

OWB: ALLIED MISSIONS I



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



OWB: ALLIED MISSIONS I

OWB: ALLIED MISSIONS I is a collection of nine (9) support missions designed for *WWII: Operation WhiteBox™*. Conduct commando raids in Norway, chase *panzers* in the deserts of North Africa, and storm the beaches of Normandy all in one product!

CREDITS

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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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OWB: ALLIED MISSIONS I

"We shall fight on the beaches, we shall fight on the landing grounds, we shall fight in the fields and in the streets..."

—Winston Churchill (1940)

OWB: ALLIED MISSIONS I is a collection of low-level missions specifically designed for *WWII: Operation WhiteBox*. A number of these missions are inspired by historical events, while others are entirely fictional. The Referee is free to alter the missions to better suit his campaign.

The missions provided in *OWB: ALLIED MISSIONS I* are set in Norway (c. 1941), North Africa (c. 1942), and France (c. 1944). They are presented mainly from the viewpoint of conventional special forces such as the U.S. Army Rangers or the British Commandos.

It is entirely possible that the players may wish to play characters whose concepts do not mesh well with the time period or location. The key to dealing with any historical anachronisms is to be flexible. Remember a *WWII: Operation WhiteBox* mission is not a historical exercise (unless you want it to be). The main point is to have fun, and a flavorful group of heroes makes for more interesting games.

Here are just a few of the continuity issues that may arise:

“BUT MY CHARACTER IS AN AMERICAN! (OR RUSSIAN, OR NORWEGIAN, OR AUSTRALIAN, ETC.)”

WWII: Operation Whitebox allows characters from several different national backgrounds. This might cause problems for some groups. For example, America and Russia were major players in the Allied war effort, however, they did not enter the war until later. Other countries sent only token forces and/or did not participate in every theater.

America's involvement early in the war was very conservative, only providing weapons and vehicles to Great Britain through the Lend-Lease program. That being said, Allied PCs may have been sent as part of a secret espionage program (the forerunner to the OSS) or as an Army study on commando organization and operations (to aid in the formation of the U.S. Army Rangers).

Russia had an uneasy peace treaty with Germany early in the war which dissolved when Germany invaded in 1941 (Operation Barbarossa). Prior to this, Russian characters may be part of a diplomatic initiative to keep relations with the west "civilized". Or perhaps some of the savvy Russian generals decided to send select troops to secretly train with Allied forces in case Hitler broke the Molotov-

Ribbentrop Pact. After hostilities between Germany and Russia begin, Russian characters may still be sent by their superiors to receive advanced training and tactics and perhaps even spy on their Western allies.

The Referee can use similar rationales for characters of other nationalities.

“MY CHARACTER IS AN SOE OPERATIVE, NOT A COMBAT GRUNT.”

A few of the missions in *OWB: ALLIED MISSIONS I* require the PCs to fight alongside other military forces such as the Long Range Desert Group (LRDG) or the U.S. Army Rangers.

One explanation might be that the PCs are attached to these units to broaden their training. Perhaps the mission is a target of opportunity and the PCs are the only capable unit in the area. Or perhaps the Referee can alter the focus of the mission so that the characters are already behind enemy lines. When the fighting begins, they can support traditional combat forces by reporting German troop movements, sabotaging equipment, and attacking from the rear.

“WHAT IS MY MAQUIS CHARACTER DOING IN LIBYA?”

Characters like the Maquis or Überläufer may seem out of their element in places like Norway and North Africa. Other characters might not fit in based on their character concept. It is up to the Referee to determine how and why the PCs get involved in the mission.

Advanced training (as mentioned above) is always a good reason, especially if the PC is a member of the Free French Army or Polish Resistance. The Referee may even elect to get more personal. Perhaps the PC has come to rescue (or avenge) a friend or relative captured or killed by German forces in the area. Perhaps the character was sent because he possesses a skill or resistance contact crucial to the mission's success. Or perhaps the PC was chosen as a non-military liaison to establish ties with local forces or resistance cells that are hesitant to deal with foreign soldiers.

“I DON'T SPEAK BOCCE!”

It is very likely that the PCs will be deployed to places where they don't understand the language. Few characters, if any, can speak Norwegian or Arabic, for example. This may limit the usefulness of the Charmer class and also slow the game as the heroes try to communicate with the locals.

It's probably easier to assume most of the NPCs they encounter speak a bit of broken English. Or you can give the PCs a phrasebook that allows them to communicate in simple one to three word phrases with the locals. The Referee may even decide to allow an NPC translator to accompany the PCs, which could lead to a number of other complications along the way (squeamishness, rescue, treachery, etc.).

“THEIR NUMBERS ARE TOO GREAT!”

The missions contained in *OWB: ALLIED MISSIONS I* are typically designed for 3-6 characters of 1st-3rd level. The characters are often outnumbered and outgunned by the German forces in the area.

One way to handle this discrepancy is to have the PCs fight alongside Allied NPC soldiers. In fact, some of the missions, (such as *Assault on Pillbox 12*) actually require the PCs to be part of a larger attacking force. Another way to handle this is to reduce the number of encounters with German soldiers.

Lastly, it may be preferable to scale back the entire scope of the mission in order to let a smaller group of PCs shine. For example, if the mission calls for the ambush of a German *panzer* column, the Referee can reduce the number of soldiers, change the column to a single *panzer*, or swap the *panzers* for halftracks or armored cars.

“I WANT A PANZERSCHREK!”

One of the first things players like to do is outfit themselves with the biggest, baddest weapon of the time period. This is not how things actually work in the military. The PCs are issued weapons and gear appropriate to their mission. The good thing is, as special forces operatives, they often get the best equipment available. The bad thing is, the equipment that is available may not always be the best. Special forces operatives must either make due with what they have or use captured weapons and gear.

During the planning stages of a mission, the PCs may request other useful items such as wire cutters, tool kits, "goody bags" and civilian clothing. Feel free to allow whatever you feel is permissible. If the PCs have enough time to prepare, they are usually issued a phrasebook and some local currency (about \$20 worth) to assist them in dealing with the locals. Any mission specific gear is usually detailed in the scenarios themselves.

“I WANT A SHERMAN TANK!”

As with weapons (above), players often want to jump into the biggest, baddest vehicle around and roll out to kill Nazis. Unfortunately, special forces units are expected to travel light, using stealth and surprise to accomplish their missions. In most cases, a Jeep with a mounted machinegun is probably the largest vehicle they have access to. However, enemy vehicles can also sometimes be captured and utilized over the course of a mission. And the Referee should occasionally consider letting the PCs roll out in a Sherman or Cromwell tank every once in awhile to blow things up. Not only does this change the gameplay by adding vehicular combat, it's also a lot of fun.

NORWAY ABLAZE

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



**WWII OPERATION
WHITEBOX
COMPATIBLE**

NORWAY ABLAZE

NORWAY ABLAZE is a collection of three (3) support missions designed for *WWII: Operation WhiteBox*™. Join the British Commandos and take part in a historic raid against the Germans occupying the Lofoten Islands!

CREDITS

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Artwork	some art from the Public Domain
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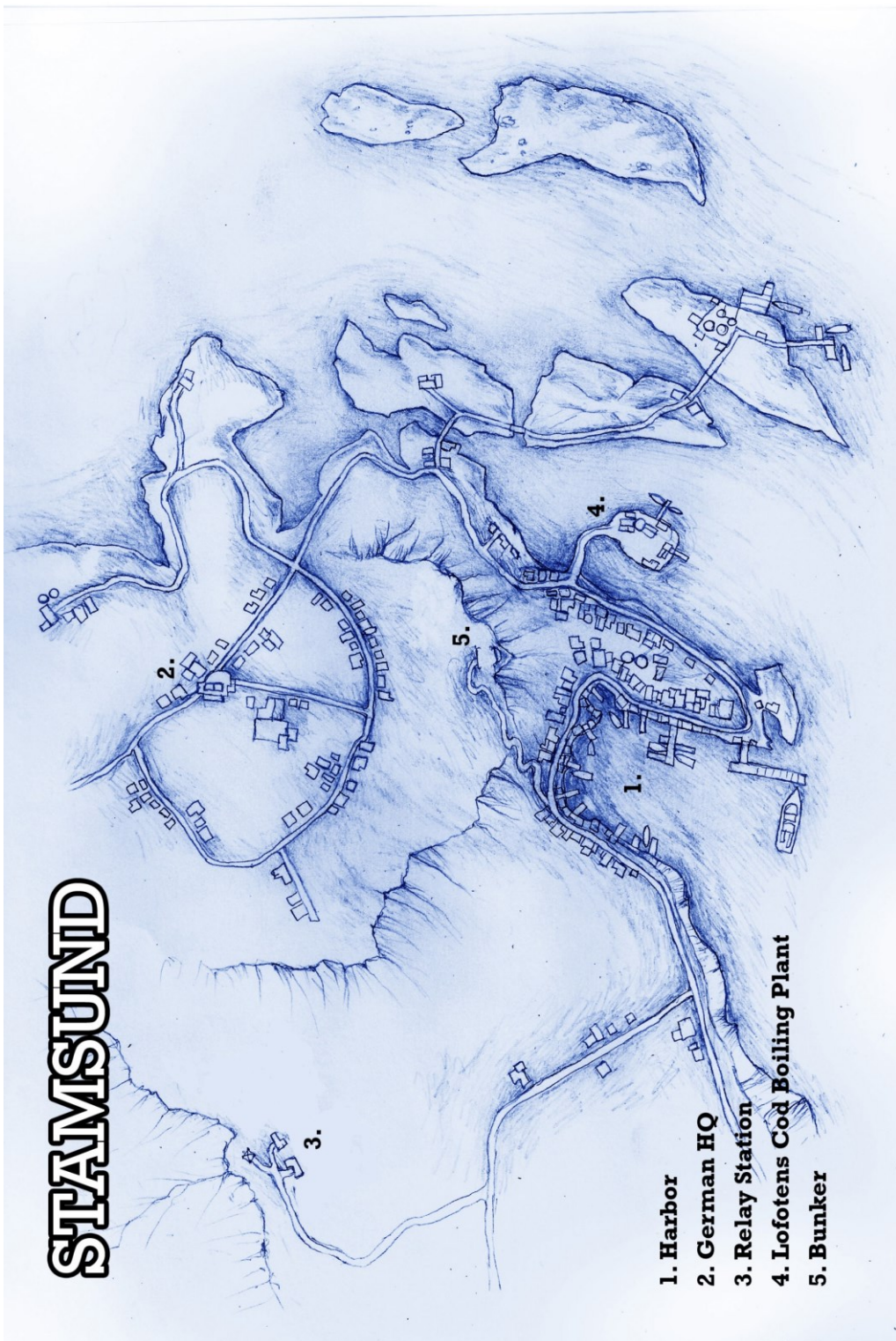
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STAMSUND



1. Harbor
2. German HQ
3. Relay Station
4. Lofotens Cod Boiling Plant
5. Bunker

RELAY STATION RAID

THEATER: Europe

DATE: February 1941

LOCATION: Lofoten Islands, Norway (Stamsund countryside)

Relay Station Raid is a WWII: Operation WhiteBox mission designed for 3-6 characters of 1st-3rd level. The mission involves the destruction of a radio tower in German-occupied Norway. It involves some roleplaying, stealth, and combat, so a good mixture of classes is recommended.

Note: Operation Claymore was the first large-scale raid conducted by the British Commandos during World War II. They successfully destroyed petrol dumps, fish-oil factories, and almost a dozen ships, in addition to capturing hundreds of German soldiers, encryption equipment, and codebooks.

Relay Station Raid (and the two other Norway missions that follow) is inspired by the events of Operation Claymore, putting your PCs in the middle of the action early in the war. For maximum enjoyment, and for the sake of continuity, it is recommended that you run these missions in order, but you could easily convert them to use as you see fit.

BACKGROUND

Early in the war, Germany expanded rapidly throughout Europe, occupying Austria, and Czechoslovakia before invading Poland in 1939. The following year, Germany invaded Belgium, the Netherlands, and France. Many of these nations were exploited for their natural resources, further fueling the German war machine. These countries stood for as long as they could against a technically superior, highly organized force.

In April of 1940, Germany launched *Operation Weserübung*, invading the Scandinavian nation of Norway. Early detection allowed the Norwegian royal family to escape the country, but despite support from the British, Norway's defenders were forced to surrender within two months. Norwegian politician and German collaborator Vidkun Quisling named himself Prime Minister of Norway, and the country was declared an ally of Germany rather than a conquered nation.

Norway was occupied by the Germans after the Allied withdrawal from Narvik in June of 1940. The Luftwaffe commandeered the airfields of Trondheim, Herdla, and Stavanger. Those strategic locations make all the Northern Sea accessible to German bombers. Germany is also exploiting the fish-oil industry of Norway and refining the oil into glycerine, a component of high explosives.

As 1940 drew to a close, Great Britain, threatened by the proximity of German air and sea forces hailing from Norway, devised a series of actions

against the Germans that would cripple their resources and help prevent Norway from becoming a staging ground for the invasion of England.

BRIEFING

The characters are summoned to a meeting with their superior officers. Historically, this action was undertaken by the British Commandos, but the *Referee* is free to change this to whatever special forces unit the PCs belong. At the meeting, the following information is relayed:

"Greetings, gentlemen. As you all know, Operation Claymore has been approved. We are sending you into Norway early to pave the way for the main landings.

Your team's first mission is to destroy a lightly-defended radio station and tower in the mountains near the village of Stamsund. This station's removal will deny the Germans critical time for defensive preparations when we launch Operation Claymore in the coming days. You will enter the area of operations via a fishing vessel crewed by locals loyal to the Norwegian crown and meet with a member of the Norwegian Resistance.

Our intelligence shows that the radio station is defended by a small force. Still, you should use stealth and move quickly. Once the tower is destroyed, your Resistance contact will lead you to a safe house to await further instructions. Needless to say, in the event you are captured you are not to reveal any information about this mission or any missions being planned—even under penalty of death.

As for Stamsund itself, the village is focused on the fishing industry. Those who don't work on a fishing boat work in the fish packing or fish oil refining factories. There are only about 1,000 residents, some of whom return to warmer climates during winter. As such, some of the civilian dwellings could be vacant, but there are many people who live here year round.

There is a German bunker complex overlooking the harbor. The artillery and machineguns within that bunker can reach the harbor. If you can see the firing port, you are at risk. It is key that these forces not be alerted to your presence so early in the mission. We will deal with this bunker in the coming days, but you are to keep clear of it for now.

There is also a German HQ in downtown Stamsund. Your operation should not take you into this area of the town, so the HQ is beyond the scope of this mission. Again, remain focused on the task at hand.

You should not assume the locals to be friendly. Although there is a strong sense of national pride and disdain for the German occupation, there are those who have accepted and even benefited from the situation. A key point of future operations in this theater includes convincing the locals to rise up against supporters of the occupation. Therefore, it is important that you limit unnecessary risk to them and their livelihood. Wanton destruction of personal property, unnecessary theft, and civilian casualties should be avoided at all costs.

Your team will be leaving tomorrow evening. I will be available until then to answer any questions you may have. Otherwise, may God watch over us all."

OBJECTIVE

The characters must destroy the German radio tower at the relay station in the hills bordering the Norwegian fishing village of Stamsund.

PLANNING

The characters are given a photograph and a brief description of their Norwegian Resistance contact, Hrolf Skjold. They are also issued a few maps, aerial photographs, and other information about Stamsund and its environs to study before the mission begins.

When putting together their kits of gear, the PCs may try to demand extraordinary amounts of ammo, crates of grenades, and all sorts of gear and technology not typically available in 1941. Remind them that commando raids require both stealth and speed, and explain the effects of encumbrance on movement rates. Great Britain had few resources to expend on the risky and unproven commando program, so commando units did not have a "blank check" to use on matériel.

Anti-tank weapons such as PIATs and bazookas did not exist in this stage of the war. British infantry had mainly the anti-tank rifle (Boys rifle) when up against armor. Since the PCs must travel light and intel shows that armor is not likely to be encountered in these missions, command is unwilling to issue such weapons.

The commandos are allowed four (4) grenades each and enough ammunition to support the standard mission length. As they prepare, the heroes may want other useful items such as wire cutters, toolkits, "goody bags", and civilian clothing. Feel free to allow whatever you feel is permissible. Each commando is given a Norwegian phrase book and some local currency (about \$20 worth) to assist them in dealing with the locals.

Do not forget that after they depart, there will be no chance to resupply for the remainder of the mission. Characters must exploit local resources if they run out of ammo or need something they did not plan for. Industrious characters may find areas they can loot for useful gear along the way. If you decide to track ammo, don't forget that most Axis ammunition is incompatible with Allied weaponry, so don't simply allow the commandos to resupply from fallen enemies (unless they pick up German arms).

INSERTION

The commandos are taken to the Stamsund Harbor via a fishing vessel, the *Blue Mistress*, captained by Harold Holgen and crewed by his two sons, Tomas and Olaf*. All three work as couriers for the Special Operations Executive (SOE). They dock at the Harbor early in the morning just as dawn breaks and depart the next day. They have a pistol hidden in the wheelhouse. However, Harold panics and leaves if a significant German presence arrives at the docks.

Their Resistance contact, Hrolf Skjold, and his young ward, Gavin Kellison, are waiting for the PCs at the Harbor. Once the *Blue Mistress* docks, they arrive

with a pushcart filled with fresh fish. The characters may hide their weapons and gear inside the cart. Hrolf and Gavin then lead the PCs away from the Harbor to an empty cabin in the hills.

The former residents of the cabin were a Jewish family who fled Norway soon after the Germans arrived. The cabin is decorated with several photographs of the family. A copy of the Torah is hidden under some clothes in a dresser. Hrolf says the PCs should be safe here during the day. He advises them to keep out of sight of the Stamsund villagers if possible.

*see Major Factions and NPCs for more information on Harold Holgen, Tomas, Olaf, Hrolf Skjold, Gavin Kellison.

PRE-ASSESSMENT

Hrolf gives the PCs a rundown on the situation in Stamsund, including which villagers in the Harbor area he knows are German sympathizers. He gives the PCs a crude map of the Relay Station, and suggests they hit it at night. Hrolf knows there is a squad of approximately twelve to fifteen soldiers at the station.

The Relay Station is located on a tall rocky hill in the mountains west of the Harbor, just off an unpaved road. The characters may reach the station on foot (a good hike that takes at least an hour), "borrow" bicycles from some of the residents near the Harbor, or "borrow" a motorized vehicle.

If asked about vehicles, Hrolf tells the PCs that the collaborator Holger Svenssen has a truck at the Fuel Station. Holger's truck is noisy and can be heard by the Germans at the Relay Station from a great distance away, but since they get fuel deliveries, this does not give them too much concern during the day. Holger always comes alone, however, so a truck full of "help" may make them suspicious. A few non-military vehicles (i.e. bread delivery trucks, etc.) are parked in the main part of Stamsund, but most of these have been stripped of fuel by the Germans and are unusable.

If the PCs decide to pose as civilians and scout the Relay Station during the day, they are likely to run into German soldiers as well as local villagers. There is a 1 in 3 chance that a patrol of four (4) German soldiers stops the PCs and asks them to present papers. Gunfire brings a squad of twelve (12) German soldiers who arrive by large truck (Opel Blitz) in three (3) turns.

The Stamsund villagers typically keep to themselves as they go about their daily business, but the presence of strangers is quickly noted and discussed. There is a 1 in 6 chance a collaborator hears of the characters' presence and alerts the Germans.

The players must be careful not to treat the villagers like dungeon denizens, killing or tying everyone up. Remember that Norway is neutral and actions like this could tip the villagers to the Nazi's side. The Germans in the area have been friendly to the civilians so far. Since the people who live here are pretty hardy, they may fetch guns and melee weapons and defend themselves from "invaders" if things get out of hand.

The Germans at the Relay Station do not expect visitors, especially in the evening. Any daytime visitors would be stopped and questioned before

approaching the station. Nighttime visitors would be told to halt and treated like intruders.

If the PCs wait until after nightfall to scout the Relay Station, they see two buildings (the Farmhouse and Barn) near the Radio Tower. See Typical Activity (below) to get a better idea of the Germans' daily routine at the Relay Station.

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

- the Relay Station is high up enough that the sounds of gunfire should not be heard in the town below.
- the radio set is located beneath the Tower. If the Germans get the chance, they will likely attempt to radio for reinforcements.
- if the PCs can sneak up to the buildings at night, a few well-placed grenades tossed inside should take out the majority of the sleeping German soldiers.

EXECUTION

Relay Station Raid is presented as a mini-sandbox. The PCs are free to decide where they go and how they deal with the Stamsund villagers and the German soldiers at the Relay Station. The characters might conduct a head-on assault, they might use stealth to approach the station and mine the tower, or they might attempt something even more brash and unexpected, such as posing as German officers and ordering the Germans to leave their post. The chances of success are left to the *Referee* to decide. Ultimately, the characters must destroy the Radio Tower in order for their mission to succeed.

EXTRACTION

Once the station is destroyed, the characters must make their way back to the abandoned cabin and await new orders. If any Germans remain at the station, they pursue the PCs to the best of their ability (using the truck in the Barn if the characters haven't stolen or disabled it).

If the Bunker was alerted, there may be reinforcements arriving soon. Play this out as you see fit. This could be a second, climactic battle if you desire, with the PCs being forced to retreat into the freezing Stamsund wilderness and evade German forces until Operation Claymore begins.

POST-ASSESSMENT

If the Radio Tower is destroyed, the Germans at the Relay Station are unable to call for help when Operation Claymore begins a few days later. This grants the British commandos a few precious minutes extra time without Luftwaffe interference. If the PCs fail to take out the Tower, mainland airfields are alerted and the upcoming raids suffer greater losses.

STAMSUND

Stamsund is a fishing village within the Lofoten Island chain. It has a population of about 1,000. There is a German Relay Station atop a nearby mountain and a German Bunker complex that overlooks the Harbor. Most of the larger buildings along the Harbor channel are fish processing facilities or fish oil refineries.

Relay Station Raid is centered around the Harbor area and has little to do with the main part of the village that lies around the bend to the north of the Harbor. If the PCs visit the main part of the village, the *Referee* may have to adjust on the fly. The German soldiers rarely patrol the village, but they do spend R&R time there and run errands while on duty, so there is always opportunity to meet up with a few soldiers.

GERMAN HQ: This governmental office has been commandeered by the German Army for mostly clerical reasons. There is one (1) platoon of soldiers and about half the amount of German administrative staff (along with Norwegian employees) mostly here during the day. Gunfire in the Harbor may or may not be detected (the mountain separating the town from the Harbor may block the sound). If a threat is detected, or the forces here are made aware of the commandos' presence, the troops form search parties and begin scouring the area between the Bunker, the town of Stamsund, and the Harbor.

STAMSUND HARBOR

Along with the large fish packing factories, there are businesses, pubs, homes and other areas of note along the harbor. Some of the fishermen's dwellings are sealed up for the winter and could provide a suitable hiding spot for the commandos in a pinch. Other areas of interest include:

DOCKS: These docks are mainly occupied by fishing trawlers and small personal sailing craft. A ferry arrives once per day from the mainland, getting there just before lunch. It stays for a few hours and then returns before nightfall. The ferry is operated by Alexander Carlson, a German collaborator who is paid handsomely to deliver German troops and supplies from the mainland. If he encounters the commandos he attempts to alert the German forces as soon as possible.

FUEL STATION: Owner, Holger Svenssen, provides fuel for boats as well as land vehicles and kerosene for heaters. He is a German collaborator (the military presence has been lucrative for his business). If he spots the commandos, he leaves in his truck (which is under a tarp behind his shop) to alert the German offices in Stamsund as soon as he can slip away unnoticed. Every two days, Holger brings a jerry can of fuel to the Relay Station for their generator.

FRIDA'S PLACE: This small restaurant is run by the proprietor, Frida Solberg, who prepares fish that people have caught, along with greens and potatoes of her own. Frida is very personable, and typically sits and dines with her patrons. There is beer and vodka too, and some fishermen come in just to warm up by the fire and have a drink. Frida dislikes the German occupation but

cannot help feeling motherly towards the young soldiers stationed here when they come in for a bite to eat. She is inclined to feed or shelter the commandos if necessary, but is fearful of violence coming to Stamsund. She pleads for the commandos to be forgiving of the "boys" (German soldiers) if possible.

ABRAMSON SUPPLY: This fishing and general supply store provides fishermen with the things they need to survive. The shopkeep Jakob Abramson charges significantly higher due to the convenience of purchasing without need of going to the mainland. He detests the German and offers to aid the commandos by providing a safe hiding spot or supplies if they need anything that he sells.

HARBORMASTER'S OFFICE: While Stamsund proper has a burgermeister, Konrad Ottosen acts as the unofficial mayor of the Harbor district, dealing with community issues as they arise. A retired fisherman, Konrad is neutral towards the Germans, feeling that keeping them happy keeps things safe. How he reacts to the commandos depends upon how confident he is in them and what information they provide concerning future Allied plans (if they share anything at all). If the commandos treat the populace harshly, or they appear particularly disorganized, he alerts the Germans of their presence.

LOFOTENS COD BOILING PLANT: This fish oil refinery and depot is located just east of the Harbor area. It is detailed further in the *Fish Oil Fracas* mission.

STAMSUND COUNTRYSIDE

The area in and around Stamsund features rocky coastal hills and rolling inland fields. The main roads around the harbor and leading to town are paved, while most roads leading to farmsteads consist of gravel and hard dirt. There is no telephone service to the mainland, but there are a few telegraph machines, including one in the Bunker and one in the Relay Station. While it is winter, there is only snow in the higher altitudes around the Relay Station and Bunker.

BUNKER: This bunker overlooks the Harbor and is not a part of this mission. It is detailed further in the *Bunker Assault* mission.

CLIFFS: These mountains near the Harbor are very steep on the harbor side. If the commandos decide to climb them to get to the Bunker or Relay Station, there is only a 1 in 6 chance of success. A fall spells certain doom. There is a good chance someone sees any climbers during the day. The easiest way to get to these locations is approach from the countryside or the unpaved roads that wind through the mountains.

FARMSTEADS: There are four (4) family farms in the countryside behind the mountains, along the unpaved road that leads to the Relay Station. The Albertsen, Hagebak, Nass, and Ostberg farms feature a two-story home, a barn, animal pens, and a few outbuildings. Each family consists of a father, mother, and 1d6 children ranging in age from 8 to 16. Two (2) of the families are German sympathizers and two (2) are not. Each farmer owns a shotgun or a small rifle.

Feel free to pick or randomize loyalties should the commandos enter one of the properties. Sympathizer farmsteads refuse to help or harbor the commandos (possibly sending word to the German HQ) while the other farms are willing to help them by providing information, food, and a place to hide or heal.

FISHERMEN'S CABINS: The commandos may happen upon the occasional single-room cabin. These are used by fishermen and vacationers, mostly in the summertime. There is a 1 in 6 chance they are occupied and a 1 in 6 chance any occupants are a small detachment of German soldiers. The soldiers are drunk on *schnapps* and suffer a -2 to all *To-Hit* rolls. They may be a good source of info or even uniforms. Otherwise, the cabin is occupied by a lone Norwegian fisherman.

RUINS: Dotted around the hillocks and cliffs one can find stone foundations and ruins of Viking-era settlements. If anything, these structures provide cover or a place to hide. When on patrol or leave, some German soldiers like to explore these ruins as they kindle romantic feelings about their Germanic heritage. Thus, there may be a chance encounter here, if the *Referee* desires.

GERMAN RELAY STATION

Positioned atop a tall cliff on the southern coast, this farmstead has been commandeered and turned into a military Relay Station. It consists of two buildings (a Farmhouse and a Barn) and a modestly protected Radio Tower.

1. FARMHOUSE

The house has been converted to the living quarters of the German *feldwebel*, *unteroffizier*, and the two radio technicians. One of the techs is a decent cook and enjoys preparing fish for the others. There is a small, gas-powered generator on the back porch. It is only used a few hours a day, but does make sound detection a bit more difficult inside the farmhouse.

2. BARN

This structure acts as the barracks for the soldiers when they are not on duty. One (1) pickup truck and two (2) bicycles are also found here. Once the Radio Tower is blown, the truck and/or bicycles can be commandeered by the PCs to quickly return to the cabin.

3. RADIO TOWER

This radio array and tall steel tower is protected by a sandbag wall and a medium machinegun (MG34). During the day, two (2) soldiers man the machinegun while one (1) radio technician is on hand to operate the radio. At night, only one (1) radio technician is present. The sandbags provide the Germans with partial cover (-4 *To-Hit*).

If under direct attack, the technician fires up the radio and within six (6) *rounds* connects with the German HQ in Stamsund. It then takes (2) *rounds* for him to explain the situation and from that time forward, reinforcements are on the way. Two (2) squads of soldiers arrive at the Relay Station in two large trucks (Opel Blitz) in three (3) turns. If a commando who speaks German can con the radio operator on the other side, he can convince them to stand down and keep

reinforcements from coming, but this must be done within one (1) *turn* of initial contact.

4. RUINED COTTAGE

This ruined cottage is filled with old, broken furniture and debris. The soldiers believe the cottage is haunted and avoid it if possible, making it a good place to conduct surveillance on the house.

BLOWING THE TOWER

Once the Germans have been dealt with, the PCs may destroy the Radio Tower. The radio itself can be rendered useless with a burst of small arms fire, grenade, or explosives. The Radio Tower requires more work. It takes two (2) *rounds* to set the charges and equip detonators to blow the Tower. How the explosives are set off (be it timer, plunger, or tripwire) is up to the PCs (their kit allows for either).

If a Combat Engineer is present, it is assumed he or she properly sets up the explosives to flawlessly destroy the radio set and Tower. Otherwise, there is a 1 in 20 chance the PCs miscalculate and the explosives are ineffective. Due to the nature of the tower's design, grenades and small arms fire do little damage against it, so the commandos must devise another way to destroy it (dismantle it with tools, ram it with a vehicle, etc.).

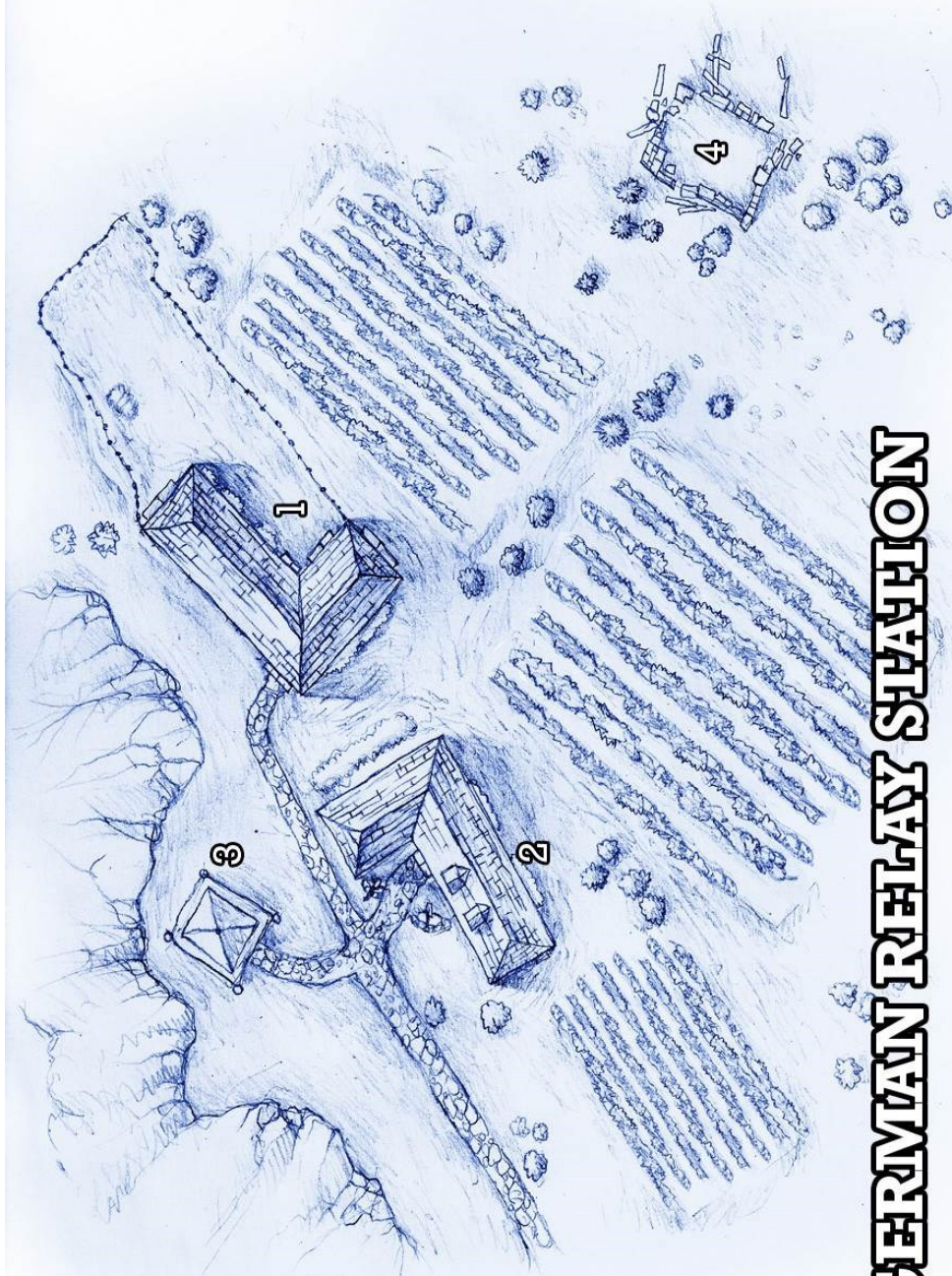
There is a 2 in 6 chance that troops at the Bunker hear any large explosion at the Relay Station. If this happens, German forces respond as above and also move to the Harbor to assess the situation there.

GERMAN DEFENDERS

Stationed here is a squad of twelve (12) German soldiers plus some additional support and crew. All the soldiers' uniforms feature lemon collar and patch piping indicating that they are part of the signals branch of the German Army. The *Referee* is encouraged to add or remove defenders based upon the number of PCs and how they are faring during the raid.

The soldiers consist of:

- a squad leader, *Feldwebel* (Sergeant 1st Class) armed with a submachinegun (MP38).
- an assistant squad leader *Unterroffizier* (Sergeant) armed with a large rifle (Kar-98k).
- seven (7) soldiers armed with large rifles (Kar-98k).
- four (4) soldiers manning one medium machinegun (MG34). Each is also armed with a large rifle (Kar-98k).
- three (3) bike couriers armed with large rifles (Kar-98k).
- two (2) radio technicians (work in 12 hour shifts) armed with large rifles (Kar-98k). Their primary duty is to operate the radio. They surrender if given the chance.



GERMAN RELAY STATION

German Soldier (16): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k) or medium machinegun (MG34), two (2) grenades, bayonet.

German NCO (2): AC 8 [11]; HD 1; hp 4, 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP38), bayonet.

TYPICAL ACTIVITY

Below is the schedule of a typical day at the Relay Station. Feel free to modify this routine to fit your game.

Daylight (0600 to 1900 Hours): The troops awaken at 0600 hours and have a short PT session before breakfast. For the remainder of the morning, they clean their weapons, are sent on patrols or errands to the Harbor, drill on the farmstead, or are simply on guard duty. They have lunch at 1200 hours and then perform other actions as above until dinner at 1800 hours. Half of the troops are on guard duty at any given time with the rest either away from the station or somewhere nearby. There is always one (1) radio technician near the radio and at least two (2) soldiers manning the machinegun. The feldwebel keeps everyone in line and on task.

Night (1900 to 0500 hours): After dinner there is some free time, although the feldwebel doesn't allow them to drink to excess. By 2300 hours, most of the troops are sleeping. There are four (4) guards on duty walking the grounds and one (1) radio tech with the radio, near the machinegun. One guard stays with the radio tech while the rest move about between the Farmhouse, Barn, and Radio Tower. The feldwebel and unteroffizier stay up chatting and drinking until about 2400 hours before turning in.

STATES OF READINESS

Depending on how the commandos have gone about their mission, the Relay Station could be expecting trouble or be completely unaware. There are a number of ways the Germans could be alerted to the presence of invaders. They could be warned by locals, come across evidence during a patrol, hear gunshots, or worry about members of their squad who have gone missing.

There are two basic states of readiness: Alert and Alarm. Alert is used when the Germans become suspicious while Alarm is used when they become aware of direct attack (being shot at, finding dead German soldiers, etc).

Should a PC be captured, he is taken to the German HQ in Stamsund for questioning. The *Referee* may have to develop a side quest mission to allow the rest of the group to rescue him. Involve the captured hero by giving him some roleplay time during interrogation or allow him to plot his own escape. At the very least, when Operation Claymore begins in a few days, the PC should get a chance to overpower a guard and escape in the confusion.

ALERT: If the Relay Station has been alerted to the commandos' presence on the island, they cease all duties except guarding the camp. There are always double the guards on duty, day and night. No support is radioed in as the

feldwebel doesn't want to alert command just yet, preferring call in after he's dealt with invaders to gain some notoriety with his superiors. There are always at least two (2) soldiers near the MG and the rest move between the Farmhouse, Barn, and Radio Tower.

Other soldiers patrol in groups of two to four, moving around the farmstead at a distance and keeping a vigilant eye out for attackers. A patrol is always within sight of the Farmhouse and can return there in 1d3 *rounds* if the Alarm is raised. Patrols look for signs of enemy movement, including tracks in the snow, discarded gear, spent ammunition, etc. If a patrol encounters superior numbers, they perform a fighting retreat to the Farmhouse and raise the Alarm if it hasn't been raised already. Patrols attempt to take prisoners, but are very twitchy when encountering Brits in Norway, and are more likely to shoot first than call for surrender.

ALARM!: If the commandos approach or attack the station, any soldier who spots them cries "ALARM!" and the rest of the station responds. If they are already in an Alert mode, they react rather quickly to an attack, moving to defend the Radio Tower. If the alarm is raised at night, most of the soldiers are asleep. If they were already in Alert mode, they sleep dressed in their uniform and boots, weapons nearby, and can enter combat within two (2) *rounds*. If they are not in Alert, it takes them 1d6+2 *rounds* to come out, half dressed (AC 9 [10] representing lack of BDUs). The radio operator fires up the radio as described above when the alarm is raised.

MAJOR FACTIONS AND NPCS

The following factions and NPCs may be encountered in and around Stamsund.

GERMAN GARRISON

A platoon of German soldiers is garrisoned in Stamsund. The soldiers are not expecting trouble. The Norwegians handle their own security, leaving the Germans free to drill, perform routine duties, and relax in their off time. Female PCs receive a +1 bonus to all Reaction Rolls when dealing with German soldiers.

German Soldier (48): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k), two (2) grenades, bayonet.

German Officer (16): AC 8 [11]; HD 1; hp 5, 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP38), bayonet.

STAMSUND VILLAGERS

The villagers of Stamsund are simple laborers and fishermen. Most do not appreciate the German occupation. Still, there are some sympathizers here. If any character makes contact with locals who are not described in the mission details, there is a 1 in 10 chance that the person they talk to is secretly a German sympathizer. Those loyal to Norway usually start at the Friendly or Neutral stage on the Reaction table, while German sympathizers start at Neutral or Unfriendly. Of course, how the commandos behave factors into how the locals react, too.

If allowed, most sympathizers attempt to alert German forces of the commandos' presence by delivering word to a German in Stamsund, traveling by bicycle when it safe to do so. Most others simply want to stay out of the conflict and attempt to avoid the characters.

Stamsund Villager (c. 1,000): AC 8 [11] (thick clothes); HD 1d6-2; hp 2; THB -1; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5.

MILORG (NORWEGIAN RESISTANCE)

The Norwegian Resistance has been providing the Special Operations Executive with intelligence since the German occupation began. Their key operative in the Stamsund area is Hrolf Skjold.

HROLF SKJOLD

Hrolf Skjold is a venerable fisherman who served in the Norwegian militia. He has maintained contact with Norwegian units in exile and is attached to the SOE's *Kompani Linge*. Hrolf's fishing cabin is located near the Stamsund Harbor. It contains a hidden radio set and an antiquated small rifle (Krag-Jorgensen) and one (1) five-round magazine.

Hrolf Skjold: AC 8 [11] (thick clothes); HD 1d6-1; hp 3; THB +0; ATT 1 (weapon or none); ST 18; MV 12; HDE/XP 1/10.

GAVIN KELLISON

Gavin is a young boy who lives with Hrolf. Gavin's father was a writer who was critical of the Nazi Party. He and his wife were taken several months ago by the Gestapo. Gavin has sharpened the end of an old boat hook into a spear. He believes he can use the hook part to pull a German soldier off a bicycle (or tank) and stab him with the sharp end. Gavin dreams about driving the Germans out of Norway and rescuing his parents from the Gestapo. He idolizes Hrolf and could easily fall to hero worshiping one of the PCs.

Gavin Kellison: AC 7 [12] (thick clothes + Dex); HD 1d6-2; hp 2; THB -1; ATT 1 (weapon or none); ST 19; SP Dex 15; MV 12; HDE/XP 1/5. Gavin's THB is +0 with his boat hook.

THE BLUE MISTRESS

The Blue Mistress is a fishing vessel captained by Harold Holgen and crewed by his two sons, Tomas and Olaf. They are all attached to the SOE's *Shetlandsgjengen* (Shetland Bus) unit, which uses fishing vessels to transport people and materials to and from Norway. Although loyal to the Norwegian government in exile, Harold and his sons are not fighters and prefer to flee if confronted by a large force of Germans.

Harold Holgen: AC 8 [11] (thick clothes); HD 1d6-2; hp 2; THB -1; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5.

Tomas and Olaf Holgen: AC 8 [11] (thick clothes); HD 1d6-2; hp 4, 3; THB -1; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5.

FISH OIL FRACAS

THEATER: Europe (Norway)

DATE: March 1941

LOCATION: Lofoten Islands, Norway (Stamsund countryside)

Fish Oil Fracas is a *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. The mission involves the destruction of a fish oil depot in Stamsund, Norway. It involves stealth, combat, and demolitions, so characters such as the Combat Engineer, Grunt, Sniper, and Tactician are recommended.

Note: *Fish Oil Fracas* is designed to be run after the PCs have destroyed the radio tower from the *Relay Station Raid* mission. If the tower was not destroyed or the PCs did not participate in the *Relay Station Raid*, the *Referee* must amend the text accordingly.

BACKGROUND

A few days have passed since the destruction of the radio tower. The German soldiers conducted a house to house search and arrested several Norwegian men suspected of being British spies. They also established a 9:00 p.m. curfew, requiring all citizens to remain indoors. All of this has sparked anger amongst the locals.

The characters are hiding out in the abandoned cabin, waiting for new orders. Their elderly Resistance contact, Hrolf Skjold*, and his ward, Gavin Kellison*, check up on them once a day to make sure they have enough food and supplies. The SOE smuggles in a package aboard the *Blue Mistress* containing food, medicine, and ammunition, so the characters should be well supplied.

*see *Relay Station Raid* for statistics.

BRIEFING

Late one afternoon, Hrolf guides the PCs back to his cabin where they meet Major Alfred Stippling and Lieutenant Vincent Carter. The men are dressed in full commando uniform, and the PCs should know that both are highly respected. After introductions are made, Major Stippling relays the following information:

"Greetings, gentlemen. And I have to say, congratulations on a job well done. The destruction of that radio tower was quite impressive. All reports indicate that Jerry believes it was the work of our friends in the Norwegian Resistance. They have no idea it was only the first part of a larger operation to come.

Which brings me to the present. Operation Claymore is a go. Tomorrow morning, British Commando units will strike at naval yards, garrisons, and refineries all across the Lofoten Islands.

The Lofotens Cod Boiling Plant east of the main harbor is your next target. It is one of the largest fish oil refineries and depots in the area. The Germans have been shipping its oil back home and extracting glycerin which, as you all know, is a vital ingredient in the manufacture of high explosives. Your objective is to destroy the factory's supply of oil as well as any machinery used to process it.

Lieutenant Carter will be leading his unit to attack the German bunker on the hill. This should clear the harbor for our landing craft and give us a clear path back to sea.

I'll be leading a second team into Stamsund proper to assault the German HQ. Our mission is to take prisoners, destroy materiel, and see how many of these Norwegian fellows wish to follow us home and join the fight.

Our men are already in place in the hills around Stamsund and will be waiting on your cue. Once the fireworks show at the refinery begins, we'll cut the telegraph lines and begin our assault. It all hinges on you, gentlemen.

After we've achieved our objectives we'll all rendezvous back at the Stamsund harbor where landing craft will be standing by to take us back to the HMS Prince Beatrix. This assault is only one of many happening across the islands in the morning. Destroying the plants will place a dent in the German war machine and boost the Norwegian spirit. Might do a spot to cheer up the folks watching back home, as well.

Good luck, gentleman, and may God and the Queen watch over us all."

OBJECTIVE

The characters must infiltrate the heavily defended Lofotens Cod Boiling Plant and blow up the fish oil depot inside.

PLANNING

Major Stippling gives the PCs a bag filled with explosives, detonators, and timers. He suggests the PCs plan the raid close to dawn (around 7:00 a.m.) to avoid having to fight in total darkness.

The characters are also given aerial imagery, maps, and photographs of the plant to look over. The oil tanks are within a small walled compound. There is a squad of at least fifteen (15) Germans defending site. Hrolf also mentions that German e-boats often resupply at the refinery before returning to the North Sea.

Hrolf tells the PCs that another Resistance contact named Erik Vollan is waiting for them near the plant.

INSERTION

The oil depot is located on the coast, just east of the Stamsund Harbor. Hrolf suggests waiting until after dark to travel. The Germans have begun patrol duties after the destruction of the radio tower. There is a 1 in 20 chance of encountering a German Patrol (see below) if the PCs travel by foot. If the PCs travel by bicycle,

there is a 1 in 10 chance. Traveling by vehicle attracts the attention of Germans and collaborators, and the PCs automatically encounter a German Patrol.

Hrolf takes the PCs to the home of a fisherman named Erik Vollan and his wife Tove. This home is located on the coast just south of the refinery. A few of his neighbors are collaborators and quite nosey. If the commandos arrive before dark, there is a 3 in 6 chance they are spotted and reported. A German Patrol arrives in 1d6 *turns* to investigate.

PRE-ASSESSMENT

The PCs have only a short amount of time to assess the factory. There is only one road leading from the mainland to the depot. A German guard post manned by four (4) soldiers is located on this road. There is very little activity after dark. The characters see three (3) small trucks (*Kubelwagens*) and two (2) large trucks (Opel Blitz) parked outside a garage-like building in the compound.

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

- a frontal assault on the factory would be suicide. Unless the characters are going to attempt subterfuge, the best way to approach the factory is by sea. Erik Vollan owns a small rowboat that he offers to the commandos if they request it. Unbeknownst to the characters, however, there is a 1 in 6 chance PCs using a fishing boat at night attract the attention of a German Patrol Boat (see below).
- the waters of the channel are ice cold and deep, so anyone swimming across or falling in must make a Saving Throw or suffer 1 Hit Point of damage per *round* due to the freezing temperatures.
- setting the explosives on the main fish oil tank should cause a chain reaction that takes out most if not all of the factory.

EXECUTION

Fish Oil Fracas is presented as a mini-sandbox. The PCs are free to decide how they infiltrate the fish oil factory and set the charges. They may try a frontal assault, they may attempt to sneak into the compound, or they may attempt to pose as German officers if they can acquire German uniforms (either stolen from the relay station or acquired by ambushing a German Patrol).

Resourceful characters might even try something more outrageous such as posing as deliverymen (perhaps after stealing a bread truck from town) and convincing the Germans at the guard post to let them pass.

Once the fish oil tanks are detonated, they explode in spectacular fashion and begin to burn, lighting up the early morning sky. Major Stippling and Lieutenant Carter's commando units then begin their assault on the German HQ and Bunker, respectively.

EXTRACTION

After the factory is destroyed, the PCs must return to the Stamsund Harbor and board the landing craft. Of course, nothing is ever that simple.

As the PCs start to leave the factory, a German light tank (*Panzer I*) arrives to investigate the explosions. If the characters are in the armored car (*Leichter Panzerspähwagen*) from the refinery's Motorpool Garage or in another vehicle, Vehicular Combat ensues. The tank crewmen attempt to surrender if the tank is disabled.

Tank Crewmen (2): AC 8 [11]; HD 1; hp 4, 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, submachinegun (MP38), bayonet.

Light Tank (*Panzer I*): AC 5 [14]; HP 32 (HD 8); MV 12; ATT 1 (Autocannon); MOD Communications, Reinforced Hull (x2), Tracked.

POST-ASSESSMENT

After the PCs destroy or escape from the *Panzer I*, they may return to the Harbor. They arrive just in time to see empty landing boats retreating back to sea, under fire from the machineguns in the Bunker. If the PCs want to leave the island by landing craft, they must complete the *Bunker Assault* mission.

STAMSUND AND ITS ENVIRONS

Stamsund and its environs are fully described in the *Relay Station Raid* mission. The *Referee* should refer back to that mission if the PCs bring themselves into contact with any of the Norwegians in the area. At night, the village is dark and no one is out past curfew. In the Stamsund Harbor area, only Frida's Place is open, but all her customers are German soldiers.

GERMAN PATROL

In response to "resistance activity" in the area, the German soldiers have begun patrolling the village of Stamsund day and night. If the PCs encounter a German Patrol, roll 1d6 to see what type:

- 1-3 two (2) German soldiers on bicycles. They achieve Surprise on a roll of 1-2 on 1d6.
- 4-5 four (4) German soldiers on foot.
- 6 five (5) German soldiers in an armored car (*Leichter Panzerspähwagen*). These soldiers achieve Surprise on a roll of 1 on 1d20. In this case, the car is concealed behind a rack of fishing boats and its operators are watching the PCs as they walk past. Otherwise, the characters should hear the approach of the armored car in time to hide.

German Soldier (14): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k), two (2) grenades, bayonet.

Armored Car (*Leichter Panzerspähwagen*): AC 6 [13]; HP 10; MV 18; ATT medium machinegun; MOD Reinforced Hull (x1).

GERMAN PATROL BOAT

Shortly after the invasion, German forces in the area commandeered some fishing vessels, outfitting them with machine guns and spotlights, they became impromptu patrol boats, defending German interests along the channels and waters of the Lofoten island chain. One such craft regularly patrols up and down the channel here. Its typical patrol takes one (1) hour, but things could change once the operation begins. See "States of Readiness" below for details. This craft could be a possible Extraction vehicle if the PCs can overtake the crew.

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

German Patrol Boat: AC 7 [12]; HP 15 (HD 3); MV 15; ATT Autocannon (fore), Medium Machinegun (aft); MOD Communications, Waterborne.

LOFOTENS COD BOILING PLANT

This fish oil refinery also serves as a repair bay and motorpool for German vehicles in the area. Destroying this depot cripples the German reaction times to future British operations on the islands and hinders munitions production by limiting the glycerin supply.

1. GUARD POST

The causeway is protected by a gate and guard shack manned by four (4) German soldiers. Two (2) man a medium machinegun (MG34) from a nest on the right side of the road (anyone attacking the machinegunners receives -4 *To-Hit*, per partial cover rules). Anyone not slowing down for inspection is fired upon.

2. REPAIR BAY

This simple structure currently houses an Opel Blitz troop truck, which is undergoing late night routine maintenance by three (3) soldiers (only armed with tools). There are also two barrels of engine oil and a tool set here.

3. MOTORPOOL GARAGE

Within this locked garage is a German armored car (*Leichter Panzerspähwagen*), stocked and ready to roll. The key to this building is held by the depot officer who is asleep in the barracks. Three small trucks (*Kübelwagen*) and two large trucks (Opel Blitz) are parked in a line outside the garage.

4. BARRACKS

This simple structure features bunks, a latrine, showers, and a small lounge area. The soldiers here are asleep except for one (1) soldier on fire watch duties.

5. OFFICER'S QUARTERS

The German lieutenant, sergeant first class, and sergeant are quartered here. One (1) of these officers/NCOs is awake at night doing paperwork. A small truck (*Kübelwagen*) is parked outside.

6. BASE OFFICE

This is the command center for the depot. It is dark and empty at night. The telegraph is located here.

7. FISH OIL TANK

One large oil tank capable of holding 40,000 gallons of oil, sits behind a low concrete wall (designed to help prevent vehicles from bumping into it). It is currently about half full. Blowing the tank produces a massive fireball and thick black smoke that is visible for miles. Anyone caught in the compound suffers 6d6 damage from the explosion (Saving Throw for 1/2).

8. FUEL TANKS

These two fuel tanks (one diesel, one gasoline) are equipped with pumps. They are used by the German military stationed in Stamsund. If they are mined, there is a 3 in 6 chance the explosion ignites the main Fish Oil Tank, as noted above.

9. MAIN REFINERY

This giant factory contains machinery used in the production of fish oil.

10. WAREHOUSES AND DOCKS

These buildings are used for storage and shipping.

GERMAN GARRISON

A squad of German soldiers plus some additional support and crew are stationed at the Lofotens Cod Boiling Plant. The soldiers consist of:

- an *Oberleutnant* (lieutenant) armed with a medium pistol (Luger).
- a squad leader, *Feldwebel* (Sergeant 1st Class) armed with a submachinegun (MP38).
- an assistant squad leader, *Unteroffizier* (Sergeant) armed with a large rifle (Kar-98k).
- seven (7) soldiers armed with large rifles (Kar-98k).
- four (4) soldiers at the Guard Post armed with large rifles (Kar-98k).
- three (3) mechanics in the Motorpool Garage armed with tools (club).

German Soldier (14): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k) or medium machinegun (MG34), two (2) grenades, bayonet.

German NCO (2): AC 8 [11]; HD 1; hp 4, 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP38), bayonet.

German Officer (1): AC 8 [11]; HD 1; hp 5; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, medium pistol (Luger), bayonet.

STATES OF READINESS

Depending on how the commandos go about their mission, the soldiers at the Lofotens Cod Boiling Plant could be expecting trouble or be completely unaware. There are a number of ways the Germans could be alerted to the presence of intruders. They could be warned by locals, hear gunshots or sounds of a struggle, or come across evidence of intrusion (wet footprints, a concealed boat, etc.).

There are two basic states of readiness: Alert and Alarm. Alert is used when the Germans become suspicious while Alarm is used when they become aware of direct attack (being shot at, finding dead German soldiers, etc.).

ALERT: If the soldiers have been alerted to the commandos' presence at the refinery, they double the guards on duty, day and night. A telegraph operator and one (1) German NCO man the telegraph machine in the Base Office. The other soldiers and NCO patrol in groups of two to four, moving around the plant and keeping a vigilant eye out for intruders. There is a 1 in 6 chance per *turn* of encountering a patrol. Roll normally for Surprise. The patrol attacks on sight.

ALARM!: If the commandos attack the refinery, any soldier who spots them cries "ALARM!" and the rest respond. If they are already in an Alert mode, they react rather quickly to an attack, moving to engage intruders. If the alarm is raised at night, most of the soldiers are asleep. If they were already in Alert mode, they sleep dressed in their uniform and boots, weapons nearby, and can enter combat within two (2) *rounds*.

If they are not in Alert, it takes them 1d6+2 *rounds* to come out, half dressed (AC +1 [-1] representing lack of BDUs). A telegraph operator rushes to the Base Office and telegraphs the German HQ for reinforcements which arrive in two (2) *turns* in the form of a large truck (Opel Blitz) carrying a squad of twelve (12) German soldiers.

GERMAN VEHICLES

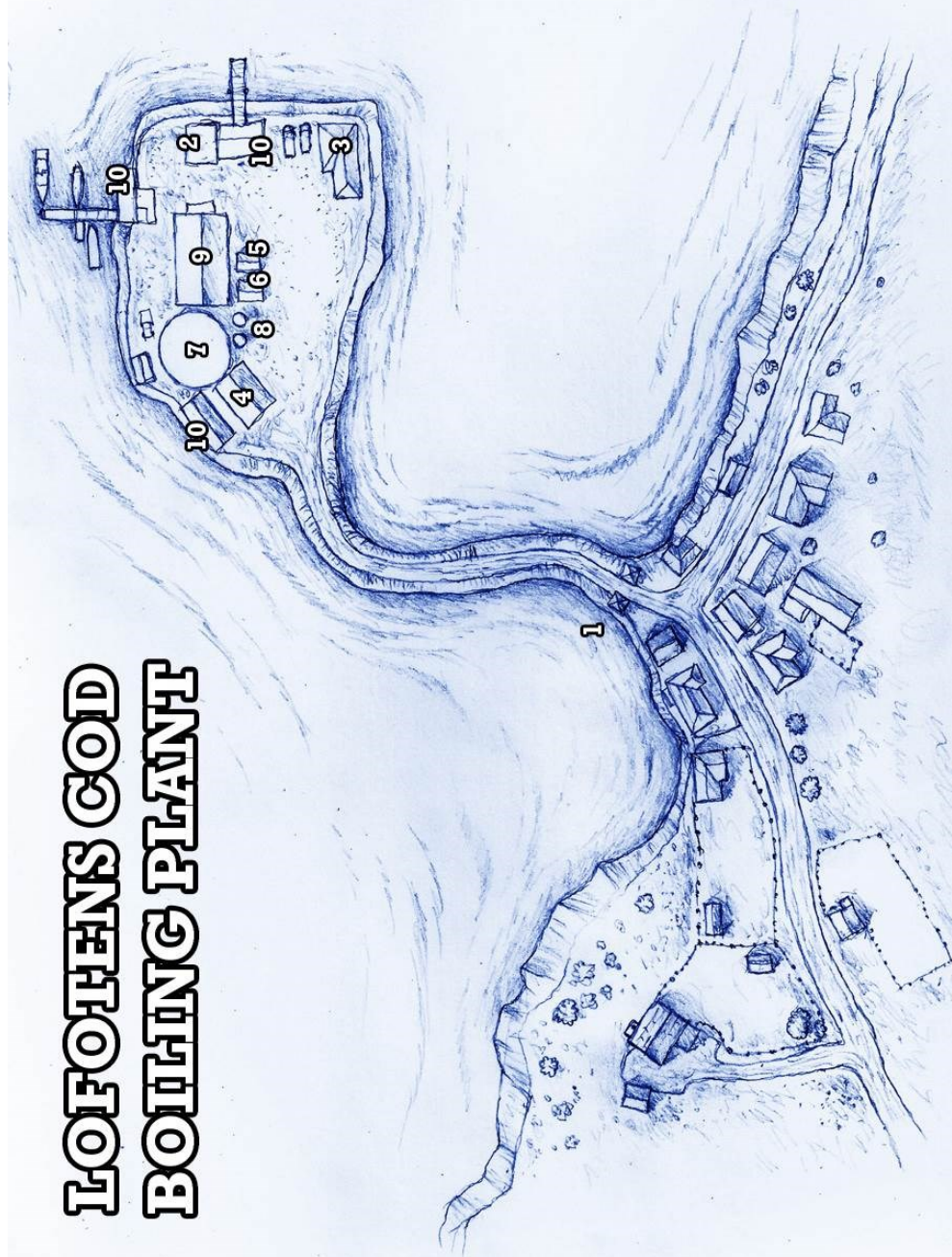
The following vehicles may be found at the Lofotens Cod Boiling Plant.

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

Large Truck (*Opel Blitz*): AC 8 [11]; HP 16 (HD 4); MV 15; ATT -; MOD Cargo.

Armored Car (*Leichter Panzerspähwagen*): AC 6 [13]; HP 10; MV 18; ATT medium machinegun; MOD Reinforced Hull (x1).

LOFOFTHENS COD BOILING PLANT



BUNKER ASSAULT

THEATER: Europe (Norway)

DATE: March 1941

LOCATION: Lofoten Islands, Norway (Stamsund countryside)

Bunker Assault is a short *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. It involves an assault on a German machinegun bunker that is preventing a squad of British Commandos from leaving the Stamsund harbor after a successful raid. The mission requires quite a bit of combat, so characters like the Grunt, Tactician, and Uberlaufer are highly recommended.

Note: This mission assumes the PCs have just conducted the *Fish Oil Fracas* refinery raid and are attempting to leave the island. If this is not the case, the Referee must amend the text accordingly. One way to accommodate this is to have the PCs arrive with the landing craft to extract Major Stippling and his commandos. Upon taking fire from the cliffs, they are ordered to secure the Bunker.

BACKGROUND

The PCs have set the Lofotens Cod Boiling Plant ablaze. A commando unit led by Major Alfred Stippling has captured most of the soldiers at the German HQ. Landing craft from the HMS Princess Beatrix docked at the Stamsund Harbor to extract the commandos and their prisoners, but were forced to retreat when they suddenly began taking fire from the German Bunker on the cliffs north of the Harbor.

BRIEFING

The characters meet up with Major Alfred Stippling and two of his commandos at the Harbor as intermittent bursts of machinegun fire chase the landing craft back into the sea. Major Stippling relays the following information:

"Well, old boys. We seem to be in a bit of a pickle. The HQ raid was a smashing success. My unit has captured several dozen German prisoners and collaborators, and also recruited quite a bit of these Norwegian fellows to our cause.

It seems that Lieutenant Carter's unit did not fare so well. The German bunker is still operational. I've lost contact with the Lieutenant and his men and I'm afraid I must assume the worst.

All this fighting was for naught if we can't get off this island. My men are busy watching the prisoners. I need you to take care of that bunker on the hill. Those cliffs look too dangerous to scale, but it can be done. Or you can go the long way

and take the road, although I imagine the Germans have prepared for that. I suggest you find a vehicle if you go that route.

Either way, I don't imagine it'll be easy. I'm sure there's at least a squad of German soldiers dug into that bunker and it'll be tough nut to crack.

I don't have to tell you that time is of the essence. The Luftwaffe is scrambling as we speak, so I expect we'll be hearing those damnable Stuka sirens before all is said and done. If your mission fails...well, gentlemen, I suppose I'll see you on the other side.

Well done on that refinery raid, by the by. If we make it out of this alive, Jerry will have to rethink his strategy for holding Norway."

OBJECTIVE

The characters must neutralize the German Bunker overlooking the Stamsund Harbor in order to clear the way for the commandos to escape.

PLANNING

Major Stippling gives the characters first aid kits, extra ammo, grenades, and three (3) satchel charges to deal with any locked doors. The PCs may find other uses for the explosives. The Referee should allow any character injured in the Refinery Raid to recover 1d6 Hit Points at this time.

Characters observing the Bunker can see intermittent bursts of fire from three (3) medium machineguns (MG34). The machineguns fire at landing craft as well as anything that moves along the Harbor. The HMS Beatrix has not fired upon the Bunker as the risk to civilian targets is too great. Remember, one goal of this operation is to convince Norwegians to join the fight against their occupiers.

The characters have only four (4) hours to complete this mission before Luftwaffe planes begin strafing the Harbor and the commandos on the ground.

INSERTION

The PCs really have only two options for assaulting the Bunker—the road or the cliffs.

If they take the road and approach on foot, it takes them just over an hour to get there. Bicycles take a half hour (because of the steep climb) while a car or truck can be there in minutes.

If they scale the cliffs, the PCs reach the Bunker in less than an hour and take the Germans completely by surprise. However, there is a 1 in 6 chance of falling to their death while climbing (and that's only because they're commandos—normal soldiers would have no chance at all).

The characters might devise a way to make the climb slightly safer by tying each other off using ropes stolen from the docks. Any character tied to a falling character must make a Saving Throw (modified by his Strength bonus, if any). If the Saving Throw is successful, the character maintains his grip on the cliff,

saving both of their lives. If the Saving Throw fails, both characters plummet to their deaths.

PRE-ASSESSMENT

If the characters approach by cliff, they can enter through the Observation Deck. A few hurled grenades should take care of the Germans inside.

If the characters approach by road, they come across the bodies of Lieutenant Carter and his six commandos strewn about, a few hundred yards away from the Bunker. These commandos were killed by the machinegunners on the Landing. PCs who take a moment to observe the Bunker entrance see the barrel of a machinegun resting on sandbags and the tops of German helmets moving about. The PCs and the Germans should roll normally for Surprise.

A Tactician who uses Superior Planner determines the following information:

- rocks on either side of the road provide Full Cover for PCs who hide behind them or Partial Cover (-4 To-Hit) for PCs firing from behind.
- it will take two (2) rounds at an all out run to get within grenade throwing distance and another one (1) round to reach the Bunker, but characters struck by suppression fire cannot make Saving Throws to decrease damage.
- it will take four (4) rounds of performing a fire and maneuver tactic (as per the *WWII: Operation WhiteBox* core rulebook) to get within grenade-throwing distance and another one (1) round to reach the Bunker.

EXECUTION

The characters are free to assault the Bunker as they see fit. The demoralized Germans have lost all contact with the German HQ and are unable to notify the mainland. The Lofotens Cod Boiling Plant is still on fire and the soldiers believe that a major Allied invasion has begun. The Germans fight until half of their number are killed before offering to surrender. If allowed to surrender, they throw down their weapons. If the PCs start killing prisoners, the Germans fight back with whatever weapons are at hand.

EXTRACTION

If the PCs cannot breach the Bunker, small aircraft (Stuka dive-bombers) of the Luftwaffe arrive and begin dropping bombs on Stamsund. Stippling's prisoners and the Norwegian volunteers flee into the countryside. His commando unit suffers heavy losses, but the survivors manage to commandeer a fishing boat and make it back to the HMS Beatrix. The PCs must find their own way back to the ship.

If the Bunker is neutralized, the PCs can return to the Harbor. Major Stippling gives the signal and the landing craft return to shore. The commandos, prisoners, and Norwegian volunteers load up and head out towards the HMS Princess Beatrix. The Referee may wish to add an element of danger as the Luftwaffe arrives and begins strafing the landing craft. The Beatrix provides anti-aircraft

fire until the Luftwaffe is driven off. The Referee may even wish to involve the PCs by allowing them to man machineguns or autocannons on the Beatrix's deck.

POST-ASSESSMENT

Operation Claymore was a huge success. In total, 800,000 gallons of oil and 11 factories were destroyed, 5 ships were sunk, and 228 German prisoners and 60 Norwegian collaborators were captured. The raid also led to the recovery of a set of rotor wheels for the German Enigma machine and its codebooks which enabled Allied intelligence to intercept and interpret German naval codes.

Operation Claymore was the first of twelve commando raids directed in Norway. It was a huge propaganda win for the beleaguered people of Great Britain. The raids also caused the Germans to keep hundreds of thousands of troops in Norway—troops that might have made a difference on other fronts of the war.

STAMSUND AND ITS ENVIRONS

Stamsund and its environs are fully described in the *Relay Station Raid* mission. The residents of Stamsund hide inside their homes as the battle rages outside. The Referee should refer back to that mission if the PCs bring themselves into contact with any of the Norwegians in the area. If the commandos enter one of the homes, they are well received by the fearful families (whether the families are German sympathizers or not). They are given cheese, sausage, and maybe even a small rifle, should they request it. The PCs may also acquire transportation such as bicycles or even motorized vehicles, at the Referee's discretion.

GERMAN BUNKER

The main focus of this mission is the Bunker. The Bunker is built into the side of the cliffs and is manned by a squad of German soldiers. By this time, the actions of the British commandos have alerted all Germans in the area.

a. LANDING

This landing is located approximately 10' above the road. Two (2) soldiers man a medium machinegun (MG34). The soldiers are protected by a low sandbag wall which provides them with partial cover (-4 *To-Hit*). A steep ramp used moving heavy machinery leads up to the Service Entrance.

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, large rifle (Kar-98k) or medium machinegun (MG34), two (2) grenades, bayonet.

b. HEAVY EQUIPMENT ROOM

This heavy metal door is shut and locked from the inside. The PCs can blow the door with a satchel charge. A Combat Engineer may also devise some other way of blowing open the door, at the Referee's discretion. The room contains several pieces of recently delivered artillery. Once assembled, these will replace the machineguns in the Observation Deck.

TARGET OF OPPORTUNITY

The destruction of the artillery guns will greatly help the success rate of future raids.

c. MAIN ENTRANCE

This metal door is shut and locked from the inside. The PCs can blow the door with a satchel charge. A Combat Engineer may also devise some other way of blowing open the door, at the Referee's discretion.

d. LOOPHOLE

The German soldier in the War Room mans this loophole if he hears the sound of machinegun fire from the Landing.

e. BARRACKS

There are nine bunks here, personal effects and foodstuffs. Washrooms are located at the far end.

f. WAR ROOM

This space is filled with maps of the area, a table, and chairs. A radio plays popular German music. One (1) German soldier stands guard here. If he hears shooting from the Landing, he mans the Loophole and fires at any intruders he sees. The loophole provides the soldier with partial cover (-4 *To-Hit*).

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

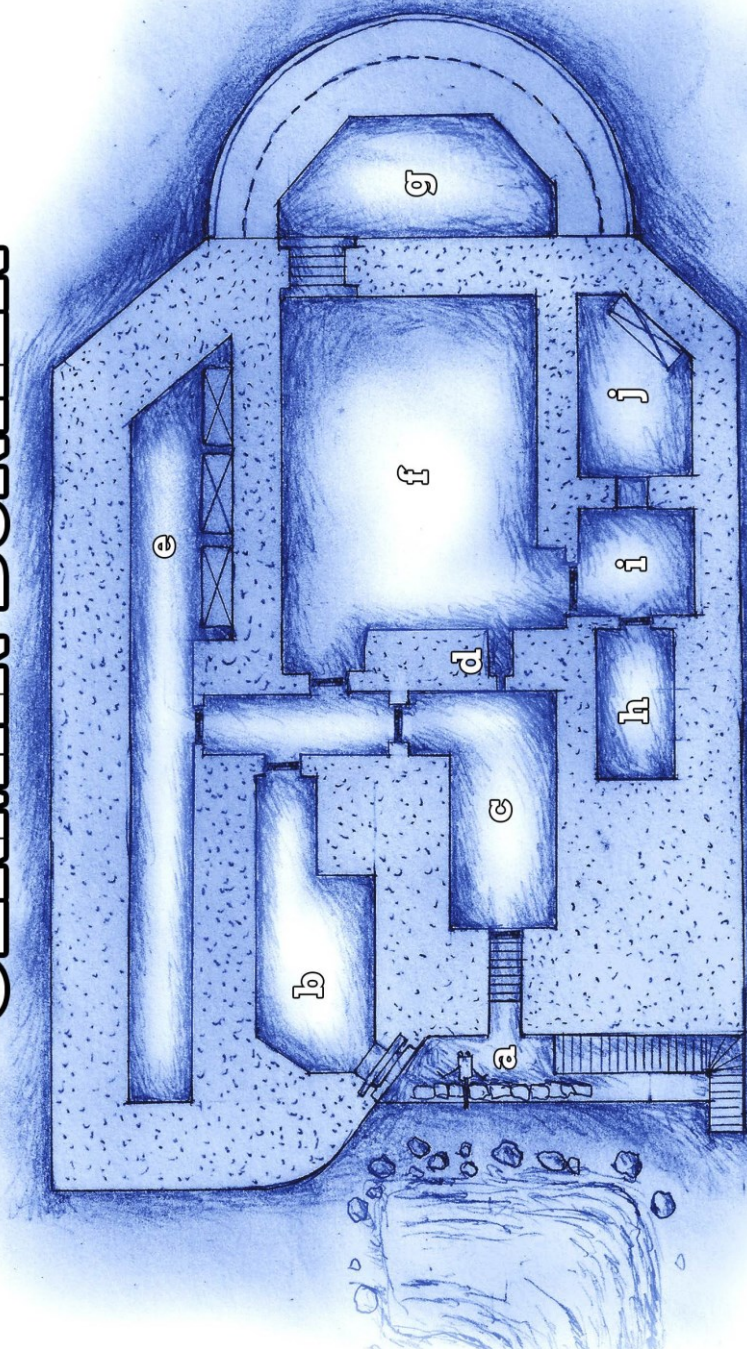
g. OBSERVATION DECK

Six (6) German soldiers man three (3) machineguns (MG34). They fire at anything that moves in the Harbor. A German *unteroffizier* (Sergeant) with a pair of binoculars directs their fire. The noise of machinegun fire here could mask combat elsewhere in the Bunker if things go the commandos' way.

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, large rifle (Kar-98k) or medium machinegun (MG34), two (2) grenades, bayonet.

German NCO: AC 8 [11]; HD 1; hp 4; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP38), bayonet.

GERMAN BUNKER



h. COMMUNICATIONS ROOM

There is a telegraph machine here as well as a German soldier (radio operator) and a German officer. The Bunker can normally communicate with the German HQ in Stamsund, potentially bringing support. In this mission, the telegraph lines have been cut and the German HQ captured by Major Stippling and his commandos.

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

German Officer: AC 8 [11]; HD 1; hp 5; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, medium pistol (Luger), bayonet.

i. RADIO ROOM

This short-range radio was used to communicate with the Relay Station. It may be commandeered by a PC Combat Engineer and used to communicate with Major Stippling or the HMS Beatrix.

j. OFFICERS' QUARTERS

Two bunks, personal effects, and a few seized valuables are located here.

MAJOR FACTIONS AND NPCS

The following factions and NPCs may be found in and around the Bunker.

GERMAN SOLDIERS

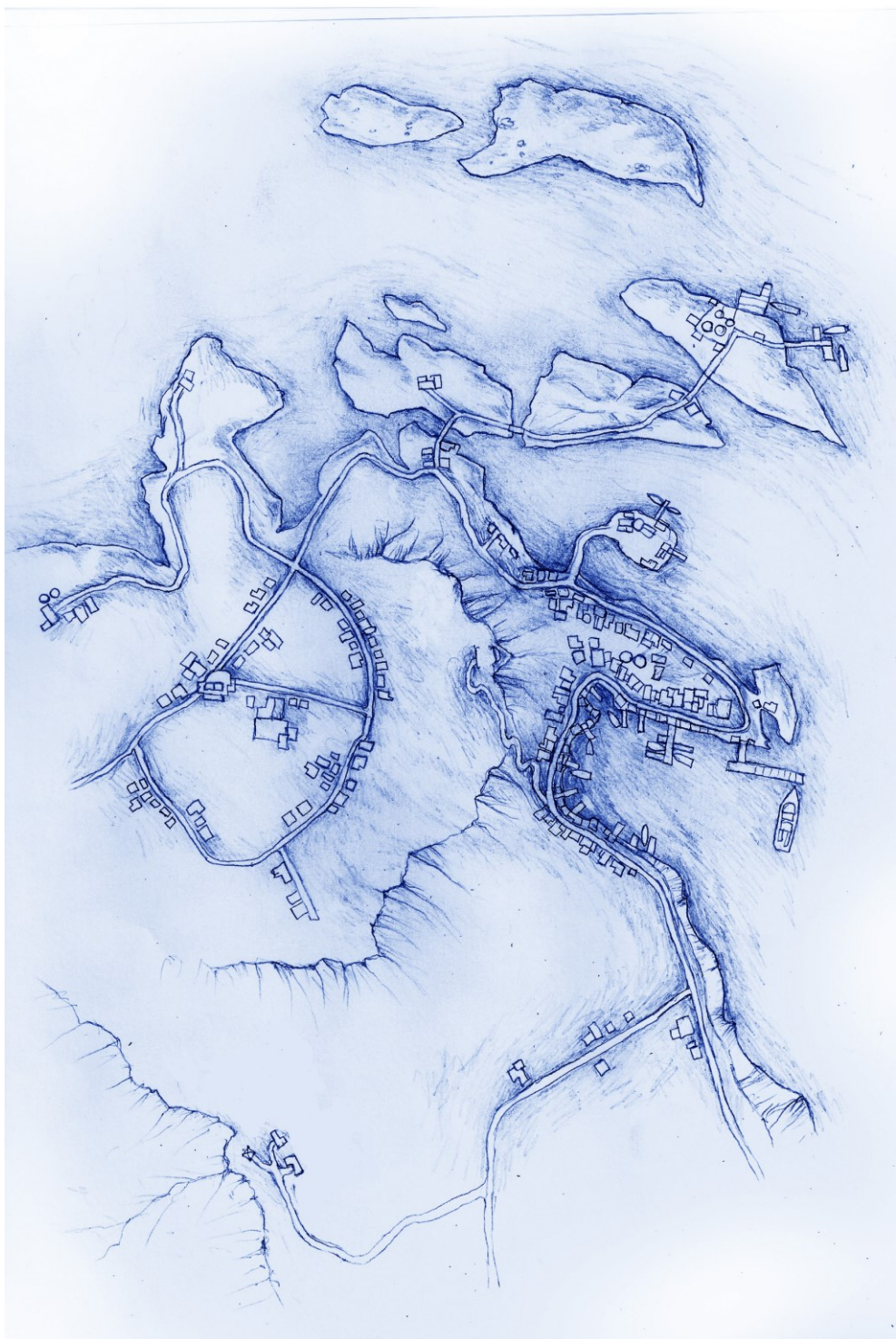
A squad of ten (10) German soldiers led by two (2) German officers are stationed here. The soldiers know that Stamsund is under attack, but have lost all contact with HQ. They are not suicidal and prefer to surrender if things go badly for them.

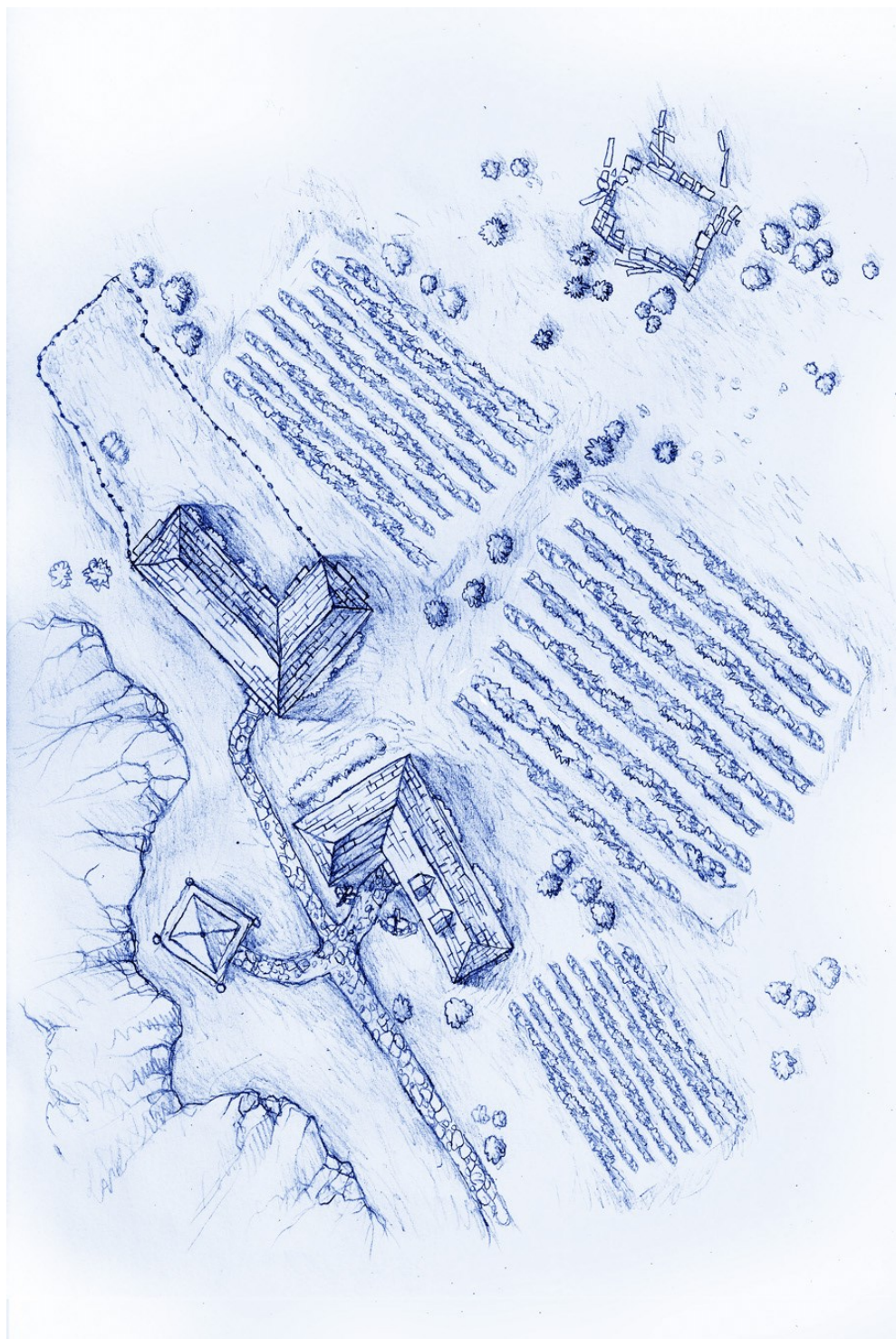
German Soldier (10): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k) or medium machinegun (MG34), two (2) grenades, bayonet.

German NCO: AC 8 [11]; HD 1; hp 4; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP38), bayonet.

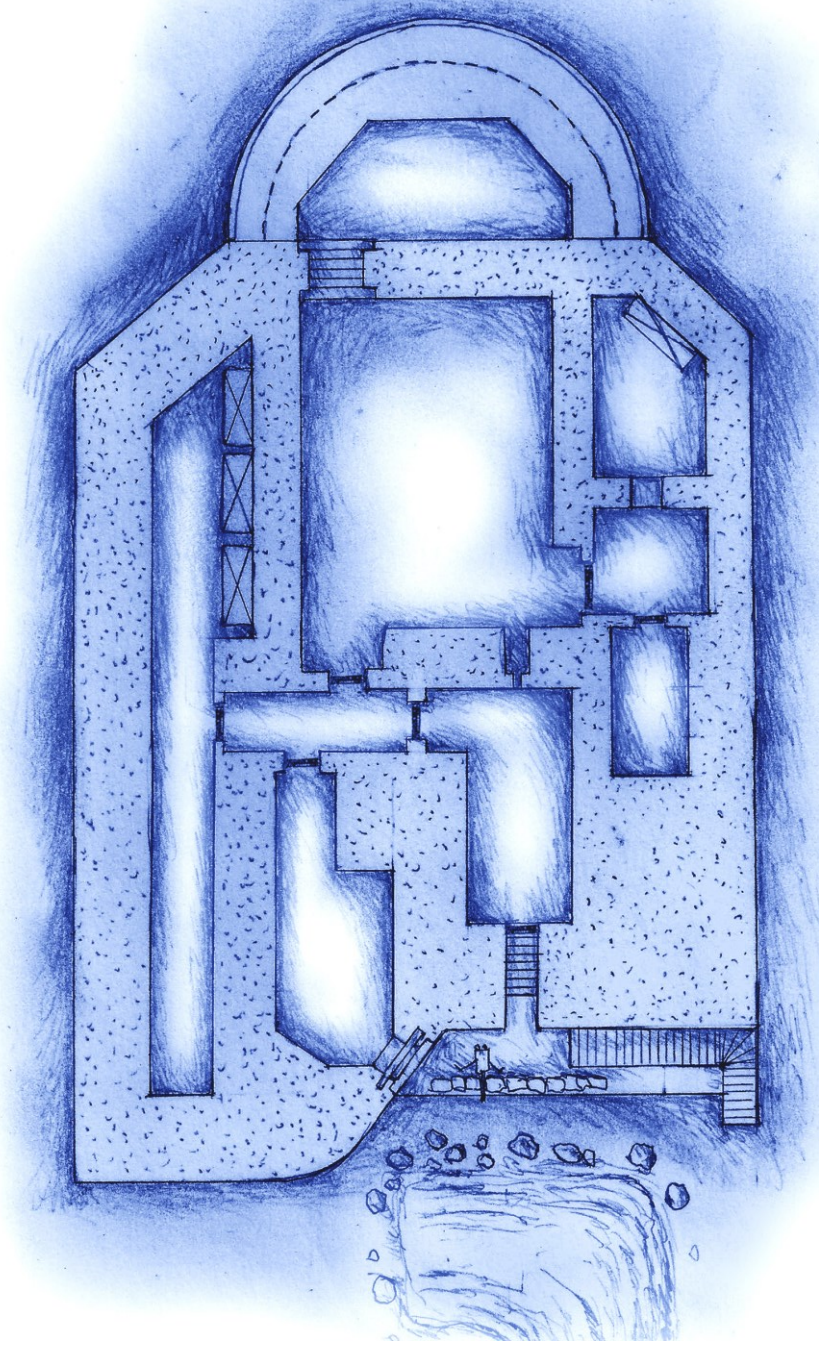
German Officer: AC 8 [11]; HD 1; hp 5; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, medium pistol (Luger), bayonet.

INTEL MAPS FOR THE PLAYERS

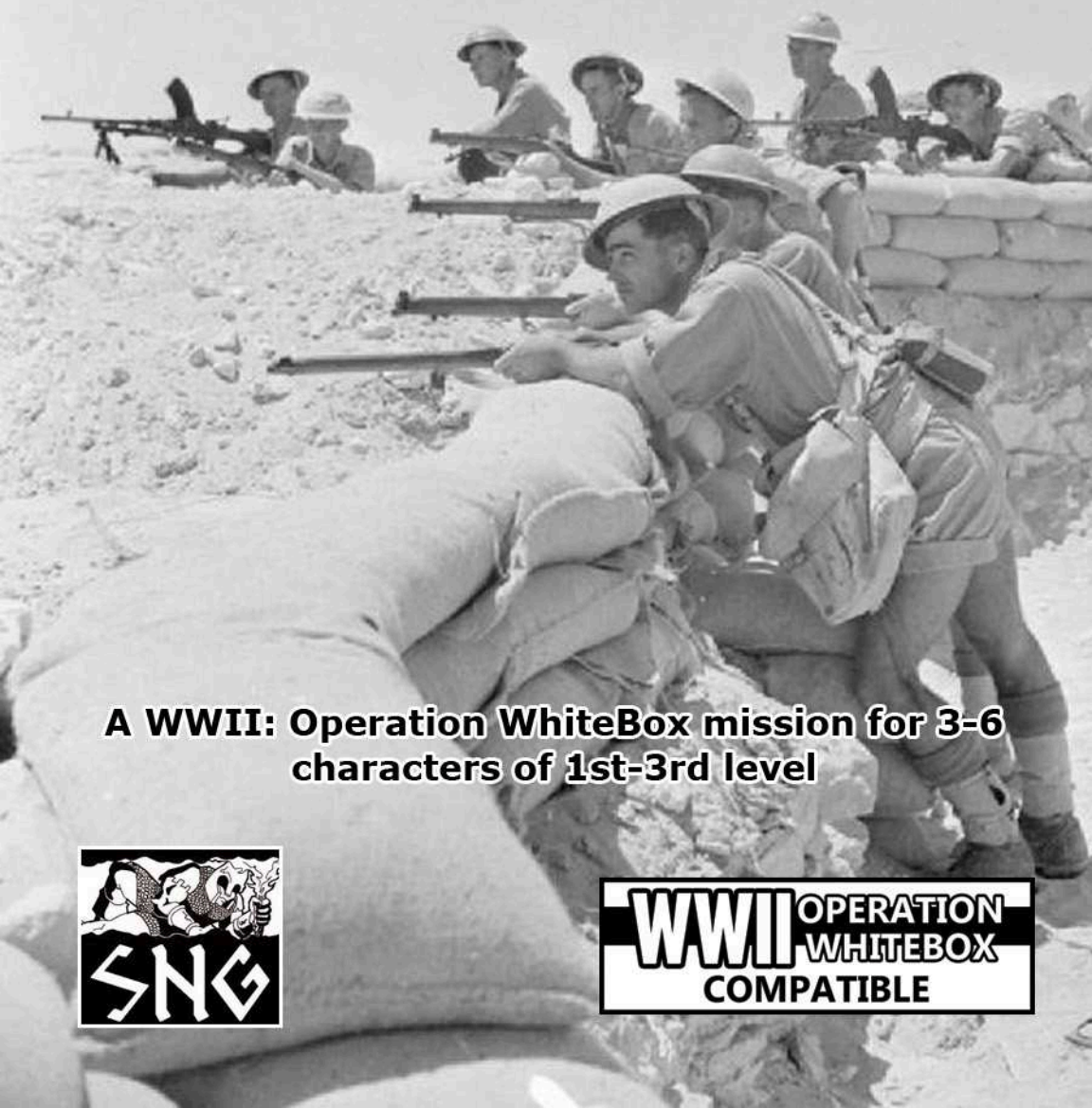








DESERT RAIDERS OF WWII



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



DESERT RAIDERS OF WWII

DESERT RAIDERS OF WWII is a collection of three (3) support missions designed for *WWII: Operation WhiteBox*™. Join the SAS and the LRDG and take part in historic raids against the Germans during the North Africa Campaign!

CREDITS

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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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RAID ON LUFTWAFFE-32

THEATER: Mediterranean (North Africa)
DATE: July 1942
LOCATION: Libya (somewhere in the desert)

Raid on Luftwaffe-32 is a short WWII: Operation WhiteBox mission designed for 3-6 operatives of 1st-3rd level. The mission involves a nighttime sabotage raid on a German airfield. It requires quite a lot of stealth and demolitions, with very little combat, so characters like the Combat Engineer and Sniper would be particularly helpful.

Note: A large number of raids were conducted by British special forces such as the Special Air Service (SAS) and the Long Range Desert Group (LRDG) during the North Africa campaign. Their targets were usually German convoys, fuel depots, and airfields scattered across the desert.

Raid on Luftwaffe-32 (and the two other North Africa missions that follow) is inspired by these events, putting your PCs in the middle of the action during the North Africa Campaign. For maximum enjoyment, and for the sake of continuity, it is recommended that you run these missions in order, but you could easily convert them to use as you see fit.

BACKGROUND

General Erwin Rommel's vaunted Afrika Korps has pierced the Gazala Line and taken the Egyptian port of Mersa Matruh. The British Eighth Army, now under the command of General Claude Auchinleck, has retreated to the coastal railway station of El Alamein to make a stand, with the Afrika Korps in close pursuit.

The Luftwaffe has thus far outperformed the Allied Desert Air Force and begun pummeling Allied defenses while the Afrika Korps digs in for a lengthy siege of El Alamein. Realizing that air superiority is crucial to the Eighth Army's success, the Special Operations Executive (SOE) has organized small bands of raiders to strike at German airfields and fuel depots behind enemy lines.

BRIEFING

The characters are in Egypt awaiting new orders at a fortified British supply depot named Hammam Box. The Box is located just south of the small fishing village and airfield at El Hammam. It is a fortified tent camp, training ground, and supply depot surrounded by a high ridge. A number of bomb-proof offices and shelters are dug under the sand.

The PCs are summoned to the command shelter and given the following information by their superior officer, Major Allen K. Kilburn:

"Good afternoon, gentlemen. I have called you here today for a special mission. As you know, the situation on the ground is dire. The Eighth Army has been cut off by Rommel's Afrika Korps. They are currently surrounded in the Egyptian port station of El Alamein.

Luftwaffe bombing runs are slowly weakening their defenses. Their only hope is for our Desert Air Force to achieve air superiority. Therefore, we have decided to send out a number of small special forces units like yourselves to sabotage the German airfields.

Your target is an airfield located in a remote corner of the desert to the south. This airfield is designated Luftwaffe-32, or L32.

You will infiltrate L32 under cover of darkness, mine as many airplanes, fuel stores, anti-aircraft guns, and anything else you can, and then remove yourself from the premises before the show starts.

As an added bonus, the Desert Air Force will be in a holding pattern over El Hammam. As soon as we receive confirmation of your mission's success, they will fly in and finish the job you started.

This is a stealth mission, gentleman. You are heavily outnumbered and outgunned, so any killing must be done quickly and quietly to avoid compromising the mission.

One more thing. There are rumors that the Germans are planning to unveil another one of their superweapons. Intercepted transmissions suggest that this superweapon might be located at the Luftwaffe-32 airfield. I don't have to tell you how demoralizing a new weapon would be to our lads on the ground. If you see anything out of the ordinary, you must destroy it if you can, or be prepared to give a full report on its strengths and weaknesses if you can't.

Good luck, gentleman. May God be with you."

OBJECTIVE

The characters must destroy as many planes and materiel as possible at the L32 airfield.

PLANNING

The characters have the rest of the afternoon to acquire gear and plan the raid. This is a stealth and demolitions mission. The PCs are expected to travel light, but may take any small arms and gear they wish. If heavier weapons are requested, the characters may take up to two (2) anti-tank rifles (Boys rifle) and ammunition and/or two (2) mortars (Ordnance SBML) along with a crate of twenty-four (24) shells.

The characters are given a map of the area along with a crude map of airbase L32. Each operative receives a duffel bag containing "pencil" detonators,

demolitions tools (wirecutters, electrical tape, knives, etc.), and several pounds of plastic explosives.

The characters may take (1) small truck (Willys Jeep) for every four (4) characters on the team or one (1) large truck (Ford F30 CMP) capable of transporting the entire team. The characters may choose whether or not they want the Jeeps or the truck.

An LRDG guide/driver is assigned to each vehicle. These drivers are all lance corporals or corporals in rank. Names include Michael, Oliver, Benjamin, Lucas, Daniel, James, and Braxton. Although they do not participate in the airfield raid itself, they do fight if attacked en route.

The Jeep is armed with a medium machinegun (Vickers Gun) pintel-mounted in the back; a rearward-facing light machinegun (Bren) is mounted in the bed of the F30. The Jeeps are equipped with enough fuel and water to last a week in the desert, while the F30 contains much more.

If the characters opt for a more deceptive approach, German uniforms and weapons are also available, as well as an unarmed German troop transport large truck (Opel Blitz).

LRDG Driver (1st-level Wheelman): AC 5 [14] (BDUs + Dex); HD 1+1; hp 7 (T) or 11 (H) or 21 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Vehicle Understanding, Fast and Furious, Combat Driving, HDE/XP 1/10; BDUs, Arab headdress, large rifle (Lee-Enfield Mk. III), two (2) grenades, bayonet, goggles, canteen, survival kit.

Small Truck (Willys Jeep): AC 8 [11]; HP 12 (HD 3); MV 21; ATT 1 (Medium Machinegun); MOD Cargo.

Large Truck (Ford F30 CMP): AC 8 [11]; HP 18 (HD 4); MV 15; ATT 1 (Light Machinegun); MOD Cargo.

Large Truck (Opel Blitz): AC 8 [11]; HP 16 (HD 4); MV 15; ATT -; MOD Cargo.

INSERTION

The LRDG drivers know the route to the Luftwaffe-32 airfield so there is no chance of getting lost. The characters leave after dark and the trip takes several hours, but is uneventful unless the *Referee* decides otherwise. The night is extremely cold. The sky is clear and filled with stars. The desert terrain alternates between barren rocks and rolling sand dunes. The PCs are driven within a few miles of L32, and then dropped off to proceed on foot.

PRE-ASSESSMENT

This is a night mission, with nothing pressing except dawn, so there is a short amount of time for surveillance. The PCs can observe the airfield from the top of a nearby sand dune.

The base sits atop a plateau. It is "blackout", but there is enough ambient starlight and lights on inside some of the buildings to make out the general layout of the airfield. Minefields and concertina wire are clearly marked near the

base of the plateau. German aircraft appear to be concealed under camouflaged tent canopies. The dark shapes of guards can be seen moving around in the towers and more guards walk the perimeter inside the concertina wire, but for the most part, the base is quiet.

A Sniper character who observes the base notices that there is only one (1) airplane under the Guarded Apron (see below). He cannot discern any other details about the plane.

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

- the mines located at the base of the plateau appear to be clearly marked so are easily avoidable unless someone is running through them.
- the climb up the side of the plateau should be no problem for a special forces operative.
- the largest tent contains the largest collection of airplanes, but it's closer to the barracks so the chance of being discovered is probably greater.
- splitting up the team allows the PCs to sabotage more aircraft, however, they do not have as much support if discovered.
- it may be a good idea to secure a German vehicle inside the base in case the PCs must leave in a hurry.
- if the PCs have the manpower, leaving a Sniper or mortar crew on the dune might also be helpful to cover the unit's escape in case things go bad.

EXECUTION

Raid on Luftwaffe-32 is presented as a mini-sandbox. The operatives are free to determine where they enter the airfield and how they go about achieving the mission's Objective, which is to destroy enemy aircraft and other targets.

Each operative contains enough plastic explosive to take out twelve (12) targets (aircraft, fuel containers, AA guns, etc.). Technicians can stretch this to twenty-four (24) targets. It takes only one (1) *round* to set a charge and the characters have the option to set the charges to explode anywhere from 10 minutes to 1 hour after. This must be decided as they set the detonators.

When the explosions come, the German soldiers are thrown into disarray. Any Germans outside of the barracks hit the deck or run for cover, believing that an Allied bombing run has started. Air raid sirens begin to wail. Spotlights pierce the night sky and sporadic anti-aircraft fire commences, as the Germans search for enemy aircraft.

If the PCs are still inside the perimeter and make a break for the concertina wire, there is a 1 in 10 chance that the soldiers in the nearest the Guard Tower notice them. On the following *round*, the soldiers open fire with their machinegun. The attack stops once the characters pass through the Minefields.

Of course, the PCs might come up with an even more audacious plan, such as ramming through the Main Gate, driving onto the airfield, and gunning down everything in their path. In this event, the *Referee* must determine the German response.

EXTRACTION

If all goes well, the characters should be able to slip away into the night and then wait for the explosives to detonate. It is quite possible (and actually advisable) that the characters enter the airfield, set the charges, and escape without ever being seen.

POST-ASSESSMENT

The success of the mission depends on the destruction of German aircraft and supplies. Allied Command expects a full report on how many targets were destroyed. If the characters destroyed the helicopter prototype (see Guarded Apron), their superiors are particularly pleased.

Within the hour, six Allied B-17 bombers make a pass over the base, destroying the rest of the aircraft on the ground. The characters can hear the explosions and see the sky glow red even from a great distance away.

LUFWAFFE-32 AIRFIELD

The Luftwaffe-32 Airfield is a small, strategically placed airfield located atop a rocky plateau. Its planes are capable of striking targets throughout North Africa. The airfield's perimeter is fortified with mines and concertina wire and defended with anti-aircraft guns and machinegun bunkers.

CHARACTERS ON THE MOVE

Outside the concertina wire, any time an operative or group of operatives is forced to move in the open (usually from one area to the next), there is a 2 in 20 chance the character (or group) is spotted by a German soldier in the nearest Guard Tower.

The soldier in the Guard Tower turns on the tower spotlight to better see whatever caught his attention. A German Patrol arrives in 1d3 *rounds* to check out the illuminated area. Any operatives in the area must make a Saving Throw to avoid detection (Sniper characters may use their Conceal Self ability instead).

Inside the wire, there is a 3 in 20 chance that characters on the move are spotted by a German Patrol (see below) walking the perimeter. If spotted, roll normally for Surprise. If the Germans achieve Surprise or win Initiative, they unsling their rifles and shout for the characters to surrender, but do not fire. There is a 1 in 6 chance their shouts are enough to raise the Alarm. If the

characters achieve Surprise or win Initiative, they may be able to kill the soldiers quickly and quietly.

GERMAN PATROL

German Patrols routinely walk the perimeter inside and outside of the fence. These patrols consist of two (2) German soldiers on foot.

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, large rifle (Kar-98k), two (2) grenades, bayonet.

ALARM

The Germans sound the alarm with sharp whistles and harsh commands if they see the operatives sneaking around, notice something is amiss, or hear the sound of gunfire or explosions. The base's overhead lights flick on one by one, bathing the airfield in light. The air raid siren begins to wail, adding to the chaos.

Once the alarm is sounded, half-dressed German soldiers begin rushing from their barracks, weapons in hand. They immediately head to the sound of any fighting. If none is present, the officers organize a search for intruders and the *Referee* must decide how the search plays out. The Germans in the Outer Defenses man their positions and search the skies for signs of Allied bombers.

The *Referee* should remember that the characters are hopelessly outmatched. There is no way they can fight their way through 300+ German soldiers. However, it takes a moment for the Germans to get organized, so if the PCs play it smart, they should have a decent chance to escape. The Germans do not pursue characters into the desert.

1. MINEFIELDS

Anti-tank mines have been placed in the sand at the base of the plateau. The minefields are clearly marked and the mines are fairly easy to spot. Anyone walking carefully through the minefield has no chance of stepping on a mine. Anyone moving faster than that has a 1 in 20 chance of stepping on a mine (1 in 2 chance for someone driving a vehicle). Mines do 2d6+2 damage in a 30' radius (Saving Throw for 1/2) to characters; 6d6 damage to vehicles.

2. GUARD TOWERS

Six (6) 20' tall guard towers are spaced around the airfield. The towers are equipped with high-powered spotlights and a medium machinegun (MG34). Three (3) German soldiers occupy each tower. One is always awake and ready to shine the spotlight on any signs of a disturbance.

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, large rifle (Kar-98k), two (2) grenades, bayonet.

3. OUTER DEFENSES

Machinegun nests, artillery guns, and anti-aircraft batteries occupy a low embankment along the perimeter of L32, just outside the concertina wire. Each emplacement is surrounded by sandbags, designed to provide partial cover from attacks outside the perimeter. Each underground bunker houses a squad of twelve (12) German soldiers who man the defenses. These soldiers are sleeping at night unless an Alarm has been sounded.

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

4. CONCERTINA WIRE

A nasty length of concertina wire runs around the outskirts of the entire base. The wire takes three (3) *rounds* to cut a path wide enough for a person to pass through safely. PC operatives have been trained to tie the wire back together, which takes an additional one (1) *round*. There is a 1 in 20 chance per *turn* that a German Patrol walking the perimeter notices a cut wire and sounds the Alarm. Any character attempting to run through concertina wire takes 2d6 damage (Saving Throw for 1/2). If the Saving Throw fails, the character is also stuck in the wire, taking damage each *round* he continues to move until a successful Saving Throw is made.

5. MAIN GATE

This wooden gate is wrapped with concertina wire. It is closed at night and watched by the guards in the Tower next to it.

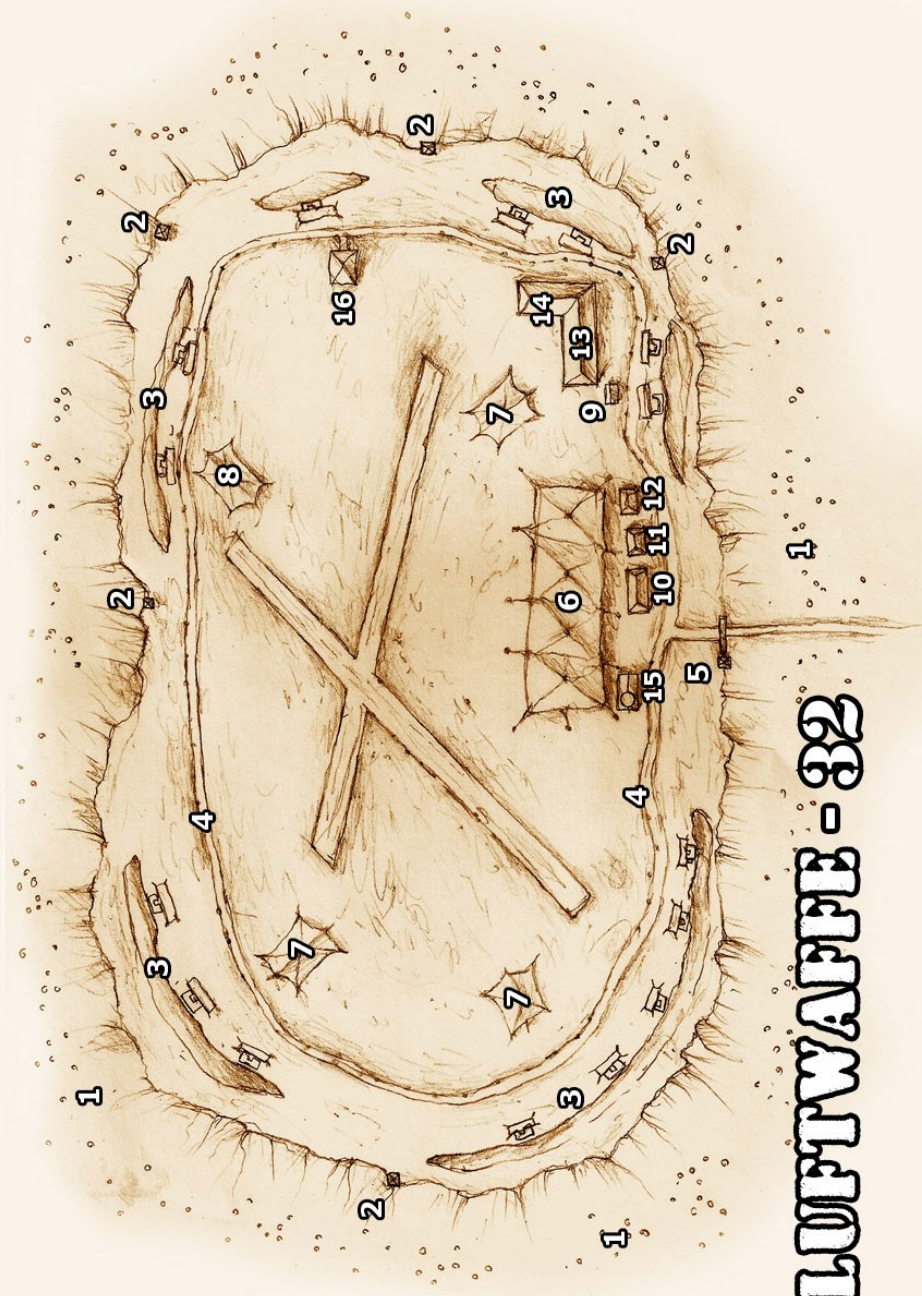
6. MAIN APRON

There are six (6) large aircraft (Heinkel bombers), six (6) small aircraft (Stuka dive bombers), and twelve (12) small aircraft (Messerschmitt fighters) underneath the tan camouflage tent.

It takes one (1) *round* to mine one (1) plane (Combat Engineers can mine up to three (3) planes per *round*). The planes are parked in groups of six, but the main apron is extremely dark so there is only a 1 in 20 chance of detection by a German Patrol every time the PCs move from one group of planes to the next.

7. SECONDARY APRONS

These small aprons contain six (6) small aircraft (Stuka dive bombers) under a camouflage tent. It takes one (1) *round* to mine one (1) plane (Combat Engineers can mine up to three (3) planes per *round*).



LOFTWAFLE - 32

8. GUARDED APRON

This small apron contains a single prototype Helicopter (Focke-Achgelis Fa 223 Drache) under a camouflaged net. The helicopter requires a crew of two (2) and can seat four (4) more. It is armed with a forward-firing medium machinegun (MG34) and carries two (2) 550-lb. bombs. It is scheduled to be tested in North Africa and is capable of being mass produced.

Helicopter design is still in its infancy, but the technology is known to Allied and Axis forces. Although it is unlikely to seriously affect the course of a major battle, the use of a working combat helicopter would give credence to Hitler's claims of a growing host of Nazi superweapons ready to be unleashed. Destruction of the helicopter should be treated as a **Target of Opportunity** for Experience Point purposes.

The apron is guarded by two (2) German soldiers. These soldiers are always awake and constantly check on the helicopter, so there is no way to mine it without being detected.

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, large rifle (Kar-98k), two (2) grenades, bayonet.

Helicopter (Focke-Achgelis Fa 223 Drache): AC 8 [11]; HP 10 (HD 2); MV 3/15 (flying); ATT 1 (Medium Machinegun); MOD Aerial (Vertical).

Note: It is conceivable that particularly heroic characters may attempt to fly the helicopter off the base. This is extremely difficult, but not impossible. If the character has piloting experience, there is a 1 in 6 chance he can get the helicopter safely off the ground. Other characters have only a 1 in 20 chance. Otherwise, the rotors spin out of control during the ignition sequence and the helicopter overturns, skipping across the ground and mangling its blades. Anyone inside suffers 1d6+1 damage (Saving Throw for 1/2).

9. FUEL PUMPS

This concrete shelter contains large drums that are full of aviation fuel. Destroying them would seriously cripple Luftwaffe operations in the area. The drums make a spectacular sight when they explode.

10. BARRACKS

These barracks house the German soldiers. They contain about 150 sleeping German soldiers and NCOs, along with their weapons and personal effects.

11. MESS HALL TENT

This large, open tent is where food is prepared and served. It is empty at night.

12. OFFICERS' QUARTERS

This barracks house approximately 100 German officers (mostly pilots). They are asleep at night.

13. REPAIR HANGAR

Three (3) small aircraft (Stukas) are in the hangar being repaired. A German soldier is sleeping near the planes. This is the head mechanic responsible for aircraft maintenance. Each operative who enters the hangar should roll 1d20. On a roll of 1, the soldier wakes up. It takes him one (1) *round* to realize the PCs are not German and sound the alarm.

German Soldier: AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large wrench (club).

14. MOTOR POOL

The motor pool is locked at night. It contains three (3) small trucks (Kübelwagen), five (5) large trucks (Opel Blitz), and one (1) tracked motorcycle (SdKfz2) capable of carrying one driver and two passengers.

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

Large Trucks (Opel Blitz): AC 8 [11]; HP 16 (HD 4); MV 15; ATT -; MOD Cargo.

Tracked Motorcycle (SdKfz2): AC 8 [11]; HP 6 (HD 1); MV 18; ATT -; MOD Tracked.

15. ADMIN AND TOWER

This building is used for the base's administrative purposes. The control tower here directs aircraft during the day. These buildings are empty at night.

16. ARMORY BUNKER

This large bunker extends underground. It is accessed by a sturdy personnel door or sliding double-doors for vehicles. The bunker contains most of the arms, ammunition, and bombs used by the pilots and soldiers of L32. A German soldier is always on guard inside the bunker. If someone knocks on the door, he challenges them through a barred sliding window. If attacked through the window, the soldier receives the benefit of partial cover (-4 To-Hit). If the bunker is mined, it explodes in spectacular fashion.

MAJOR FACTIONS AND NPCs

The following factions and NPCs may be encountered in and around the Luftwaffe-32 airfield.

LRDG DRIVERS

The LRDG drivers assisting the PCs are hardy New Zealanders who have spent the past year scouting the deserts of North Africa. They seldom speak and appear aloof with those they do know. Among themselves, they prefer to address each other by jovial nicknames like "Uncle Mike" or Jimmy "Sticks" Parker. Anyone they befriend is treated like family and usually given an appropriate nickname.

LRDG Driver (1st-level Wheelman): AC 5 [14] (BDUs + Dex); HD 1+1; hp 7 (T) or 11 (H) or 21 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Vehicle Understanding, Fast and Furious, Combat Driving, HDE/XP 1/10; BDUs, Arab headdress, large rifle (Lee-Enfield Mk. III), two (2) grenades, bayonet, goggles, canteen, survival kit.

GERMAN GARRISON

There are approximately 300 German soldiers and officers stationed at the Luftwaffe-32 airfield. The soldiers are well trained and highly motivated, lately emboldened by German victories in North Africa.

German Soldier (150): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k) or medium machinegun (MG34), two (2) grenades, bayonet.

German NCO (50): AC 8 [11]; HD 1; hp 4; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP38), bayonet.

German Officer (100): AC 8 [11]; HD 1; hp 5; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, medium pistol (Luger), bayonet.

PANZERS IN THE SAND

THEATER: Mediterranean and North Africa

DATE: September 1942

LOCATION: Egypt (somewhere in the desert...)

Panzers in the Sand is a short WWII: Operation WhiteBox mission designed for 3-6 characters of 1st-3rd level. The mission is set in the deserts of North Africa. It requires a mixture of roleplaying, scouting, and combat, so a broad range of classes is recommended.

BACKGROUND

The Battle of El Alamein ended in a bloody stalemate between the Eighth Army and the Afrika Korps. In the midst of the fighting, a reserve German tank column was called up from a hidden base in the desert to the south. This column might have turned the tide in Rommel's favor had it arrived. However, an uncharted sandstorm cut the column off before it could join the battle.

The sandstorm raged for three days. Instead of "buttoning down", the *panzer* column's commander chose to ignore proper procedures and gave the order to press on, assuring his men that the tanks would be fine. In reality, his thoughts were filled with visions of arriving just in time to save the day and becoming a hero of the Third Reich.

Instead, the column lost course and broke apart as the violently swirling sand forced its way into the vehicles' engines, causing them to stall. Most of the fuel, food, water, and other supplies were contaminated by the sand and the soldiers were left stranded. The Major (*Sturmabführer*) committed suicide two days after the storm abated, shooting himself in the back of the head. Three times...

Cut off from the rest of the division, a few soldiers left to try to reach help while the others dug in to await rescue.

BRIEFING

The PCs are back in Egypt awaiting new orders at the fortified British supply depot of Hammam Box (see *Raid on Luftwaffe-32* for more details of Hammam Box). They are again summoned to the command shelter and given the following information by their superior officer, Major Allen K. Kilburn:

"Good morning, gentlemen. As you know, a few weeks ago, the Afrika Korps engaged the 8th Army near the railway stop of El Alamein. The German assault was spectacularly unsuccessful, and our lads are in high spirits.

According to intelligence reports gathered after the battle, a large German *panzer* column had been called up from reserve and was on its way to reinforce Rommel's troops. The Germans lost contact with the column during a sandstorm and it was believed to be lost.

Yesterday, however, an Allied reconnaissance plane spotted what it thinks was the tank column in the barren deserts to the south. The pilot was almost out of fuel and was unable to do a full assessment of the column's size and capabilities. We can't have that column linking up with the remaining elements of the Afrika Korps. Your job is to locate it and then radio its coordinates back to us so we can send bombers to eliminate it.

Destroying that column is your primary mission. However, if you can safely capture any German soldiers and bring them back for interrogation, we may be able to locate their hidden reserve base and find out the size of their reinforcements. This would seriously weaken Rommel's ability to launch another offensive.

Good luck, gentlemen, and may God watch over you all."

OBJECTIVE

The characters must locate the missing *panzer* tank column and report its location.

PLANNING

The characters have the rest of the afternoon to acquire gear and prepare for the trip into the desert. This is primarily a reconnaissance mission. The characters are given a map of the suspected area of the desert where the pilot believed he saw the column. The PCs are expected to travel light, but may take any small arms and gear they wish. If heavier weapons are requested, the characters may take up to two (2) anti-tank rifles (Boys rifle) and ammunition.

The characters may take (1) small truck (Wilys Jeep) for every four (4) characters on the team or one (1) large truck (Ford F30 CMP) capable of transporting the entire team. The characters may choose whether or not they want the Jeeps or the truck.

An LRDG guide/driver is assigned to each vehicle. These drivers are all lance corporals or corporals in rank. Names include Michael, Oliver, Benjamin, Lucas, Daniel, James, and Braxton. Although they do not participate in the airfield raid itself, they do fight if attacked en route.

The Jeep is armed with a medium machinegun (Vickers Gun) pintel-mounted in the back; a rearward-facing light machinegun (Bren) is mounted in the bed of the F30. The Jeeps are equipped with enough fuel and water to last a week in the desert, while the F30 contains much more.

LRDG Driver (1st-level Wheelman): AC 5 [14] (BDUs + Dex); HD 1+1; hp 7 (T) or 11 (H) or 21 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Vehicle Understanding, Fast and Furious, Combat Driving, HDE/XP 1/10;

BDUs, Arab headdress, large rifle (Lee-Enfield Mk. III), two (2) grenades, bayonet, goggles, canteen, survival kit.

Small Truck (Willys Jeep): AC 8 [11]; HP 12 (HD 3); MV 21; ATT 1 (Medium Machinegun); MOD Cargo.

Large Truck (Ford F30 CMP): AC 8 [11]; HP 18 (HD 4); MV 15; ATT 1 (Light Machinegun); MOD Cargo.

Note: see the *Raid on Luftwaffe-32* mission for more information on the LRDG drivers.

INSERTION

The LRDG driver is familiar with the desert and handles all the driving unless the PCs request otherwise. The characters travel from dawn until just before noon. They stop to rest during the hottest part of the day before pressing on until dark. The LRDG driver recommends not traveling late into the night because they might be targeted by a Luftwaffe air patrol.

The desert is extremely inhospitable to those who are not accustomed to it. Unless the PCs have been in the desert for over a year, each night they must make Saving Throws. Those who fail suffer sunburn and fatigue that imposes a -1 penalty To-Hit, Saving Throws, and AC on the following day.

The PCs experience a Random Desert Encounter (see below) each day they travel in the desert. These occur until the PCs locate the *panzer* column.

PRE-ASSESSMENT

Once the column is located, the PCs can see that the Germans are in bad shape and their vehicles are inoperative. Although the soldiers are armed, they do not appear to be able to put up much of a fight.

EXECUTION

The characters can call in the air strike at any time. If this happens, two (2) Hawker Hurricanes arrive within the hour and bomb the *panzer* column to smithereens. None of the German soldiers survive the bombing run.

EXTRACTION

The PCs can leave the area once the air strike is called in. However, their radio transmission was intercepted and a Luftwaffe patrol tracks them down within the hour. The patrol consists of two (2) small aircraft (Stukas). The Stukas perform 1d6 Strafing Runs on the characters. If the characters are still in the vicinity of the *panzer* column, the Stukas also strafe the column and drop bombs, killing 1d6 German soldiers and destroying 1d3 vehicles with each pass.

If one of the Stukas is shot from the sky, the remaining Stuka flees. The pilot of the downed Stuka parachutes out and the PCs may capture him without incident, if they so desire.

German Pilot (2): AC 8 [11]; HD 1; hp 5, 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, submachinegun (MP38), medium pistol (Luger), bayonet.

Small Aircraft (Stuka): AC 7 [12]; HP 12 (HD 3); MV 9/36 (flying); ATT 1 (Medium Machinegun x2); MOD Aerial, Communications.

POST ASSESSMENT

The mission is a success if the PCs locate the *panzer* tank column and call in the air strike. Any captured German soldiers (or the Stuka pilot) are an added bonus that gets them all a commendation (and an additional 100 XP total for each PC). Allied Command eventually learns the location of the reserve base and is able to eliminate it just before the Germans launch their second offensive on El Alamein.

THE DESERT

The deserts of North Africa are an inhospitable combination of shifting sands and rocky hills. The heat reaches 140 degrees during the day and drops to 5 degrees at night. Water is scarce and death from exposure is common.

RANDOM DESERT ENCOUNTERS

The *Referee* should roll 1d6 each day of travel and consult the table below. Each encounter can only occur once. If rolled a second time, the PCs encounter nothing that day.

1. **Bedouin Camp**
2. **Buried Supply Truck**
3. **Dead Soldiers**
4. **Ordnance**
5. **Unfriendly Bedouins**
6. **Lost *Panzer* Column**

1. BEDOUIN CAMP

The characters see a Bedouin tent camp. This nomadic Bedouin clan is an extended family led by the honorable Chief Afif abd Allah. They carry all their belongings on camels and horses. Chief Afif and two of his outriders approach the PCs on horseback. If attacked, the male Bedouins fight while the females and children flee.

The Bedouins do not speak English. The *Referee* should make a Reaction Roll if the characters make contact with them. On a roll of Unfriendly or worse, the

Bedouins warn the PCs not to approach the camp, attacking if they do, to allow time for the women and children to flee.

On a result of Neutral or better, the Bedouins invite the PCs to dine with them in the main tent. A small feast is held in their honor, which includes music and a dancing girl. The characters are welcome to spend the night.

The Bedouins know the location of the *panzer* column, but have had unpleasant dealings with the Germans in the past so did not approach it. If the PCs find some way to communicate with the Bedouins, they can receive general directions to the column (the *Referee* can add +2 to all future Random Desert Encounter rolls).

Children (13): the Bedouin children are noncombatants.

Female Bedouins (27): AC 8 [11] (Robes); HD 1d6-2; hp 2; THB -1; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5; Arab headdress and veil, knife.

Male Bedouins (15): AC 8 [11] (Robes); HD 1d6-2; hp 3; THB +0; ATT 1 (weapon or none); ST 18; MV 12; HDE/XP 1/10; Arab headdress, small rifle, scimitar, knife.

Chief Afif abd Allah: AC 8 [11] (Robes); HD 1d6-2; hp 3; THB +1; ATT 1 (weapon or none); ST 17; MV 12; HDE/XP 1/10; Arab headdress, small rifle, scimitar, knife.

Camels (32): AC 7 [12]; HD 2; hp 7; THB +2; ATT 1 (bite); ST 19; MV 18; HDE/XP 1/10.

Horses (22): AC 7 [12]; HD 2; hp 7; THB +2; ATT 1 (bite or hoof); ST 19; MV 21; HDE/XP 1/10.

Dogs (12): AC 7 [12]; HD 1+1; hp 4; THB +1; ATT 1 (bite); ST 18; MV 18; HDE/XP 1/10.

2. BURIED SUPPLY TRUCK

The characters see a German troop transport truck half-buried in the sand. The truck bears the markings of the 21st *Panzer* Division. If the characters spend the rest of the day digging the vehicle out of the sand, they discover three (3) crates in the back containing a total of thirty-six (36) German "potato masher" grenades.

3. DEAD SOLDIERS

The characters see vultures circling over the bodies of three dead German soldiers. Chief Asad and his bandits (see below) have stripped the half-eaten bodies of all usable clothing and gear. A few gray rags (the remnants of German uniforms) and a scrap of a Nazi armband are all that remain.

4. ORDNANCE

The characters see the glint of metal sticking out of the sand. If they investigate, they find a half-buried German bomb. If tampered with at all, the

bomb starts ticking and explodes in six (6) *rounds*, causing 3d6 damage to everyone within a 30' radius (Saving Throw for 1/2). There is a 1 in 6 chance the explosion draws the Unfriendly Bedouins.

5. UNFRIENDLY BEDOUINS

The characters are approached by two (2) robed Bedouins and one (1) Bedouin chief mounted on camels and horses. Another four (4) Bedouins are hiding behind a nearby sand dune, waiting to see how the meeting turns out.

These Bedouins are mercenaries and bandits who prey on unsuspecting travelers. A few days ago, they came across a dying German soldier who told them of the stranded *panzer* column before he died. The bandits set out to loot the column and are not happy to see Allied forces in the area.

If the PCs outnumber the bandits, Chief Asad introduces himself in a friendly manner as he tries to assess their capabilities. Asad has already made up his mind to kill the characters. He knows he can make a healthy profit off gear stolen from the PCs. He also knows that the Germans would likely pay for information about commando units traipsing across the desert.

If the bandits outnumber the PCs, Chief Asad confronts the characters and tells them they have no business in this part of the desert. If asked, he denies knowledge of any Germans in the area.

There is a 1 in 3 chance each *round* the PCs notice that several of the Bedouins have German gear (patches of the 21st *Panzer* Division, a German helmet, etc.) hanging from their saddles.

When the opportunity presents itself, Asad and his men attack. Asad hangs back and lobbs grenades while the concealed Bedouins charge into the fight, firing rifles as they come.

The Bedouins attempt to flee if Asad and half of their number are killed. They do not take prisoners and execute any PCs who surrender, once they have been disarmed.

Asad attempts to flee or surrender if four (4) or more of his men are killed. If given the chance, he apologizes for his actions and says that he thought the PCs were really German spies. He claims that he often works alongside Allied forces and can even name several prominent British commanders. The *Referee* may wish to reintroduce Asad in the *Afrika Korps in Kaos* mission.

Horses (7): AC 7 [12]; HD 2; hp 7; THB +2; ATT 1 (bite or hoof); ST 19; MV 21; HDE/XP 1/10.

Bedouins (6): AC 8 [11] (robes); HD 1d6-2; hp 3; THB +0; ATT 1 (weapon or none); ST 18; MV 12; SA Str 15, Combat Machine, Uncanny Toughness; HDE/XP 1/10; Arab headdress, small rifle, scimitar, knife.

Chief Achmed Asad (1st-level Grunt): AC 7 [12] (Robes + Uncanny Toughness); HD 2; hp 12 (T) or 20 (H) or 40 (I); THB +1; ATT 1 (weapon or none); ST 14; MV 12; SA Str 15, Combat Machine, Uncanny Toughness; HDE/XP 1/20; BDUs, Arab headdress, large rifle (Lee-Enfield Mk. III), four (4) grenades, bayonet, sunglasses, canteen, survival kit.

6. LOST PANZER COLUMN

The characters see vultures circling ahead. They top a tall dune and see a line of German tanks and support vehicles half-buried in the sand below. They have found the lost *panzer* column.

The column consists of three (3) large trucks (Opel Blitz), seven (7) light tanks (*Panzer* III), and two more heavily armed and armored (2) light tanks (*Panzer* IV). The vehicles are currently inoperable, but may be salvaged and refitted by the proper crews, at the *Referee's* discretion.

Cloth shelters made of uniform tops and rifles have been erected near three of the vehicles to provide some shade. The half-naked forms of several dozen German soldiers lie sweltering in pits dug out under these shelters. Only a few appear to move. A large cluster of vultures has gathered on what appears to be a pile of corpses.

The characters may call in an air strike or they may attempt to take the Germans prisoner. The soldiers are sunburned, weak, dehydrated, and malnourished.

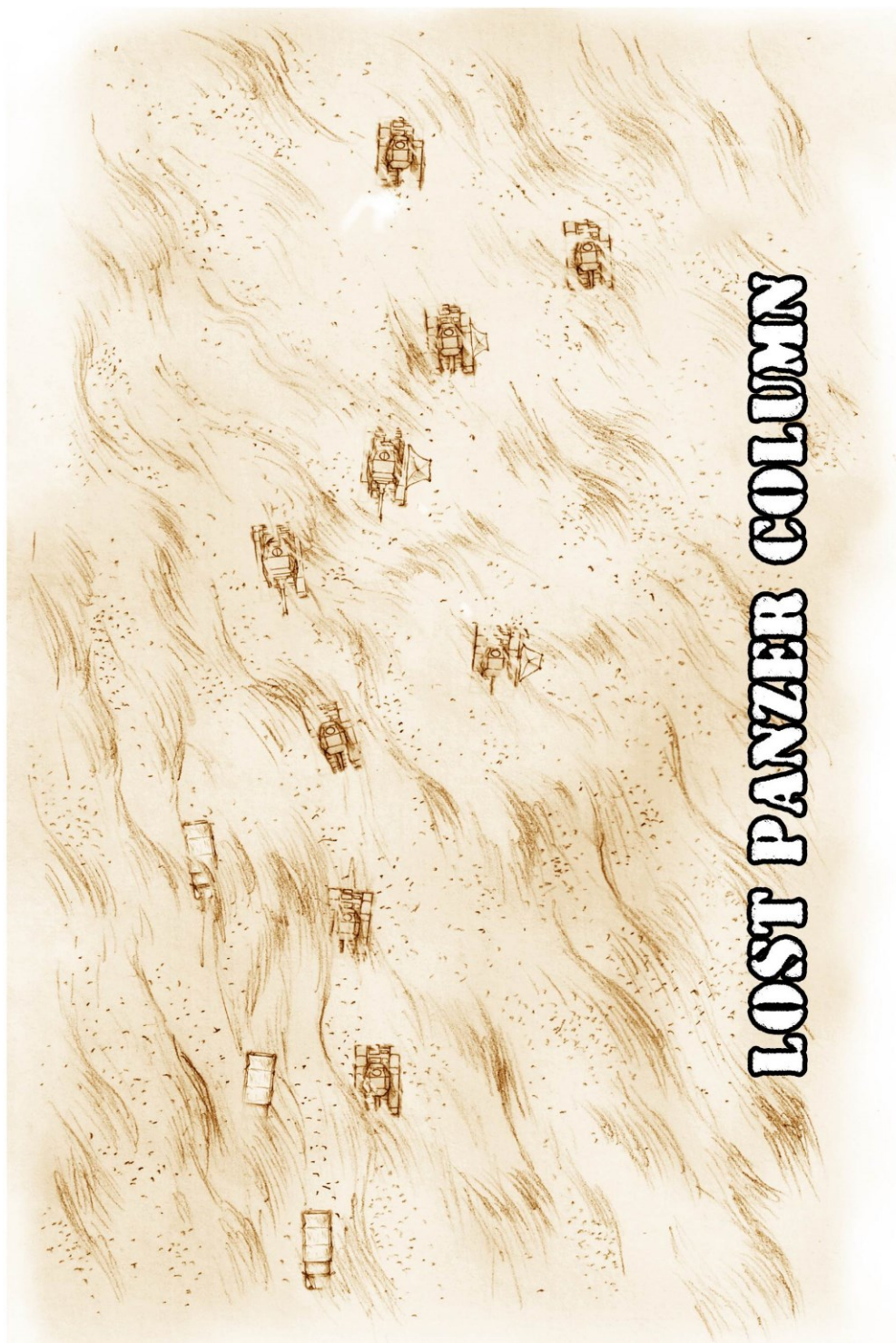
If attacked, two (2) soldiers and one (1) officer return fire for one (1) *round*. The other soldiers either stagger away in an attempt to flee or dive for cover. If any of the soldiers are killed, the rest surrender on the following *round*.

German Soldier (25): AC 9 [10]; HD 1d6-1; hp 3 (currently 1); THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k) or medium machinegun (MG34), two (2) grenades, bayonet.

German NCO (10): AC 9 [10]; HD 1; hp 3 (currently 1); THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP38), bayonet.

German Officer (6): AC 9 [10]; HD 1; hp 5 (currently 1); THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, medium pistol (Luger), bayonet.

LOST PANZER COLUMN



AFRIKA KORPS IN KAOS

THEATER: Mediterranean (North Africa)
DATE: October 1942
LOCATION: Libya (somewhere in the desert...)

Afrika Korps in Kaos is a *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. The scenario involves an ambush by a skilled German special forces unit known as the *Jagdmannern*. There is very little opportunity for roleplaying in this mission so at least one combat-oriented character (Grunt, Tactician, or Überläufer) is recommended.

BACKGROUND

As the battle for North Africa rages on, the vaunted Field Marshal Erwin Rommel, commander of the Panzer Army Afrika, returns to Germany to recover his failing health. The competent General Georg Stumme is given temporary command of the German forces in North Africa.

Stumme is a career German Army officer who, along with a number of his colleagues, is secretly unhappy with the Nazi Party and the iron rule of Adolf Hitler. In a bold stroke to help end the war, Stumme contacted the Special Operations Executive (SOE) to discuss the surrender of elements of the beleaguered Afrika Korps.

A meeting site was negotiated and arranged, and Stumme and his chief signals officer Colonel Andreas Büchting made plans to leave. Unfortunately, Stumme's treachery was discovered by the Gestapo, and he and Büchting were arrested. Rather than face torture and interrogation that might reveal his fellow conspirators, General Stumme chose to swallow a cyanide pill and end his own life.

Colonel Büchting on the other hand, opted to cooperate with the Gestapo. The Gestapo believe that killing or capturing an Allied commando unit and exposing the traitor Stumme would be a huge propaganda win for the Nazi Party. Therefore, they have called in a *Waffen-SS* special forces unit known as the *Jagdmannern* to set up an ambush.

BRIEFING

The PCs are back in Egypt awaiting new orders at the fortified British supply depot of Hammam Box (see *Raid on Luftwaffe-32* for more details of Hammam Box). One morning, they are summoned to the command shelter and given the following information by their superior officer, Major Allen K. Kilburn:

"As you all know, the Desert Fox Erwin Rommel was recently forced to return to Germany for health reasons, leaving command of Panzer Army Afrika in the capable hands of General Georg Stumme. A week ago, General Stumme contacted the SOE to arrange a face-to-face meeting. He and his officers see the writing on the wall. They know the German occupation of North Africa is on its last legs and want to negotiate the surrender of part of the Afrika Korps.

You have been chosen to meet General Stumme and escort him safely back behind Allied lines. Your guide to the meeting place will be a Bedouin chieftain named El Haziz Akbar. El Haziz and his Bedouin mercenaries have fought alongside Allied forces since the start of this campaign. Some of you may know him already. He is paid well, so he will keep his mouth shut, but I wouldn't trust him too far.

Stumme's chief signals officer Colonel Andreas Büchting contacted us this morning and confirmed the meeting for tomorrow afternoon.

I won't lie to you. This could easily be a trap. We've been monitoring German radio traffic using codes given to us by Stumme and there has been a recent increase in Gestapo activity in the area. But, the possible gains are worth the risks. If we can get even a fraction of the Afrika Korps to surrender, or better yet to switch sides like the Free French, we can end the war in North Africa and free our lads up for the invasion of France. Take France and we pave the way for the march on Berlin. And then, boys, we can wrap this war up and all go home."

OBJECTIVE

The PCs must meet General Georg Stumme and escort him safely back to Hammam Box.

PLANNING

The meeting is set to take place at a hidden oasis in the Tlal Rahma (a.k.a. The Hills of Mercy), a barren region of rocky hills and valleys in the desert. The Hills of Mercy are only a short distance away from Hammam Box, near the Egyptian border.

The characters may meet with El Haziz at any time during planning. He is a shifty, greedy Arab who speaks heavily accented English and is always grinning. El Haziz possesses a crude map of the oasis, which he calls the Wahhat Almubaraka (The Blessed Oasis). He tells the PCs if they leave before dawn, they should get there "just as the sun burns highest in the sky".

Hammam Box is well supplied, so the PCs can choose any Allied weapons or gear they want for the mission. This includes heavier weapons such as anti-tank rifles, light rocket-propelled grenade launchers (PIATs), and even the newly designed medium rocket-propelled grenade launcher (American bazooka) if they ask.

The characters may take (1) small truck (Willys Jeep) for every four (4) characters on the team or one (1) large truck (Ford F30 CMP) capable of transporting the entire team. The characters may choose whether or not they want the Jeeps or the truck.

An LRDG guide/driver is assigned to each vehicle. These drivers are all lance corporals or corporals in rank. Names include Michael, Oliver, Benjamin, Lucas, Daniel, James, and Braxton. Although they do not participate in the airfield raid itself, they do fight if attacked en route.

The Jeep is armed with a medium machinegun (Vickers Gun) pintel-mounted in the back; a rearward-facing light machinegun (Bren) is mounted in the bed of the F30. The Jeeps are equipped with enough fuel and water to last a week in the desert, while the F30 contains much more.

LRDG Driver (1st-level Wheelman): AC 5 [14] (BDUs + Dex); HD 1+1; hp 7 (T) or 11 (H) or 21 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Vehicle Understanding, Fast and Furious, Combat Driving, HDE/XP 1/10; BDUs, Arab headdress, large rifle (Lee-Enfield Mk. III), two (2) grenades, bayonet, goggles, canteen, survival kit.

Small Truck (Willys Jeep): AC 8 [11]; HP 12 (HD 3); MV 21; ATT 1 (Medium Machinegun); MOD Cargo.

Large Truck (Ford F30 CMP): AC 8 [11]; HP 18 (HD 4); MV 15; ATT 1 (Light Machinegun); MOD Cargo.

Note: see the *Raid on Luftwaffe-32* mission for more information on the LRDG drivers.

INSERTION

The PCs set out for The Hills of Mercy at dawn. They occasionally see Allied bombers flying overhead, but the trek across the desert is otherwise uneventful. It takes approximately six (6) hours to reach the Blessed Oasis.

PRE-ASSESSMENT

If the PCs take the time to scout the area around the oasis, they clearly see horse and camel tracks as well as a set of tire tracks leading through the only path into the oasis. A Wheelman immediately identifies the tire tracks as belonging to a 1939 Horch Type 930 V8, which is commonly driven by German officers. A search for Hidden Things shows a second set of tire tracks that were cleverly covered. These belong to the armored car in the Corral (see below).

If the characters climb the ridge surrounding the oasis so they can see down into it, they clearly see Stumme's Horch staff car parked in front of the Ruined Dwelling. General Stumme himself can be seen sitting in the shade at an old wooden table inside the dwelling.

Colonel Büchting nervously paces around the dwelling, frequently looking towards the path as he waits for the PCs to arrive. He occasionally shoos away vultures that keep alighting on the dwelling's low walls (these vultures are drawn by the smell of Stumme's corpse and might be a clue that something is amiss). If the characters specifically watch Stumme, they realize he is not moving.

A successful search for Hidden Things reveals the rock wall of the Corral has recently been dismantled and repaired (Snipers may roll their Spot Ambush for this search).

A Tactician who uses his Superior Planner ability to assess the oasis discerns the following information:

- the oasis is the perfect setup for an ambush, with only one way in and one way out.
- a Sniper in a high position would be helpful. Any Sniper character can see that the High Shelf offers the best vantage point for shooting down into the oasis.
- ambushers could be hidden in the Dwelling, Corral, or either of the Caves.
- one of the PCs should hang back and man at least one of the Jeep machineguns in the case of ambush. The vehicles should probably be left running and pointed towards the exit in case things go badly.

EXECUTION

The characters must attempt to make contact with General Stumme. As soon as they arrive, Büchting calls them over to the dwelling. He claims that Stumme has fallen ill and asks if the PCs have any medical supplies or medical training. This could explain why Stumme has not moved.

Once the PCs enter the dwelling, or if they seem reluctant to enter, Büchting draws his pistol and attacks (roll normally for Initiative unless the PCs already had weapons trained on Büchting, in which case they automatically win Initiative).

The next round, the *Jagdmannern* join the attack in the following manner:

Grunt: The Grunt attacks with suppressive fire from his submachinegun (MP40). If the PCs are outside the dwelling, it takes him one *round* to get to an open window where he receives the benefit of partial cover (-4 *To-Hit*).

Tactician: The Tactician attacks with burst fire from his submachinegun (MP40) in the first round. If the PCs are outside the dwelling, it takes him one *round* to get to an open window where he receives the benefit of partial cover (-4 *To-Hit*). In the second *round* he uses his Rally ability. In subsequent *rounds*, he continues to attack with burst fire from his submachinegun.

Sniper: The Sniper attacks anyone on the High Shelf. Once that target is eliminated (or if the High Shelf is unoccupied), the Sniper steps onto the ledge and begins firing at any PCs who possess fully automatic weapons.

Wheelmen: The Wheelmen fire up the armored car in the first *round*. In the second *round*, the armored car bursts through the Corral's rock wall. In the third *round*, the armored car attacks the PC vehicles with its autocannon. Once all vehicles are destroyed, it begins attacking individual PCs. If the armored car is disabled, the Wheelmen exit the vehicle and continue to attack.

El Haziz: El Haziz fights or flees, depending on how much help the Referee thinks the PCs need. He may steal one of the vehicles if the PCs leave them unattended. If the PCs try to stop him he yells: "Yes, yes, I go get help!".

EXTRACTION

The *Jagdmannern* are fanatics who fight until the PCs are killed or surrender. If the PCs are captured, they are transported to a German camp near El Alamein for interrogation by the Gestapo. The Allies attack the camp a few days later, giving the PCs opportunity to escape.

If the characters survive the ambush and kill the *Jagdmannern*, they are free to leave the oasis and return to Hammam Box. If the PCs search Büchting's body, they find a handwritten note to his wife that explains his cooperation with the Gestapo and what really happened to General Stumme, as well as who the *Jagdmannern* are and why they are here.

POST ASSESSMENT

The SOE is quick to cover their tracks and disavow any knowledge of the botched meeting. The characters are told not to talk about Stumme or Büchting. Instead, the mission is turned into a propaganda piece back home, and is billed as an old-fashioned showdown between elite special forces units, with the Allied operatives emerging victorious.

On the German side, the Gestapo fabricates a story about Büchting being ambushed and shot and Stumme dying of a heart attack on their way to the new outbreak of fighting at El Alamein. This helps the Gestapo squash any rumors of dissent between the *Wermacht* and the *Schutzstaffel* (SS) and also allows them to continue their search for traitors of the Third Reich.

THE BLESSED OASIS

The Blessed Oasis is located in a box canyon in the Hills of Mercy. It is surrounded on all sides by rocky hills that are high impassable. Only a special forces operative with a Strength or Dexterity of 15 or greater can climb the rocks to get a better view of the oasis.

1. SPRING

This natural spring provides clear, cool water. It is used mainly by Bedouin nomads who dwell in this part of the desert.

2. WEST CAVE

This cave contains a few sleeping mats and a bowl of water.

3. EAST CAVE

This cave contains sleeping mats, an old cookfire, a few wooden bowls and utensils, and a low wooden table and stools. The *Jagdmannern* Sniper is hidden just inside the cave mouth. He can only fire at targets on the High Shelf and receives full cover if attacked by people on the ground. The Sniper receives the

benefit of concealment if attacked by someone on the High Shelf. The Sniper must stand on the cave ledge in order to fire at targets in the oasis below. While doing so, he no longer receives the benefits of cover or concealment.

Jagdmannern Sniper: see Major NPCs and Factions (below) for statistics.

4. RUINED DWELLING

This roofless dwelling is made of stacked stone. The stone walls provide slight cover (-2 To-Hit) to anyone firing from behind. Colonel Büchting is inside, pacing the floor and chain-smoking cigarettes. General Stumme's corpse is also inside, propped up at a table in the shade. The *Jagdmannern* Tactician and Grunt are hidden under tan tarps in the back of the ruins. They attack the first PC that enters.

Colonel Andreas Büchting: see Major Factions and NPCs for statistics.

Jagdmannern Grunt: see Major NPCs and Factions (below) for statistics.

Jagdmannern Tactician: see Major NPCs and Factions (below) for statistics.

5. CORRAL

This livestock corral is in disrepair. The wall was recently dismantled and replaced to allow passage of an armored car. The armored car (*Leichter Panzerspähwagen*) is covered by a desert tan camouflage tarp and is hidden in the rear of the corral. Three (3) *Jagdmannern* Wheelmen are waiting in the car. The stone walls provide slight cover (-2 To-Hit) to anyone firing from behind.

Jagdmannern Wheelmen (3): see Major NPCs and Factions (below) for statistics.

Armored Car (*Leichter Panzerspähwagen*): AC 6 [13]; HP 10; MV 18; ATT Medium Machinegun; MOD Reinforced Hull (x1).

6. WASTE PIT

This pit contains charred ashes. It is surrounded by a low wall. It is used as an outhouse and garbage disposal. The stone walls provide slight cover (-2 To-Hit) to anyone firing from behind.

7. HIGH SHELF

The high shelf allows observers a clear view (and line of fire) of anyone inside the oasis. If a character makes it to the high shelf, he may make a search for Hidden Things (Snipers may roll their Spot Ambush). The character receives a bonus of +1 to the roll because of the great vantage point. If the search is successful, roll 1d6 to see what the character spots.

Roll	Ambusher Spotted
1-3	Armored Car
4	Hidden Grunt and Tactician
5	Hidden Sniper
6	Roll Twice



THE BLESSED OASIS

MAJOR FACTIONS AND NPCs

The following factions and NPCs may be encountered during this mission.

EL HAZIZ AKBAR

El Haziz is a lithe, stocky Bedouin chieftain. He is the leader of a small band of mercenaries and bandits who fight alongside the British for pay. El Haziz is a greedy, dishonorable man who would do anything to line his coffers or save his own skin. He only fights for personal gain and never risks his life for anyone.

El Haziz Akbar (1st-level Grunt): AC 7 [12] (Robes + Uncanny Toughness); HD 2; hp 12 (T) or 20 (H) or 40 (I); THB +1; ATT 1 (weapon or none); ST 14; MV 12; SA Str 15, Combat Machine, Uncanny Toughness; HDE/XP 1/20; BDUs, Arab headdress, large rifle (Lee-Enfield Mk. III), four (4) grenades, bayonet, sunglasses, canteen, survival kit.

Note: If the characters did not kill Chief Achmed Asad in the *Panzers in the Sand* mission, the Referee may substitute him for El Haziz. This helps create some continuity between scenarios and can breathe life into a mission-oriented campaign. If this happens, Chief Achmed/El Haziz apologizes for what he calls their previous "misunderstanding".

GENERAL GEORG STUMME

Stumme was a short, good-natured German officer who was admired and respected by his peers. He was well versed in military tactics and had seen action in France, the Eastern Front, and North Africa. Stumme was arrested by the Gestapo just before this mission begins and swallowed a cyanide pill to avoid breaking under torture.

General Georg Stumme: N/A (deceased).

COLONEL ANDREAS BÜCHTING

Colonel Büchting is a gaunt, middle-aged officer who sports a monocle. He is an experienced veteran who served as chief signals officer for General Georg Stumme. The two were close friends who conspired against Adolf Hitler and the Nazi Party. After Stumme took his own life, the terrified Büchting agreed to work for the Gestapo as a double agent. The *Jagdmannern* have orders to kill him once the PCs have been dealt with.

Colonel Andreas Büchting: AC 8 [11] (BDUs); HD 2; hp 6; THB +1; ATT 1 (weapon); ST 17; MV 12; HDE/XP 1/20; BDUs, medium pistol (Luger).

JAGDMANNERN

The actions of the PCs and other Allied special forces units in North Africa have been a constant source of embarrassment for Hitler and his Nazi Party. The *Jagdmannern* is an elite SS unit that was brought in specifically to combat these forces. They are extremely capable and have conducted covert operations in France and along the Eastern Front. The *Jagdmannern* consist of a Tactician, Grunt, Sniper, and three (3) Wheelmen. They are fanatics who would rather die than surrender.

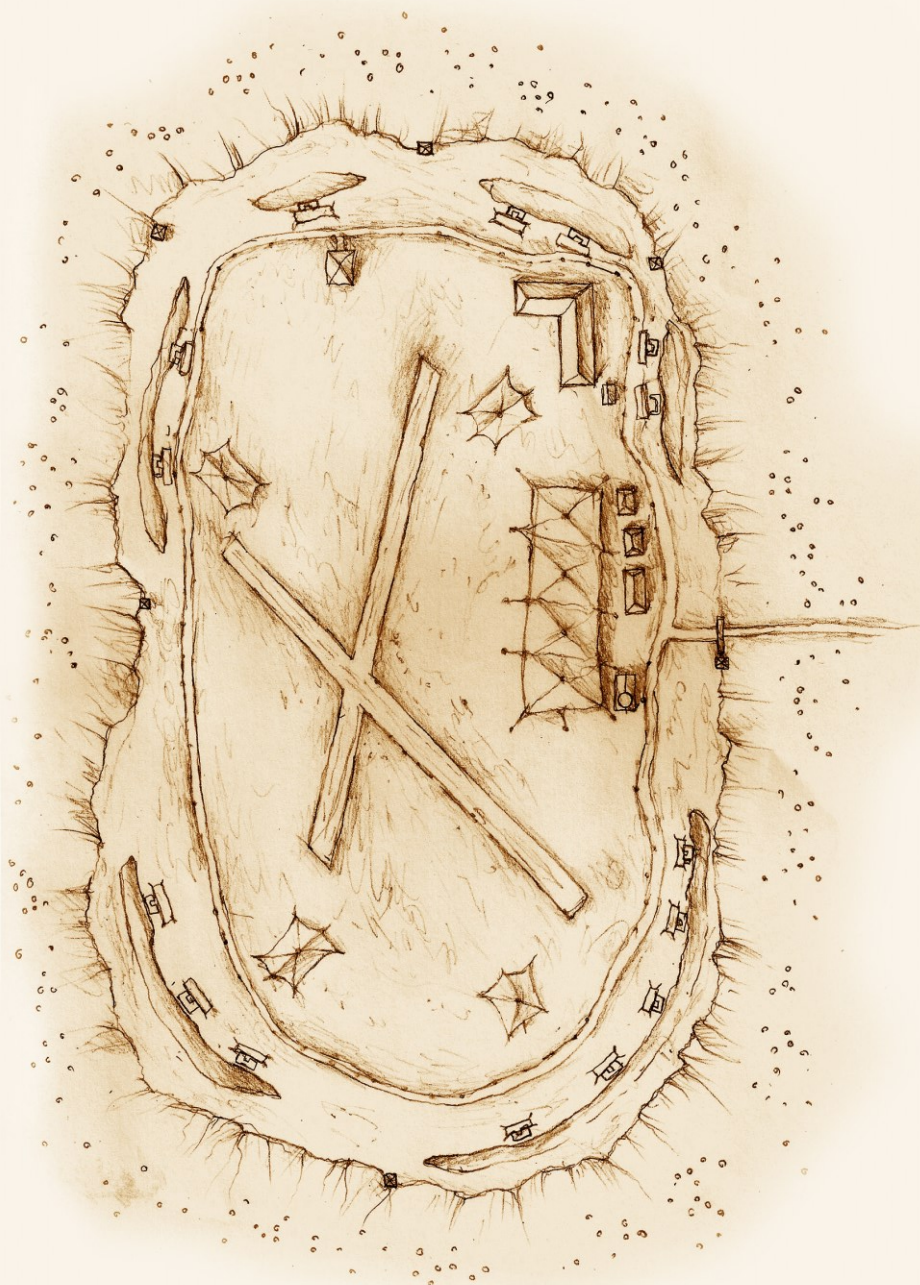
Tactician (3rd-level): AC 6 [13] (Robes); HD 3+2; hp 14 (T) or 22 (H) or 42 (I); THB +2; ATT 1 (weapon or none); ST 12; MV 12; SA Superior Planner, Rally; HDE/XP 3/120; Arab robes and headdress, submachinegun (MP40), medium pistol (Luger), four (4) grenades, bayonet, goggles, canteen, survival kit.

Grunt (2nd-level): AC 5 [14] (Robes + Uncanny Toughness); HD 3+1; hp 13 (T) or 21 (H) or 41 (I); THB +2; ATT 1 (weapon or none); ST 14; MV 12; SA Str 15, Combat Machine, Uncanny Toughness; HDE/XP 2/60; Arab robes and headdress, submachinegun (MP40), four (4) grenades, bayonet, goggles, canteen, survival kit.

Sniper (1st-level): AC 5 [14] (Robes + Dex); HD 3+1; hp 13 (T) or 21 (H) or 41 (I); THB +2; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Preferred Weapon (Kar-98k), Conceal Self, Spot Ambush; HDE/XP 1/20; BDUs, Arab headdress, large rifle (Kar-98k with Scope), four (4) grenades, bayonet, goggles, canteen, camouflage netting, survival kit, kill journal containing dates and locations (34 confirmed kills).

Wheelmen (3) (1st-level): AC 5 [14] (Robes + Dex); HD 1+1; hp 7 (T) or 11 (H) or 21 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Vehicle Understanding, Fast and Furious, Combat Driving; HDE/XP 1/15; Arab robes and headdress, submachinegun (MP40), two (2) grenades, bayonet, goggles, canteen, survival kit.

INTEL MAPS FOR THE PLAYERS







NORMANDY BREAKOUT

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



NORMANDY BREAKOUT

NORMANDY BREAKOUT is a collection of three (3) support missions designed for *WWII: Operation WhiteBox™*. Storm the beaches, secure key positions, and undertake covert missions in Normandy during Operation Overlord!

CREDITS

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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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ASSAULT ON PILLBOX 12

THEATER: Europe (Western Front)

DATE: June 1944 (D-Day)

LOCATION: Normandy (coast)

Assault on Pillbox 12 is a short, *WWII: Operation WhiteBox* mission designed for 3-6 characters of 0+ level. This mission simulates the head-on assault of a German pillbox on D-Day, so there is a lot of combat and very little roleplaying. Characters such as the Grunt, Tactician, and Überläufer are ideally suited for *Assault on Pillbox 12*.

Assault on Pillbox 12 is also perfect for the optional **Trial by Fire** rules described in the 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*. If the *Referee* decides to allow standard character classes instead, the characters can be part of an elite unit (determined by the *Referee*) that is assigned to assist Allied infantry forces with securing Pillbox 12.

Note: *Assault on Pillbox 12* (and the two other Normandy missions that follow) is inspired by the events of D-Day, putting your PCs in the middle of the action as the Allies storm the beaches of Normandy. For maximum enjoyment, and for the sake of continuity, it is recommended that you run these missions in order, but you could easily convert them to use as you see fit.

Although slightly beyond the scope of this mission, the *Referee* may even decide to drop the PCs behind enemy lines so they can secure the pillbox from the rear, saving countless Allied lives. In this case, the *Referee* may even wish to run the missions in reverse order.

BACKGROUND

It is 6 June 1944. World War II has been raging in Europe for the past five years. The Allies are about to launch the largest coastal assault in history. You've seen *The Longest Day*, *Band of Brothers*, and *Saving Private Ryan*. You know what's up.

"Soldiers, Sailors and Airmen of the Allied Expeditionary Forces:

You are about to embark upon the Great Crusade, toward which we have striven these many months. The eyes of the world are upon you. The hopes and prayers of liberty-loving people everywhere march with you. In company with our brave Allies and brothers-in-arms on other Fronts you will bring about the destruction of the German war machine, the elimination of Nazi tyranny over oppressed peoples of Europe, and security for ourselves in a free world.

Your task will not be an easy one. Your enemy is well trained, well equipped and battle-hardened. He will fight savagely.

But this is the year 1944. Much has happened since the Nazi triumphs of 1940-41. The United Nations have inflicted upon the Germans great defeats, in open battle, man-to-man. Our air offensive has seriously reduced their strength in the air and their capacity to wage war on the ground. Our Home Fronts have given us an overwhelming superiority in weapons and munitions of war, and placed at our disposal great reserves of trained fighting men. The tide has turned. The free men of the world are marching together to victory.

I have full confidence in your courage, devotion to duty, and skill in battle. We will accept nothing less than full victory.

Good Luck! And let us all beseech the blessing of Almighty God upon this great and noble undertaking."

—Dwight D. Eisenhower, D-Day

BRIEFING

The characters are part of a large briefing along with dozens of other soldiers. Lt. Colonel Kelly Davis lays out the mission's Objective:

"Once we hit those beaches we'll be under heavy fire from the bluff. There's an enemy pillbox on that cliff that Army intel has designated Pillbox 12. Our mission is to take it out, so we need to get to it as quickly as possible.

We'll be coming in at low tide. The Germans have littered the shore with all kinds of obstacles—Belgian gates, sunken logs, Czech hedgehogs, barbed wire, mines, and anything else they could pile up to stop our tanks and landing craft. You can use these obstacles as cover from small arms fire, leapfrogging from one to the next. They might protect you from machinegun and artillery; they might not.

Your other option is to lower your head and run as fast as you can for the shingle of loose rocks that lies halfway up the beach. If you do this, you won't spend as much time in the open taking fire, but you won't have any cover if you get targeted by Germans on the bluff.

The shingle slopes up to a seawall, the top of which is lined with concertina wire. Once you're in position, Army combat engineers will blow a path through this wire, giving you a clear run to the bluff.

Once you reach the bluff, you'll need to engage the enemy on the cliffs. The cliffs can be scaled. It'll be dangerous, but we've all trained for that. Your other option is to take the path that winds up the side of bluff, but you can bet that path will be well defended.

Secure the German pillbox on top of the bluff and we can all rest easy tonight. Until then, keep your heads down and your weapons up and firing. May God watch over us all."

OBJECTIVE

The characters must take out the German pillbox.

PRE-ASSESSMENT

There is very little time for Pre-Assessment. The *Referee* should assign each PC whatever weapons and gear he feels are appropriate for an Allied infantry soldier (usually a Large Rifle or Submachinegun, Bayonet, four (4) Grenades, and a Backpack with supplies and extra ammo). Or, the *Referee* may equip the characters as per the **Trial by Fire** rules.

The PCs are given a rough map of the shore and a description of its known defenses (the *Referee* should answer any reasonable questions about these defenses as they have been thoroughly assessed). The characters then board a transport boat and head out into the English Channel.

INSERTION

As dawn breaks and the Normandy coast appears on the dim horizon, the transport boats stop at a predetermined point at sea. The characters and the rest of their platoon clamber down cargo nets to their Higgins boat landing craft. The boat shoves off and the PCs wait in tense anticipation as they ride the choppy waves towards shore.

"Thirty seconds!" the craft's operator shouts over the increasing sounds of explosions and machinegun fire.

A short time later, the boat runs aground, shuddering as the ramp lowers and hits the sand. The characters disembark into a hail of machinegun fire and carnage on the beach.

Note: As soon as the ramp drops, there is a 1 in 6 chance for each character to get hit with 0-3 rounds of machinegun fire for 1d6+1 damage each (Saving Throw for 1/2 damage).

XP Bonus: If any of the characters state they are jumping over the side of the Higgins boat, their chance of being struck by machinegun fire is reduced to 1 in 10 (Saving Throw for no damage). Reward each character who does so with 50 XP.

EXECUTION

The characters must navigate numerous Obstacles as they cross the Wet Sand Beach, breach the Shingle Slope, and traverse the Rocky Shelf to the Bluff. They are under constant Enemy Fire (see below) the whole time.

EXTRACTION

Yeah, right. This is only the start of the new fighting in Western Europe. You guys are in it for the long haul.

POST ASSESSMENT

Once the PCs take Pillbox 12, this mission is essentially over. Allied forces secure the beaches along the Normandy coast and massive landing operations begin. The characters can breathe a sigh of relief as they gear up for more fighting in the days ahead.

Note: If the *Referee* is using the **Trial by Fire** rules for *Assault on Pillbox 12*, the PCs may now choose their new Class. They are then ready for a new mission.

STORMING THE BEACHES

This region of the Normandy coast consists of wet sand beaches and a rocky shelf divided by a shingle slope. Tall bluffs loom over the shoreline and the deadly sounds of combat fill the morning air. The characters immediately come under fire as they pile out of their landing craft and storm the beaches of Normandy.

ENEMY FIRE

The race for the Bluff is handled *round by round*, but is not combat in the traditional roleplaying sense. The characters are taking so much fire from fortified enemy positions, that whether or not they are struck is determined randomly (see Wet Sand Beach, below). Roll 1d6 to determine what type of fire the characters take each time they come under attack.

ROLL	RESULT
1-4	Stray Round
5	Machinegun Fire
6	Explosion

STRAY ROUND: The character is struck by a stray rifle or machinegun round for 1d6+1 damage

MACHINEGUN FIRE: The character is targeted by a machinegunner on The Bluff and is struck by 0-3 rounds for 1d6+1 damage each.

EXPLOSION: The character is caught in the blast radius of an explosion (from mortar, artillery, etc.) and takes 2d6+2 damage.

ALLIED NPC SOLDIERS

The characters are part of a huge invasion force that includes thousands of NPC soldiers. Many will die in the assault on Pillbox 12. The *Referee* should describe the grit and determination of these Allied soldiers as they force their

way towards the bluff alongside the PCs. However, their actions should have little effect on actual play. It is ultimately up to the characters to lead the charge and secure Pillbox 12.

RETURN FIRE: It is assumed that the PCs and NPCs are firing their weapons as they traverse the beach. However, the characters have no clear targets to shoot at until they reach the Bluff. Once at the Bluff, the *Referee* should begin standard combat *rounds* and allow the PCs to attack enemy soldiers normally.

WET SAND BEACH

After disembarking from the Higgins boat, the characters must run approximately 200 yards across the wet sand past a number of defensive Obstacles to get to the Shingle Slope.

It takes two (2) *rounds* to reach the Slope at an all out run. It takes four (4) *rounds* to reach the Slope if the characters take the safer route and leapfrog from Obstacle to Obstacle (similar to a Fire and Maneuver tactic).

There is a 1 in 6 chance each *round* of taking Enemy Fire when on the beach. If the character is running straight for the Shingle Slope, he may not make any Saving Throws to reduce or eliminate damage from Enemy Fire.

If the character is running towards an Obstacle, there is a 1 in 6 chance each *round* of taking Enemy Fire. However, the character receives the benefit of that Obstacle's protection (noted in the Obstacle's description).

This means that characters running straight for the Slope reach it more quickly, but are unable to take cover if they are targeted by Enemy Fire.

BEACH OBSTACLES

The following Obstacles are located on the Wet Sand Beach. The characters may state which Obstacle they are heading for or the *Referee* may decide which is closest (1-2 Belgian Gate; 3-4 Log; 5-6 Czech Hedgehog). Up to three soldiers can take cover behind a single Obstacle, but there are plenty of Obstacles on the beach, so the PCs should have no trouble finding one open.

Note: Combat in *Assault on Pillbox 12* takes place largely in the "theater of the mind". This means that the hand drawn map of Pillbox 12 and its defenses is merely a reference guide which does not denote actual distances or the exact position of Obstacles. The *Referee* is free to insert more features, as needed.

1. BELGIAN GATE

Belgian Gates are heavy steel fences designed to impede landing craft and tanks. Belgian Gates provide full cover from Stray Rounds (the character hears the round ping off the Gate). If struck by Machinegun Fire, the character takes 1/2 damage (Saving Throw for no damage). If struck by an Explosion, the character may make a Saving Throw to reduce damage by 1/2.

2. LOG

These heavy logs are planted in the sand and pointed seaward. They are designed to impede landing craft and tanks. If the character is struck by a Stray Round, the character may make a Saving Throw for no damage (the character hears the round thud into the Log). If struck by Machinegun Fire or Explosions, the character may make a Saving Throw to reduce damage by 1/2.

3. CZECH HEDGEHOG

Czech Hedgehogs are anti-tank obstacles made from metal angle beams. Czech Hedgehogs provide full cover from Stray Rounds and Machinegun Fire (the character hears the rounds ping off the Hedgehog). If struck by an explosion, the character may make a Saving Throw to reduce damage by 1/2.

SHINGLE SLOPE

Just above the high tideline, a bank of shingle (loose rocks) slopes up to a seawall made of wood and stone, topped by concertina wire. The wire is impassable (anyone who tries is automatically struck by Enemy Fire each *round*). A line of Allied soldiers is huddled down on the seaward side of the slope, waiting for the wire to be cleared.

There is a 1 in 6 chance each *round* of being targeted by Enemy Fire while taking cover behind the Shingle Slope. The Slope provides full cover from Stray Rounds (the character hears the round thud into the Slope). If struck by Machinegun Fire or Explosions, damage is reduced by 1/2 (Saving Throw for no damage).

BANGALORES!

Once the first PC makes it to the slope, Army engineers bring up Bangalore tubes and push them onto the Shelf. The Bangalores are then detonated, clearing a lane through the mines and concertina wire (see Bangalore Lane). This takes 1d3 *rounds*, during which time characters taking cover behind the Slope may still be subject to Enemy Fire.

XP Bonus: If the PCs know enough to call for Bangalores by name, reward them with 50 XP each.

ROCKY SHELF

The shelf is a roughly 100 yard stretch of sand and loose rocks leading up to The Bluff. The shelf is littered with mines and strands of concertina wire. The characters may try to navigate this deathtrap while the Germans concentrate their fire on Bangalore Lane (see below).

It takes one (1) *round* to reach the Bluff at an all out run down Bangalore Lane (see below). It takes two (2) *rounds* to reach the Slope if the characters take the "safer" route and weave through Concertina Wire and Minefields.

PILLBOX 12

THE BLUFF

7

8

ROCKY SHELF

6

5

4

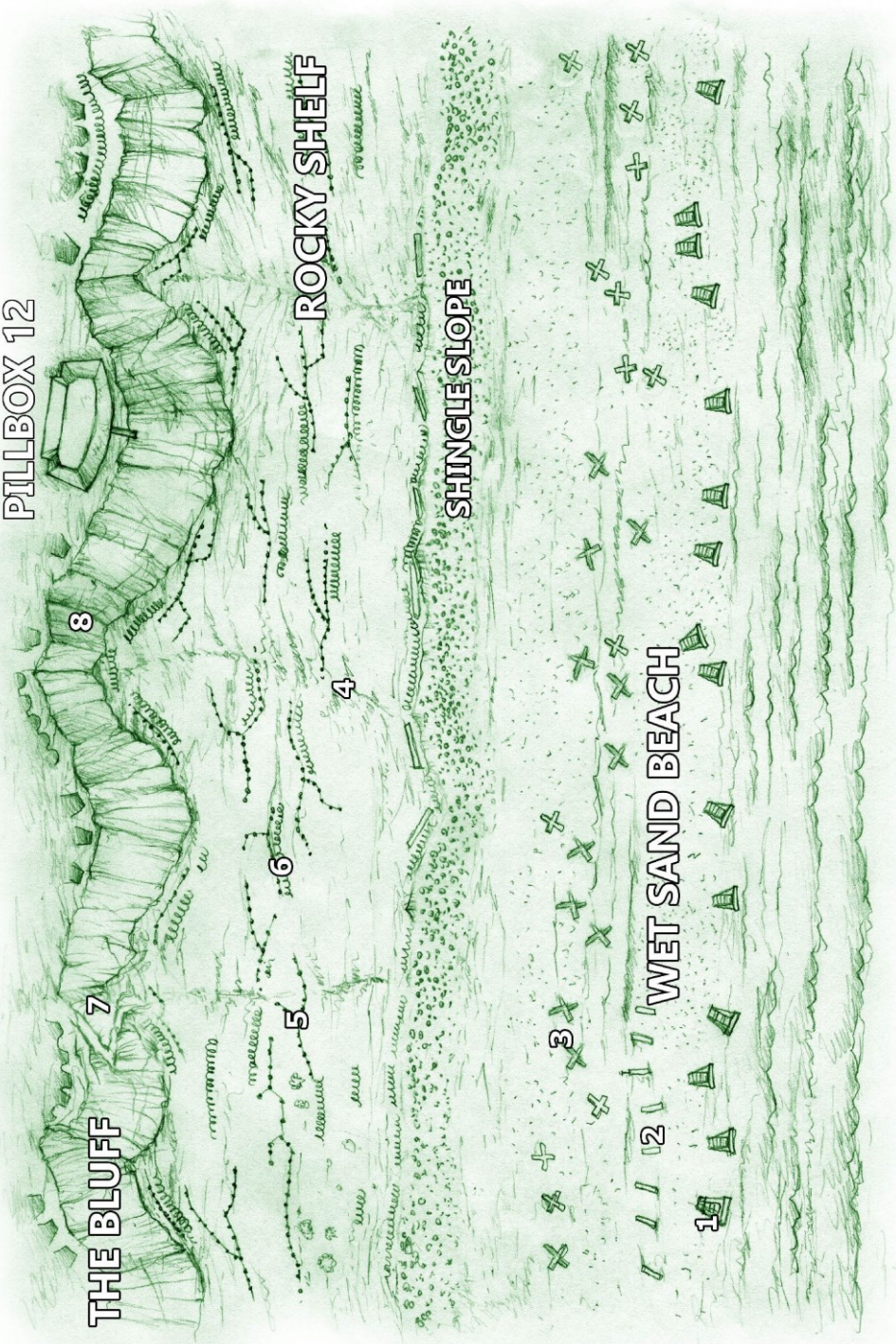
SHINGLE SLOPE

WET SAND BEACH

3

2

1



While on the Rocky Shelf, the characters are still under constant Enemy Fire from the Bluff. However, the *Referee* can ignore any Explosion results rolled as the mortars and artillery are being concentrated on the Wet Sand Beach.

SHELF OBSTACLES

The following Obstacles are located on the Rocky Shelf. The characters may choose whether they are running down Bangalore Lane, past a Minefield, or past Concertina Wire.

4. BANGALORE LANE

The Bangalores clear a lane through the mines and barbed wire. It takes the characters one (1) *round* to sprint to the Bluff through the lane. There is a 1 in 3 chance of taking Enemy Fire when moving down Bangalore Lane. If struck by Machinegun Fire, the character may not make a Saving Throw to reduce damage.

5. MINEFIELD

The minefields are clearly marked. However, there is still a 1 in 10 chance each *round* of stumbling and accidentally stepping on a mine (1 in 20 chance for Snipers). Mines do 2d6+2 damage in a 30' radius (Saving Throw for 1/2 damage).

6. CONCERTINA WIRE

There is a 1 in 10 chance each *round* that a character running past concertina wire stumbles and falls into the wire, taking 1d3 damage. The character must make a Saving Throw to avoid getting tangled up in the wire. It takes two (2) *rounds* to get free of tangled concertina wire, during which time there is a 1 in 6 chance each *round* the character is struck by Enemy Fire.

THE BLUFF

The bluff is approximately 100 feet tall. The Germans have fortified the bluff at various elevations with Rifle Pits and Machinegun Nests. Lone German Soldiers can also be seen running back and forth across the top of the Bluff, trying to get a better shot at the Allied troops below.

ALLIED SOLDIERS REGROUP

Once the characters reach the Bluff, any injured PC automatically recovers 1d3 Hit Points as he catches his breath and regroups.

The rocks around the foot of the Bluff provide characters with slight cover (-2 *To-Hit*). There is a 1 in 6 chance each *round* that characters at the base of the Bluff are targeted by Germans on the Bluff (see below). Once targeted, combat ensues until the characters or the attackers are dead.

Note: Traditional combat rounds begin at this point.

SCALING THE BLUFF

The characters must reach the top of the Bluff in order to secure Pillbox 12. This can be accomplished via a path that winds up the side of the Bluff or by scaling the cliffs.

7. DEADLY PATH

A winding path leads up the slope. It takes two (2) *rounds* to climb the path. The path is protected by a Machinegun Nest and three (3) Rifle Pits located on the west side of the path. The Rifle Pits provide the Germans with slight cover (-2 *To-Hit*). The Machinegun Nest is fortified with sandbags and provides partial cover (-4 *To-Hit*). The Machinegun Nest and Rifle Pits may be targeted by hurled grenades (AC 6 [14]) if the PCs can get close enough.

Anyone traversing the path is automatically targeted by the Machinegun Nest. In addition, there is a 1 in 3 chance each *round* the characters are targeted by the soldiers in a Rifle Pit. Once targeted, combat ensues until the characters or the attackers are dead.

8. CLIMBING

A number of NPC soldiers are equipped with rocket-launched grapple hooks. There are also plenty of rocky outcroppings and other handholds on the side of the bluff. The bluff can be climbed in one (1) *round*. There is a 1 in 6 chance each *round* that a climbing character is attacked by Germans on the Bluff. If a Tactician picks the place to climb, this chance is reduced to 1 in 10. Any character struck while climbing the Bluff must make a Saving Throw or fall to his death.

GERMANS ON THE BLUFF

The following threats are located on the Bluff. There is a 1 in 6 chance of being targeted while in the vicinity of the Bluff. Once targeted, combat ensues until the characters or the attackers are dead. Roll 1d6 to determine the type of attacker.

ROLL	RESULT
1-3	Lone German Soldier
4-5	Rifle Pit
6	Machinegun Crew

LONE GERMAN SOLDIER: This soldier kneels at the edge of the Bluff and targets the PCs. If killed, he falls over the side of the cliff with a scream.

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

RIFLE PITS: Rifle pits are fortified foxholes that provide slight cover (-2 *To-Hit*) to the Germans firing from inside. Rifle pits may be taken out by hurled grenades (AC 6 [14]) if the PCs can get close enough.

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, large rifle (Kar-98k), two (2) grenades, bayonet.

MACHINEGUN NEST: Two (2) German soldiers attack the PCs with a medium machinegun. One fires while the other loads. The Machinegun Nest is fortified with sandbags and provides partial cover (-4 *To-Hit*). The crew may be taken out by hurled grenades (AC 6 [14]) if the PCs can get close enough.

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, medium machinegun (MG34), large rifle (Kar-98k), two (2) grenades, bayonet.

PILLBOX 12

Pillbox 12 is a concrete structure that extends above and below ground. It is accessed by a door to the rear. A small force of German soldiers exits the bunker and engages the PCs as they approach.

Once these are dealt with, the remaining Germans inside throw down their arms and surrender. The PCs also capture the 152-mm artillery gun, German radio equipment, and other supplies.

Good job, soldiers!

Note: If the *Referee* wishes to extend the combat further, he may either design a German bunker or use the bunker found in the *Norway Ablaze* mission pack published by Small Niche Games.

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, large rifle (Kar-98k), two (2) grenades, bayonet.

German Officer: AC 8 [11]; HD 1; hp 5, 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, submachinegun (MP38), bayonet.

APPLES OF WAR

THEATER: Europe (Western Front)

DATE: June-July 1944

LOCATION: Normandy (countryside near the town of Pommetan)

Apples of War is a short WWII: Operation WhiteBox mission designed for three to six characters of 1st-3rd level. The mission involves capturing a farmhouse occupied by Germans so a variety of character classes is recommended. A Sniper character would be particularly helpful for dealing with entrenched German soldiers.

BACKGROUND

The Normandy beachheads have been secured. Allied forces are now planning a breakout that will take them through several German-occupied villages. The first village in their path is Pommetan, but there is a lot of open country between the village and the coast.

The characters are assigned to scout the road to Pommetan and determine the size and location of the German forces in the area. The PCs may be U.S. Army Rangers fresh off the fighting on the beach. They may be U.S. Airborne or SAS Commandos who dropped in the night before D-Day. Or they may be covert SOE/OSS operatives who have been scouting the area and spying on the Germans for some time.

ÜBERLÄUFER ON THE ROAD

The mission picks up "in media res" as the operatives make their way down the road to Pommetan. As heavy rains begin to fall, the PCs take shelter in the ruins of a bombed cottage.

A short time later, a *Waffen*-SS officer in a blood-spattered uniform appears on the road, waving a white cloth. This German is a defector attached to the 25th SS Panzergrenadier Regiment (*Hitlerjugend*). His name is Lt. (*Obersturmführer*) Maximillian Wechsler.

Wechsler is unarmed. A search of his person reveals an empty knife sheath on his belt and blood on his sleeve. If asked, he tells the PCs that a sentry caught him trying to slip away and he had to kill him. This is a lie (see Master Bedroom, below).

If Wechsler is fired upon, the guards on the Bridge hear the shots and sound the alarm (see German Response).

Lieutenant Maximillian Wechsler (1st-level Tactician): AC 6 [13] (Robes); HD 1+2; hp 6 (T) or 10 (H) or 20 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Superior Planner, Rally; HDE/XP 1/20; bloody SS uniform.

BRIEFING

If Wechsler is killed or otherwise silenced, the characters continue along the road and encounter the German soldiers on the Bridge and at the Farmhouse (see below).

If Wechsler is allowed to speak, he relays the following information to the PCs:

- Wechsler wants to surrender. He claims that *der Führer* is a madman that is ruining Germany.
- A farmhouse down the road is occupied by his former *Waffen-SS* unit. This farmhouse is designed to serve as a forward operating base (FOB) for the German Army. Wechsler can give details on the numbers and capabilities of the soldiers at the farmhouse.
- The SS force is currently small, only fifteen (15) soldiers. Reinforcements have been summoned, but were delayed by Allied paratrooper operations in the rear.
- The German reinforcements are expected to arrive at the rail station south of Pometan by train within the next few hours. They are bringing heavier weapons and armored vehicles that can turn the area into a deathtrap for Allied forces. If the PCs want to deny them a foothold in the region, they must secure the farmhouse before the reinforcements arrive.
- Wechsler claims to have information that can save even more Allied lives. Inside the basement of the farmhouse is a radio along with a detailed list of artillery batteries, division strengths, and troop deployments in the event of a surprise invasion. The officer in charge, Major (*Sturmabannführer*) Hans Klingler, is supposed to direct the reinforcements towards the coast, as needed.

OBJECTIVE

The operatives must capture the Farmhouse.

PLANNING

Wechsler draws a crude map of the Farmhouse and its surroundings. He also tells the PCs about the guards at the Bridge and the soldiers in the Machinegun Nest. The *Referee* should provide the PCs with a copy of the map and outline the German response to any attacks, per Wechsler's description.

The characters may be wondering what to do with Wechsler while they secure the Farmhouse. Luckily, a squad of six (6) U.S. Rangers from another unit arrives at the cottage. The soldiers have orders to scout the area, but not engage German soldiers. They agree to take Wechsler back to the rear for questioning and let their commanding officers know what the characters are up against.

INSERTION

The characters are already in the target area so no Insertion is needed.

PRE-ASSESSMENT

The characters have only a short amount of time to scout the Bridge and Farmhouse. One of the *Waffen-SS* guards at the Bridge can be seen on duty and several dim lights are on in the Farmhouse. There is a 1 in 20 chance per *turn* that any characters moving around on the north side of the Bridge are spotted by the machinegunner in the Farmhouse (see Machinegun Nest).

EXECUTION

Apples of War is presented as a mini-sandbox. The characters are free to decide how they want to take out the *Waffen-SS* soldiers occupying the Farmhouse. A stealthy approach is wiser than a frontal assault. If one of the PCs is a Charmer, he may even attempt to infiltrate the Farmhouse using Wechsler's uniform.

Once any fighting starts, it takes the Germans in the Farmhouse 1d3 *rounds* to wake up and react. After this, 1d3+1 *Waffen-SS* soldiers arrive every other *round* to join in the fighting (up to a maximum of 10). If more than seven of the soldiers are killed, the rest must make Saving Throws when confronted by the PCs. Those who fail attempt to flee or surrender.

EXTRACTION

The characters move into the Farmhouse and wait for Allied forces to arrive.

POST ASSESSMENT

The mission succeeds once the Farmhouse is secured. If the PCs had an easy time of it, the *Referee* may spice things up with the arrival of a small platoon of *Waffen-SS* reinforcements. The characters can then defend the Farmhouse against the German assault. This can provide for some tense moments as the unsuspecting reinforcements prepare to enter the house. Resourceful PCs might even take control of the German machinegun and use it to mow down the hapless Nazi soldiers.

Depending on what happened to Wechsler, he may escape and become a recurring NPC villain or perhaps even a double agent.

In any case, the characters should have a few days to rest and recuperate before their next mission begins.

POMMETAN COUNTRYSIDE

The miles of countryside around the village of Pommetan is made up of rural farms, apple orchards, and forests. The pastures and orchards are divided by low stone walls and hedgerows. Livestock such as cows, goats, and chickens can be seen roaming the pens and fields.

1. WOODLINE

The woodline is thick and provides Concealment to any characters firing from within. The larger trees can be used to provide full cover or partial cover (-4 *To-Hit*) from small arms fire.

2. ORCHARDS AND PASTURES

The apple orchards and pastures in the area are separated by low Stone Walls. The orchards contain large apple trees that can be used to provide full cover or partial cover (-4 *To-Hit*) from small arms fire. The pastures contain small herds of cows which can be used for Concealment. Cows tend to get killed early in any firefight. Dead cows can be used as slight cover (-2 *To-Hit*).

3. HEDGEROWS

The thick hedgerows are 6' tall. They provide Concealment to any characters firing from behind them.

4. STONE WALLS

These stacked stone walls are approximately 4' tall. They are used to define the property lines of various orchards and fields. The walls provide full cover or partial cover (-4 *To-Hit*) to any Germans squatting and firing from behind.

5. BRIDGE

This stone bridge is blocked by a Large Truck (Opel Blitz). Two *Waffen-SS* soldiers stand guard here. At night, one of the soldiers sleeps in the back of the truck.

Large Truck (Opel Blitz): AC 8 [11]; HP 16 (HD 4); MV 15; ATT -; MOD Cargo.

Waffen-SS Soldier (2): AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP40), two (2) grenades, bayonet.

6. THE LENORA

The Lenora is a small stream that runs roughly east-west through the area. The stream is only waist deep and is easily traversed. Movement is reduced to 1/2 normal when crossing the stream. Anyone swimming beneath the surface receives the benefit of Concealment. There is a 1 in 10 chance that anyone crossing the river in front of the Farmhouse is spotted by the machinegunner in the (see Machinegun Nest).

FARMHOUSE

The farmhouse is a one-story home in the middle of fenced apple orchards and fields. The upstairs attic is used for storage and a basement filled with cider kegs is located below it.

The Germans have set up a command post in the farmhouse. The rooms have been converted into a makeshift barracks containing plenty of German uniforms, gear, and personal effects. The area behind the house serves as a Kennel. The open area southwest of the farmhouse has been turned into a Motor Pool to accommodate German troops and vehicles.

a. EXTERIOR DOORS

The two (2) front doors are locked. The locks can be easily picked by any operative, however, there is a 1 in 20 chance that the sound alerts the German gunner in the Machinegun Nest. The two (2) rear doors are unlocked.

b. WINDOWS

There are numerous windows at the ground level. These windows are large enough to enter through, once the glass is broken out.

One (1) German (or the machinegunner) can fire from each window every *round*. German soldiers firing from the windows receive the benefit of Concealment. See German Response (below) for more information.

c. PICKET FENCE

The picket fence is made of wood with white slats. It provides Concealment to anyone hiding behind it.

d. MACHINEGUN NEST

The Germans have punched a hole in the north corner of the front gable and placed a fortified machinegun nest just inside the attic. Its placement gives the Germans a clear line of fire to any of the terrain in front of the house, including the Bridge.



FARMHOUSE AND COUNTRYSIDE

The machinegun nest is fortified with sandbags and provides the Germans inside with partial cover (-4 *To-Hit*). One (1) *Waffen-SS* soldier (gunner) is always on watch here. A second soldier (loader) sleeps on a pallet nearby. After 1d6+1 rounds of fighting, the loader runs to the radio in the basement to warn the Pometan HQ that the Farmhouse is under attack by the Allied army.

Waffen-SS Soldier (2): AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP40), two (2) grenades, bayonet.

e. MASTER BEDROOM

The body of Major (*Sturmabführer*) Hans Klingler sits in a chair near the fireplace, with Maximillian Wechsler's "Hitler Youth" knife sticking out of his chest.

A few scraps of freshly burned paper are located in the ashes of the fireplace. They include:

- the charred remains of a love letter written by Wechsler and addressed to a young German soldier named Sergeant (*Unteroffizier*) Rupert Klein.
- a charred, pitted picture of Wechsler embracing a young German soldier (Klein).
- a report from Klingler which uncovers details of the illicit relationship between Wechsler and Klein.

XP Bonus: Players familiar with the Nazi Party's views on homosexuality may deduce Wechsler's motivation for killing Klingler. If this happens, award each PC with 100 XP for their knowledge of history.

Note: It is not necessary for the PCs to learn Wechsler's true motivations. The murder backstory is simply "window dressing" that is intended to add a little depth to what would otherwise be a simple "assault the German position" type mission. The Referee is encouraged to use this technique as a changeup to standard tactical mission setups.

f. BASEMENT

A recessed door leads down to the basement. The door is barred from within and must be smashed open from outside. The basement contains a radio set and cider kegs. There are no military maps or other vital information here and no reinforcements on the way. Wechsler told that lie to get the PCs to eliminate his old unit.

g. MOTOR POOL

The area southwest of the Farmhouse contains drums of fuel, vehicle maintenance and repair tools and machinery, a small truck (*Kübelwagen*), and two motorcycles with sidecars (BMW R75) under a canopy. If the Referee is running *Apples of War* as part of an ongoing campaign, the PCs may commandeer these vehicles for their own use.

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

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

h. KENNELS

Two (2) German Shepherds are kenneled behind the Farmhouse. They begin barking as soon as they sense the PCs. There is a 1 in 3 chance each *round* that an armed *Waffen-SS* soldier will open the rear door to investigate. If released, the dogs attack and fight to the death.

Any character who speaks fluent German may attempt to quiet the dogs by making a Reaction Roll. The dogs bond with the PC on a result of Friendly or Ally. On a result of Neutral or Unfriendly, they continue to bark. On a result of Hostile, the dogs pretend to be submissive, but then attack the PC as soon as their cage is opened.

Dog (2): AC 7 [12]; HD 1+1; hp 7, 5; THB +1; ATT 1 (bite); ST 18; MV 18; HDE/XP 1/10.

GERMAN RESPONSE

There are twelve (12) *Waffen-SS* soldiers sleeping inside the farmhouse. If an alarm is sounded or if gunfire erupts, it takes 1d3 *rounds* for the Germans to wake up and react. After that, 1d3+1 German soldiers rush to the sound of fighting each *round* (up to a maximum of 10). These soldiers try to outflank the PCs, use fire and maneuver tactics, and take up defensive positions behind Hedgerows, Stone Walls, etc., as needed.

If the PCs assault the farmhouse directly, the German soldiers return fire from the Windows. Remember, these are *Waffen-SS* soldiers who are eager for a fight so they are not content to sit inside the farmhouse for long. Every other *round*, teams of 1d3+1 soldiers attempt to exit the house on the opposite side of the fighting and try to outflank the PCs, as above.

The machinegunner in the Machinegun Nest attacks anyone outside with suppressive fire. If most of the fighting is taking place at the rear or sides of the house, the machinegun crew relocates to provide support. In this case, they do not receive the protection of the fortified machinegun nest.

MAJOR FACTIONS AND NPCs

The following factions and NPCs may be encountered in the area of the Farmhouse.

WAFFEN-SS SOLDIERS

The Germans stationed at the Farmhouse are all *Waffen-SS* of the 25th SS Panzergrenadier Regiment (*Hitlerjugend*). They are on high alert and extremely eager to prove themselves in battle. They know it is only a matter of time before Allied troops advance through the area so they are quick to sound the alarm if they spot anything out of the ordinary.

Waffen-SS Soldier (15): AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP40), two (2) grenades, bayonet.

LIEUTENANT (OBERSTURMFÜHRER) MAXIMILLIAN WECHSLER

Wechsler is a ruthless Nazi officer who rose quickly through the ranks of the *Waffen-SS*. Wechsler is gay. His commanding officer, Major (*Sturmbannführer*) Hans Klingler, has long suspected this and eventually obtained undeniable proof. Last night, Klingler confronted Wechsler in his office and stripped him of his command. Wechsler killed Klingler before he could order his arrest, and then fled the Farmhouse. Once the Allies deal with Wechsler's old unit, he plans to escape from his Allied captors and return to serve the Nazi party.

Obersturmführer Maximillian Wechsler (1st-level Tactician): AC 6 [13] (Robes); HD 1+2; hp 6 (T) or 10 (H) or 20 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Superior Planner, Rally; HDE/XP 1/20; bloody SS uniform.

NAZI STRENGTH AND PRIDE

THEATER: Europe (Western Front)
DATE: July 1944
LOCATION: Normandy (town of Pommetan)

Nazi Strength and Pride is a short *WWII: Operation WhiteBox* mission designed for three to six characters of 1st-3rd level. The mission involves infiltrating an occupied town and kidnapping a German VIP so a variety of character classes is recommended. At least one Charmer is suggested to help safely navigate past the German patrols in and around town. A Maquis character would also be helpful when dealing with Pommetan townsfolk or members of the French Resistance.

BACKGROUND

Hauptsturmführer (Captain) Heinrich Panzinger is a famous Nazi athlete who was christened the "Strongest Man in the World" after setting world records for Germany in the 1936 Berlin Olympics. He is touted by Hitler as living proof of the superiority of the Aryan race. Panzinger was in the process of touring France to boost the morale of troops stationed along the Atlantic Wall when the Allies attacked on D-Day. He is currently stranded in the town of Pommetan as German forces mobilize to repel the Allied breakout.

BRIEFING

If the characters are part of a combat unit (British Commandos, U.S. Army Rangers, etc.), they are assigned to support the United States First Army as it advances through Normandy. If the characters are covert operatives (SOE, OSS, SAS, U.S. Airborne, etc.), they link up with the First Army as it enters the Pommetan countryside.

The PCs have a few days to rest at a Forward Operating Base (FOB) before they are summoned to the command tent and given this briefing by their superior officer, Major James Bramble:

"As you all know, our next objective is the town of Pommetan where the Germans are dug in like ticks on a boar hound. Intelligence reports anti-aircraft batteries, artillery gun emplacements, and at least one *panzer* division in the area.

Allied bombing runs are scheduled to start at midnight tonight. Tomorrow morning, the entire First Army will move in, engage the remaining Germans, and secure the town.

You men have been selected for a different mission. A contact in the German Resistance has informed us that *Hauptsturmführer* Heinrich Panzinger is staying at a hotel in town. You may know him by his nickname as "The Strongest Man in the World" and you've probably seen his blond-haired, blue-eyed face on those Nazi propaganda fliers that keep turning up.

Panzinger is one of Hitler's favorite pets. He's big, strong, and from all reports, a little unstable, but despite his rank, he's never spent a day in combat. We're sending you into Pommetan tonight to kidnap him. You'll be given a special tranquilizer to knock him out. After that, you can either try to sneak him out or find a good place underground to hole up and wait for the bombs to fall. In the morning, you can then link up with us after we take the town.

OBJECTIVE

The characters must kidnap *Hauptsturmführer* Heinrich Panzinger.

PLANNING

The Allies are planning a heavy bombing run to take out the town's defenses. Bombing is scheduled to begin just after midnight and the Allies will advance into town in the morning. The PCs must abduct Panzinger before the bombing starts.

The characters are given a map of Pommetan and a photograph of their Resistance contact, a man named Gerhard Dittrich. Dittrich works for the Reich Ministry of Enlightenment and Propaganda and is Panzinger's personal photographer. The two are staying in a ground floor suite at the Hotel Lafete, which is located on the southwest corner of the town's central plaza.

The Allies are well supplied at this point, so the PCs have their pick of gear and weapons. The Allies also have a number of captured German uniforms and vehicles if the characters want to try to bluff their way into town. Or, they can try to sneak in across the river undetected.

INSERTION

The characters must find their own way into Pommetan. Checkpoints are set up on the roads and German patrols scour the countryside, searching for Allied scouts, paratroopers, and spies. If the PCs travel by road, they are stopped at a checkpoint near the Outer Defenses on the edge of town. The checkpoint is manned by twelve (12) *Waffen-SS* soldiers and a machinegun crew of two (2).

If the PCs travel offroad, there is only a 1 in 20 chance they encounter a German Patrol outside town. The town itself is crawling with Germans. If the characters move cautiously and attempt to avoid German patrols, it takes approximately three (3) *turns* to reach the Hotel Lafete once they bypass the Outer Defenses.

There is a 1 in 10 chance per *turn* of encountering a German Patrol in town. If the PCs think to use the town's sewer system to move around, they avoid all German Patrols in the city. However, their clothes become covered with filth, imposing a -4 penalty to any Reaction Roll.

PRE-ASSESSMENT

Pommetan is quiet and dark at night, with a curfew in place. The Hotel Lafete is located on the southwest corner of the plaza. If the PCs take a moment to scout it out, they see Panzinger tirelessly lifting weights inside his private quarters on the first floor (see Panzinger's Room, below). Also in the room are his personal physician, Dr. Detlef Holweck, and their Resistance contact, photographer Gerhard Dittirch.

Dr. Holweck occasionally checks Panzinger's blood pressure and administers a shot of steroids, after which Panzinger returns to lifting weights. Dittirch snaps photographs from different angles. He frequently exits through a side door to smoke a cigarette and look for the PCs.

EXECUTION

Nazi Strength and Pride is presented as a mini-sandbox. The PCs are free to determine how best to complete their Objective. The goal is to capture Panzinger alive. The characters are given three syringes "loaded" with tranquilizer. On a successful hit, Panzinger is injected with the sedative. Panzinger fights for 1d3 rounds after being injected (or 1d6 rounds if he makes a Saving Throw). The Referee may also opt to let the PCs use the optional **Nonlethal Damage** rules found in the *WWII: Operation WhiteBox* core rulebook to knock Panzinger out.

EXTRACTION

The Allies have scheduled a massive bombing campaign to take out the German defenses at Pommetan. If the characters linger in Pommetan too long, they may have no choice but to find a good place to hide while the bombs fall. Any sewer or basement should keep the PCs safe, however, there is a 1 in 20 chance their hiding place is struck by an artillery shell or bomb, causing 2d6+2 damage to everyone inside.

The characters may actually decide to wait until the bombing begins and use the confusion to extract Panzinger. In this case, they are not stopped at the checkpoint. However, there is a 1 in 6 chance every *turn* that the PCs (and Panzinger) are struck by an artillery shell or bomb (for 2d6+2 damage).

If the characters kidnap Panzinger before the bombing begins, one way to get him out of town is to load him into the back of a truck or car and drive out. The characters must talk their way past a checkpoint, but the Germans are more worried about keeping people out of town than in, so any social rolls (Reaction Rolls, Class Abilities, etc.) receive a +2 bonus.

POST ASSESSMENT

The mission succeeds if the PCs deliver Panzinger (alive!) to Allied Intelligence. Panzinger is interrogated and eventually agrees to defect after he begins to suffer withdrawal symptoms without his "medication". He publicly renounces Hitler and the Nazi Party, and his quotes and photographs are used extensively for Allied propaganda purposes.

POMMETAN

Pommetan is a quaint little French town surrounded by apple orchards on all sides. It is famous for its *cidre* (apple cider). The German Army occupied Pommetan several years ago and is well prepared for an Allied assault. The town is kept extremely dark at night to avoid being targeted by Allied bombers. The cobblestone streets are narrow, with numerous small alleys in which to hide. An extensive sewer system lies beneath the town.

OUTER DEFENSES

The town's defenses are concentrated in the hills surrounding Pommetan. They consist of strategically placed anti-aircraft batteries, artillery gun emplacements, fortified foxholes, and machinegun nests. The Germans are dug in and are well prepared for the Allied assault, but the PCs should have no problem using their special forces training to identify and avoid the Outer Defenses.

GERMAN PATROLS

Pommetan is crawling with Germans. If a patrol is encountered, the *Referee* should roll normally for Surprise.

Roll 1d6 to determine the type of patrol:

1. Five (5) *Waffen-SS* soldiers in an armored car.

Waffen-SS Soldier (5): AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k), one is armed with a submachinegun (MP40), two (2) grenades, bayonet.

Armored Car (*Leichter Panzerspähwagen*): AC 6 [13]; HP 10; MV 18; ATT medium machinegun; MOD Reinforced Hull (x1).

2. A transport truck carrying a squad of twelve (12) *Waffen-SS* soldiers. They are on their way to the Outer Defenses to relieve another squad.

Waffen-SS Soldier (12): AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k), two are armed with submachineguns (MP40), two (2) grenades, bayonet.

Large Truck (*Opel Blitz*): AC 8 [11]; HP 16 (HD 4); MV 15; ATT -; MOD Cargo.

3. Two (2) Gestapo agents patrolling the streets in a surveillance van, searching for illegal radio signals. The van is equipped with a radio set as well as a *Nachfeldpeiler* P57N for detecting transmissions. They can summon a transport truck carrying a squad of twelve (12) *Waffen-SS* soldiers if needed. The truck arrives in one (1) *turn*.

Gestapo Agent (2): AC 8 [11]; HD 1d6-1; 5, 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; Trench coat, medium pistol (Luger), bayonet.

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

4. Six (6) *Waffen-SS* soldiers on foot. One of the soldiers has a trained dog (German Shepherd).

Waffen-SS Soldier (6): AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k), one is armed with a submachinegun (MP40), two (2) grenades, bayonet.

Dog: AC 7 [12]; HD 1+1; hp 4; THB +1; ATT 1 (bite); ST 18; MV 18; HDE/XP 1/10.

5. Two (2) *Waffen-SS* soldiers on foot. They are talking about a French girl in town named Monica. The PCs receive a +1 to their chance for Surprise.

Waffen-SS Soldier (2): AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k), two (2) grenades, bayonet.

6. One (1) *Waffen-SS* soldier named Hans Schmidt. Hans is trying to sneak out of town ahead of the Allied attack. He just received a "lieber John" letter from his girlfriend in Berlin is trying to get back to her. Hans throws up his hands and surrenders if given the chance. Keep in mind, how to deal with an unarmed prisoner of war may cause a moral dilemma for some of the PCs. Hans knows where Panzinger is (every German does) and he may even be able to lead the PCs past German checkpoints, if the *Referee* desires.

Waffen-SS Soldier (Hans Schmidt): AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k), bayonet.

ALARM!

If the alarm is raised, harsh shouts and shrill whistles pierce the night, and dozens of *Waffen-SS* soldiers take to the streets. Within the hour, a house-to-house search is organized and any vehicles leaving the area are stopped and searched at a checkpoint manned by twelve (12) *Waffen-SS* soldiers and a machinegun crew of two (2).

If the PCs stay on the move, there is a 1 in 6 chance every *turn* they encounter a German Patrol. If they attempt to find a place to hide, there is a 1 in 20 chance every hour that their hiding place is discovered by a German Patrol.

The search continues until the bombs start to fall (see Bombs Away!). The Germans do not think to check the Hotel Lafete.



POMMETAN

SURRENDER *SCHWEINHUND*!

If the Germans ever overwhelm the PCs, they offer them the chance to surrender. Captured characters are tied to chairs and locked in the wine cellar below Hotel Lafete to await interrogation by the Gestapo in the morning. Although the mission to kidnap Panzinger has failed, the characters get a chance to escape when the Allied bombs start to fall. Skip ahead to Bombs Away!

PLACES OF NOTE

The following places of note are located in Pommetan.

1. BUILDINGS

The buildings of Pommetan range in size from one to five stories tall and are made of stone or a combination of stone and wood, with wrought iron balconies and boxy mansard roofs. Almost all have some sort of basement or cellar in which to hide.

Roll 1d6 to determine whether or not the building is occupied:

1. Occupied by one (1) *Waffen-SS* soldier on guard duty and one (1) sleeping *Waffen-SS* officer. Any gunshots or sounds of fighting draw a German Patrol in 1d6 rounds.

***Waffen-SS* Soldier:** AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, submachinegun (MP40), two (2) grenades, bayonet.

***Waffen-SS* Officer:** AC 8 [11]; HD 1; 5; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, submachinegun (MP40), medium pistol (Luger), bayonet.

2. Occupied by six (6) sleeping *Waffen-SS* soldiers. The windows have been fortified with sandbags. Any gunshots or sounds of fighting draw a German Patrol in 1d6 rounds.

***Waffen-SS* Soldier (6):** AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k), two (2) grenades, bayonet.

3. Unoccupied, roll 1d6: 1-4, closed (business) or 5-6, looted (residence).
- 4-6. Occupied by a family of scared Pommetan Townsfolk. They gladly offer food and information to Allied soldiers.

2. POMME CRIQUE

This swift-flowing stream runs east-west on the north side of town. Pomme Crique is approximately 12' deep at its center. Anyone swimming beneath the surface receives the benefit of Concealment.

3. BRIDGES

Three bridges cross Pomme Crique. Stonebridge (a.) is an old stone bridge located on the west side of town. It leads to the nearby town of Juliette. Newbridge (b.) is made of wood and was recently built by the locals. It was designed for foot and livestock traffic and is unable to bear the weight of anything larger than a normal car. Coast Road Bridge (c.) is a covered wooden bridge located on the north side of town. It leads to the Normandy coast.

4. POMMETAN PLAZA

This open plaza contains a public fountain with a sculpture of a young maiden plucking apples from a tree at its center. This sculpture is known as the Jeune Fille de Pommes (the Maiden of Apples) and she is a part of local folklore and traditions.

5. EGLISE DE ST. CHARLES

This stone church is tended by an aging priest named Father Marcus Dubois. Approximately three dozen Pommetan citizens are present in the church, having sought refuge after being evicted from their homes by German soldiers. They are happy to provide food and information to the PCs.

6. POMMETAN RAIL STATION

The rail station is located just south of town. It is entirely under the control of the German soldiers in town and is currently only being used for troop movements.

7. CHATEAU DE LYON

This historic manor home belongs to a local aristocrat named Pierre de Lyon. Pierre has been forced to entertain the Nazi command staff with lavish feasts and military balls, but he is secretly the leader of a local French Resistance cell. He and his men may offer aid and/or shelter to the PCs later, if the *Referee* desires.

Pierre de Lyon: see Major Factions and NPCs for statistics.

8. MOTOR POOL

The German motor pool is located next to the Hotel Lafete. At night, only one *Waffen-SS* soldier is on duty here. His name is Stefan Roth and he is a stickler for paperwork and details. There are six (6) bicycles, three (3) motorcycles (BMW R75) and sidecars, three (3) large trucks (Opel Blitz), five (5) small trucks

(*Kübelwagen*), and two (2) armored cars (*Leichter Panzerspähwagen*) in the motor pool.

Waffen-SS Soldier (Stefan Roth): AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k), bayonet.

9. HOTEL LAFETE

The German officers have set up their headquarters in the Hotel Lafete. The hotel is five stories tall, with balconies on every upper floor. The first floor contains a front lobby, lounge, and a conference room that has been converted to Panzinger's private quarters. The hotel's exterior and the lobby are decorated with Nazi flags and busts of Adolf Hitler. Two *Waffen-SS* soldiers stand guard outside the hotel's front door.

Waffen-SS Soldier (2): AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k), bayonet.

PANZINGER'S ROOM

The Germans have converted a conference room on the first floor into a suite for Panzinger's use. The room has several floor-to-ceiling windows that look out on the square and put Panzinger on display. The room is divided into a sleeping area, washroom with clawfoot bathtub, and a weight room lined with furniture so reporters and visiting officials can watch Panzinger work out and marvel at his strength.

Panzinger rarely sleeps, and spends hours lifting weights each night. When the PCs arrive, he is listening to Wagner's opera *Der Ring des Nibelungen* on a phonograph while he lifts extraordinary amounts of weights. Panzinger's physician Dr. Detlef Holweck and his personal photographer Gerhard Dittrich are both present in the room.

Dr. Holweck tries to flee and sound the alarm when the PCs arrive, but complies with orders if threatened or attacked. Panzinger flies into a rage and attacks the PCs with his fists as soon as he realizes who they are. He cannot be reasoned with and fights until killed or incapacitated. The music is extremely loud, so no one outside the room will hear any commotion unless the phonograph is knocked over.

SPECIAL ATTACK: Panzinger is capable of amazing feats of strength. If he rolls an 18 or better *To-Hit*, he picks the PC up over his head and hurls him through one of the large glass windows. This attack causes 1d6 damage (Saving Throw for 1/2) and alerts the two (2) *Waffen-SS* soldiers standing guard outside the hotel.

Dr. Detlef Holweck: see Major Factions and NPCs for statistics.

Gerhard Dittrich: see Major Factions and NPCs for statistics.

Hauptsturmführer Heinrich Panzinger: see Major Factions and NPCs for statistics.

BOMBS AWAY!

Just after midnight, air raid sirens wail, spotlights illuminate the sky, and AA batteries begin firing as dozens of Allied planes fill the skies over Pommetan. The PCs should make some attempt to find shelter. If not, they are caught in the blast of a bomb or artillery shell every other *round* (2d6+2 damage).

If the characters have been captured, the Hotel Lafete is struck by a bomb, killing their German guards (and Panzinger!) and allowing them to escape.

MAJOR FACTIONS AND NPCs

The following factions and NPCs may be encountered in and around the town of Pommetan.

POMMETAN TOWNSFOLK

The townsfolk of Pommetan have either fled the area or are hiding in basements and sewers, waiting for the Allies to attack. A few continue to report to their jobs and serve the Germans, but they do so grudgingly. Only a handful support the German occupation, but the PCs do not encounter any of these collaborators unless the *Referee* wants to throw in an added wrinkle.

Pommetan Townsfolk: AC 9 [10]; HD 1d6-2; hp 2; THB -1; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5.

PIERRE DE LYON

Pierre is a wealthy aristocrat who dwells in the Chateau de Lyon west of town. Although he has been forced to accommodate the German soldiers, he is secretly a leader in the French Resistance. Pierre and/or his men may provide aid, shelter, or information to the PCs, at the *Referee's* discretion. They treat any Maquis among the characters as an honored brother.

Pierre de Lyon: AC 8 [11] (thick clothes); HD 1; hp 5; THB +1; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5, submachinegun (MP40), medium pistol (luger), knife.

CAPTAIN (*HAUPTSTURMFÜHRER*) HEINRICH PANZINGER

Panzinger is a world champion weightlifter who was granted the honorary title of *Hauptsturmführer* (Captain) in the *Waffen-SS*. He has never attended military training or served in combat. Panzinger was nicknamed the "Strongest Man in the World" after setting several Olympic weightlifting records. He appears in Nazi

uniform on propaganda posters and in literature designed to inspire Germans. Panzinger is so hopped up on drugs that he cannot feel pain and fights until reduced to -10 hp.

Hauptsturmführer Heinrich Panzinger: AC 9 [10]; HD 3; hp 18; THB +0; ATT 1 (strike for 2d3 damage); SA see Panzinger's Room (above); ST 19; MV 12; HDE/XP 3/100.

DR. DETLEF HOLWECK

Dr. Holweck is Panzinger's personal physician and a member of the Nazi Party. The elderly Holweck is a bit senile, and prone to fits of anger. He carries a medical bag full of steroids, amphetamines, and supplements that he administers to Panzinger and sometimes himself.

Dr. Detlef Holweck: AC 8 [11] (thick clothes); HD 1d6-2; hp 1; THB -1; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5; medical bag with drugs.

GERHARD DITTRICH

Dittrich is Panzinger's personal photographer. He officially works for the Reich Ministry of Enlightenment and Propaganda, but has been a double agent since the war began. Dittrich's father, a soldier, was an extremely abusive alcoholic. His mother got pregnant after an affair with their Jewish neighbor and his half-sister is Jewish, although he keeps these facts well hidden. Dittrich despises the Nazi Party and everything it stands for.

Gerhard Dittrich: AC 8 [11] (thick clothes); HD 1d6-2; hp 3; THB -1; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5; expensive camera equipment.

GESTAPO AGENTS

These agents of the Gestapo are in Pommestan to root out spies and dissidents. They always travel in pairs.

Gestapo Agent (2): AC 8 [11]; HD 1d6-1; 5, 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; Trench coat, medium pistol (Luger), bayonet.

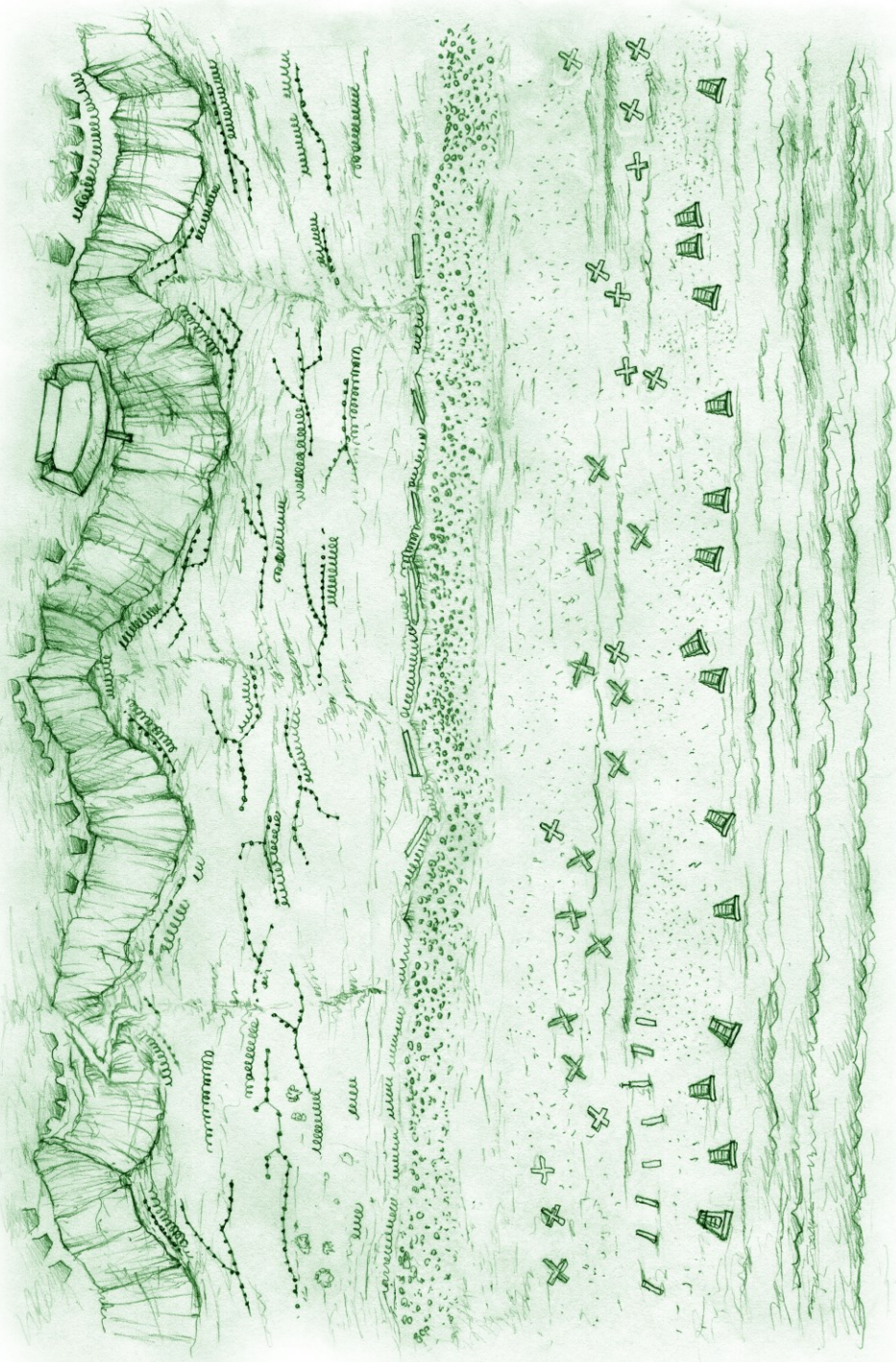
WAFFEN-SS SOLDIERS

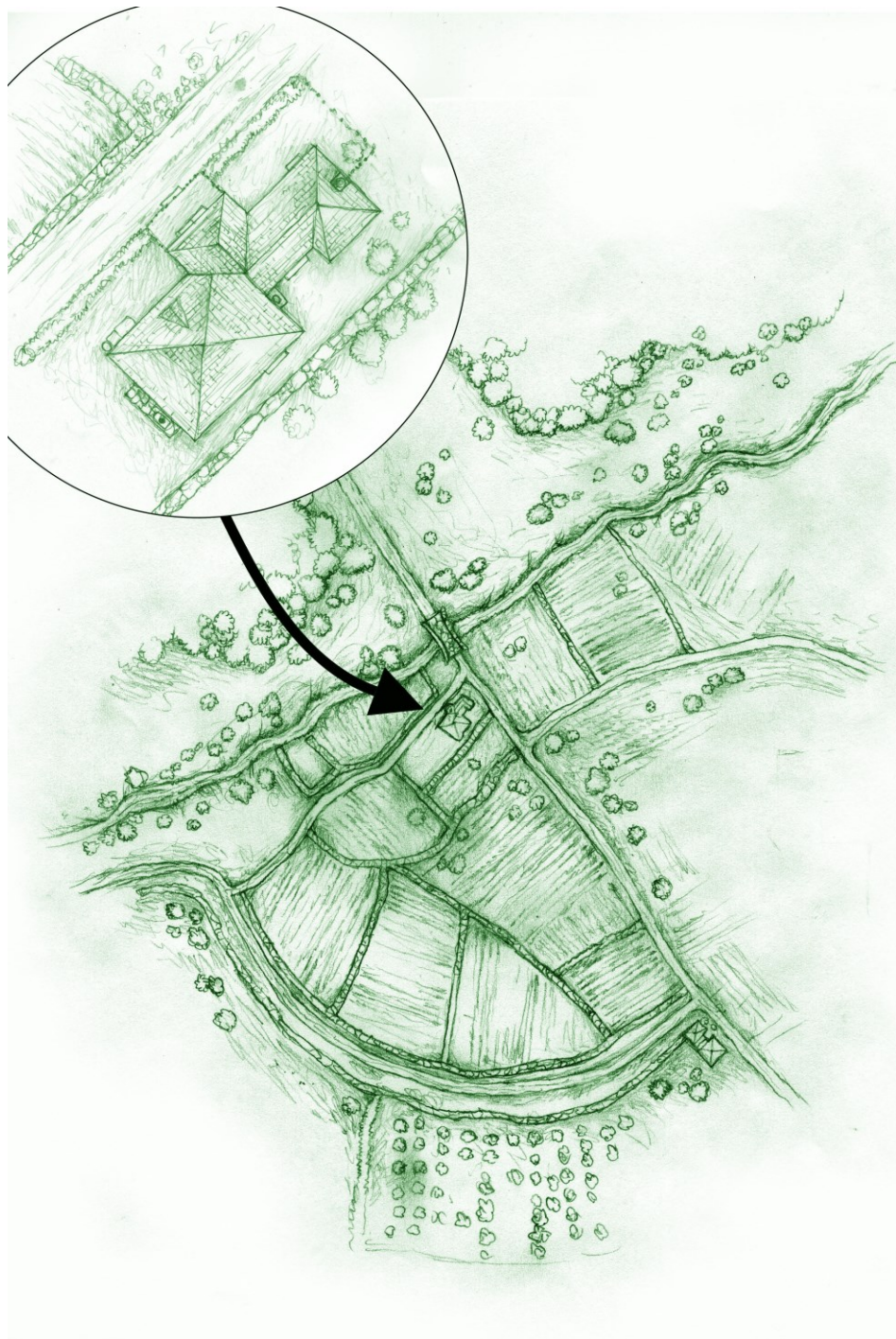
The *Waffen-SS* soldiers stationed in Pommestan are members of the 12th SS Panzer Division (*Hitlerjugend*). They are eager for the coming battle and determined to make the Allies pay for their victory on the Normandy coast.

Waffen-SS Soldier: AC 8 [11]; HD 1d6-1; 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP40), two (2) grenades, bayonet.

Waffen-SS Officer: AC 8 [11]; HD 1; 5; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, submachinegun (MP40), medium pistol (Luger), bayonet.

INTEL MAPS FOR THE PLAYERS







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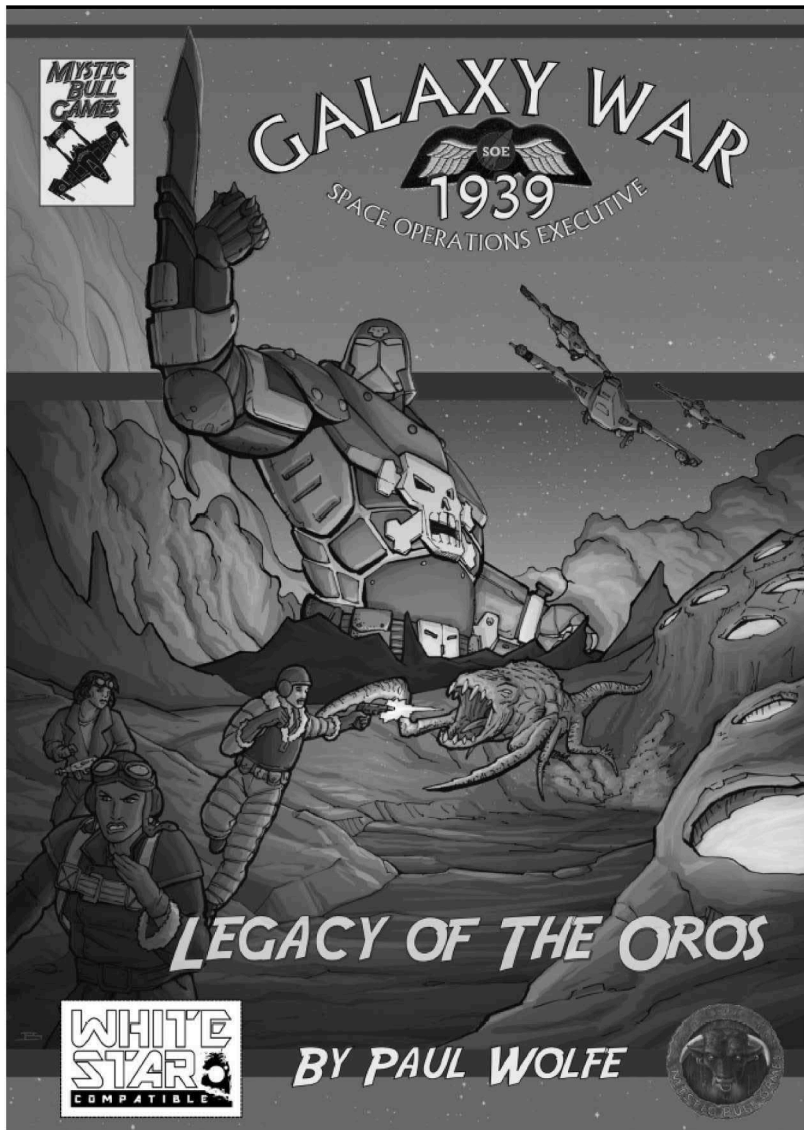
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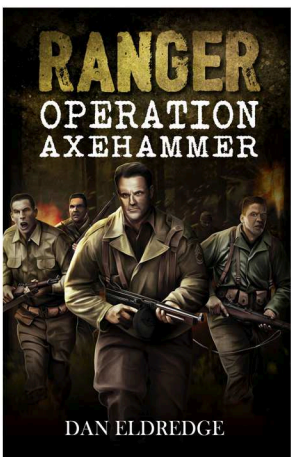
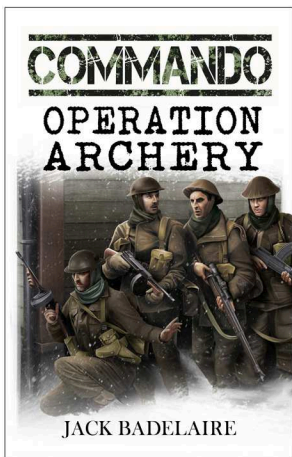
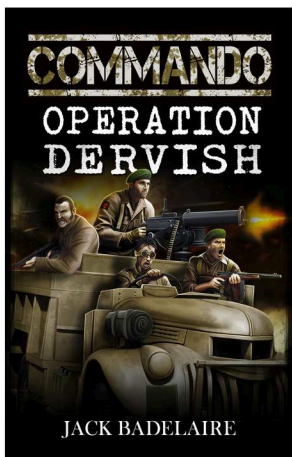
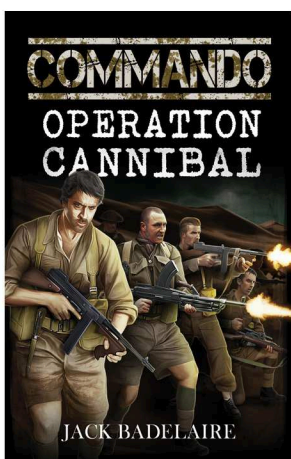
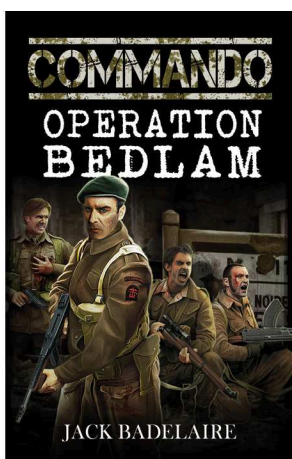
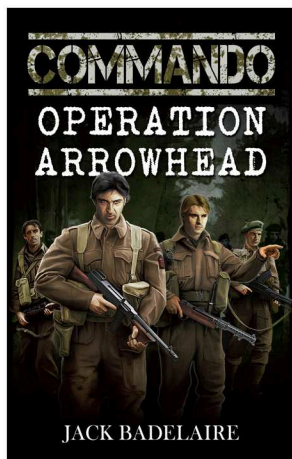
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