideline.

Dawn is at 0559 hours and they are to be on the ground in Normandy no later than 0100 hours.

Identifying Friendlies: The PCs are also issued a small device called a "cricket" for identifying each other in the dark. When pressed, it gives off a "click-clack", to be answered by pressing the cricket twice ("click-clack", "click-clack").

There is also a verbal component. On D-Day and only D-Day, the sign and countersign are, "Flash" with the answer being, "Thunder".

On D-Day plus one to three, it is, "Thirsty" and "Victory".

On D-Day plus four to six, it is, "Weapon and Throat".

On D-Day plus seven to nine, it is, "Wool and Rabbit".

Whether any of the actual invasion force remembered to do this is anyone's guess!

INSERTION

The characters are inserted by parachute over Normandy in C-47's taking off from England, along with thousands of other paratroopers in hundreds of planes. As the invasion force reaches the coast, the sky lights up with tracer fire. The plane is rocked by flak, shredding the tailfin and setting the right engine on fire. It's go time!

Roll 1d6 to see what happens next:

1: The damage is too severe and the characters must jump at once. When they leave the plane there's a 3 in 6 chance each character is hit by shrapnel or stray rounds from below for 1d6+1 damage. If they survive, they land in Area 1, precisely five (5) miles from their intended DZ. To add insult to injury there's a 2 in 6 chance they land in a tree for 1d2 damage.

2-3: The pilot manages to stabilise the aircraft despite the damage and keeps it going for another few miles before giving the green light. When they leave the plane, there's a 2 in 6 chance each character is hit by shrapnel or stray rounds from below for 1d6+1 damage. If they survive, they land in Area 2, precisely three (3) miles from their intended DZ.

4-5: The pilot is a bulldog and manages to hold it together long enough for the PCs to make it to the outskirts of their DZ. When they leave the plane, there's a 1 in 6 chance each character is hit by shrapnel or stray rounds from below for 1d6+1 damage. If they survive, they land in Area 3, precisely two (2) miles from their intended DZ.

6: The pilot is unphased by the damage and keeps the plane on course,

delivering the PCs exactly where they want to be. They land in Area 4, which is precisely one (1) mile from their target. They take no damage when exiting the aircraft.

Once on the ground, the characters must make their way through enemy territory toward their objective while evading German patrols. It takes the characters approximately thirty (30) minutes to walk a mile, stealthily, and in the dark. They hit the ground at 0100 hours and dawn is at 0559 hours, so anyone starting outside of the DZ had better hustle unless they want to attack the bunker in broad daylight.

PRE-ASSESSMENT

The PCs have a detailed map of the area and have studied it extensively for months. The bunker complex is ringed with landmines and a barbed wire fence. The main bunker sits on top of a hill with a sheer cliff face. There's a machinegun post atop the main bunker, covering the front gate.

Allow the characters time to come up with a plan of attack. A Tactician who uses his Superior Planner ability determines the following information:

- The mine field can be navigated and the fence can be cut, however, if spotted, there is no place safe to take cover.
- A kennel is clearly visible next to the radar bunker. This means guard dogs are probably present.
- The main bunker doors are probably locked at night. Entry requires explosives.
- The main bunker can be entered through a large embrasure. This requires scaling a steep cliff. An Überläufer or any character with climbing experience can scale this cliff without making a roll. All others have a 1 in 20 chance of falling during the climb, suffering 3d6 damage (Saving Throw for 1/2).
- The machinegun nest is visible atop the bunker. This means there is probably an alternate entrance on the roof.

EXECUTION

The characters are free to deal with the German soldiers and destroy the communications facilities however they choose. Stealth is recommended, at least at first, especially if the Germans have been alerted to the Allied landings. If their jumps were unsuccessful and they arrive late, the Germans are on high alert because of the invasion.

EXTRACTION

Once the bunker is destroyed, head to the rallying point inside the town of Sainte-Mère-Église about three (3) miles away for a hot meal and brief respite. You won't be going home today, G.I. It's Berlin or Bust!

POST ASSESSMENT

The mission is considered a success if the radio tower, radar dish, and the telephone exchange (inside the bunker) are destroyed. Once the PCs have achieved their objectives they are to head to Sainte-Mère-Église to rendezvous with the rest of the 101st and await further orders.

Note: Whenever the characters finally rejoin Allied forces in Sainte-Mère-Église it is chow time. During playtesting, there was a running gag in these scenarios that the characters never really got a chance to have a hot meal.

Every time they were in the chow line, they got pulled out and sent on another mission and so spent their time either eating cold rations or going hungry. This helped to lighten the mood and gave the players something else to fixate on besides combat. Also, as anyone who has been in the military can attest to, food, or the lack thereof, is always a frequent topic of discussion!

AREA ONE: GERMAN PATROL

The PCs land in a thick forest. It takes them two (2) *turns* (twenty minutes) to untangle themselves and get their bearings.

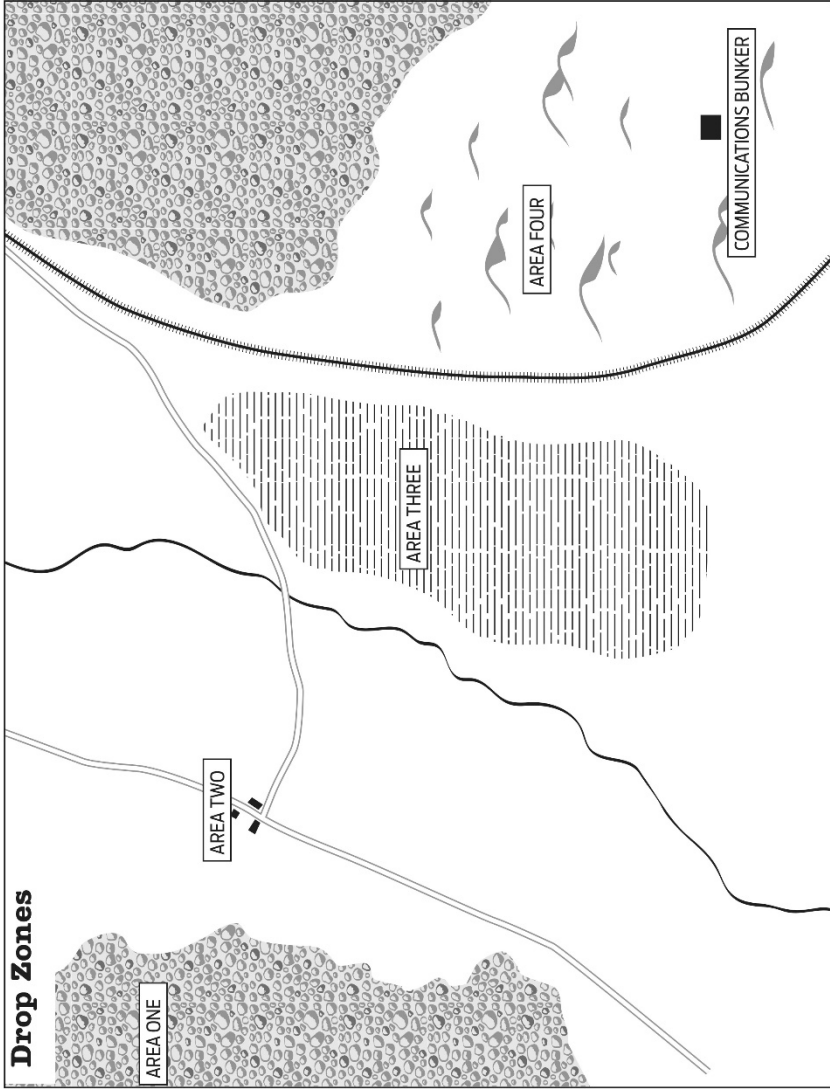
They have been spotted by a small German patrol that shadows them and tries to ambush them as soon as they leave the safety of the forest. Roll normally to spot the ambush.

The Germans release the dog first, and then shoot at anything that moves. They attempt to flee or surrender if more than four (4) of their number are killed.

Note: A Sniper character may try to Spot Ambush as soon as they emerge from the forest. Other characters may do so on a 1 on a 1d6.

German Soldier (6): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

Dog (German Shepherd): AC 7 [12]; HD 1+1; hp 5; THB +1; ATT 1 (bite, 1d6-1); ST 18; MV 15; HDE/XP 1/10.



AREA TWO: DRUNKEN GERMANS

The PCs land on the outskirts of a tiny, nameless hamlet overrun with drunken German soldiers who are oblivious to what's going on outside. There are three single-story farmhouses, each containing 1d3+1 inebriated soldiers who suffer a -1 penalty to all rolls.

If the Germans hear sounds of combat, they kill the lights and stay in their respective farmhouses. A terrified French family member (possibly a child) may escape from one of the houses and report the presence of the Germans inside, at the Referee's discretion.

German Soldier (1d3+1 per house): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

AREA THREE: MINE FIELD

The PCs land in a flooded field next to a railway line. Their movement rate is halved because of the mud and the waist-high water.

MINES: The field is heavily booby-trapped with mines and submerged explosives. The characters are surrounded by 1d3 mines at all times, no matter which direction they take.

Each round, one (1) character (chosen at random) passes close enough by a mine to set it off. The mine can be detected by the PC by rolling a 1 on 1d6 (1-3 on 1d6 by a Combat Engineer). If the PC does not detect the mine, have him make a Saving Throw. If successful, he misses it by mere inches and gets to live another day. If unsuccessful, the mine detonates for 2d6+2 damage (Saving Throw for 1/2).

However, because these mines were laid in '42, there's a 3 in 6 chance that they won't detonate due to water damage. The distinct "click" as the PC steps on the mine should cause for some tense moments. Once all PCs have detected or bypassed a mine, they have made it safely through the flooded field.

GERMANS: In the middle of the railway track is a lone sleeper car with four (4) German soldiers sleeping inside. On the roof, behind sandbags, is a machinegun nest. If the characters set off a mine, two (2) Germans fire rifles from the train windows. It takes the other two (2) soldiers 1d3+1 *rounds* to climb onto the roof and man the machinegun. One fires while the other loads.

There is a Kalamazoo (handcar) parked in front of the train that the characters

can use to get to within half a mile of the Communications Bunker.

Inside the train are the remnants of a sumptuous meal and several empty wine bottles. The plates are made of fine china and emblazoned with blood-red swastikas on the back. The knives and forks are made of silver with the Reich's eagle stamped on the handle.

In a wooden box on an antique side table is a much-coveted Luger P08 pistol (medium handgun). There is a bottle of Cognac and a box of Turkish cigarettes on another side table.

German Soldier (4): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet. A medium machinegun (MG42) is located atop the train car.

AREA FOUR: LANDING ZONE

Spot on! The PCs land in the open ground less than a mile from their target.

COMMUNICATIONS BUNKER COMPLEX

The Communications Bunker Complex consists of a main bunker and an unfinished radar bunker surrounded by landmines and barbed wire fencing.

ROLL CALL!

A breakdown of the German forces to be found in the understaffed Communications Bunker Complex. There are a total of twenty (20) Germans assigned to the Main Bunker. This includes eight (8) signallers, one (1) officer, one (1) sergeant, and ten (10) infantrymen.

Inside the Radar Bunker are four (4) Luftwaffe engineers tasked with installing the radar equipment. They sound the alarm if the PCs are spotted, but offer no resistance and attempt to flee or surrender immediately.

German Soldier (10): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

German Unterfeldwebel (Sergeant): AC 8 [11]; HD 1; hp 5; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, helmet, submachinegun (MP 40), medium handgun, two (2) grenades.

German Oberleutnant (Lieutenant): (1) AC 8 [11]; HD 1; hp 6; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, helmet, submachinegun (MP 40), medium handgun (Walther P38), two (2) grenades.

German Signallers (8): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, medium handgun (Walther P38).

Luftwaffe Engineers (4): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, medium handgun (Walther P38).

BUNKER DEFENSES

Landmines outside a barbed wire fence. The gate is boobytrapped with explosives that cause 5d6 damage (Saving Throw for 1/2) when triggered. The trap is plainly visible. A Combat Engineer can automatically disarm the trap (no roll needed). All other Classes have a 1 in 20 chance of setting it off when attempting to disarm it.

It takes three (3) *rounds* to cut a hole in the fence large enough to pass through (Combat Engineers can do it in one (1) *round*). The minefield is clearly marked and the mines are easily avoided, however, no Saving Throws to resist suppressive fire or explosives can be made while traversing the wire or the minefield.

The flat roof of the Main Bunker is protected by sandbags that provide partial cover (-4 *To-Hit*). A machinegun nest containing a medium machinegun (MG42) offers a 180-degree firing arc and covers the front gate. The machinegun can be relocated to any point on the roof to engage enemies.

Two (2) German soldiers patrol the bunker complex from inside the wire at all times.

German Soldier (2): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

If the PCs landed at Area Four, the Germans are asleep in their beds except for the two (2) patrolling the complex and one (1) signaller in the Radio Room. If the PCs land anywhere else, the Germans have been alerted by radio transmissions and telephone calls. Two (2) man the Machinegun Nest atop the bunker, two (2) man the machinegun in the Embrasure (area 15.), while the others are positioned as described below.

Unless otherwise noted, the German soldiers rush to the sound of fighting or explosions. They engage the PCs with large rifles first, throwing grenades at anyone using partial cover, if the situation permits. The German soldiers do not "cook" their grenades, so the characters have the chance to take cover or hurl them back at their attackers, if they desire.

BUNKER COMPLEX

The radar bunker is primitive and incomplete. It consists of three (3) simple wooden shacks with stakes marking the perimeter of a planned concrete bunker. The shacks offer only the benefit of concealment.

1. MAIN RADAR ROOM

The main room is awash with cables and unconnected equipment that can be destroyed by a burst of small arms fire or a grenade.

The four (4) Luftwaffe engineers here attempt to flee or surrender immediately. As POWs, they refuse to help the PCs infiltrate the Main Bunker unless torture is employed (which could open up a huge moral dilemma for the PCs in an ongoing campaign).

Luftwaffe Engineers (4): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, medium handgun (Walther P38).

2. STOREROOM

Filled with more radar equipment, tools, and bags of concrete mix.

3. BARRACKS

Six (6) bunk beds and footlockers. A kennel outside the barracks once housed two (2) German Shepherd guard dogs, but the dogs were poisoned by French Resistance fighters in the area.

4. RADIO MAST AND RADAR DISH

The radio mast and radar dish can be destroyed by satchel charges.

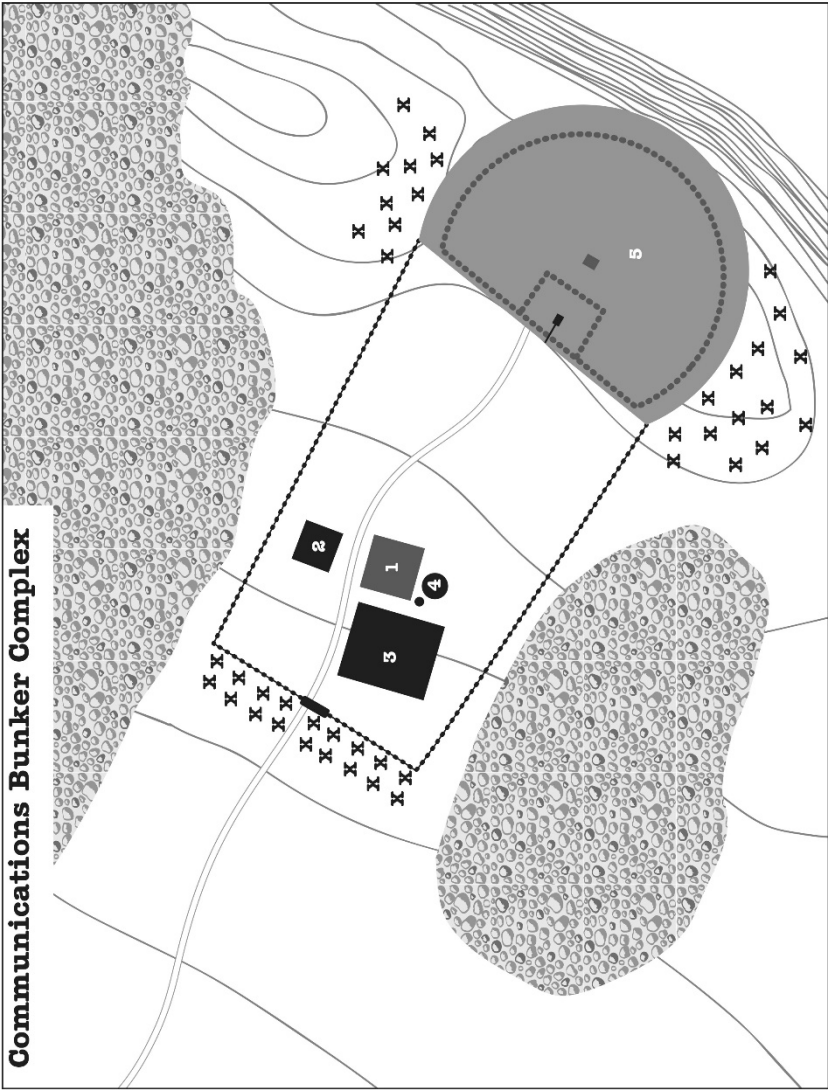
If, for some reason, the PCs have lost or used up their explosives, a Combat Engineer can jury-rig something with all the grenades they are carrying or those that can be found in the ammunition store inside the Main Bunker.

It takes a Combat Engineer three (3) *rounds* to set it all up, while other characters take one (1) full *turn*. There's a 1 in 6 chance it does not detonate if done by a non-engineer and the characters must destroy the system by either dismantling it or pulling it down. Small arms fire or singular grenades are ineffective.

5. MAIN BUNKER

(see below for details)

Communications Bunker Complex



MAIN BUNKER

The bunker sits atop a sheer, 30' tall cliff. The ferro concrete walls and ceilings are three (3) feet thick and can withstand a direct hit from a 105 mm artillery shell. All doors are made of two-inch thick steel with rubberised seals to prevent gas or smoke from filling the bunker. There is a shelter made of wooden posts and camouflage netting over the bunker.

The exterior door is locked. Unless noted otherwise, there is a 3 in 6 chance that any interior door the PCs encounter is locked. A T.N.T. charge set by a Combat Engineer is needed to blow the door open. There is a 1 in 10 chance that any other character setting the charge fails to open a door.

1. DOGLEG HALL

The dogleg hall is designed to help defenders repel intruders. Up to two (2) German soldiers can fire down the hall from each adjoining hall, using the corners as partial cover (-4 *To-Hit*). One German soldier can fire from the opening in the metal door leading to the Embrasure (area 15.), receiving the benefit of partial cover (-4 *To-Hit*).

2. MESS HALL

Sturdy tables and benches for eating. A shelf contains a radio tuned to an Axis Sally propaganda broadcast. A smaller table contains a deck of cards.

3. KITCHENS

Wood stove burner/oven, steel table, empty shelves, kitchen knives, and sinks filled with dirty mess tins. A small freezer and a pantry are also located here. Two (2) German soldiers wearing aprons are preparing breakfast. One (1) soldier attacks with a cleaver while the other attempts to retrieve the handgun in the Washroom (area 4.).

German Soldier (2): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

4. WASHROOM

A small washroom used by kitchen workers. A medium handgun (Walther P38) used for killing rats rests on the back of the commode.

5. EQUIPMENT ROOM

Spare equipment and tools for the radios, radar, and telephone system.

6. GENERATOR

Converted submarine generator. Twelve barrels of diesel and a locker filled with spare parts and tools for the generator.

7. UPPER HATCH

Narrow concrete staircase that leads to the roof. The trapdoor is boobytrapped

with explosives that cause 5d6 damage (Saving Throw for 1/2) when opened and make the staircase impassable with rubble. It is only set when there are no soldiers on the roof.

The trap is plainly visible from below. From above, a Combat Engineer has a 2 in 6 chance of spotting the trap at a glance or a 4 in 6 chance when actively looking for one. All other Classes have a 1 in 6 chance and a 2 in 6 chance, respectively.

A Combat Engineer can automatically disarm the trap (no roll needed). All other Classes have a 1 in 20 chance of setting it off when attempting to disarm it.

8. BARRACKS

Twenty (20) bunk beds with twenty (20) footlockers. Four (4) German soldiers are cleaning weapons at the bunks furthest from the steel door. If they hear a commotion outside, they pile footlockers on top of each other as a barricade (partial cover) and open fire on anybody that comes through the door. If no one comes in after four (4) *rounds*, or sounds of fighting continues, they exit the barracks to investigate.

German Soldier (4): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

9. WASHROOM

Showers, towels, steel mirrors, and one (1) half-naked German signaller cowering in the corner who surrenders immediately.

German Signaller: AC 9 [10]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10, towel.

10. NCO QUARTERS

The German *Unterfeldwebel* (Sergeant) is awake here. The room contains furniture and personal effects. It also doubles as an office.

German *Unterfeldwebel* (Sergeant): AC 8 [11]; HD 1; hp 5; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, helmet, submachinegun (MP 40), medium handgun, two (2) grenades.

11. OFFICER'S QUARTERS

The room contains furniture and personal effects. A framed photograph of Adolf Hitler sits on the desk.

12. ARMORY

Locked door. Twelve (12) large rifles (Kar-98k), four (4) submachineguns (MP40), two (2) crates of "stick" grenades (48 in total), three (3) cases of mixed calibre ammunition, six (6) green flares, six (6) white smoke grenades, and ten (10) rubberised gas masks. There's also a wheelbarrow, two (2) shovels, three (3) bags of cement, two (2) large axes, and three (3) pick-axes.

13. RADIO ROOM

Main radio room with six (6) signallers hard at work. The German *Oberleutnant*

is also here, drinking a cup of coffee and listening to the chatter. They surrender if presented with overwhelming force or if one of them is killed. The radios can be destroyed by a grenade or a burst of small arms fire.

The desks are awash with Intelligence that would be vital to the Allied war effort—codebooks, codenames, radio frequencies, daily logs of radio traffic, and more importantly, troop and armour movements.

German Oberleutnant (Lieutenant): (1) AC 8 [11]; HD 1; hp 6; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, helmet, medium handgun (Walther P38), two (2) grenades.

German Signaller (6): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, medium handgun (Walther P38).

14. TELEPHONE ROOM

The switchboard can be destroyed by a grenade or a burst of small arms fire. One (1) signaller is working the phones and a switchboard.

There are four (4) colour-coded phones: Black, Green, Yellow, and Red. Above each phone is a sign that says:

Achtung!

Feind hort mit!

(Caution, the enemy is listening!)

The phones are all “scrambled”. The yellow phone is a general communications phone. The black one is used to contact artillery positions in the immediate vicinity of Utah Beach. The green one is used to contact Infantry HQ in Normandy. The red one is a direct line to Berlin. On the wall is a detailed map of mortar, artillery, and troop positions, as well as other communications bunkers and anti-aircraft guns.

German Signaller: AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, medium handgun (Walther P38).

Note: If you have ever wanted to prank-call Hitler, now's the time! There's also a chance here for the characters to create chaos amongst the German forces and earn some excellent XP while doing so. An Überläufer, or someone fluent in German, who is familiar with German military protocol and has all this information at their disposal, could potentially have artillery positions open fire on each other, or on Infantry positions—and that's just for starters! Let the good times “roll”.

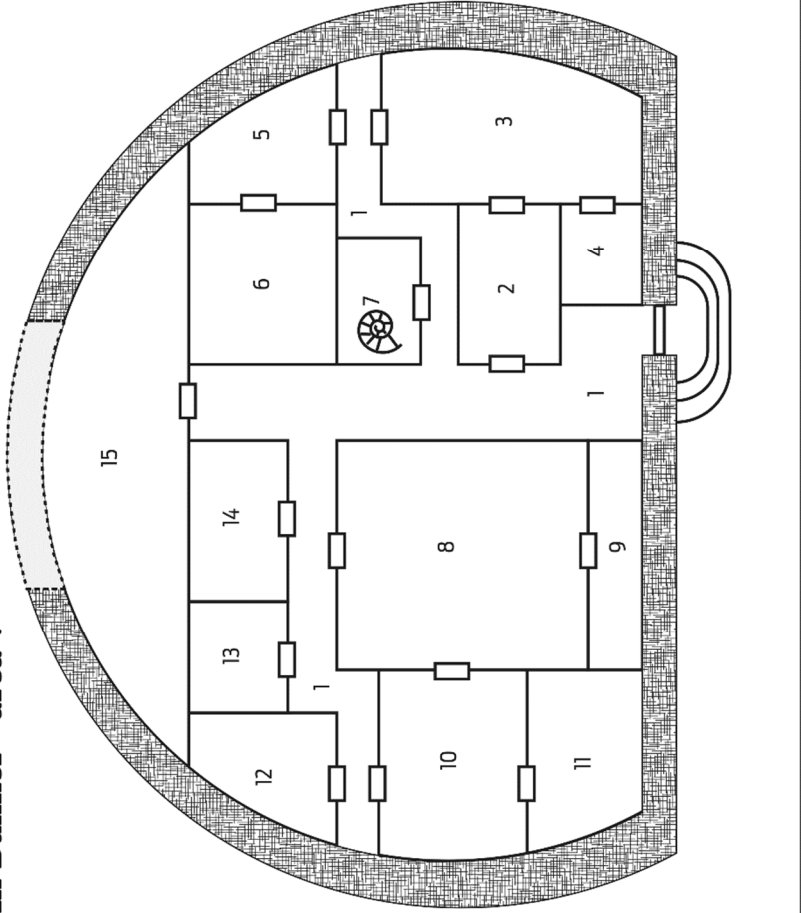
15. EMBRASURE

Large embrasure with two (2) German soldiers inside manning an 88 mm gun on a cruciform mount (treat as a large tank gun) and a medium machinegun (MG42). The Germans receive the benefit of partial cover (-4 *To-Hit*) if attacked from outside. The embrasure looks east onto open fields and woods.

The metal door to the embrasure contains a sliding port. If a commotion occurs in the hallway, one (1) of the Germans fires through the port at anyone in the hall.

German Soldier (2): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

Main Bunker - area 7



CANONS DE CHASSEURS

THEATER: Europe (Western Front)
DATE: June 7th, 1944
LOCATION: Cotentin Peninsula, France

Canons de Chasseurs is a blood-and-guts, *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st to 3rd level. The mission requires the PCs to knock out an artillery battery threatening the Allied advance in Normandy. It requires stealth, strategy, reconnaissance, and combat skills. Classes such as the Combat Engineer, Grunt, Sniper, and Überläufer are ideally suited for this mission, although other Classes may also be of use.

BACKGROUND

D-Day+1. The fight to free the world from the clutches of Nazi tyranny has begun and time is of the essence. Despite the ferocity of the initial D-Day attack, progress is slower than Allied High Command would like. The thought of being bogged down on the Cotentin Peninsula fills everyone with dread.

As an Allied attacking force thunders toward the port of Cherbourg to wrest it from German control, another sets its sights on Carentan, hoping to consolidate a defensive line against the inevitable German counterattack. The PC paratroopers and the 101st are part of this crucial offensive.

BRIEFING

The characters are standing in a leaky tent waiting for someone to explain why they've all been pulled out of the evening chow line again. The sky's grey, the rain comes down in sheets, and the camp's a mud bath. Lightning splits the air and in the distance, the rumble of guns is indistinguishable from that of thunder.

A map on a rickety wooden table is weighted down with two ammo boxes and a German helmet. The helmet has a bullet hole in it. Outside, the characters hear the screams of wounded men coming from the Aid Station.

Welcome to Normandy.

"Ah-tennnn-shun!" shouts a staff NCO as Captain Edgar Lithgow slogs his way through the mud and into the tent.

"At ease," he bellows and wastes no time getting to it. He points to a spot about five (5) miles south of Sainte-Mère-Église.

"That, gentlemen, is the hamlet of St. Alain. It's surrounded on all sides by a patchwork of fields protected by thick, damn near impenetrable bocage hedgerows.

Three days ago it was German-free, but as of yesterday morning it's riddled with them. Kraut paratroopers. SS fanatics. Even some of those Ost conscripts they've got.

Here next to it is a forest the locals call the Forêt des Chasseurs. Yesterday afternoon, a low-flying Spitfire took some flak from a battery of 88s hidden in the treeline. If I know the Germans, and I do, they'll have brought those guns up to try and stall us on the way into Carentan.

The 88s are zeroed-in on the major causeways and roads, so you're going to have to spike them if we want to take St. Alain on our way to Carentan. Tomorrow morning at exactly 0700 hours, Allied artillery is going to pound the woods where we think the guns are located. That should be enough to make the Germans keep their heads down.

Your team will attack the battery in the confusion, after the shelling stops. You should be able to take out the gun crews before they realize what's happening. Once you've achieved your objective, you'll rendezvous with us back here along with the 2nd Armored Division on their way down from Omaha Beach.

The quickest route to the Forêt de Chasseurs is by the road. It's about five miles as the bullet flies. A lot of our boys from the 82nd and the 101st may also be wandering around out there in the dark. Bring 'em back with you if you can. We'll need all the help we can get to take Carentan.

This isn't going to be a cakewalk fellas. Damn Krauts are chasing their tails for now, but that 'aint gonna last too long and there's nothing in this world that fights harder than a German soldier with his back to the wall. With us coming straight at 'em, they 'aint go no place to go.

Get some sleep tonight. Tomorrow's gonna be rough. Good luck and Godspeed!"

OBJECTIVE

Destroy the Battery of 88s hidden in the Forêt des Chasseurs.

PLANNING

As soon as Captain Lithgow leaves, a poncho-wearing quartermaster ushers the PCs to a larger tent filled with ammo crates and other bits of kit. Let the characters resupply, but try to keep it within reason. The quartermaster is overworked and not in the mood for shenanigans. A Charmer who strikes up a friendly conversation with him receives a bottle of Jim Beam whiskey and a carton of Lucky Strikes in addition to requested gear. All others get only K-rations.

The characters must be wise in their weapon selection. There are all manner of enemy operating out there—infantry, tanks, and even aircraft. Most small arms are available to the PCs. Each character receives four (4) grenades. If heavy weapons are requested, the PCs receive a light machinegun (BAR), medium rocket-propelled grenade (bazooka), and a backpack portable flamethrower (M2) if they want them.

Dealing with Normandy's bocage (hedgerows) requires more than just a pair of

hedge trimmers! The bocage was infamous for being virtually impassable. Climbing a hedge exposes the PCs to enemy fire. A path through the hedges can be cleared by satchel charges containing dynamite (treat as a Timed Explosive with a fuse detonator). Properly placed satchel charges can also be used to destroy the 88 mm guns. Each character is issued four (4) satchel charges for this mission.

The quartermaster has allocated up to three (3) Willys Jeeps equipped with blackout lights to get the PCs to the target area. Each Jeep has a handheld radio, one set of spare batteries, and a spare antenna. The radio has a range of about three (3) miles, weather permitting.

Small Truck (Willys Jeep) (3): AC 8 [11]; HP 12 (HD 3); MV 21; ATT -; MOD Cargo. One (1) of the Jeeps has a heavy machinegun (M2 Browning) on a pintle mount (PIN) in the back, with space up front for a driver and a passenger. The words "Bugs Bunny" are stencilled on the side of the barrel. The other Jeeps are nondescript except for bullet holes in the windshields and seats—a grim reminder of what's at stake.

Note: Innovative characters might decide to disguise themselves as German soldiers in order to infiltrate the battery of 88s. Captured uniforms, weapons, and vehicles of the German Wehrmacht are available on request. However, due to the sheer number of Allied paratroopers wandering around, this could prove dangerous.

INSERTION

There is scant information to aid the characters in this adventure as they are travelling blind into enemy territory. The Cotentin Peninsula is in complete disarray and the Allied bridgehead is precarious at best. Hundreds of paratroopers have been scattered wildly in every direction and the German defence is either suicidally stubborn or completely non-existent. Counterattacks by the Germans are sporadic and confused, as reports pour in of phantom Allied landings everywhere.

The characters are told to leave after midnight. Dawn is at 0559 hours, and the wind is West North West, backing North West Force 4. The weather is dreadful, with long periods of heavy rain, mist, fog, and possible flooding all hampering their journey. Because of the rain, there is no air support available for this mission. A rundown of possible encounters is noted in French Countryside (below).

It should take the PCs around thirty (30) minutes by Jeep to reach the edge of the Forêt de Chasseurs, so if they leave early enough there should be plenty of time to get in position before the artillery barrage begins at 0700. If the characters decide to ditch the Jeeps and make their way on foot, the trip takes two (2) hours. If they leave the road and travel over the fields and through the hedgerows, the trip takes four (4) hours instead.

A few encounters along the road may be bypassed by observant PCs. However, each encounter invariably helps the overall war effort and may also reveal intelligence that would be beneficial to those higher up the chain of command.

PRE-ASSESSMENT

There are four (4) 88 mm guns hidden on the edge of the Forêt de Chasseurs, with limited shells and approximately twenty (20) German soldiers manning the battery. They are in touch with elements of a roaming *Panzergrenadier* unit that acts as reinforcements if need be. The battery has been there for at least six months, and is pretty well set up with trenches, patrols, and a machinegun nest to protect their rear.

A character doing reconnaissance has a 1 in 20 chance of being spotted. If recon is successful, the Referee should provide the PCs with a rough map of the gun emplacements. A Tactician who uses his Superior Planner ability determines the following information:

- The characters should take out the machinegun nest (area 5.) first, quietly if possible.
- The characters should take out the German soldiers patrolling the area.
- The PCs should start attacking at one end of the trench line and systematically move from one gun emplacement to the next.
- A machinegunner or Sniper should provide covering fire during the assault to make sure the German soldiers do not leave the trench and try to flank the PCs. The German machinegun nest provides an ideal location for this.

EXECUTION

Canons de Chasseurs is presented as a mini-sandbox, with the PCs having the freedom to decide exactly how they want to take out the 88 mm guns.

Once the characters engage the Germans, the soldiers stay by their guns. They prefer to fight the enemy by shooting at them as they advance down the trenches toward them. As soon as there are obvious signs of attack (screams, gunshots, explosions), one of the German soldiers radios for assistance. The *Panzergrenadier* Patrol (see below) responds in one (1) *turn*.

EXTRACTION

Once the 88s are destroyed, the PCs are to return to Sainte-Mère-Église to await the march on Carentan.

Note: If the Referee is planning to run the *SS in St. Alain* mission, the PCs are intercepted by a French Resistance cell led by Andre Nimmo before they leave the area (see *Liberté*, below).

POST ASSESSMENT

The mission is a success if all four (4) 88 mm guns are destroyed.

FRENCH COUNTRYSIDE

It is a relatively straight road from Sainte-Mère-Église to the Forêt de Chasseurs, passing over several streams and one river. The characters must travel along the narrow road through small forests and typical Normandy farmland, with short stone fences and row-upon-row of bocage hedgerows looming up to either side.

The muddy road is highly unreliable and requires each driver to make a successful Saving Throw every mile to avoid getting their Jeep stuck (total of five miles). A Wheelman character ignores this effect. If a Jeep becomes bogged down, it takes 1d3 *turns* to get it free.

While freeing a stuck Jeep, there is a 1 in 6 chance a patrol consisting of one (1) mounted German officer and six (6) German soldiers comes to investigate the noise. The Referee can roll normally for Surprise. The Germans attack on sight, but attempt to flee or surrender if more than half of their number are killed. This encounter happens only once.

If the characters spend too much time on the road, they may arrive at their target too late to take advantage of the Allied artillery barrage.

German Soldier (6): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

German Oberleutnant (Lieutenant): AC 8 [11]; HD 1; hp 6; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, medium handgun (Walther P38), two (2) grenades, bayonet.

Horse: AC 7 [12]; HD 2; hp 9; THB +2; ATT 1 (bite, 1d2; hoof, 1d3); ST 19; MV 21; HDE/XP 1/10.

AREA ONE: THIRSTY! VICTORY!

The forest here is thick to either side of the muddy road. As the PCs pass through this area, there is a 1 in 6 chance they spot an armed soldier crouched down in the loose scrub near the road (a Sniper may use his Spot Ambush ability). The soldier is a paratrooper of the 82nd Airborne Division. If the PCs stop to investigate, the soldier is suspicious and calls out "Thirsty!". If he does not get the appropriate answer ("Victory!"), he and his fellow paratroopers attack.

If the proper response is given, the paratrooper and his heavily camouflaged companions from the 82nd emerge from the trees and gather around the Jeeps. They were supposed to have been dropped closer to Carentan, but their plane was hit by flak and they were forced to bail out. They have been searching for a glider crew the plane was towing behind it as they make their way to their rendezvous

point at Sainte-Mère-Église. The paratroopers were supposed to link up with a French Resistance contact named Andre Nimmo near the hamlet of St. Alain, but have seen no sign of him.

The soldiers tell the PCs that a German halftrack passed by about half an hour ago with approximately four or five soldiers in the back. A few minutes later, they heard the sound of German guns to the south, but no return fire from Allied weapons.

The paratroopers do not accompany the PCs further, but wish them luck on their mission.

Allied Paratrooper (6): AC 7 [12]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, small rifle (M1 carbine) or submachinegun (Thompson), two (2) grenades, two (2) satchel charges, bayonet.

AREA TWO: FRENCH CIVILIANS

Open pastures stretch to either side of the road, separated by stacked stone fences and hedgerows. A small wagon track leads off the road, up to a one-storey stone farmhouse and a large wooden barn. A few chickens cluck quietly in a henhouse next to the barn while a rooster proudly announces their arrival.

Nothing stirs inside the farmhouse. If a canny PC looks for tracks, he spots churned up mud in the road from mechanised treads reminiscent of a German halftrack.

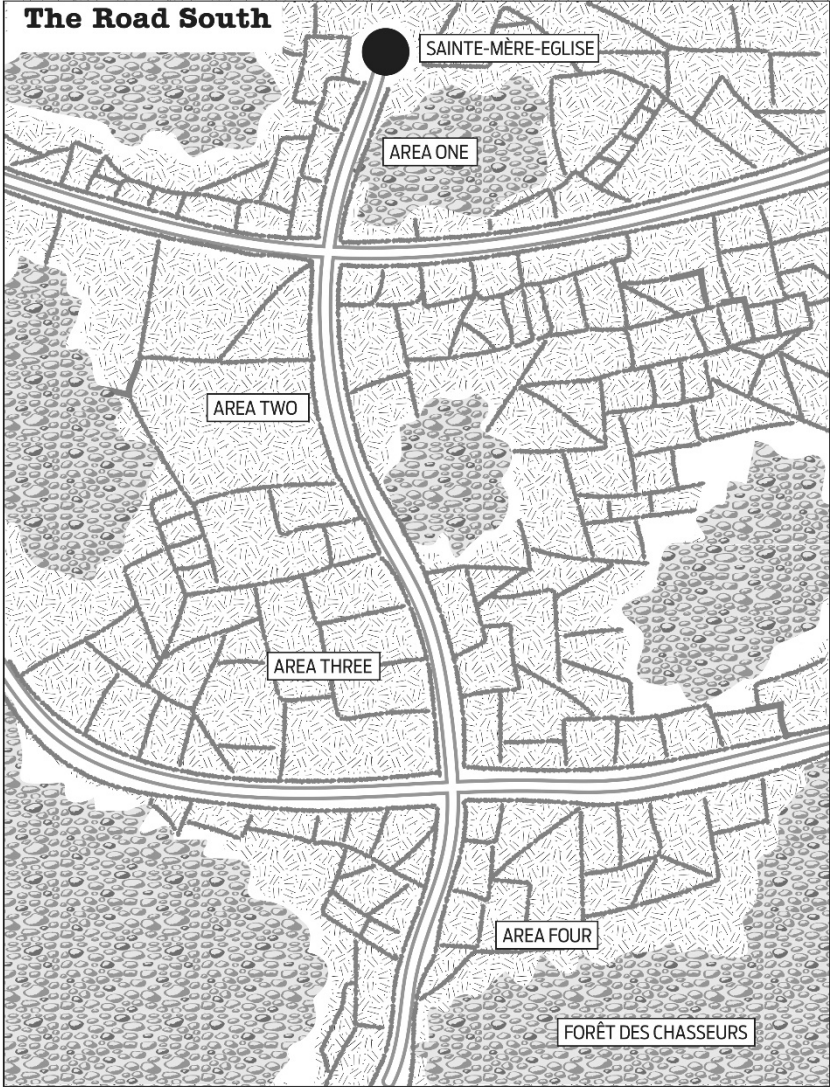
As the characters approach the entrance to the farm, they see a small group of six (6) French civilians pushing bicycles and leading a horse and cart toward the road. The back of the cart is piled high with hay.

If the PCs are dressed as Germans, the French civilians flee immediately upon spotting them, scattering into the fields.

If the PCs are still in their American uniforms, the civilians stop and wave at them, feigning faux celebratory gestures. Even a cursory glance reveals them to be German soldiers, as their hair is of military length, they are far too well fed to be farmers, and their French is even more broken than their English. Their rifles are hidden in the hay, along with plundered meat, cheese, and wine.

If the subterfuge is spotted, the Germans surrender. They were stationed on the cliffs above Utah Beach and slipped out of their pillbox after the initial barrage stopped and the Higgins boats started landing.

If the PCs investigate the farmhouse, they find it empty, but signs of it being ransacked are everywhere. Immediately outside the back door are four (4) naked bodies, all males of young to old age. They've been lined up against the wall and shot. The clothed bodies of two (2) women and one (1) child lie in the field beyond the barn. These were gunned down while trying to run away as the men were executed.



Inside the barn is the German halftrack that the paratroopers from Area One saw earlier, along with six (6) German infantry uniforms lying on the ground. There are no weapons or ammunition except for the medium machinegun (MG42) mounted on the back of the halftrack. Several jerrycans of petrol are strapped down in the back of the halftrack.

The German soldiers vehemently deny having killed the people in the farmhouse although they are in fact responsible for the murder. They needed clothes and food to help them desert and were afraid the civilians would turn them in. If pressed, the soldiers attempt to fight or flee into the surrounding countryside. If the PCs leave any captured Germans tied up at the farmhouse, the French Resistance finds them later and exacts revenge.

German Soldier (6): AC 9 [10]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; large rifle (Kar-98k), bayonet.

Armored Personnel Carrier (Sd.Kfz. 251): AC 5 [14]; hp 24 (HD 6); ATT Medium Machinegun (PIN); MV 12; MOD Communications, Reinforced Hull (a), Tracked.

AREA THREE: GLIDER DOWN

The muddy road is thick here and slows the vehicles down to a steady crawl. There is eight-foot-tall bocage to either side of the road. To the west, the hedges have been completely flattened, and are a tangled mass of broken branches and upturned roots.

The PCs have a direct line of sight into the field beyond. In the middle of the field is a downed Horsa glider which plowed through the bocage before crash-landing here. Dark shapes that appear to be lifeless bodies are scattered around the aircraft. The bocage offers the benefit of concealment (-2 *To-Hit*).

All is quiet until the characters hear someone weakly shouting, "Help me, help me," over, and over again. It is coming from the glider. If they look carefully, they can see a fallen paratrooper slowly waving his hand back and forth in the doorway of the glider. There are several large holes in the glider's side, but it's still too dark to make out what's inside.

What the PCs cannot see is a carefully concealed machinegun nest fortified with the bodies of dead paratroopers just inside the doorway (partial cover). There is one (1) *Waffen-SS* gunner and one (1) loader. The loader has tied a stick the arm of the dead soldier and is using it to move the arm. He is also the one calling out for help.

Another four (4) *Waffen-SS* soldiers hide inside, two (2) on each side of the machinegun, looking out through the holes in the side of the Horsa. They wait for the PCs to approach the glider before opening fire. The German soldiers receive the benefit of Concealment.

A large hole on the opposite side of the glider is used as an exit if things get too hairy for the Germans. They have already blown a small hole in the bocage beyond to help them escape. If they are captured, only one speaks English, but he

refuses to talk and tells them only that his commander, *Hauptsturmführer* Vogel, is waiting to welcome the Allies in the hamlet of St. Alain (see *SS in St. Alain*).

Inside the glider are the bodies of several men of the 82nd. One of them is a Captain who has a larger map of the area than the characters have, although it doesn't offer more detail. He also possesses a compass, a pair of binoculars, and a large Bowie knife (treat as a bayonet).

A working field radio (range 15 miles), spare batteries, spare antennae, and a medium machinegun (M1919 Browning), with ten ammo boxes is also inside.

Waffen-SS Soldier (6): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet. Two (2) of the soldiers man a medium machinegun (MG42). One fires while the other loads.

AREA FOUR: THE THUNDER OF GUNS

The Chasseurs battery is located just north of the Forêt de Chasseurs, concealed behind a bocage hedgerow on the edge of a grassy field.

A trench line links the four (4) sunken gun emplacements together. It is seven (7) feet deep and roughly five (5) feet wide. The trench and emplacements grant the benefit of full cover or partial cover to anyone inside, except in places noted below. When battling others inside the trench, recesses dug into the walls grant partial cover.

Camouflage nets are strung over the 88 mm guns to conceal them from the air. The guns can be destroyed by placing a satchel charge (or two grenades) inside the barrel.

A German machinegun nest manned by two (2) German soldiers guards the rear of the guns. The machinegunners have a clear field of fire at anyone in the open field. They can also target anyone firing back at them from the trenches or the gun emplacements.

Two (2) German soldiers patrol the area, occasionally stopping to peer through gaps in the hedges or chat with other soldiers at each gun emplacement. They keep a watchful eye on the road to the west, but never cross the field to the machinegun nest.

German Soldier (2): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

1. GUN ONE

An 88 mm gun sits in a rectangular emplacement dug into the earth. The emplacement contains five (5) wooden crates containing three (3) 88 mm rounds each (total of 15). A radio set is mounted to the trench wall beside the gun. The rear of the emplacement has been dug out, providing access to the back field and

a clear line of sight to the Machinegun Nest (area 5.).

A propaganda picture of Adolf Hitler hangs on the wall next to the gun.

Gun One is manned by four (4) German soldiers.

German Soldier (4): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

2. GUN TWO

An 88 mm gun sits in a rectangular emplacement dug into the earth. The emplacement contains five (5) wooden crates containing three (3) 88 mm rounds each (total of 15). A radio set is mounted to the trench wall beside the gun. The rear of the emplacement has been dug out, providing access to the back field and a clear line of sight to the Machinegun Nest (area 5.).

Gun Two is manned by four (4) German soldiers.

German Soldier (4): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

3. GUN THREE

An 88 mm gun sits in a rectangular emplacement dug into the earth. The emplacement contains five (5) wooden crates containing three (3) 88 mm rounds each (total of 15). A radio set is mounted to the trench wall beside the gun. The rear of the emplacement has been dug out, providing access to the back field and a clear line of sight to the Machinegun Nest (area 5.).

There is a backpack here containing a map that is crucial to the Allies, as it shows the location of every German artillery battery near Carentan.

Gun Three is manned by four (4) German soldiers. Three (3) of the soldiers are riflemen while one (1) is a *Flammenwerfern* (flamethrower operator) with a backpack flamethrower (*Flammenwerfer 35*). The *Flammenwerfern* remains behind cover until the PCs get close before stepping into the open and lighting up the trench with his flamethrower.

German Soldier (3): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

German *Flammenwerfern*: AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, flamethrower (*Flammenwerfer 35*), bayonet.

4. GUN FOUR

An 88 mm gun sits in a rectangular emplacement dug into the earth. The emplacement contains five (5) wooden crates containing three (3) 88 mm rounds each (total of 15). A radio set is mounted to the trench wall beside the gun. The rear of the emplacement has been dug out, providing access to the back field and a clear line of sight to the Machinegun Nest (area 5.).

Gun Four is manned by four (4) German soldiers.

German Soldier (4): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

5. MACHINEGUN NEST

Two (2) German soldiers man a medium machinegun (MG42). One fires while the other loads. The machinegun nest is fortified with sandbags and provides the soldiers with partial cover (-4 *To-Hit*). The crew may be taken out by hurled grenades, if the PCs can get close enough, or by accurate sniper shots. A well-placed Molotov cocktail would also work.

If this nest is used to provide covering fire for an attack on the trenches, there is a 1 in 6 chance per *round* that one of the gun crews charges the nest while firing their weapons. If the flamethrower operator reaches the nest, the results could be devastating for the PCs.

German Soldier (2): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

ALLIED ARTILLERY

Allied artillery begins shelling the wood line at 0700 hours, causing the Germans to hunker down inside the trenches. Although the barrage is loud and terrifying, it causes little damage.

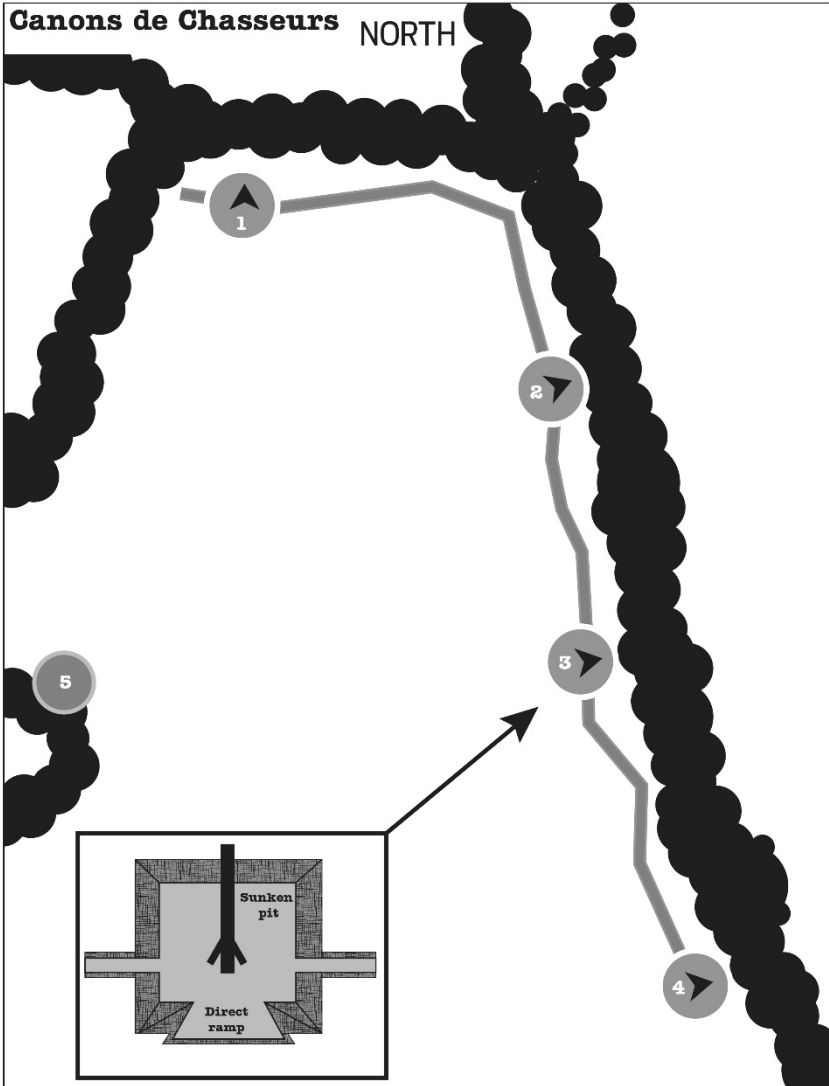
If the PCs attack within one (1) *turn* after the shelling stops, they automatically achieve Surprise over the disoriented German soldiers. The Germans attempt to flee or surrender if more than twelve (12) of their number are killed.

LIBERTÉ

A band of French Resistance fighters led by a Frenchman named Andre Nimmo is hiding in the forest. The Resistance has been watching the battery for some time. If the PCs are having a tough go, the Resistance fighters pitch in to help, but scatter once the *Panzergrenadier* Patrol arrives (see below). The PCs must take the patrol out themselves.

French Resistance Fighter (8): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; thick clothes, large rifle (Lee-Enfield Mk. III) or submachinegun (Sten), knife.

Andre Nimmo (Resistance Leader): AC 8 [11]; HD 1; hp 6; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; thick clothes, submachinegun (Sten), medium handgun (Walther P38), knife.



PANZERGRENADIER PATROL

Exactly one (1) *turn* after receiving the distress call, a German armoured car (*Leichter Panzerspahwagen*) appears and begins firing at anything that moves. If all the 88 mm guns were not destroyed, the characters can use them to defeat the armoured car. The Referee should treat the 88 mm gun as a large tank gun.

German Soldier (4): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP40), two (2) grenades, bayonet.

Armored Car (*Leichter Panzerspahwagen*): AC 6 [13]; HP 10 (HD 2); MV 18; ATT Medium Machinegun (TR2); MOD Reinforced Hull (a).

QUEEN OF HEARTS

Andre Nimmo and his French Resistance cell make contact with the PCs once the guns are destroyed (if they haven't done so already). As introductions are made, a tearful teenage girl named Reine arrives with news that captured U.S. Airborne troops are about to be executed by the *Waffen-SS* in the hamlet of St. Alain!

SS IN ST. ALAIN

THEATER: Europe (Western Front)
DATE: June 7th, 1944
LOCATION: Cotentin Peninsula, France

SS in St. Alain is a *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. It requires stealth, strategy, reconnaissance, thinking-on-your-feet, and a reasonable amount of combat. The characters must infiltrate a German-occupied village and rescue Allied prisoners. To be successful in the face of such overwhelming danger, you'll need to have your wits about you as the stakes have never been higher! This adventure can be played by any combination of character classes found in *WWII: Operation WhiteBox*, as there is something inside for everyone.

BACKGROUND

The hamlet of St Alain is under the control of a battle-hardened squad of German paratroopers (*Fallschirmjäger-Regiment 6*), a squad of infantry from the Ost battalion, and a detachment of *Waffen-SS* fanatics led by *Hauptsturmführer* (Captain) Ernst Vogel. This garrison is the eyes and ears of two German paratrooper battalions embedded in nearby Carentan.

Once the D-Day invasion was confirmed, *Hauptsturmführer* Vogel began sending patrols into the surrounding countryside to capture Allied paratroopers for interrogation. A young girl named Reine and a few idealistic villagers attempted to sneak some of the paratroopers out, but were gunned down by the SS. In retaliation, the remaining villagers have been rounded up and imprisoned with the Allied soldiers inside a ruined mill house.

The PCs are Allied paratroopers who have assembled after D-Day. A French Resistance leader named Andre Nimmo and a teenage girl named Reine approach the characters while they are on a scouting mission south of Sainte-Mère-Église (ideally just after they destroyed the guns in the Forêt de Chasseurs). Reine's face is streaked with dirt and tears. She is wearing a flowered dress, army boots, and a helmet with a heart stenciled on the side (denoting a soldier of the 502nd Regiment, 101st Airborne Division) which belonged to a handsome young paratrooper named Bill Bradley.

BRIEFING

The tearful Reine tells the PCs:

"The Germans have captured American soldiers and taken all the villagers. They are keeping them in the old mill house. We tried to sneak some of them out, but the Germans caught them and shot them down. I barely escaped with my life. The

German sergeant wants to keep them as hostages, but the Nazi officer plans to kill them all. You must save them!"

OBJECTIVE

Rescue the Allied prisoners from the *Waffen-SS* and liberate the hamlet of St. Alain.

PLANNING

There is little time to plan for this mission. The characters must work with whatever gear they've got. They are on the clock. The prisoners could be executed any minute. The Resistance has access to medicine, burn salves, and bandages, so any lost Hit Points are restored for this mission except one (1) per character.

If the PCs radio HQ for reinforcements, Captain Lithgow says, "We can't spare anyone. The Germans hit our flanks last night and we've got Jerries moving in the open. I don't need to tell you fellas that we're holding on by our finger nails here, but you can't sit idly by while our boys are put up against a wall and shot. No, sir! Not today! Do whatever you have to do to get those men out!"

Andre Nimmo and the French Resistance offer to help, but they are not suicidal. They refuse to enter the town, but agree to snipe at Germans from behind the hedgerows. The characters can use radios to coordinate attacks with the Resistance. Andre points out that the Grain Silo (area 13.) is the tallest point in the hamlet and would provide an ideal vantage point for a skilled sniper. He also warns the PCs that a German sniper is posted in the bell tower of the Church of St. Alain.

INSERTION

St. Alain is located less than a mile from the Forêt de Chasseurs. It is bordered by a half circle of thick hedgerows along Le Plonge River. Two entrances through the hedgerows are guarded by German soldiers (area 1. and area 2.). A bridge crossing the river is also guarded by Germans (area 3.). A hidden tunnel leads from the riverbank to a wine cellar beneath one of the farmhouses. The Resistance can direct the PCs to the riverbank entrance, but a German *panzer* crew is currently camped beside it (area 5.).

PRE-ASSESSMENT

The Referee should provide the PCs with a map of the hamlet of St. Alain. The hamlet is small, so any commotion (yelling, gunfire, explosions, etc.) is sure to raise the alarm.

Andre Nimmo knows that an ancient network of tunnels connects some of the farmhouses, but he is not sure which ones. The tunnels are the best way to move around without being seen. Reconnaissance points out the *panzer* crew camped across the river, just near the entrance to the riverbank tunnel.

A Tactician who uses his Superior Planner ability determines the following information:

- The riverbank tunnel takes the PCs to a farmhouse close to the mill house. This is probably the quickest way to reach the prisoners (and/or the grain silo), although getting past the *panzer* crew is no easy task.
- The top of the grain silo is fortified with sandbags, which means the Germans must use it as an observation or sniper post.
- The tank can only cross the river at the bridge so disabling the bridge might be wise. The tank can still fire at the PCs, so the characters should utilize cover as much as possible and keep the German forces between them and the river.
- If the *panzer* crew is killed or incapacitated, the PCs might want to use the captured tank against the German forces in St. Alain.
- The German Army is massing to defend Carentan, so any fighting here is unlikely to draw reinforcements from outside the immediate area.

EXECUTION

The characters may try to sneak in to free the prisoners, attack the Germans head on, or use captured German uniforms and gear to blag their way through the mission.

SNEAK: The tunnel network is the safest way to move about the hamlet unseen. Whenever the PCs exit a building, there is a 1 in 20 chance they are spotted by the nearest German soldiers (or the sniper in the bell tower, if no soldiers are posted nearby). Above ground, the characters may use hedgerows, stone fences, and farmhouses to conceal their movements. In daylight, there is a 1 in 10 chance they are spotted.

ATTACK: The soldiers are on high alert and are awaiting an enemy assault. When the shooting starts, the Germans take the following actions:

- The highly disciplined German soldiers hold their Fixed Positions (see below). If their positions are in danger of being overrun, they fall back to the nearest Fixed Position, moving back towards the center of town, with their final fall-back position being the Church of St. Alain.
- In 1d6+1 rounds, a team of four (4) *Fallschirmjäger* on standby at the Stone Barn (area 14.) arrive to join the fight. If the firefight persists, they may summon the remaining three (3) *Fallschirmjäger* from the barn.
- In 1d6 rounds, the German sniper in the bell tower begins shooting at any targets in the open.
- In 1d6 rounds, the Panzer Crew (area 5.) fires at the PCs from a distance.
- If the PCs assault the Church of St. Alain directly, the German soldiers all over the hamlet abandon their Fixed Positions to come to the aid of the German NCOs at the church. The *panzer* crew drives their tank over the bridge to engage the PCs. The Referee should roll normally to see if the

tank driver successfully makes it across the bridge.

- If the church is being overrun, the Germans inside attempt to surrender.
- If the PCs assault the mill house directly, the German soldiers all over the hamlet abandon their Fixed Positions to come to the aid of the *Waffen-SS*. The *panzer* crew drives their tank over the bridge to engage the PCs. The Referee should roll normally to see if the tank driver successfully makes it across the bridge.
- The PCs have precisely three (3) *turns* (thirty minutes) before the *Waffen-SS* at the mill house start executing the prisoners. *Hauptsturmführer* (Captain) Ernst Vogel may accept the surrender of the PCs in exchange for mercy, at the Referee's discretion. If this happens, interrogation and torture are sure to follow.

BLAG: If the PCs arrive in German uniforms, they can try to "blag" their way through to the mill house. The characters are stopped by German soldiers at every Fixed Position, or any time they are seen doing something unusual (hiding, sneaking, avoiding a Fixed Position, etc.). As long as the PCs speak German, the German soldiers must make a Saving Throw to detect the ruse, with the following conditions:

- Apply Charisma modifier as a penalty to the Saving Throw.
- Apply a -1 penalty if at least one of the PCs wears the uniform of a German officer or Fallschirmjäger.
- Apply a -1 penalty if the PC is a Charmer, Maquis, or Überläufer.

Note: There is no "blagging" *Hauptsturmführer* Vogel. He immediately sees through the PCs' disguise and orders his men to attack.

EXTRACTION

There is none. Not until Fortress Europe falls. The Germans pursue the PCs if they flee with the prisoners. The escape should be a harrowing ordeal as they are hounded by German shouts and bullets until finally, the characters run into Captain Lithgow, a platoon of paratroopers, and five (5) medium tanks (M4 Shermans) marching on St. Alain. The pursuing Germans but up a brief fight, but quickly surrender to Allied forces in the face of these overwhelming odds.

If the characters manage to kill or capture the Germans occupying St. Alain, they can rest momentarily while they wait for Captain Lithgow and his forces to arrive. The assault on Carentan is scheduled for D-Day+4 and St. Alain would be an excellent staging area for the attack.

POST ASSESSMENT

The mission is a success if the characters rescue the captured Allied paratroopers and villagers. Killing or capturing the German soldiers, particularly the officers and NCOs, is an added bonus. The residents of St. Alain welcome the PCs as heroes and a feast is held in their honour as the brass prepares to advance

on Carentan in the south. The characters finally get to sit down for a hot meal with copious amounts of food and wine. Captain Lithgow commends the PCs on a job well done and recommends them each for a Silver Star. All Enlisted rank soldiers are promoted one (1) rank higher. The characters are on their way to greatness!

ROLL CALL!

The German forces holding St. Alain consist of a squad of twelve (12) German paratroopers (Fallschirmjäger-Regiment 6), a squad of twelve (12) infantry from the Ost battalion, and a detachment of six (6) *Waffen-SS* fanatics. The paratroopers and Ost infantry are led by *Fallschirmjäger Unterfeldwebel* (Sergeant) Hans Brandt and two (2) *Fallschirmjäger Unteroffiziers* (Corporal). The *Waffen-SS* are led by *Hauptsturmführer* (Captain) Ernst Vogel.

The Fallschirmjägers and Ost are using the church as their headquarters and have a serious dislike for the *Waffen-SS*, who they see as bullies and criminals. The German paratroopers take no part in the killing of innocent civilians or captured Allied soldiers.

The Germans are armed with an assortment of small arms and explosives. What they don't know is that their *stielhandgranates* (stick-grenades) were made by forced laborers who have been doing their best to sabotage the Nazi war effort. There is a 3 in 6 chance a grenade is a dud. If a "1" is rolled, the grenade explodes in the thrower's hands as soon as the string is pulled.

German Ost Soldier (12): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

Fallschirmjäger (12): AC 7 [12]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, light machinegun (FG 42), two (2) grenades, brass-knuckle trench knife (treat as bayonet). The German paratroopers are armed with a prototype light machinegun called the *Fallschirmjänergewehr* 42 (FG 42). These are capable of single-shot, burst fire, or suppressive fire, and have bipods for greater accuracy (+1 *To-Hit* when lying down using a bi-pod).

Fallschirmjäger Unteroffizier (Corporal): AC 7 [12]; HD 1; hp 5; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, light machinegun (FG 42), two (2) grenades, brass-knuckle trench knife (treat as bayonet).

Fallschirmjäger Unterfeldwebel (Sergeant) Hans Brandt: AC 7 [12]; HD 1; hp 6; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, light machinegun (FG 42), medium handgun (Walther P38), two (2) grenades, brass-knuckle trench knife (treat as bayonet).

Waffen-SS Soldier (6): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP40), two (2) grenades, bayonet.

SS- Hauptsturmführer (Captain) Ernst Vogel: AC 8 [11]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, medium handgun (Luger P08), two (2) grenades, *Waffen-SS* Ehrenolch "honour dagger" (treat as bayonet).

HAMLET OF ST. ALAIN

The hamlet has known war and conquest before. Romans, Goths, Huns—all have passed through this bucolic and idyllic hamlet as invaders and would-be conquerors, spilling blood and destroying buildings and livestock. Violence is a part of the history of this place and yet somehow, the hamlet has always managed to survive.

The hamlet is bordered by a fast-flowing tributary of the River Douve, and a network of hedgerows. There are three known entrances to the hamlet—a stone bridge over the river to the south (area 3.), a road in the eastern hedgerow (area 2.), and a road to the north (area 1.). A hidden tunnel on the riverbank south of the river is unknown to the Germans (area 5.).

The farmhouses are all made of stacked stones or a combination of stone, wood, and plaster, with thatched roofs. The grain silo is three stories tall. A network of hidden tunnels link some of the houses together. These were built initially as wine-cellars and have been expanded upon over the years by the inhabitants of the hamlet. There is a 3 in 6 chance the tunnel entrances can be detected normally. Maquis characters automatically locate the tunnel entrances if they look for them.

The oldest building in the hamlet is a stone church known as the Church of St. Alain which was built round about the time William became a conqueror, after securing his legacy at the Battle of Hastings. It has a high, three-story, bell-tower that commands an arresting view of the nearby countryside.

The stone mill house that holds the prisoners was built in the river a century after the church. Sadly, the mill house has sustained severe bomb damage and is partially buried under roof beams and rubble. The villagers (28) are being held in the mill house along with twelve (12) Allied paratroopers from various Airborne regiments. All their weapons and equipment are stored in the Stone Barn (area 14.). If the mill house is attacked, the battered Allied paratroopers trapped inside arm themselves with rocks, broken bottles, and wooden debris, and break the doors open, joining the fight in 1d6+1 rounds.

GERMAN PATROLS

There are always two (2) pairs of *Fallschirmjäger* sentries circling the hamlet on foot. It takes them approximately one-half (1/2) hour to do one circuit. If the sentries spot or hear anything suspicious, they sound the alarm. If outnumbered, they tactically withdraw to the nearest Fixed Position.

***Fallschirmjäger* (2):** AC 7 [12]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, light machinegun (FG 42), two (2) grenades, brass-knuckle trench knife (treat as bayonet).

1. NORTH HEDGE ENTRY

FIXED POSITION: Two (2) German Ost soldiers in a machinegun nest covering the road north to Sainte-Mère-Église. One fires while the other loads. The nest is fortified with sandbags and provides partial cover (-4 *To-Hit*). They are reinforced by the Ost soldiers from area 9.

German Ost Soldier (2): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet. The Germans operate a medium machinegun (MG42).

2. EAST HEDGE ENTRY

FIXED POSITION: Two (2) German Ost soldiers in a machinegun nest covering the road that leads to farmlands to the east. One fires while the other loads. The nest is fortified with sandbags and provides partial cover (-4 *To-Hit*). They are reinforced by the Ost soldiers from area 11.

German Ost Soldier (2): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet. The Germans operate a medium machinegun (MG42).

3. STONE BRIDGE

A narrow stone bridge stretches across Le Plonge River south of the hamlet. It's wide enough for one Jeep, with space for a soldier on either side. The driver of a light tank or medium tank must make a Saving Throw to drive across the bridge. Failure means the tank plows through the stone railing and into the water, rendering it inoperable. A Wheelman character automatically succeeds at this Saving Throw. The bridge collapses under the weight of any heavy tank.

The Germans in area 10. have a command detonated landmine planted in the middle of the road roughly ten (10) yards south of the bridge. They aim to blow up any approaching vehicle then open fire on the rest. The vehicle takes 5d6 damage.

4. LE PLONGE RIVER

The river is sluggish and ten feet at its deepest, with a mucky bottom. The PCs have a 1 in 20 chance of being detected any time they try to swim across the river. A few small fishing boats are located in various places along the riverbank, but not enough to carry the PCs, Allied prisoners, and captured villagers to safety.

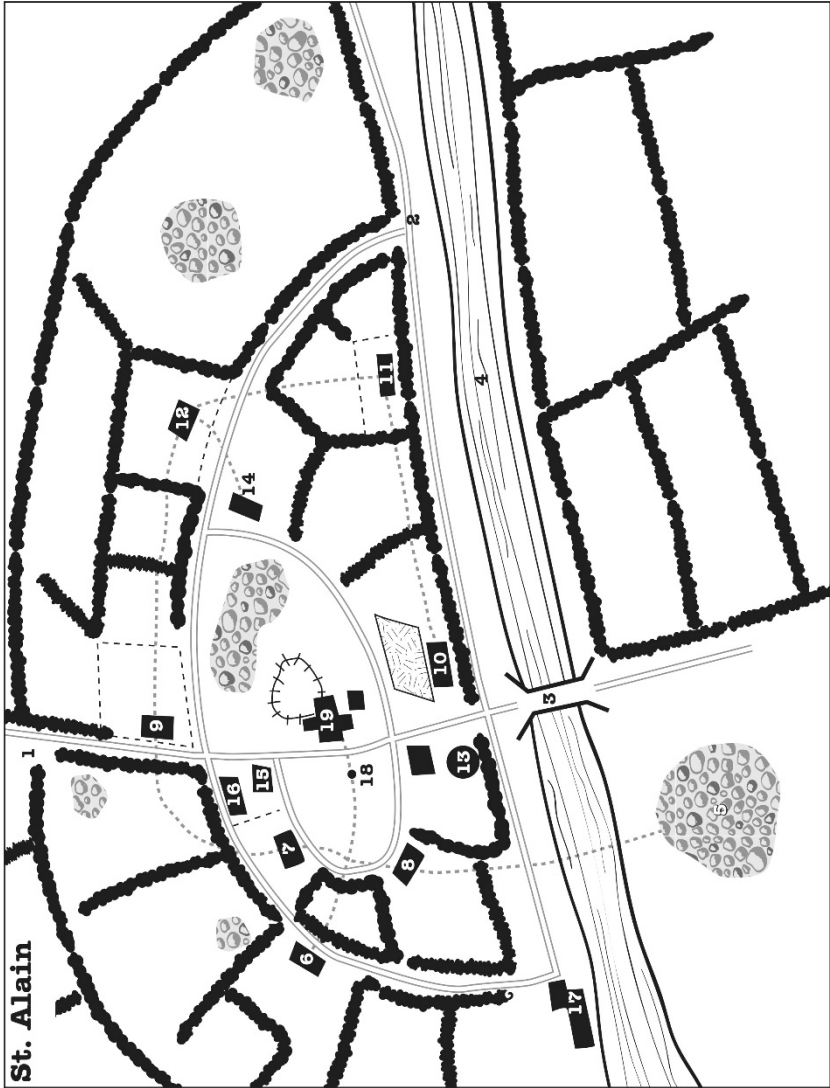
5. PANZER CREW

A medium tank (*Panzer IV*) is parked in a copse of trees on the south side of the river. The tank crew has made camp in the shade and is not expecting trouble on this side of the river, so their defences are down. One of the tankers is currently roasting a lamb while another is tuning a Wermacht-issued harmonica. The rest are lounging about.

There is a hidden tunnel concealed in the roots of an old oak that leads to the outside of area 8. The tunnel is narrow, muddy, and partially submerged in places, forcing the characters to wade through the muck. Each PC must make a successful Saving Throw or lose a random item of the Referee's choice.

Tank Crew (5): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP40), bayonet.

Medium Tank (Panzer IV): AC 4 [15]; HP 36 (HD 9); MV 6; ATT 1 Light Tank Gun (TR1), Medium Machinegun (CXL), Medium Machinegun (F); MOD Communications, Reinforced Hull (x1), Tracked.



6. FARMHOUSE

One story wood and plaster farmhouse. Empty. Has a tunnel in the cellar behind a false wall that leads to area 7., area 8., and area 18.

7. FARMHOUSE

One story wood and plaster farmhouse. Empty. A wine rack in the cellar conceals a tunnel that leads to area 6., area 8., area 9., and area 18.

8. FARMHOUSE

One story stone farmhouse. Empty. Just outside the kitchen door, under a rainwater barrel is a secret entrance to a small tunnel that goes under the river to area 5. In the cellar, a wine rack conceals another tunnel that leads to area 6., area 7., and area 18.

9. FARMHOUSE

One story stone farmhouse. A hidden trapdoor in the dusty cellar floor conceals a tunnel that leads to area 7. and area 12.

FIXED POSITION: Two (2) Ost soldiers are outside the farmhouse cleaning their weapons and gear behind a sandbagged position (partial cover, -4 *To-Hit*). If the shooting starts, they reinforce the soldiers in area 1. They have a field telephone to their HQ at the church.

German Ost Soldier (2): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

10. FARMHOUSE

One story wood and plaster farmhouse. Has a tunnel in the cellar behind a false wall that leads to area 11.

FIXED POSITION: Two (2) German Ost soldiers in a machinegun nest on the north bank covering the bridge. One fires while the other loads. The nest is fortified with sandbags and provides partial cover (-4 *To-Hit*). They have a field telephone to their HQ at the church.

German Ost Soldier (2): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

11. FARMHOUSE

One story stone farmhouse. Outside the front door, in a beautiful rose garden, is a large wooden cross made from tree branches. In the cellar, behind some disused wine barrels, is a tunnel that leads to area 10. and area 12.

FIXED POSITION: Two (2) Ost soldiers are writing letters to home behind a sandbagged position (partial cover, -4 *To-Hit*). If the shooting starts, they reinforce the soldiers at area 2.

German Ost Soldier (2): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet. The Germans operate a medium machinegun (MG42).

12. FARMHOUSE

Two story stone, wood, and plaster farmhouse. Empty. Has a tunnel in the cellar behind a false wall that leads to area 9., area 11., and area 14.

13. GRAIN SILO

The metal silo is three stories tall. A ladder on the outside leads to a walkway that encircles the silo. The walkway has been fortified with sandbags and is used as a lookout post, so the German soldiers are used to seeing soldiers climb up and down. A pair of German field glasses rests on top of the sandbags next to a field telephone that connects to HQ at the church.

Anyone shooting from atop the silo receives the benefit of partial cover (-4 *To-Hit*). The silo is full of grain and highly combustible, exploding for 3d6+3 damage if exposed to a combustible source.

14. STONE BARN

Ancient stone barn with loft. The barn contains all the weapons and equipment confiscated from the Allied paratroopers. Has a tunnel in the cellar behind a false wall that leads to area 12.

FIXED POSITION: Seven (7) Fallschirmjäger in a sandbagged position outside the double doors. The sandbags provide partial cover (-4 *To-Hit*). Four (4) of these Fallschirmjäger rush to the sound of any fighting while the other three (3) hold their position until called.

Fallschirmjäger (7): AC 7 [12]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, light machinegun (FG 42), two (2) grenades, brass-knuckle trench knife (treat as bayonet).

15. BLACKSMITH

Under a flat wooden roof is a smithy full of the relevant equipment. The fire has gone out. There is a dogleg of hay bales roughly to the north of the smithy, between the smithy and the stables, that can serve as cover or partial cover.

16. STABLES AND PEN

The stables can house ten horses. A small corral is located on the southern side. There are four (4) horses present in stalls. There is a sturdy four-wheel wagon with hay bales on the back that can be pulled by one or two horses.

One (1) youthful Ost soldier is looking after the horses because he has a deep affinity for animals. He has made his bed in the straw. The soldier surrenders if given the chance.

German Ost Soldier: AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

Horse (4): AC 7 [12]; HD 2; hp 9; THB +2; ATT 1 (bite, 1d2; hoof, 1d3); ST 19; MV 21; HDE/XP 1/10.

17. MILL HOUSE

The mill house is partially collapsed. All prisoners are being forced to lie on their stomachs in the ruins behind a set of battered wooden double doors. A small truck (*Kübelwagen*) is parked outside.

There are six (6) *Waffen-SS* soldiers outside the mill house at all times. *Hauptsturmführer* Vogel paces nervously back and forth, cradling his submachine gun as he waits for word from his superiors in Carentan. He is a fanatic and does not hesitate to begin the executions.

There is a 1 in 6 chance that *Unterfeldwebel* Hans Brandt and the two (2) *Fallschirmjäger Unteroffiziers* from area 19. are present, arguing with Vogel over the treatment of the villagers. The argument lasts for several minutes before Brandt storms off back to the church.

Allied Paratrooper (12): AC 7 [12]; HD 1; hp 5 (currently 3); THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15. The paratroopers arm themselves at the first opportunity and join the fight against the Germans.

Waffen-SS Soldier (6): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP40), two (2) grenades, bayonet.

SS-Hauptsturmführer (Captain) Ernst Vogel: AC 8 [11]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, medium handgun (Luger P08), two (2) grenades, *Waffen-SS* Ehrendolch "honor dagger" (treat as bayonet).

Small Truck (*Kübelwagen*): AC 8 [11]; HP 12 (HD 3); MV 21; ATT -; MOD Cargo.

18. VILLAGE GREEN AND STONE WELL

The green is used for village festivals and gatherings. A large truck (Opel Blitz) is parked on the grass. The well is twenty-feet deep with cool, clear water. Handholds are cut into the sides of the well and a tunnel just above the waterline leads to area 6., area 7., area 8., and area 19.

Large Truck (Opel Blitz): AC 8 [11]; HP 16 (HD 4); MV 15; ATT -; MOD Cargo. The truck has a covered bed and is used mainly as a troop transport. A marked wooden crate in the back contains four (4) single-use medium rocket-propelled grenades (*panzerfaust*) that might come in handy against the tank across the river. Conversely, if the PCs commandeer the tank, the Germans rush to the truck and grab the *panzerfausts* once they realize what is happening.

19. CHURCH OF ST. ALAIN

The church grounds consist of the main chapel, the rectory, and the cemetery. A Fixed Position made of sandbags is located in front of the chapel. A staff motorcycle with a sidecar (BMW R75) is parked near the rectory.

FIXED POSITION: A sandbagged position in front of the church enables defenders to cover the north hedge entry, the village green, and the bridge to the south.

MAIN CHAPEL: The main church has a basic stone wall and wooden floor interior. The front double doors open onto a large worship area with a raised dais at one end. There is a lectern in the middle of the dais in front of a large wooden cross suspended from the ceiling.

This is where the *Fallschirmjäger* command staff has made itself comfortable. The wooden pews have been pushed out of the way and the space is now filled with military equipment. There is a large field-radio and telephone (connected to area 9., area 10., and area 13.) on top of a wooden table along with various maps showing mortar pits, artillery positions and ambush points from Carentan to the sea.

There is a door in the left wall that opens onto a spiral staircase that goes up to the third-story bell tower. A small wooden platform halfway up is where someone would ring the bell. The stairs continue upward to where the *Fallschirmjäger* sniper is located. The sniper has a clear line of sight in every direction and receives the benefit of partial cover (-4 *To-Hit*) and concealment (-2 *To-Hit*) for a total of -6 *To-Hit* from everywhere except the Grain Silo (area 13.). The position is manned constantly.

RECTORY: A small stone rectory beside the church serves as the priest's living quarters. It contains a simple library filled with books on religion. Behind a sliding bookcase on the northern wall is a tunnel that leads to area 18. The priest has been taken to the mill house as part of the prisoners.

CEMETERY: This small cemetery is surrounded by a wrought iron fence. It is the resting place of wealthy parishioners and former parish priests, with headstones dating back hundreds of years. A larger cemetery is located south of the village.

German Ost Soldier: AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet. This soldier runs errands and handles menial tasks for the NCOs.

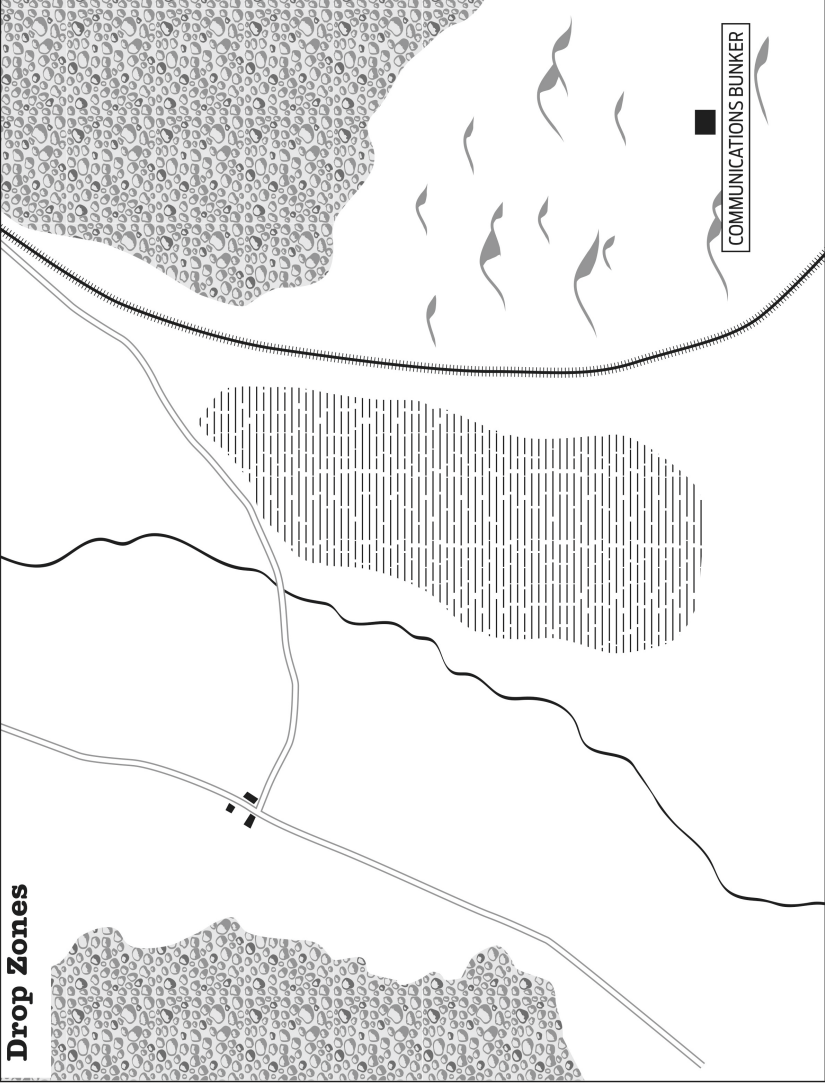
Fallschirmjäger: AC 7 [12]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, large rifle (Kar-98k) with scope, two (2) grenades, field glasses, brass-knuckle trench knife (treat as bayonet). This is the sniper in the bell tower. He fires every other *round* in order to gain the benefit of his rifle scope.

Fallschirmjäger Unteroffizier (Corporal) (2): AC 7 [12]; HD 1; hp 5; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, light machinegun (FG 42), two (2) grenades, brass-knuckle trench knife (treat as bayonet).

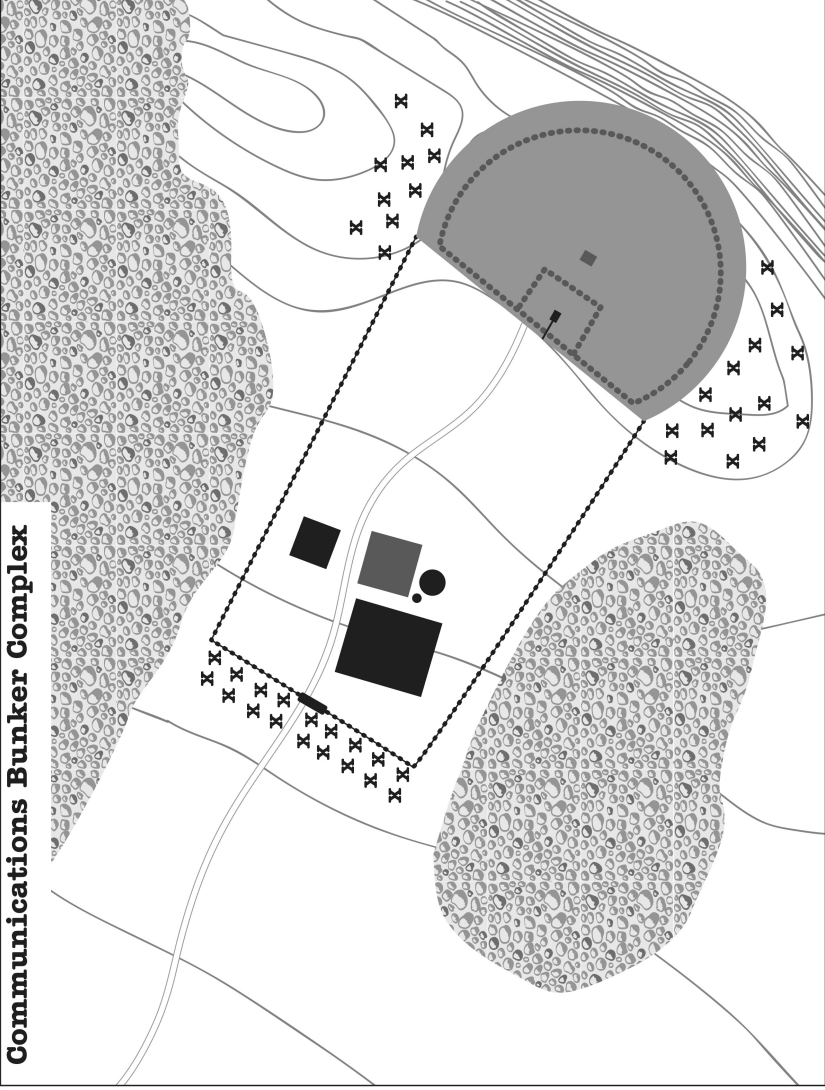
Fallschirmjäger Unterfeldwebel (Sergeant) Hans Brandt: AC 7 [12]; HD 1; hp 6; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, light machinegun (FG 42), medium handgun (Walther P38), two (2) grenades, brass-knuckle trench knife (treat as bayonet).

Motorcycle (BMW R75): AC 8 [11]; HP 6 (HD 1); MV 24 (21 with sidecar); ATT -; MOD Sidecar.

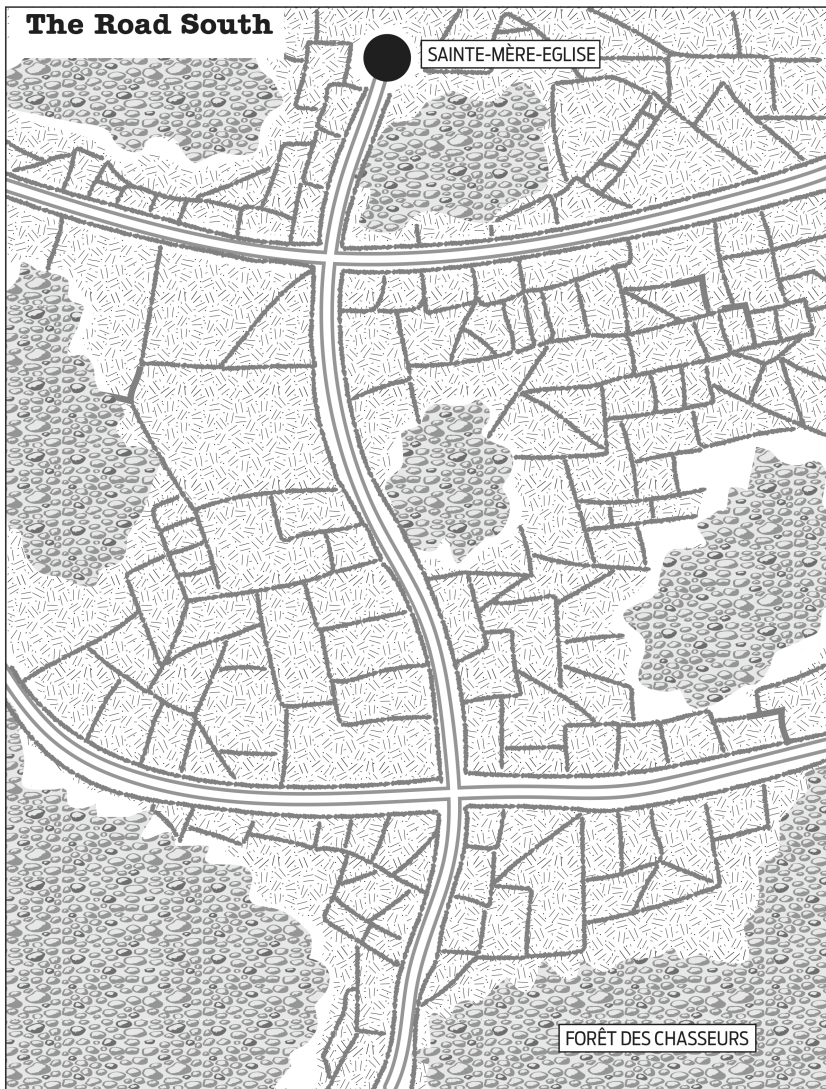
INTEL MAP FOR THE PLAYERS

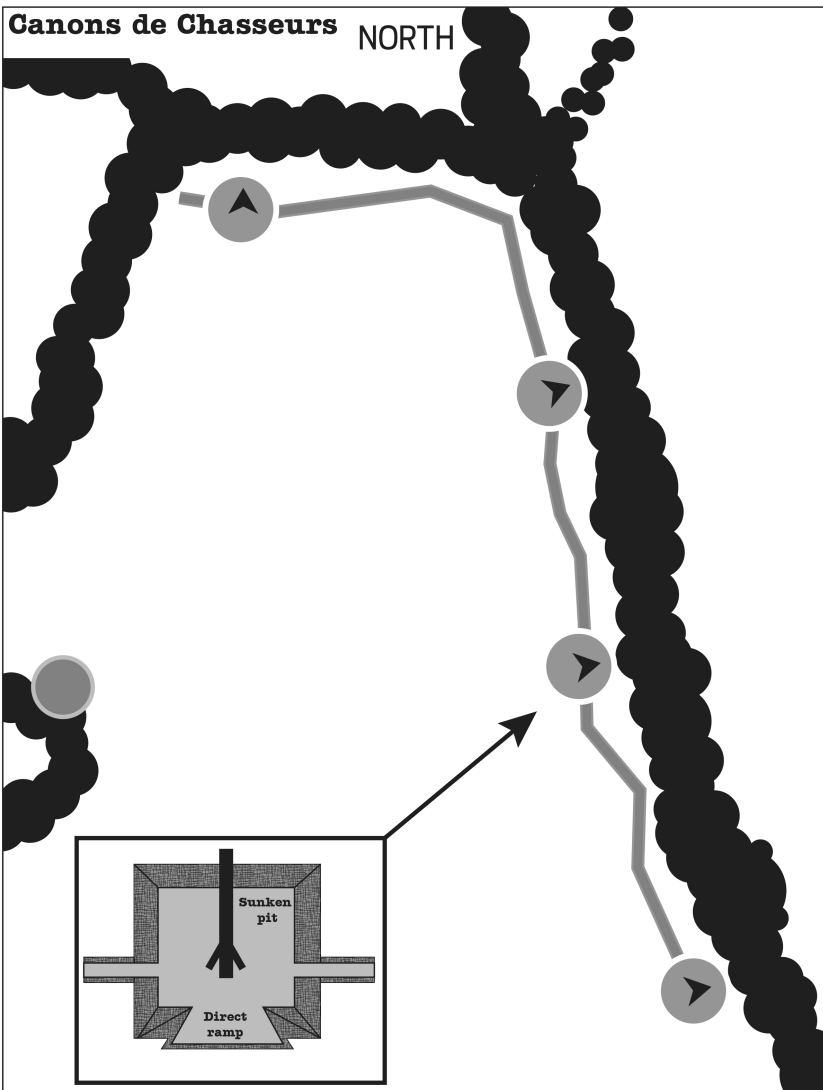


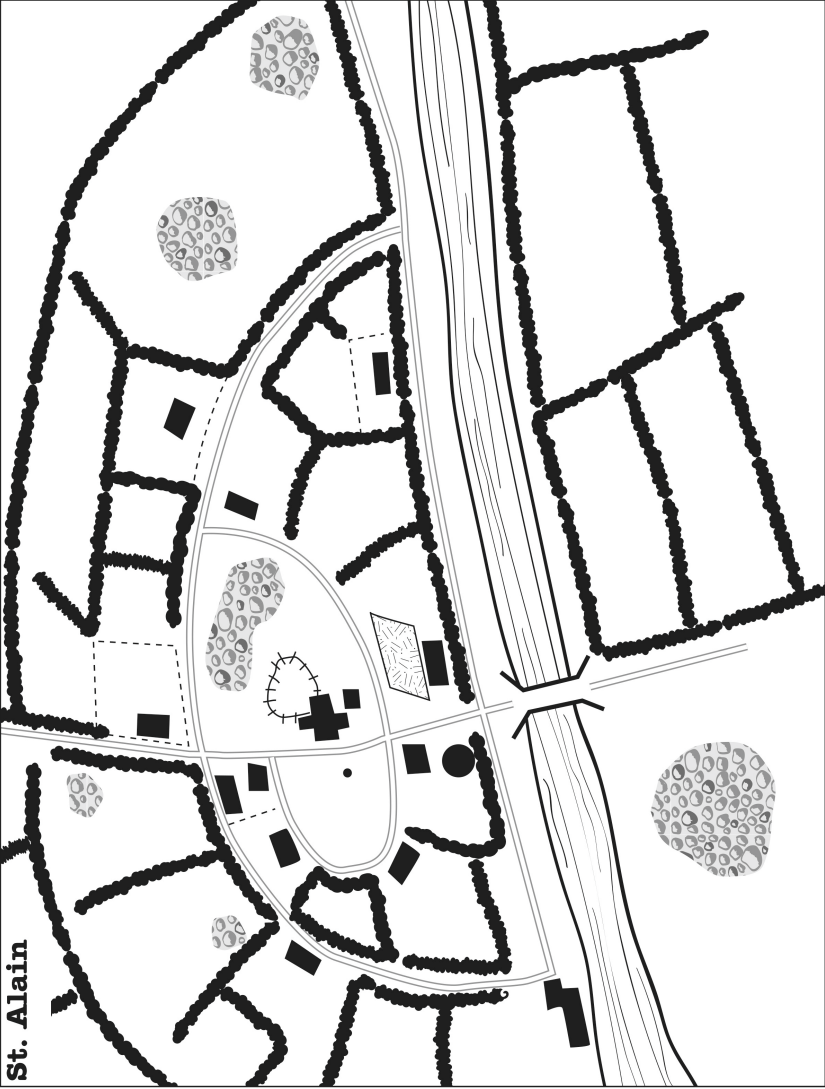
Communications Bunker Complex



The Road South







St. Alain

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