

OWB: ALLIED MISSIONS II



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



WWII OPERATION
WHITEBOX
COMPATIBLE

OWB: ALLIED MISSIONS II

OWB: ALLIED MISSIONS II is a collection of fifteen (15) support missions designed for *WWII: Operation WhiteBox™*. Join the Red Army and help liberate the war-torn city of Stalingrad from the German invaders!

CREDITS

Written by	Peter C. Spahn, Kelly Davis
Artwork	Luigi Castellani, some art from the Public Domain
Maps	Morne Schaap
Production	Small Niche Games
Special Thanks	Brandon Goeringer, Michael Benedict, Brett M. Bernstein

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 II

"Here they found real war, but they were not ready for it."

—Marshal Georgii Zhukov

OWB: ALLIED MISSIONS II 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 II* are all set in the city of Stalingrad (c. 1942) on the Eastern Front. They are presented mainly from the viewpoint of Russian soldiers defending the city against the German Army.

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 ENGLISHMAN, 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 ended up being a major player in the Allied war effort, however, it had just entered the war and its primary concern was Japan after the bombing of Pearl Harbor in December of 1941. Norway, France, and the Low Countries were occupied by German forces. Poland was in chaos. Great Britain was tied up defending its shores and its holdings across the globe, particularly in North Africa.

That being said, foreign PCs may have been sent to Russia as part of a secret espionage program (orchestrated by the SOE or OSS) or as a military study on urban combat operations (to aid in the training of forces such as the British Commandos, U.S. Army Rangers, or Marine Raiders). The *Referee* can use similar rationales for characters of other nationalities, as needed.

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

The missions in *OWB: ALLIED MISSIONS II* require the PCs to fight alongside Red Army units such as the 62nd Army and 13th Guards Rifle Division. If the PCs are not Russian soldiers, this may present a bit of a problem.

If the PCs are foreign operatives instead of soldiers, they may be attached to these units to broaden their training. When the fighting begins, they are expected to support traditional combat forces by reporting German troop movements, sabotaging equipment, and attacking soft targets.

“WHAT IS MY MAQUIS CHARACTER DOING IN RUSSIA?”

Characters like the Maquis may seem out of their element in Stalingrad. Other characters might not fit in based on their nationality or former profession. It is up to the *Referee* to determine how and why the PCs arrive in Stalingrad.

Advanced military training (as mentioned above) is always a good reason, especially if the PC is a member of some resistance cell. 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 Stalingrad. Or perhaps the character was sent because he possesses a skill or contact crucial to a mission's success.

Once the *Referee* establishes the reason for the character to be in Stalingrad, getting them involved in the missions should be easy. At the very least, the NKVD are on hand to ensure they display the proper degree of patriotism!

“THEIR NUMBERS ARE TOO GREAT!”

The missions contained in *OWB: ALLIED MISSIONS II* are typically designed for 3-6 characters of 1st-3rd level. The characters are part of a “storm group” that is often outnumbered and outgunned by the German forces in the area.

One way to handle this discrepancy is to have the PCs fight alongside NPC Red Army soldiers. In fact, some of the missions, (such as *Not One Step Back*) 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 destruction of German *panzers*, the *Referee* can reduce the number of enemy soldiers, reduce the number of tanks to a single *panzer*, or swap the *panzers* for German 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 Red Army. The PCs are issued weapons and gear appropriate to their mission. The good thing is, as *de facto* special forces operatives, they often get the best equipment available. The bad thing is, the equipment that is available in war-torn Stalingrad 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. Any mission-specific gear is usually detailed in the scenarios themselves.

“I WANT A T-34 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 T-34 or KV-1 tank every once in a while to blow things up (at least one of these missions does just that!). Not only does this change the gameplay by adding vehicular combat, it's also a lot of fun.

“IN WHAT ORDER DO I RUN THESE STALINGRAD MISSIONS?”

OWB: ALLIED MISSIONS II contains a total of fifteen (15) missions written by two (2) different authors. The text of these missions may require minor rewriting if the *Referee* plans to run them as part of an ongoing campaign. Listed below is the suggested order in which to run the missions presented in *Stalingrad on Fire (SoF)*, *For the Motherland! (FtM!)*, and *Secrets of Stalingrad (SoS)*. The *Referee* is of course free to insert, remove, and/or run the missions in any order he desires.

1. Crossing the Volga (*FtM!*)
2. Up the Hill (*FtM!*)
3. Taking the Train Station (*FtM!*)
4. The Rat War (*FtM!*)
5. Soviet Heroes (*FtM!*)
6. Plans for Destroying of Tanks (*SoF*)
7. Nest of Gadyuki (*SoF*)
8. Ambush at the Gates (*SoF*)
9. Defend the House (*FtM!*)
10. A Rod of Many Parts (*FtM!*)
11. Front Line Assembly (*FtM!*)
12. Roll Out! (*FtM!*)
13. Drop Into History (*SoS*)
14. Into the Dark (*SoS*)
15. Soviet Breakout (*SoS*)

STALINGRAD ON FIRE

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



WWII OPERATION
WHITEBOX
COMPATIBLE

STALINGRAD ON FIRE

STALINGRAD ON FIRE is a support mission designed for *WWII: Operation WhiteBox*™. Recover secret military documents, engage in house-to-house fighting with German soldiers, and take on a legendary Nazi sniper in the ruined city of Stalingrad!

CREDITS

Written by	Peter C. Spahn
Artwork	some art from the Public Domain, Luigi Castellani
Maps	Morne Schaap
Production	Small Niche Games
Special Thanks	Kelly Davis, Brandon Goeringer, Michael Benedict, Art Braune

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PLANS FOR DESTROYING OF TANKS

THEATER: Europe (Eastern Front)
DATE: September 1942
LOCATION: Stalingrad (USSR)

Plans for Destroying of Tanks is a short WWII: Operation WhiteBox mission designed for 3-6 characters of 1st-3rd level. The mission involves the recovery of documents lost in the ruined city of Stalingrad. There is little opportunity for roleplaying, so characters like the Grunt, Sniper, Tactician, and even the Überläufer would be particularly suited for this mission.

Note: *Plans for Destroying of Tanks* is set in the ruined streets of Stalingrad, but the Referee can easily relocate to any other large city that has suffered severe bombing. History dictates that the PCs are of Russian nationality, however, the Referee is free to include British or American soldiers who are present in some sort of Allied goodwill effort. Foreign troops that survive these missions are accepted by their fellow Russian soldiers, but their exploits are likely ignored by the Soviet propaganda machine.

BACKGROUND

It is September 1942. German forces, which had previously surrounded Stalingrad on three sides, now push inward after a series of devastating bombing runs against the city's industrial and commercial centers. The beleaguered Soviet troops can now only be resupplied and reinforced across the Volga River, constantly under siege from German artillery and air support.

The PCs are part of the Russian 62nd Army, fighting to repulse the German invaders from the ruined city of Stalingrad. Their camp is designated Camp Chukovak. It is located in the basement and boiler rooms of the bombed out Chukovak Schoolhouse. The PCs have been sent on a routine patrol to scout German advances in this sector.

INJURED TANK COMMANDER

The mission picks up "in media res" as the PCs explore the ruined streets of Stalingrad. Through a haze of fog and smoke, they see a man in a Red Army uniform staggering in their direction. His uniform is torn and tattered, and a bloody bandage is wrapped around his head. When he sees the characters, he stumbles towards them before collapsing from exhaustion.

BRIEFING

The wounded man is tank commander Senior Lieutenant (Старший лейтенант) Ivan Brovonovich. When he has had a chance to catch his breath, he relays the following information (in a bad Russian accent):

“Greetings, Comrades. I am Lt. Ivan Brovonovich. I was leader of tank column traveling to Train Station on hill when we were ambushed near intersection of Krakavich Road and Molotov Road. I was charged to deliver top secret plans for destroying of tanks—experimental tank round that can increase stopping power of even smallest Russian antitank gun. I hid plans inside barrel of T-34 before escape. These plans cannot fall into German hands. You must recover them quickly, and take them to safe place. If you see any German swine along way, kill them. Kill them all.”

OBJECTIVE

The PCs must recover the plans for the antitank round from inside a wrecked T-34 tank.

PLANNING

The PCs had just set out on patrol so they have whatever gear and weapons they normally carry. Lt. Brovonovich tells the PCs that his column came under fire from German soldiers armed with *panzerfausts* and machineguns. Some of the Germans were positioned on rooftops or inside second-story windows. He is too weak to accompany them and has nothing else to give except his well wishes.

INSERTION

The Krakavich/Molotov Road intersection is only a few blocks away. The PCs come across a few wrecked, smoking trucks and KV-1 tanks that have been stripped clean. At the intersection ahead, the characters see a smoldering T-34 that has crashed into the side of a building (see Wrecked Tank, below). The characters approach along Molotov Road from the southeast corner of the map.

PRE-ASSESSMENT

The characters can conduct Pre-Assessment from a block away, behind cover (piles of rubble, inside a brick building, behind the hulk of a KV-1 tank, etc.). This area is one of several routes the Russians use to transport troops and supplies to and from the heavily fortified Train Station as well as docks along the Volga River. It is frequently targeted by German snipers. Russian commanders have offered bounties of vodka and extra food rations for the death of any German sniper (usually proven by capturing a German sniper rifle).

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

- The Germans like to set ambushes at the site of recent attacks.
- The characters should stay off the streets as much as possible.
- The characters should utilize cover and partial cover during their approach.

EXECUTION

A squad of eight (8) German soldiers is hidden near the Fallen Water Tower. They can be spotted with a Search for Hidden Things or a Sniper's Spot Ambush ability (at a +1 bonus because they are not good at hiding). They have a clear view of the tank and are waiting to see if any Russian soldiers return to salvage it.

Once the PCs are distracted by the tank, they attack as follows:

Two of the Germans (gunner and loader) lay down suppressive fire with a medium machinegun (MG34) from inside the Fallen Water Tower. The rest split into two groups of three (3) and use Fire and Maneuver tactics to advance on the PCs. One group attacks from the north side of the building while the other circles to the east, seeking cover each *round*.

The advancing Germans use rubble and debris for partial cover as they move. One of the Germans has a medium rocket-propelled grenade (*panzerfaust*) that he uses if the characters attack from behind cover. If the Germans can get within four (4) squares (20') of the PCs, they attempt to hurl grenades from behind cover. If five (5) or more Germans are killed, the rest attempt to flee.

Once the Germans have been dealt with, the PCs may recover the plans from the Wrecked Tank.

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, one (1) RPG (*panzerfaust*), large rifle (Kar-98k), two (2) grenades, bayonet.

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), bayonet.

EXTRACTION

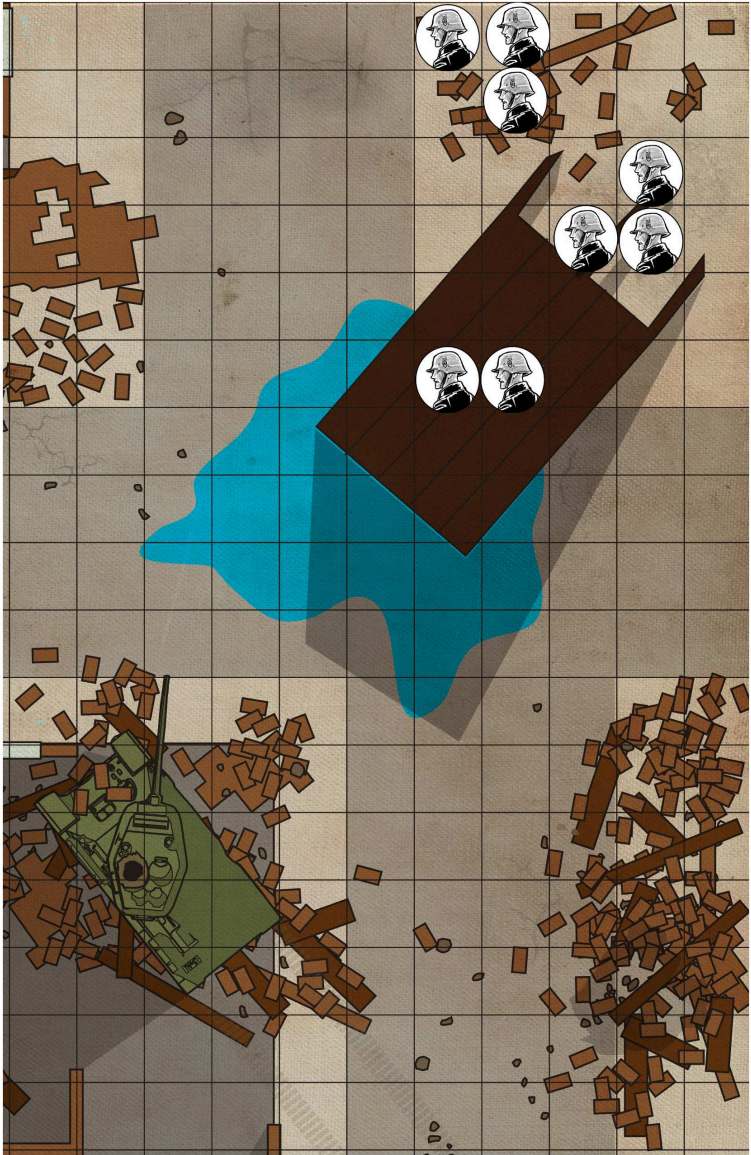
The PCs are free to leave once they recover the plans. The trip back to the Chukovak Schoolhouse is tense, but uneventful. If the characters decide to take the plans to the Train Station, they find it under heavy attack by German tanks, infantry, artillery, and dive-bombers. It would be suicide to try to break through. The PCs should return to the Chukovak Schoolhouse to avoid having the plans fall into German hands.

POST ASSESSMENT

The Soviet forces in and around the Chukovak Schoolhouse are mustering to reinforce the Train Station. The characters' commanding officer, Major (Майор) Yuri Akinov, commends the PCs for retrieving the experimental plans.

He then hands the documents over to a more heavily fortified T-34 tank column to deliver to the Russian-held docks along the Volga River. The column's route takes it through the same hotly contested Krakavich/Molotov Road intersection. The PCs and several other small units are sent to clear the route of snipers before the column proceeds.

The Referee should skip to the Briefing of *Nest of Gadyuki*.



STALINGRAD STREETS

The following features are located on the Stalingrad street maps.

1. STREETS

The streets are littered with rubble and debris. This rubble provides partial cover (-4 *To-Hit*) to anyone firing from behind.

2. FALLEN WATER TOWER

This rusted water tower was knocked over during a German bombing run. The water is muddy and polluted. Anyone who drinks from it must make a Saving Throw to avoid stomachaches and diarrhea which cause a -1 penalty to Initiative, *To-Hit*, and Saving Throws for the next 1d3 days. The tower provides the benefit of partial cover (-4 *To-Hit*) to anyone firing from inside or behind it.

3. WRECKED TANK

This T-34 tank was destroyed by a *panzerfaust* that targeted the commander's hatch (Lt. Brovonovich saw the attacker and bailed before the rocket struck). Four (4) dead Russian tankers are inside. They have been stripped of useful gear.

The tank's turret is still functional with a manual hand crank. A light machinegun (*Degtyaryov* MG) is located on top of the turret on a pintle mount. It has enough bullets for five (5) rounds of suppressive fire.

A rolled-up satchel is stuffed deep into the barrel of the tank. These contain the plans for the experimental antitank round (which may or may not be viable, at the Referee's discretion). Once removed, the tank gun can be loaded and fired.

4. BOMB CRATER

This bomb crater leads to the foul-smelling sewers beneath Stalingrad. The Germans avoid the crater and the sewers below.

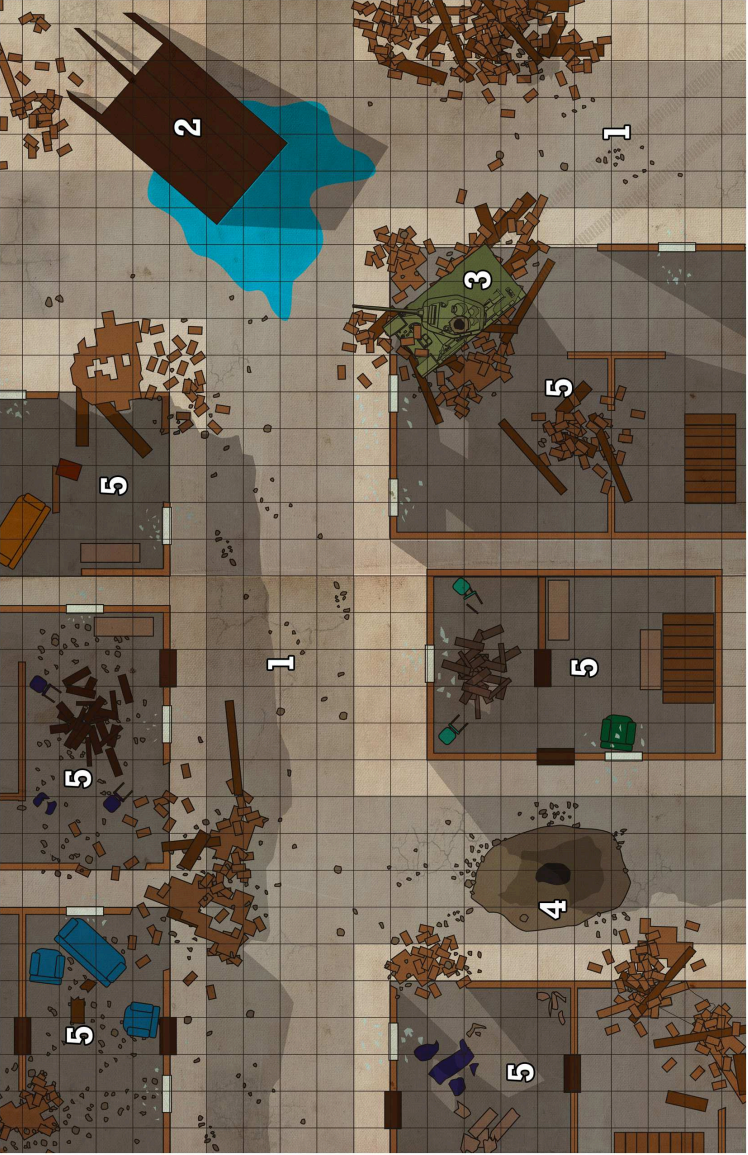
5. RUINED BUILDINGS

The ruined buildings are a collection of residences and shops. All have suffered damage from bombing and can be entered from any side not shown on the map. The upper floors are unstable; characters must move cautiously (1/3 normal Movement) to avoid causing a collapse. The buildings contain nothing of value.

FIRST FLOOR: The first floor of each building is littered with glass and debris.

SECOND FLOOR: There is a 1 in 10 chance that anyone engaged in Normal Movement or melee combat on the second floor causes a collapse. The character plummets to the First Floor, suffering 1d3 damage.

THIRD FLOOR: There is a 1 in 6 chance that anyone engaged in Normal Movement or melee combat on the third floor causes a collapse. The character plummets to the Second Floor, suffering 1d3 damage. There is a 1 in 6 chance the Second Floor also collapses from the impact, as noted above.



NEST OF GADYUKI

THEATER: Europe (Eastern Front)
DATE: September 1942
LOCATION: Stalingrad (USSR)

Nest of Gadyuki is a short WWII: Operation WhiteBox mission designed for 3-6 characters of 1st-3rd level. The mission involves house-to-house fighting in the ruined city of Stalingrad. There is little opportunity for roleplaying, so characters like the Grunt, Sniper, Tactician, and even the Überläufer would be particularly suited for this mission.

Note: *Nest of Gadyuki* is set in the streets of Stalingrad, but the Referee can easily relocate to any other large city that has suffered severe bombing. History dictates that the PCs are of Russian nationality, however, the Referee is free to include British or American soldiers who are present in some sort of Allied goodwill effort. Foreign troops that survive these missions are accepted by their fellow Russian soldiers, but their exploits are likely ignored by the Soviet propaganda machine.

BACKGROUND

It is September 1942. German forces, which had previously surrounded Stalingrad on three sides, now push inward after a series of devastating bombing runs against the city's industrial and commercial centers. The beleaguered Soviet troops can now only be resupplied and reinforced across the Volga River, constantly under siege from German artillery and air support.

The PCs are part of the Russian 62nd Army, fighting to repulse the German invaders from the ruined city of Stalingrad. Their camp is designated Camp Chukovak. It is located in the basement and boiler rooms of the bombed out Chukovak Schoolhouse. As the Chukovak forces prepare to move out to defend the Train Station from German assault, the characters have only a brief moment to rest and recover from their exploits in the *Plans for Destroying of Tanks* mission. The Referee should restore the PCs to full *Hit Points* at the start of this mission.

BRIEFING

The PCs are summoned by their commanding officer, Major (*Майор*) Yuri Akinov, who relays the following information (in a bad Russian accent):

"Greetings, Comrades. You have done well in recovering secret documents. We must now deliver to Soviet High Command. A tank column is ready to take the plans to docks on the Volga River. I am sending teams of loyal soldiers into the streets to clear the houses of Germans. I want you to go back to the Krakavich/Molotov Road intersection. Clean out that nest of vipers and kill any German you see in the area so that we may have victory in the name of Mother Russia and our Glorious Leader, Joseph Stalin."

OBJECTIVE

The PCs must clear the German soldiers from all houses in the area of the Krakavich/Molotov Road intersection.

PLANNING

The PCs have access to whatever gear and weapons they normally carry. A light machinegun (*Degtyaryov* MG) and up to twelve (12) captured German “stick” grenades are available if they request heavier weapons.

INSERTION

The PCs are already familiar with the Krakavich/Molotov Road intersection. The characters may approach from any direction. The streets to the east have been largely reduced to rubble so the characters should concentrate on the buildings that remain standing in the west.

PRE-ASSESSMENT

The characters have a little time to conduct Pre-Assessment. The buildings must be cleared of Germans, but the characters should avoid moving on the street as much as possible to avoid drawing the attention of German snipers.

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

- If the characters hide behind cover and assess the street every other *round* instead of moving, they receive a +1 bonus to their chance to Find Hidden Things (or to a Sniper’s Spot Ambush ability).
- Grenades tossed into open doors and windows can be used to great effect.
- Two (2) grenades can be placed in a damaged wall to blow a hole large enough for characters to pass through. This tactic might help keep the characters safe from sniper fire. The PC setting the grenades must roll 1d20, with a roll of 1 indicating the grenades detonated early. Anyone within five (5) feet of the blast on either side of the wall takes 1d3+1 damage.

EXECUTION

A squad of twelve (12) German soldiers is hiding throughout the Ruined Buildings.

The lone German soldiers on the map are snipers. Their positions are fortified to provide them with partial cover (-4 *To-Hit*). They attack any character in the open, using their scopes to sight in every other *round*.

The Germans clustered in groups of three (3) are typical infantrymen. They open fire on anyone targeted by a German sniper, making use of partial cover (-4 *To-Hit*) when available. If one of these groups is attacked, the other groups come

to their aid. The German soldiers attack with their rifles and use their grenades intelligently.

If more than eight (8) Germans are killed, the rest attempt to flee.

The room marked with an **X** serves as a forward base for the snipers in this area. It contains makeshift bedding, table, chairs, and a German radio set. An open crate here contains two (2) medium rocket-propelled grenades (*panzerfausts*). These are single-use, disposable weapons that would prove particularly effective in the *Ambush at the Gates* mission.

A scrawled note (written in German) next to the radio reveals that a *Waffen-SS* squad led by the infamous German sniper Captain (*Hauptsturmführer*) Johann Sturm is due to arrive soon to take over sniper operations in the area.

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, one (1) RPG (*panzerfaust*), large rifle (Kar-98k), two (2) grenades, bayonet.

German Sniper (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) with scope, bayonet. Snipers receive +4 *To-Hit* if they aim for one (1) *round* with the scope.

EXTRACTION

With the streets cleared of German snipers, the tank column rolls through on its way to the Volga River docks. The PCs are free to leave at any time. However, they may decide to wait and ambush the *Waffen-SS* squad that is on its way. The characters should know that the death of *Hauptsturmführer* Johann Sturm and the capture of his sniper rifle would be a huge propaganda win for the Red Army.

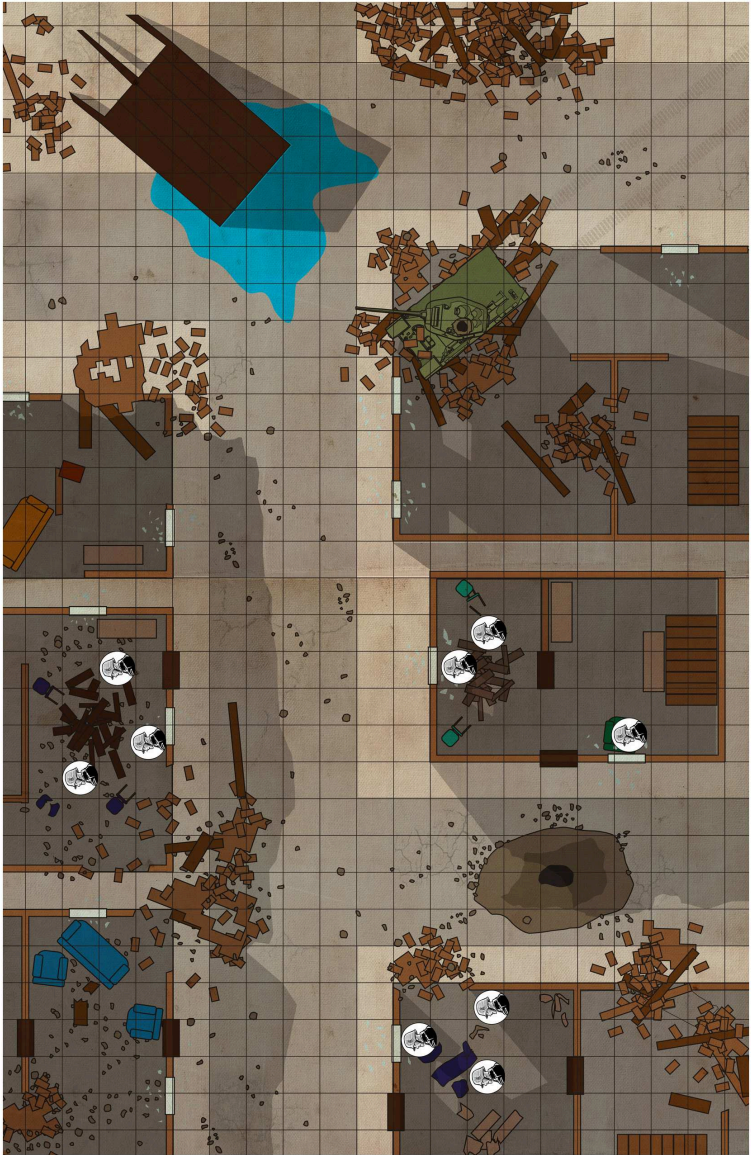
In this case, the Referee should skip ahead to *Ambush at the Gates*.

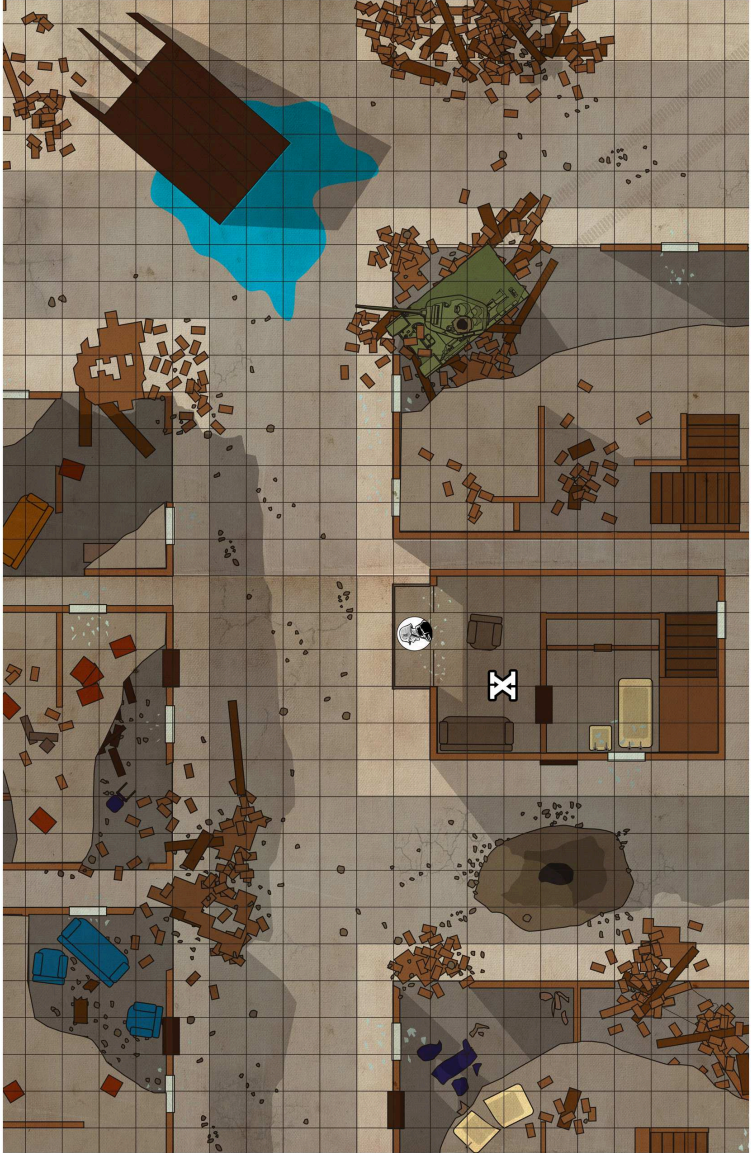
POST ASSESSMENT

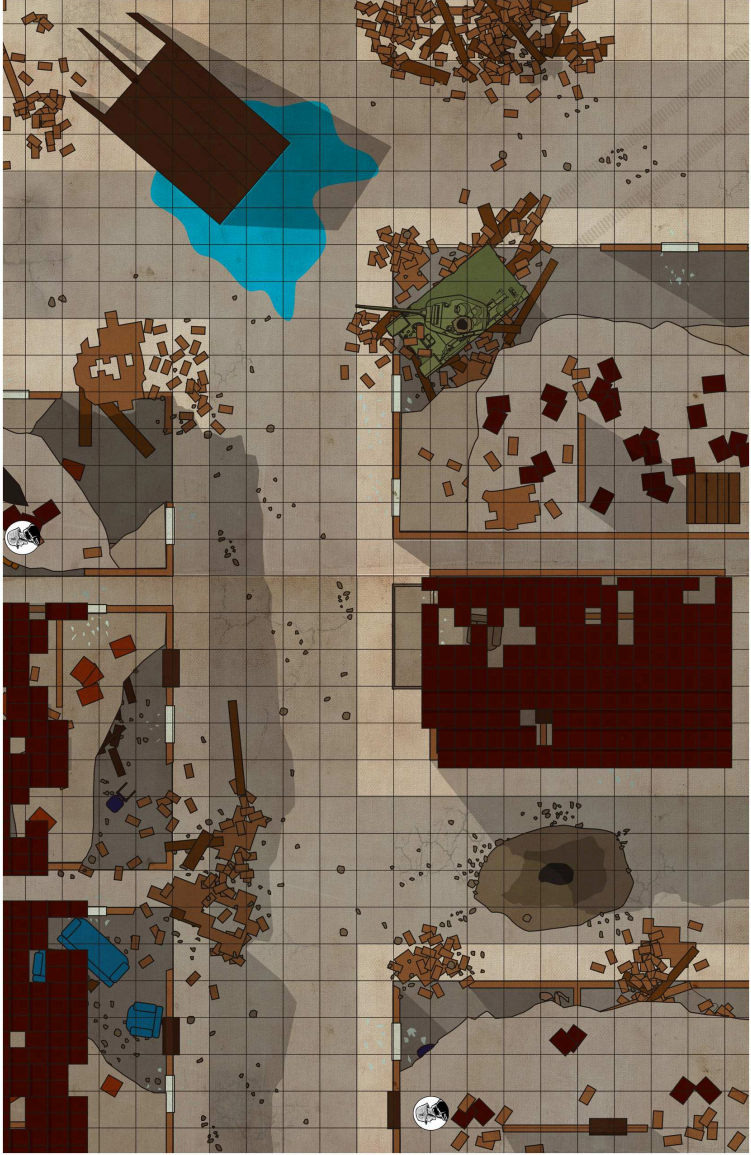
If the characters decide to return to the Chukovak Schoolhouse, Major Akinov greets them with a huge grin. Not only has the tank column reached the Volga, but the vital Train Station remains in Soviet hands.

He raises a glass of vodka and joins the PCs in a toast to their glorious leader Joseph Stalin before getting down to business. Major Akinov has received reliable information that the legendary sniper *Hauptsturmführer* Johann Sturm was delayed on his way to the Krakavich/Molotov Road intersection area. He wants the PCs to go back and prepare a suitable "welcome" for the Nazi swine.

The characters are free to resupply before heading out. Unfortunately, because of losses sustained during the Train Station battle, Major Akinov cannot afford to send any more men with them. The PCs are on their own.







AMBUSH AT THE GATES

THEATER: Europe (Eastern Front)
DATE: September 1942
LOCATION: Stalingrad (USSR)

Ambush at the Gates is a short *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. The mission involves ambushing a squad of *Waffen-SS* soldiers in the ruined city of Stalingrad. There is some opportunity for roleplaying, so a Charmer might be useful. Grunts, Tacticians, and Überläufer are best suited for the combat portion of this mission. The main antagonist is an infamous German sniper so a Sniper character would also be extremely helpful.

Note: *Ambush at the Gates* is set in the streets of Stalingrad, but the Referee can easily relocate to any other large city that has suffered severe bombing. History dictates that the PCs are of Russian nationality, however, the Referee is free to include British or American soldiers who are present in some sort of Allied goodwill effort. Foreign troops that survive these missions are accepted by their fellow Russian soldiers, but their exploits are likely ignored by the Soviet propaganda machine.

BACKGROUND

It is September 1942. German forces, which had previously surrounded Stalingrad on three sides, now push inward after a series of devastating bombing runs against the city's industrial and commercial centers. The beleaguered Soviet troops can now only be resupplied and reinforced across the Volga River, constantly under siege from German artillery and air support.

The PCs are part of the Russian 62nd Army, fighting to repulse the German invaders from the ruined city of Stalingrad. Their camp is designated Camp Chukovak. It is located in the basement and boiler rooms of the bombed out Chukovak Schoolhouse.

Note: This mission begins "in media res". The PCs are assumed to have participated in the *Nest of Gudyaki* mission and are waiting in the area of the Krakavich/Molotov Road intersection to ambush the German sniper Captain (*Hauptsturmführer*) Johann Sturm. If this is not the case, the Referee may have to amend the text accordingly. The Referee should restore the PCs to full *Hit Points* at the start of this mission.

BRIEFING

The PCs do not receive a formal briefing for this mission. They know from a written note (or perhaps a German POW) that a squad of *Waffen-SS* led by *Hauptsturmführer* Johann Sturm is due to arrive in the area and assume command. It is up to them to set up the ambush.

OBJECTIVE

The PCs must kill the infamous German sniper Captain (*Hauptsturmführer*) Johann Sturm.

PLANNING

The PCs have access to whatever gear and weapons they normally carry. They may also salvage any items from the Germans they killed in the *Nest of Gudyaki* mission. The crate of *panzerfausts* in the room marked with an **X** would be particularly helpful.

INSERTION

The PCs are already present in the area of the Krakavich/Molotov Road intersection, so there is no need for Insertion.

PRE-ASSESSMENT

The characters have time to conduct Pre-Assessment and prepare a proper ambush. They may erect barricades and fortify any position in the buildings or street to create cover or partial cover (-4 *To-Hit*).

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

- The characters would be better off splitting into groups and taking position in the upper stories of buildings on opposite sides of the street to create a “kill zone” at street level and avoid crossfire.
- Grenades can be used to boobytrap various locations. The Referee should make note of boobytrapped squares on the map. Anyone passing through one of these squares has a 4 in 6 chance of setting off the grenade.
- *Hauptsturmführer* Johann Sturm is known to travel in an armored car or halftrack, so the characters should figure out some way to deal with that.

EXECUTION

In the *Nest of Gudyaki* mission, the PCs learned that the room marked with an **X** serves as a forward base for the snipers in this area. It contains makeshift bedding, table, chairs, and a German radio set. This is where they discovered the note disclosing *Hauptsturmführer* Sturm’s impending arrival.

Hauptsturmführer Sturm and a squad of twelve (12) *Waffen-SS* soldiers are on their way in a German halftrack (Sd. Kfz. 251). They attempt to make radio contact with the radio in room **X**. *Hauptsturmführer* Sturm wants to be certain there are no Russian soldiers in the area to see him arrive.

A Charmer who successfully uses his Smooth Operator ability can convince Sturm’s radio operator that all is well, even if he is not fluent in German. (the

Referee should mention this option, in case the player does not realize the ability can be utilized via radio).

Any character who speaks German may attempt to bluff Sturm's radio operator by making a Reaction Roll. The SS radio operator starts at Neutral (6). Any roll of Unfriendly or Hostile makes *Hauptsturmführer* Sturm suspicious.

If *Hauptsturmführer* Sturm becomes suspicious or if his radio operator does not receive a reply at all, he exits the halftrack and proceeds to the area on foot. Sturm then climbs into the most advantageous position available overlooking the street. The Referee can assume that he reaches this spot undetected.

Sturm is so skilled at hiding in the ruins of Stalingrad that normal characters have only a 1 in 20 chance of spotting him once he is in position; Snipers have their normal chance to Spot Ambush against a fellow Sniper.

The halftrack arrives a short time later. If fired upon, the troops inside exit the vehicle and engage the PCs, utilizing partial cover and grenades intelligently.

If the halftrack is not fired upon, it parks in front of the sniper base (the building with the room marked **X**). The troops deploy in the following manner:

- *Hauptsturmführer* Sturm (if he is present), five (5) *Waffen-SS* soldiers, and one (1) *Waffen-SS* NCO quickly exit the vehicle and enter the building.
- Two (2) *Waffen-SS* soldiers and one (1) *Waffen-SS* NCO stand guard in the street.
- Two (2) *Waffen-SS* soldiers man the halftrack's medium machinegun.
- One (1) *Waffen-SS* soldier (the driver) waits in the cab.

The *Waffen-SS* soldiers engage the PCs on sight. They are fanatics who fight to the death as long as *Hauptsturmführer* Sturm is alive. If he is killed, they fight until 8 or more of their number are killed before attempting to flee.

If *Hauptsturmführer* Sturm has achieved a sniper position, he fires at the PCs once every other round, gaining an additional +4 *To-Hit* because of his scope. He targets anyone with heavy weapons (such as a *panzerfaust*) first, preferably as they line up a shot on the halftrack. He then targets anyone with weapons capable of autofire. If his position is discovered, he attempts to relocate (even leaping between buildings) in order to continue the fight.

Hauptsturmführer Sturm is too filled with Nazi pride to retreat or surrender to Russian dogs. If the characters retreat, he follows them back to the Chukovak Schoolhouse and launches a devastating sniper campaign against the Soviet forces camped there. The characters are sure to be sent to hunt him down and kill him.

Waffen-SS 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), two (2) grenades, bayonet. The *Waffen-SS* soldiers are represented on the map by the white Tokens.

Waffen-SS NCO (2): AC 8 [11]; HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, submachinegun (MP40), bayonet. The *Waffen-SS* NCOs are represented on the map by the gray Tokens.

Hauptsturmführer Johann Sturm (3rd-level Sniper): AC 5 [14] (BDUs + Dex); HD 3+1; hp 13 (T) or 21 (H) or 41 (I); THB +2 (+4 with rifle); ATT 1 (weapon or none); ST 12; MV 12; SA Int 15, Dex 15, Preferred Weapon (Kar-98k), Conceal Self, Spot Ambush; HDE/XP 3/240; BDUs, large rifle (Kar-98k with Scope), medium handgun (Luger P 08), two (2) grenades, bayonet, goggles, canteen, kill journal containing dates and locations (164 confirmed kills). *Hauptsturmführer* Sturm should be represented on the map with a unique Token placed by the Referee.

German Halftrack (Sd. Kfz. 251): AC 5 [14]; HP 24 (HD 6); MV 12; ATT medium machinegun (MG34); MOD Communications, Firing Port (x2), Reinforced Hull (x1), Tracked. The vehicle's cab provides its driver with partial cover (-4 *To-Hit*) from attacks. Its bed is open and provides partial cover (-4 *To-Hit*) to attacks from ground level, but no cover at all to attacks from above. The halftrack's pintle-mounted medium machinegun is equipped with a gun shield that provides its operator with partial cover (-4 *To-Hit*). It can fire at the Second Floor, but not the Third Floor.

EXTRACTION

Once *Hauptsturmführer* Johann Sturm has been killed, the PCs may leave the area at any time. The Soviets have launched a counteroffensive in another part of the city, and the characters can hear distant sounds of fighting. The return to the Chukovak Schoolhouse is tense, but uneventful.

POST ASSESSMENT

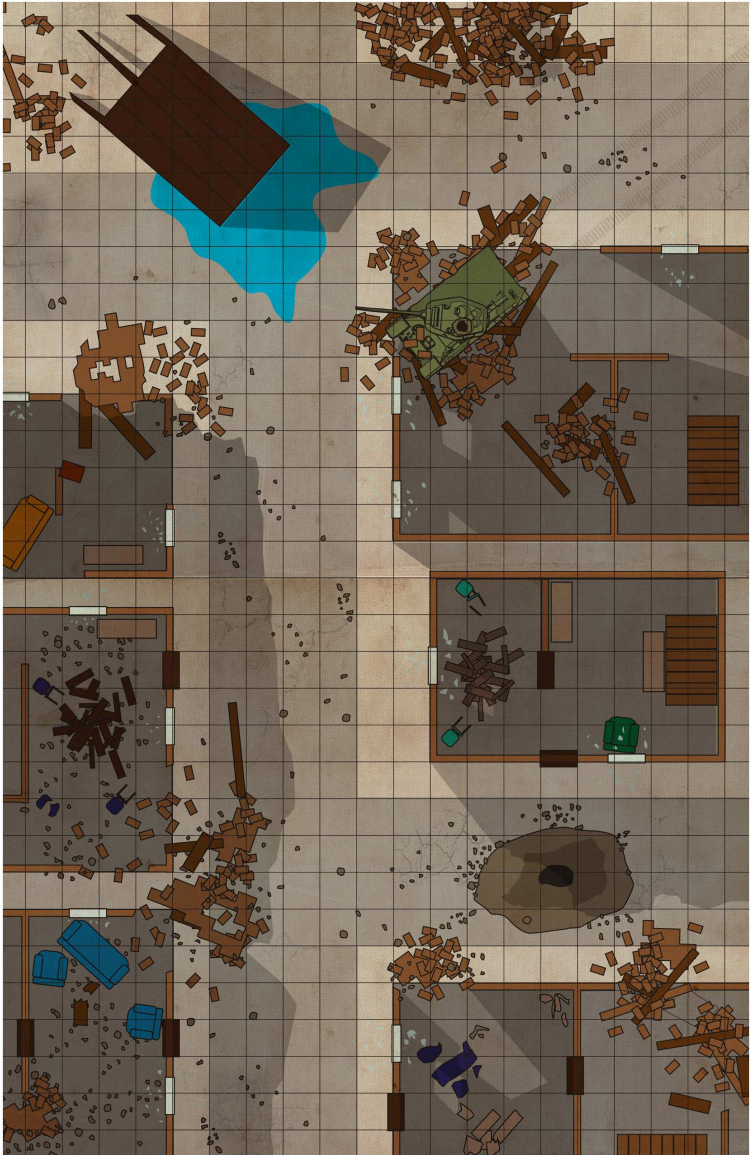
The Russian soldiers at Camp Chukovak are battered and weary, but determined to continue fighting. Smoke hangs over the ruined schoolhouse and the buzz of planes and the pounding of bombs rattles the walls.

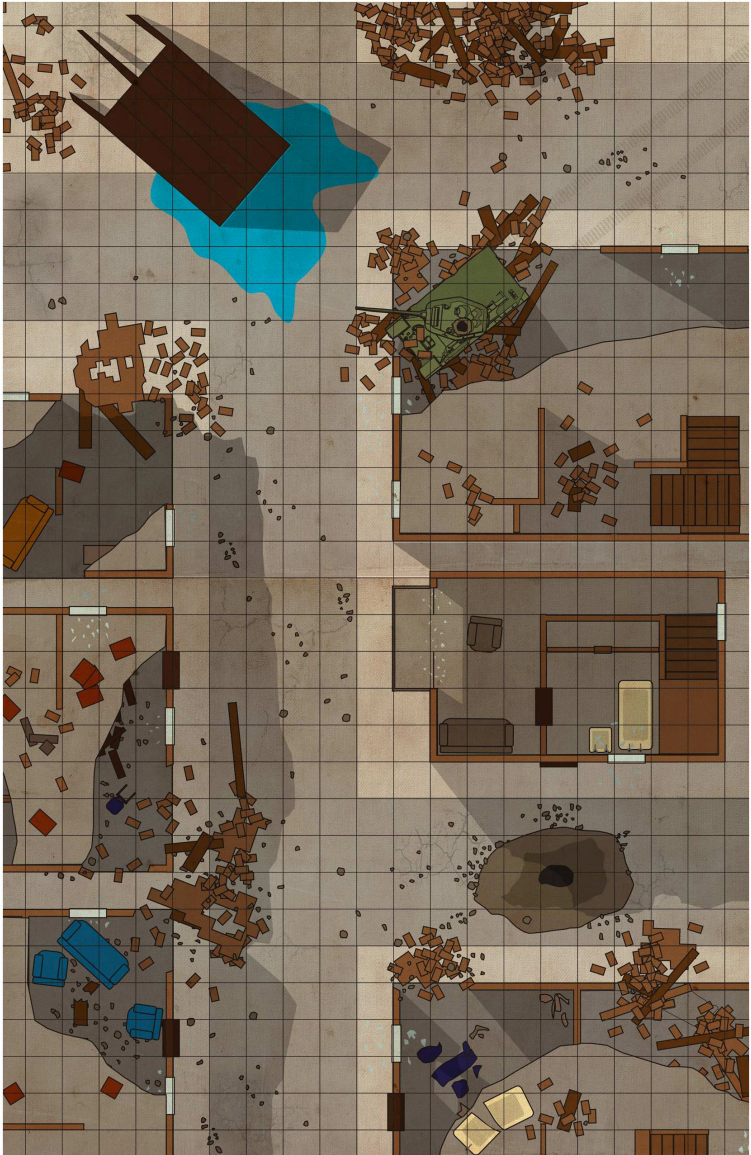
Major Akinov greets the PCs with his trademark grin. He is in high spirits, advising them (if they don't know already) that the tank column carrying the secret documents has crossed the Volga and that the vital Train Station remains in Soviet hands. The death of *Hauptsturmführer* Sturm and the capture of his rifle are huge propaganda wins that are sure to bolster the morale of even the most miserable troops.

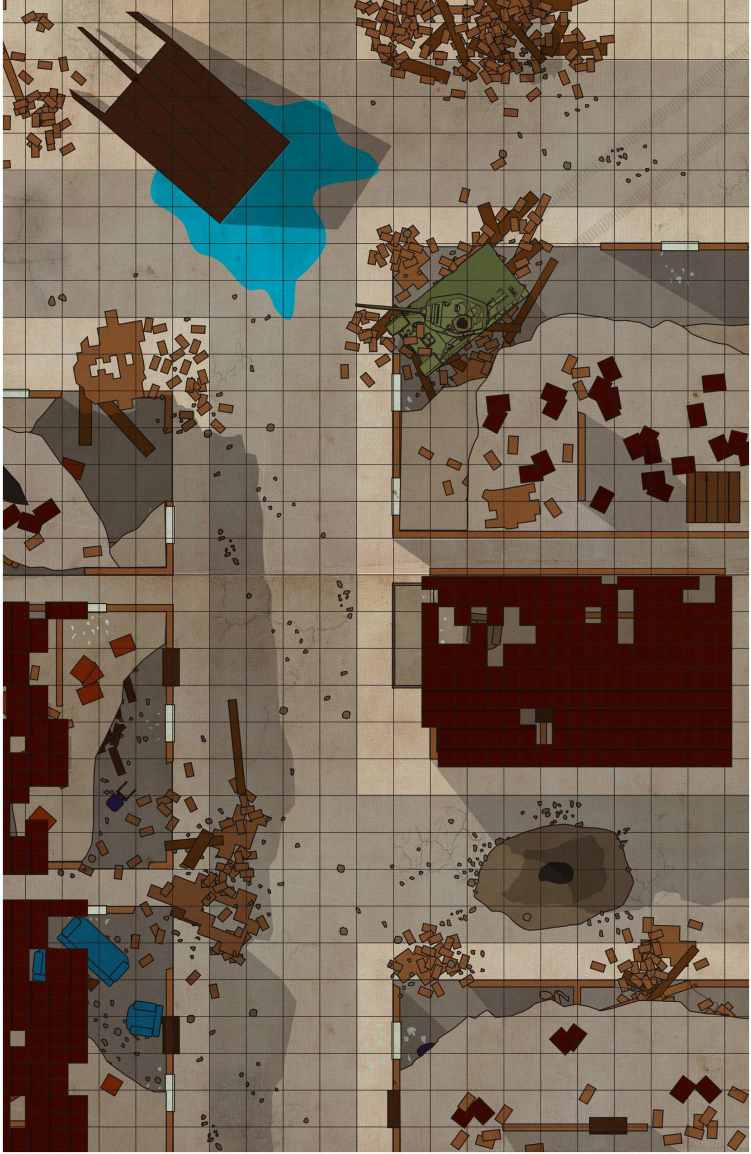
As the lights in the basement flicker from a nearby explosion, he raises a glass of vodka and joins the PCs in a toast to their glorious leader Joseph Stalin. Major Akinov promises the characters that their names have been passed on to Soviet High Command and that medals are sure to follow. With heroes like them, the Red Army cannot lose!



INTEL MAPS FOR THE PLAYERS







FOR THE MOTHERLAND!

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



WWII OPERATION
WHITEBOX
COMPATIBLE

FOR THE MOTHERLAND!

FOR THE MOTHERLAND! is a collection of support missions designed for *WWII: Operation WhiteBox™*. Cross the Volga under fire, defend "Pavlov's House" from a German assault, and drive tanks off the assembly line to liberate the city of Stalingrad!

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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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NOT ONE STEP BACK!

THEATER: Europe (Eastern Front)

DATE: September 1942

LOCATION: Stalingrad (USSR)

"Form 3 to 5 well-armed defensive squads within each army and put them directly behind unstable divisions. Require them to shoot, in case of panic and scattered withdrawals, panic-mongers and cowards in place and thus help the honest soldiers of the division execute their duty to the Motherland."

—from Order No. 227

Issued by Josef Stalin July 28, 1942

Not One Step Back is a *WWII: Operation WhiteBox* support mission designed for 3-6 characters of 0+ level. This mission simulates underequipped Russian conscripts retaking Stalingrad's city center from the occupying German army. This is a combat focused mission, ideal for character classes like the Grunt, Sniper, and Tactician.

Not One Step Back is ideally suited for the optional **Trial by Fire** rules described in the *WWII: Operation WhiteBox* core rulebook. **Trial by Fire** involves the use of multiple 0-level characters and is designed to introduce new players to gameplay in *WWII: Operation WhiteBox*. If the *Referee* decides to allow standard character Classes instead, the characters could be part of an elite unit (determined by the *Referee*) that is assigned to assist the conscripts although this, in our opinion, is less fun.

Note: *Not One Step Back* (and the two other missions that follow) is inspired by actual events, putting your PCs in the middle of the action as Russian troops defend Stalingrad against the German invaders. For maximum enjoyment, and for the sake of continuity, it is recommended that you run these missions in order, but you could easily adapt them to use as you see fit.

History dictates that all of the PCs be of Russian nationality, so these missions are a perfect way to kick off an Eastern Front campaign. Alternately, the *Referee* is free to deviate from history and include British or American soldiers who are part of some sort of Allied goodwill effort. Foreign Allied troops that survive these missions would be accepted by their fellow Russian soldiers, but their exploits would be all but ignored by the Soviet propaganda machine—their heroics may even be attributed to other (more suitably Russian) soldiers who fought alongside the characters!

BACKGROUND

The Battle of Stalingrad (August 23, 1942 to February 2, 1943), where the Red Army defended the city against German invaders, is one of the greatest battles of what the Soviets called their "Great Patriotic War". Many consider it to be a key turning point of WWII, as the German push into the Soviet Union was halted and the tide of war shifted in favor of the Allied forces. The battle was one of the deadliest in history, with over two million lives lost.

The city of Stalingrad was of strategic importance to both sides. Stalingrad's factories supplied the Soviet war machine and the Volga River allowed for rapid movement of men and supplies. Russian forces refused to allow the city of its ruler's namesake to fall and Adolf Hitler understood how taking it would affect morale of both armies. So strategic was the defense of Stalingrad, the Volga, and the nearby oil fields, that Josef Stalin initiated Order No. 227, which denied retreat to forces of the Soviet Union and formed squads of soldiers whose job was to kill any deserters who attempted to retreat. He even refused to let civilians evacuate the city ahead of the German advance, believing this would make Russian soldiers fight harder to defend the city.

It is September 1942. German forces have surrounded Stalingrad on three sides and now push inward after a series of devastating bombing runs against the city's industrial and commercial centers. The beleaguered Soviet troops can only be resupplied and reinforced from camps across the Volga River, which are constantly under siege from German artillery and aircraft.

The PCs are part of those reinforcements. . .

BRIEFING

There is no formal Briefing. The characters arrive by train with hundreds of others on the eastern shores of the Volga to see the city of Stalingrad on fire. They are herded like sheep, without arms or gear, into waiting fishing boats and barges that have been conscripted into service. They know only that they are heading into the thick of the fighting in Stalingrad.

OBJECTIVE

The mission is divided into three parts, each with its own Objective:

1. **CROSSING THE VOLGA:** The PCs must make it safely across the river to the staging area on the opposite shore.
2. **UP THE HILL:** The PCs are to push up a hill towards the Stalingrad Train Station, under fire from a German machinegun nest.
3. **TAKING THE TRAIN STATION:** The PCs take part in a desperate charge upon the recently German occupied Stalingrad Train Station.

Note: The first Objective is made known to the PCs when the mission begins.

PLANNING

There is no time for any quality Planning. The PCs are given no gear beyond their uniform and boots. They are not privileged to any more information than the terrified soldier next to them. Feel free to have the characters overhear true and false rumors about the state of the city and the war while they shuffle into the boats.

PRE-ASSESSMENT

The battle for Stalingrad is underway. The characters hear the sound of gunfire and explosions, and see smoke rising from the ruined buildings on the opposite side of the river. A Tactician who uses his Superior Planner ability determines the following information:

- Most of the Russian soldiers are going to die today.

INSERTION

The characters are pushed forward on the docks to waiting boats, which are crammed full and sent across the Volga. The *Referee* should set the scene for this mission by describing the city on fire, thick clouds of smoke and dust rising into the air, and the overall grim situation for the Red Army.

EXECUTION

The Germans attack the boats with mortars, artillery, and Stuka dive-bombers. The characters must survive the trip and make it safely to the opposite shore to join the defense of Stalingrad.

EXTRACTION

There is no Extraction, no step backwards, only onward for Mother Russia!

POST-ASSESSMENT

After the characters take the Train Station (see **Taking the Train Station**, below), this mission is essentially over. The Soviets establish a foothold in the city and further reinforcements arrive to launch assaults upon the Germans positions. The scene is set to retake Stalingrad!

CROSSING THE VOLGA

The characters arrive by train to an overcrowded military camp on the eastern shore of the Volga. The mass of soldiers are a roiling sea of green uniforms with only the giant red Soviet flags and blue hats of the NKVD officers providing bright splashes of color. The soldiers (including the PCs) are herded onto boats and set out across the river. The crossing should be tense and fearful. If you are using the **Trial by Fire** rules, each player is given three (3) *unarmed* recruits for this part of the mission. If not, the *Referee* may have to amend the text accordingly.

1. INTO THE BOATS

The PCs are crammed into a barge where armed NKVD agents (Stalinist fanatics, similar to the Nazi SS) shout patriotic encouragement through megaphones and threaten death to all cowards.

"Glorious Comrades," the NKVD agent aboard the characters' boat shouts, *"Stalin has ordered not another step backwards! The people of the Soviet Union shall be free! We must push the fascists out of the Motherland!"*

He continues shouting propaganda news reports and reading encouraging letters from the mothers of Soviet soldiers. Whenever someone gets near the rails of the ship, other NKVD agents (pistols in hand) order them back with threats of what happens to traitors.

About halfway across the river, mortars and artillery shells explode in the water around the boats, and the occasional ship explodes in a ball of fire, sending everyone aboard to their deaths.

2. STUKAS!

The characters hear terrifying sirens and all eyes look to the skies. German small aircraft (Stuka dive bombers) have arrived to strafe the boats!

STRAFING RUN: The characters are defenseless as their ship is attacked (unless they overpower an NKVD agent and take his submachinegun). There is a 1 in 10 chance each character is hit by 1d3 bullets. If killed, the player should begin using his next **Trial by Fire** character.

Regardless of whether or not the characters are hit, Soviet soldiers die around them and others begin to jump ship. The NKVD agents fire upon these traitorous cowards as they leap overboard.

TERROR IN THE SKY: As the Stukas circle back for another Strafing Run, each character must make a Saving Throw to avoid being overcome by fear. Those who succeed remain calm and hunker down aboard the ship. Those who fail are terrified and jump overboard. These "cowards" are fired upon for 1d2 *rounds* by one (1) of the NKVD agents on board. This most likely results in the character's untimely demise. If this happens, the player should take control of his next character per **Trial by Fire** rules. If the character survives, skip to **Soldiers in the Water!** (below).

NKVD Agents (4): AC 8 [11]; HD 1d6-1; hp 1; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, medium handgun (Nagant M1895). One of the NKVD agents has a submachinegun (PPSh-1) with a 71-round drum (capable of three (3) *rounds* of suppressive fire or nine (9) *rounds* of burst fire before reloading).

Small Aircraft (Stuka): AC 7 [12]; HP 15 (HD 3); MV 9/36 (flying); ATT 1 Medium Machinegun x2 (F) [operator-linked], Medium Machinegun (A); MOD Aerial, Communications.

3. SOLDIERS IN THE WATER!

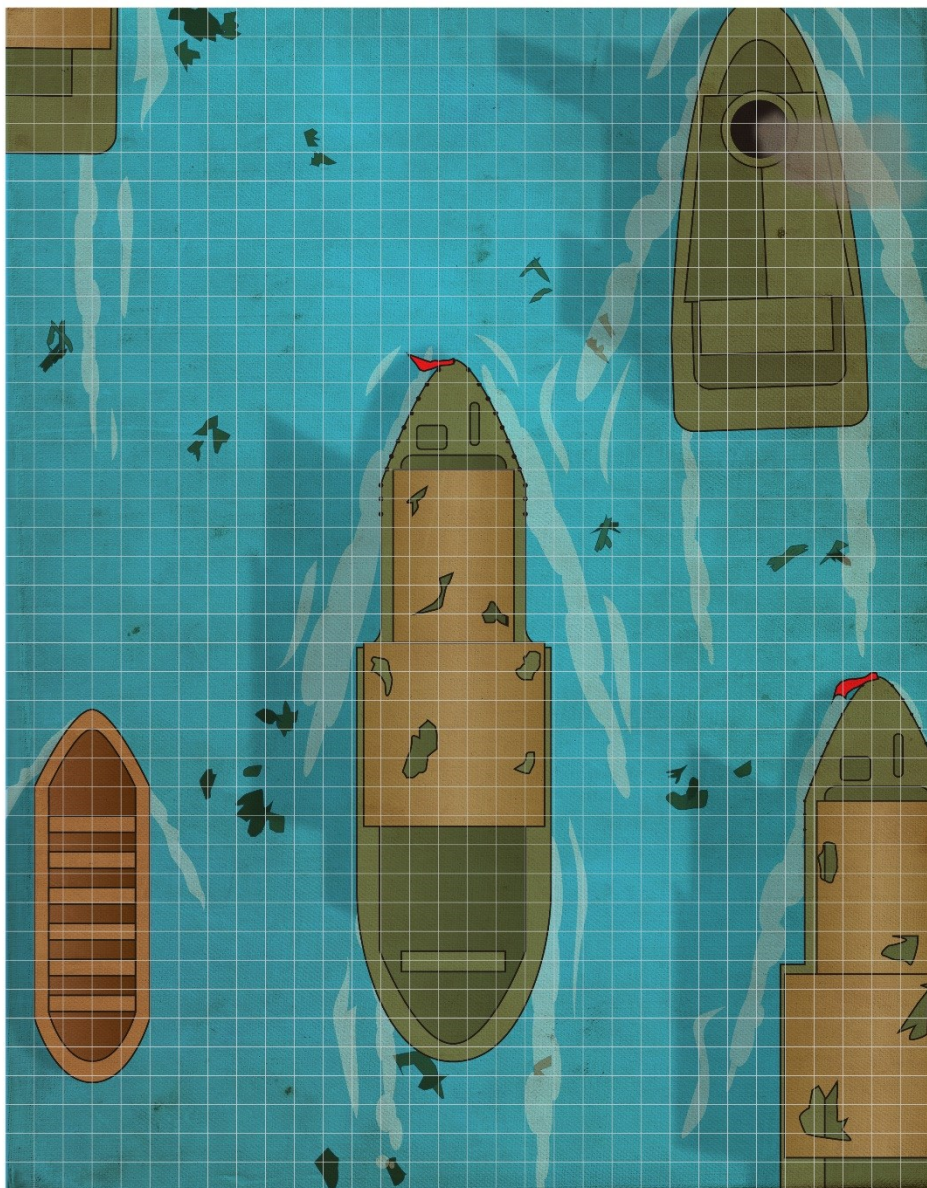
A character who jumps overboard may attempt to swim to safety. Roll 1d20: on a 1 the PC cannot swim and drowns; on a 2-5 the PC must paddle across the choppy waters of the Volga, requiring a Saving Throw to avoid drowning; on a 6-20 the PC is scooped up by a passing boat and rejoins his comrades on the other side. If this happens, the PC does not receive a weapon at the staging area (see **Up the Hill**, below).

4. TRAITORS!

The characters may come up with the idea to wrestle a gun from one of the NKVD agents. The other agents open fire on these "traitorous dogs". The NKVD agents fight to the death. If the agents are killed, the PCs may keep whatever weapons they carried. The other soldiers in the boat stay quiet if the rebellious PCs make it all the way to the other shore, simply too shell-shocked to speak up.

NKVD Agents (4): AC 8 [11]; HD 1d6-1; hp 1; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, medium handgun (Nagant M1895). One of the NKVD agents has a submachinegun (PPSh-1) with a 71-round drum (capable of three (3) *rounds* of suppressive fire or nine (9) *rounds* of burst fire before reloading).

Note: From the combination of strafing, fear, and rebellion, a player could potentially lose all three (3) of his characters on the trip across the Volga. Should this occur, give the player three (3) new characters once the rest of the group reaches the staging area on the opposite shore. All of these characters are given two (2) 5-round stripper clips; none receive weapons (see **Up the Hill**, below).



UP THE HILL

Once the PCs arrive on the opposite shore of the Volga, more NKVD agents wait to usher the masses of unarmed, poorly trained soldiers to a staging area. There is no time to rest or receive first aid here as they stand in line, waiting to be issued weapons and ammunition. It does not take long to realize that not everyone is getting a weapon:

"One out of two gets rifle!" an NKVD agent shouts. *"The one with the rifle shoots! The one without, follows him! When the one with the rifle gets killed, the one who is following picks up the rifle and shoots!"*

- If a player still has three (3) characters remaining, roll 1d6; on an even result, two (2) characters receive a weapon while on an odd result, only one (1) character receives a weapon.
- If a player has two (2) characters remaining, one (1) gets a weapon and one (1) does not.
- If a player only has one (1) character left, roll 1d6; on an odd result, he does not get a weapon!
- There is no opportunity to protest. Anyone who delays too long gets shoved forward without a weapon OR ammo!

Each large rifle (Mosin-Nagant) comes loaded with five (5) rounds of ammunition. The soldiers that are not issued a weapon each get one (1) 5-round stripper clip of ammunition. It will be important to count shots in the upcoming battle!

1. MOVE!

The NKVD agents shout at the soldiers to move quickly along a street that leads up a hill towards the Stalingrad Train Station. Any soldier seen retreating is commanded (at gunpoint) to return to the fight or face execution for disgracing his duty to the Motherland. The sound of machinegun fire can be heard ahead. . .

2. MACHINEGUN NEST

As the Russian soldiers move up the hill en masse, they come under suppressive fire from German machinegun nests. Two (2) German soldiers man a medium machinegun (MG34) in the characters' path at the end of the street. The nest is fortified with sandbags and provides the Germans with partial cover (-4 *To-Hit*).

The Germans are extremely efficient, and able to kill dozens of Russian soldiers. One fires while the other loads and swaps out/cool's barrels. If either German soldier is killed, the other continues to attack, but there is the normal chance each *round* that the weapon overheats and malfunctions.

3. TAKING THE NEST

The Soviet troops scatter, seeking cover in the rubble and behind wrecked vehicles where they can find it. The NKVD agents order the soldiers to return fire and keep moving (while they seek cover behind the troops). If the characters try to outflank the nest, they come under even heavier fire from similar machinegun nests and mortar crews protecting the approaches from the Volga. This should funnel them back to the machinegun nest depicted on the map.

The *Referee* should describe the valiant attempts of other Russian soldiers who get cut down trying to charge the nest, but it is ultimately up to the PCs to take out the German machinegunners. The characters have ten (10) combat *rounds* to take out the nest before their entire platoon is killed. After this time, the characters are immediately targeted by the German machinegun crew.

The characters have the following options, none of them ideal:

1. Stay where they are and fire at the MG nest. The Germans receive partial cover (-4 *To-Hit*). There is a 1 in 6 chance the characters (or one group of characters) are targeted each *round*. If the characters are targeted for two or more *rounds* in a row, any consecutive *rounds* are treated as suppressive fire.
2. Rush the MG nest, under fire the whole time. There is a 3 in 6 chance each *round* the PCs are targeted by the machinegun team. Once targeted, the Germans fire at the PCs for as long as they can, with subsequent *rounds* being treated as suppressive fire.
3. Advance tactically on the MG nest by moving from cover point to cover point. This should be treated as a Fire and Maneuver tactic, where the characters advance towards the German position every other *round*.
There is a 1 in 6 chance the characters (or one group of characters) are targeted each *round*. If the characters are targeted for two or more *rounds* in a row, consecutive *rounds* are treated as suppressive fire.
4. Retreat. The NKVD agents shoot at any characters running in the wrong direction. This option leads to certain death in 1d3 *rounds*.
5. Cover behind cover. The NKVD agents won't put up with that for long. There is a cumulative 1 in 6 chance each *round* that they notice the PCs and begin shooting at them until they advance!
6. Play dead. There is a 1 in 10 chance that any character who plays dead is spotted by an NKVD agent. The agent attempts to kick the PC back into battle (1d2 dmg). If this fails, the agent shoots the character dead.
7. Loot the bodies! 1d6 soldiers die in the street every *round*. There is a 3 in 6 chance each *round* the characters can recover one (1) large rifle (Mosin-Nagant) off the bodies of these soldiers. Each dead soldier also carries one (1) 5-round stripper clip of ammunition.

There is a 1 in 6 chance every other *round* that one (1) NKVD agent catches a stray bullet and dies. The NKVD agent is armed with a submachinegun (PPSh-41) with one 71-round drum and 0-2 fragmentation grenades.

Characters who stop to recover any of these weapons are immediately targeted by the German machinegun crew.

8. The machinegun crew may be taken out by hurled grenades (AC 5 [14]) if the PCs can get close enough.

German Soldier (2): AC 8 [11]; HD 1d6-1; hp 1; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet. The Germans are operating one (1) medium machinegun (MG34). They are AC 4 [15] while firing from behind sandbags.

4. SPOILS OF VICTORY

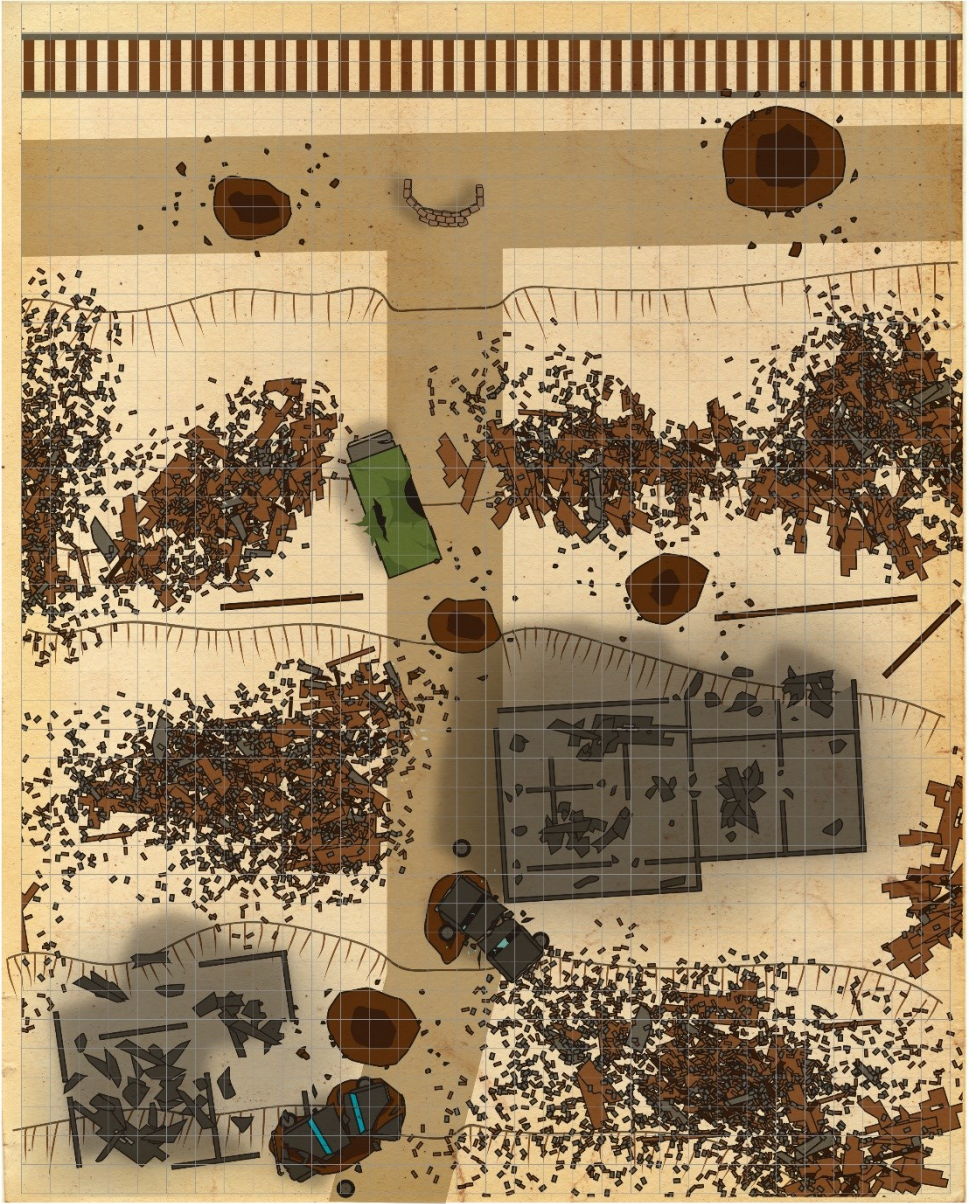
Once the characters neutralize the machinegun nest, the NKVD agents congratulate them and clap them on their backs. This is the kind of fighting spirit they want to see!

The characters may recover weapons from fallen comrades or the Germans, including the MG34. The machinegun has enough ammunition left for three (3) *rounds* of suppressive fire or nine (9) *rounds* of burst fire. Unless one of the characters acts as a loader, the weapon has the normal chance of malfunctioning when used for suppressive fire.

5. FORWARD!

The soldiers move a few blocks forward to where the rest of the Soviet forces are massing for an assault on the Stalingrad Train Station. The force consists of Soviet tanks, artillery, and infantry. A few Russian civilians attend the wounded soldiers inside a ruined building.

Allow the opportunity for First Aid so that characters may restore some lost Hit Points. Any loose weapons have already been scooped up by other soldiers before the characters arrive, however, each character is issued another 5-round stripper clip for every large rifle they possess.



TAKING THE TRAIN STATION

The Soviet forces move quickly, surrounding the trainyard and the impressive structure of the Train Station which has been heavily damaged by German bombing. The compound is occupied by Germans who have fortified their positions with sandbags, barbed wire fences, artillery pieces, and machinegun nests. One of the deadliest positions on the characters' side of the compound is a damaged Clock Tower that the Germans have turned into a small fortress. From this position, they can rain down fire on the advancing Red Army.

1. SPECIAL MISSION

An NKVD captain named Ivan Kovalev has heard of the characters' heroics and has hatched a plan. While the main body of Soviets launch a head-on assault, the characters are to sneak through the sewers and enter the Clock Tower from below. Once inside, they are to kill all Germans in the tower and turn the machineguns on the fascist dogs. If the PCs seem reluctant, the NKVD agent's hand drops to his holster and he assures them they would not want to disappoint Mother Russia.

Captain Kovalev makes sure each of the PCs has a large rifle (Mosin-Nagant) and a satchel containing two (2) Molotov cocktails (if they want them). The PCs can light and throw a Molotov cocktail in one (1) *round*, but automatically lose Initiative for that *round*. If struck before the *round* ends, they must make a Saving Throw to avoid dropping the Molotov cocktail, causing an explosion of flame for 1d6+1 damage in a 15' diameter (Saving Throw for 1/2). Anyone who fails the Saving Throw immediately catches fire, suffering 1d6 damage per *round* until the flames are extinguished with a "stop, drop, and roll" maneuver.

2. THE ASSAULT BEGINS

As the characters remove the sewer grate, they see Captain Kovalev near a standard-bearer who is waving the red flag of the USSR back and forth patriotically. Kovalev gives a rousing speech about the Motherland, duty to Stalin, and stopping the fascist invaders. He ends with "NOT ONE STEP BACK!". Then a shrill whistle blows, signaling the order to charge, and the soldiers shout and race forward into a hail of bullets.

3. INTO THE SEWERS

As gunfire and explosions erupt, the characters slip into the foul-smelling sewers and proceed in the general direction of the Train Station. They soon locate the sewer grate that leads up to the bottom floor of the Clock Tower. The PCs can see German soldiers moving about in the room above, firing at the advancing Soviet army. A Tactician who uses his Superior Planner ability determines that large rifles will be less effective in close combat than melee weapons, handguns, and submachineguns (see **Fighting Conditions**, below).

4. CLOCK TOWER RAID

The Clock Tower consists of five (5) floors and a roof level. Each floor consists of a single room and a staircase. Vertical slitted windows on each side of each floor provide the Germans with a 360-degree field of fire as well as partial cover (-4 *To-Hit*). Up to two (2) German soldiers may fire from each window.

The Germans on each floor are focused on the fighting outside, so the *Referee* can check to see if they are Surprised. Every time the PCs advance to the next floor, there is a 1 in 6 chance that 1d6+1 German reinforcements arrive on the 1st Floor and proceed up the stairs. It takes them one (1) *round* to climb each floor. They attack the characters on sight. Once all German soldiers in the Clock Tower have been killed, no more reinforcements arrive.

1ST FLOOR: The 1st floor contains 1d6+1 German soldiers and one (1) German NCO. The PCs must deal with these Germans first.

2ND FLOOR: The 2nd floor contains 1d3 German soldiers and one (1) German NCO.

3RD FLOOR: The 3rd floor contains two (2) German soldiers manning a medium machinegun (MG34). The window on the east wall has been widened to accommodate the machinegun. This position is not fortified.

4TH FLOOR: The 4th floor contains 1d3+1 German soldiers. The soldiers possess three (3) medium rocket-propelled grenades (*panzerfaust*) and one anti-tank rifle (*panzerbusche*) in addition to their normal weapons. These soldiers are assigned to take out Russian armor. The height allows them to attack the more lightly armored roofs of tanks and other armored fighting vehicles.

5TH FLOOR: The 5th floor (clock level) is filled with gears and machinery. The Germans have set up a fortified medium machinegun (MG34) nest in the broken clock's face on the east side. There are two (2) German soldiers here manning the machinegun and one (1) German officer directing their fire. They receive the benefit of partial cover (-4 *To-Hit*).

ROOF: The Roof consists of an ornamental belfry surrounded by an open walkway. There are four (4) German soldiers here, armed with large rifles (Kar-98k).

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

German NCO: AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), bayonet.

German Officer: AC 8 [11]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, medium handgun (Walther P38), bayonet.

5. FIGHTING CONDITIONS

The characters must kill or incapacitate all Germans inside the Clock Tower to achieve victory. The assault should be a vicious slog of close-quarters fighting.

Anyone attacking with a large rifle does so at -1 *To-Hit* because of the cramped space. Anyone attacking with a melee weapon receives a +1 *To-Hit*.

6. GERMAN ARMOR!

Once the PCs have cleared the Clock Tower of German soldiers, they may observe the progress of the battle below. Two (2) German halftracks (Sd. Kfz. 251) and one (1) medium tank (*Panzer IV*) have rolled up beneath the tower and begun shredding the Soviet lines.

If the characters attack the German armor, the vehicles position themselves to return fire on the clock tower. The halftrack gunners can attack any floor except the roof with suppressive fire from their medium machineguns (MG34). The machineguns are equipped with gun shields that provide the gunner with partial cover (-4 *To-Hit*). If the gunner is killed, the vehicle retreats back towards the Train Station.

The tank cannot attack anyone on the 4th Floor or higher with any of its weapons. After (5) *rounds* of combat, the tank drives into the Clock Tower, bringing the entire structure down. Each character inside takes 2d6+2 damage (Saving Throw for 1/2 damage to see if they survive a jump from the collapsing building). The tank is completely buried and disabled for the rest of the fight.

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

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

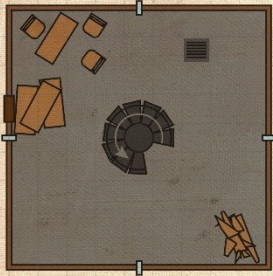
8. VICTORY

Once the tank and halftracks are eliminated, the tide of battle begins to shift. The German soldiers retreat behind the Train Station, over the tracks, and into the ruins of the city. The Red Army moves in and establishes tactical positions in and around the station to prepare for a German counterassault. A ragged cheer erupts from the Russian soldiers as the Soviet flag is raised on the steps of the Stalingrad Train Station. IT HAS BEEN LIBERATED!

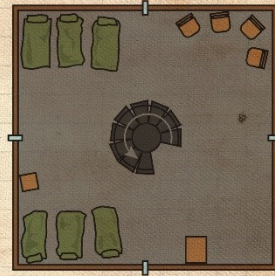
Note: If the *Referee* is using the **Trial by Fire** rules for *Not One Step Back*, the PCs may now choose their new Class and proper gear. They are then ready for a new mission.

Historical Note: *The Stalingrad Train Station was a hotly contested structure that was vital to the movement of troops and supplies. On one particularly brutal day of fighting, it actually traded hands fourteen times within six hours.*

Level1



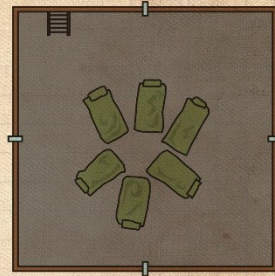
Level2



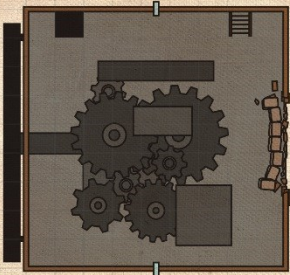
Level3



Level4



Level5



Roof



PAVLOV'S HOUSE

THEATER: Europe (Eastern Front)

DATE: September 1942

LOCATION: Stalingrad (USSR)

"Stalingrad is no longer a town. By day it is an enormous cloud of burning, blinding smoke; it is a vast furnace lit by the reflection of the flames. And when night arrives the dogs plunge into the Volga and swim desperately to gain the other bank. Animals flee this hell; the hardest stones cannot bear it for long; only men endure."

—from the diary of Leutnant Weiner, 24th Panzer Division

Pavlov's House is a WWII: Operation WhiteBox support mission designed for 3-6 characters of 1st-3rd level. This mission attempts to reproduce the harsh, close quarters fighting the Germans coined "Der Rattenkrieg" or "Rat War" that forced door-to-door, floor-by-floor battles on a ruined landscape. Characters good at scouting and fighting such as the Grunt, Sniper, Tactician, and Überläufer are ideally suited to this mission.

Note: *Pavlov's House* (and the two other missions in this collection) is inspired by actual events, putting your PCs in the middle of the action as Russian troops defend Stalingrad against the German invaders. For maximum enjoyment, and for the sake of continuity, it is recommended that you run these missions in order, but you could easily adapt them to use as you see fit.

Pavlov's House assumes the PCs distinguished themselves as heroes in the *Not One Step Back* mission. If this is not the case, the *Referee* may have to amend the text accordingly.

BACKGROUND

As German forces press into Stalingrad, the forward motion they experienced in the summer is reduced to a slow grind. Russian units are given strict orders to take and hold specific buildings—usually to bolster the war effort, but sometimes only for the symbolic effect the building has on the Russian people.

As the victory at the Train Station subsides, the surviving soldiers are gathered into squads and begin digging trenches, laying barbed wire, and planting mines around the compound. With German forces on the offensive, the Red Army is in desperate need of heroes, and the actions of the characters did not go unnoticed by the Soviet High Command. . .

BRIEFING

The PCs are summoned into the main office of the Train Station by NKVD Comrade Captain Ivan Kovalev for a special assignment. Kovalev congratulates the

characters for their heroics when taking the Train Station. He is now sending them a few blocks east to reinforce a squad led by Sgt. Yakov Pavlov.

The characters are to help Pavlov's men fortify a tenement house that overlooks the Volga, allowing the Soviets to observe and defend a key bank of the river. Maintaining this foothold is vital for the movement of troops and supplies to the Red Army fighting throughout the ruined city.

The PCs are to remain at Pavlov's House and await further orders.

OBJECTIVE

The mission is divided into three parts, each with its own Objective:

1. THE RAT WAR: The characters must make it safely to Pavlov's House.
2. SOVIET HEROES: The characters must pose for Soviet propaganda photos.
3. DEFEND THE HOUSE: The characters must help defend Pavlov's House from a massive German assault. This Objective is designed to make use of the Mass Combat rules found in the *WWII: Operation WhiteBox™* core rulebook.

Note: The first Objective is the only one known to the PCs when the mission begins:

PLANNING

The characters have an hour to prepare for the trip to Pavlov's House. The characters may request any normal military gear. If weapons are requested, each character receives a bayonet, one (1) grenade, two (2) Molotov cocktails in a leather satchel, and one (1) large rifle (Mosin-Nagant) with ammunition. They may keep any weapons or gear acquired during the *Not One Step Back* mission. In recognition of their heroics, Captain Kovalev also gives the PCs one (1) large rifle with a rifle scope (Mosin-Nagant) and one (1) submachinegun (PPSh-1) with several drums of ammunition. Each drum is capable of three (3) rounds of suppressive fire or nine (9) rounds of burst fire before reloading.

PRE-ASSESSMENT

The route to Pavlov's House leads through streets that have been blasted by German bombing runs. A Tactician who uses his Superior Planner ability determines the following information:

- Anyone attacking indoors with a large rifle does so at -1 *To-Hit* because of the cramped space. Anyone attacking indoors with a melee weapon receives a +1 *To-Hit*. Some Russian soldiers have been sharpening the edge of their entrenching tools for close quarters fighting (Dmg 1d6-1).

- Hidden snipers have made it dangerous to move in the open, so the characters should move from cover point to cover point and stay off the streets as much as possible.
- A grenade can be used to quickly blast a hole through interior walls large enough to move from one room to the next. Entrenching tools can accomplish the same result, although it takes 1d3 minutes to hack and smash through most wood and plaster walls.

INSERTION

The characters travel several city blocks on foot from the Train Station to Pavlov's House. The journey is just over a mile, through hotly contested ruins. They are free to determine their own route and are given a map to take with them (see **The Rat War**, below).

EXECUTION

The characters link up with a squad of men under the command of Sgt. Yakov Pavlov. NKVD Captain Kovalev favors Pavlov's combat experience, so the characters should follow his orders (regardless of character rank) and defend Pavlov's House until notified otherwise.

EXTRACTION

There is no scheduled Extraction. The PCs should prepare to remain at Pavlov's House indefinitely.

POST-ASSESSMENT

The mission is ultimately considered a success if the characters defend Pavlov's House from the German assault (see **Defend the House**, below). This allows troops, food, weapons, and gear to freely cross the Volga and aid in the defense of the city. Sgt. Pavlov's men and the characters are lauded as heroes, and NKVD Captain Ivan Kovalev arrives a short time later to congratulate the PCs and reassign them to the defense of the Stalingrad Tractor Factory.

If Pavlov's House falls, the Germans fortify the position, and use it to rain artillery fire on Soviet supply ships. Any surviving PCs may have to explain why they fled, in defiance of Stalin's Order No. 227. In this case, NKVD Captain Kovalev assigns them to the defense of the Stalingrad Tractor Factory, and warns them that they better start acting like heroes of the Soviet Union—or die trying!



THE RAT WAR

The characters must move several city blocks from the Train Station to Pavlov's House. The bombing campaign has been so devastating that fires continue to rage, the air is filled with smoke and dust, and in some areas, nothing remains but rubble. Whole sections of town are controlled by snipers. Soviet defenders staunchly defend each block, with ruined buildings contested room-by-room and floor-by-floor in bloody battle. The Germans have come to detest this vicious and costly street-fighting, naming it "Rattenkrieg" or "Rat War".

1. GHUROKOV MUSEUM AND PARK

The Ghurokov Museum of Natural History (to the north) contains dinosaur fossils, Neanderthals, and other exhibits. The building has been severely damaged by German bombing. Its basement is home to a few dozen civilians, including the museum staff. These are noncombatants who beg the characters for food.

The park in front of the museum was once full of flowerbeds and lush greenery. The stone fountain at its center contains a statue of a Russian bear. The fountain walls and the statue provide partial cover (-4 *To-Hit*).

A small aircraft (Stuka) has crashed in the park. The pilot and gunner are dead inside. They are armed with bayonets and submachineguns (MP40). The characters must make a Saving Throw to remove the Stuka's medium machinegun (MG15) from the tail without damaging it. The weapon contains one (1) drum which is good for three (3) rounds of suppressive fire or nine (9) rounds of burst fire.

2. ENEMY ENCOUNTER

The *Referee* should roll 1d20 and consult the **Rattenkrieg Encounter** table once the PCs enter the area of the park. Results marked with an asterisk (*) only occur once; if this encounter is rolled a second time, the result is Nothing. Alternately, the *Referee* is free to select the encounter he wishes his players to face.

If combat or a loud commotion occurs (such as a mine being set off), a second encounter arrives in 1d6+1 *rounds* to investigate.

ROLL

RATTENKRIEG ENCOUNTER

- 1*** **PANZER IV:** The vehicle has a busted tread. The driver, loader, and radio operator are replacing the tread while the commander and gunner remain on watch inside the vehicle. The gunner operates the coaxial medium machinegun (MG34) if resistance is encountered.

Tank Crew (5): AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), two (2) grenades, bayonet.

Medium Tank (Panzer IV): AC 4 [15]; HP 36 (HD 9); MV 6 (0 until repaired); ATT 1 Light Tank Gun (TR1), Medium Machinegun (CXL), Medium Machinegun (F); MOD Communications, Reinforced Hull (x1), Tracked.

2-3 SNIPER: A German sniper is hiding in an upper window and has visibility on the characters for at least half the block from his current position. He receives the benefit of concealment (-2 *To-Hit*).

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

4-5 MINEFIELD: The rubble strewn street has been mined (by one side or the other). There is a 1 in 6 chance of spotting the mines if a character is conducting a Search for Hidden Things. Otherwise, the character with the lowest Wisdom Attribute steps on a mine, triggering an explosion for 2d6+2 explosive damage in a 15' radius (Saving Throw for 1/2, or no damage if the *Referee* determines that cover is nearby).

6-10 PATROL: Six (6) German soldiers, three (3) armed with large rifles (Kar-98k) and three (3) with submachineguns (MP40). Each soldier has two (2) "stick" grenades.

German Soldier (6): AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k) or submachinegun (MP40), two (2) grenades, bayonet.

11-13* SOVIETS: Four (4) Russian soldiers traveling through the area from the opposite direction. They inform the characters about the next block ahead (Roll an Encounter on this Table).

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

14* COMMISSAR: A political officer named Lt. Dmitri Bogdanov tasked with handing out propaganda flyers to Soviet troops. He uses his rank to join the characters (mostly for his own protection). He hands them each a flyer and then orders them to proceed with their mission. Once at Pavlov's House, he waits until nightfall before proceeding to the Stalingrad Front headquarters on the banks of the Volga.

Commissar: AC 9 [10]; HD 1d6-2; hp 1; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/5; BDUs, medium handgun (Nagant M1895), flyers.

15 -17 CIVILIANS: These civilians are scavenging the ruins for anything of value. They beg the PCs for food. There is a 1 in 6 chance the civilians are bandits armed with three (3) large rifles (Kar-98k) who attempt to attack the PCs once they let their guard down. The bandits attempt to flee if two (2) or more of their number are killed.

Russian Civilian (2d6): AC 9 [10]; HD 1d6-2; hp 1; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/5; BDUs, club, knife.

18- 20 NOTHING: The block is clear. The characters hear shooting and explosions in the distance, but are not sure how far away.

3. ARRIVAL

Pavlov's House is a bombed tenement building that lies on the edge of 9th January Square (named for the Bloody Sunday massacre that helped spark the Russian Revolution of 1905). The building lies at a crossroads and has a clear view to the west, north, and south, making it easy to defend.

The Soviet forces inside challenge the PCs as they approach. The characters are allowed entrance once they identify themselves. Sgt. Pavlov greets them in the cramped basement quarters, along with ten (10) civilian residents of the tenement building. Most of these civilians are elderly women and single mothers with young children who do their best to make sure the soldiers have food, water, and bandages. The *Referee* should allow the PCs to recover all lost Hit Points.

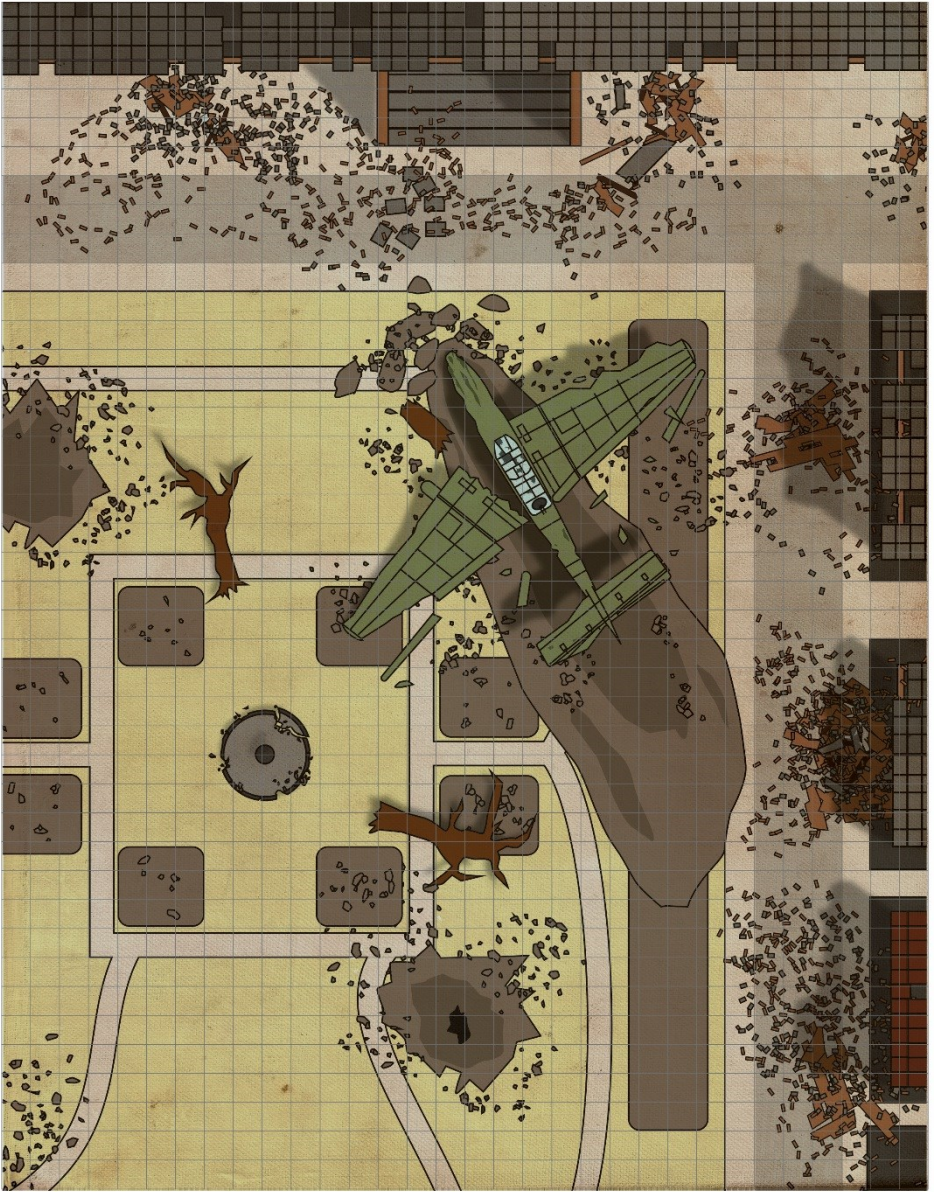
4. FORTIFICATIONS

Sgt. Pavlov quickly briefs the characters of the situation and gets them to help fortifying the house. Grunts and Überläufer are assigned to breach interior walls (mousehole) and dig trenches and foxholes. Combat Engineers and Tacticians are sent to lay mines and barbed wire in the square. Snipers or officers among the PCs are asked to keep watch from the attic. Other character Classes are assigned to barricade doors and fill sandbags for machinegun nests on the balconies and upper story windows.

The preparations take three (3) days to complete. Supply runs from the house to the Volga are made once per day. These runs are uneventful unless the *Referee* wishes to extend the mission. In this case, the PCs are sent to pick up supplies and must roll 1d20 on the **Rattenkrieg Encounter** table.

At night, the Soviet soldiers and Russian civilians gather in the basement and listen to a record on a gramophone or sing songs and play music while they eat. Roleplaying complications and encounters with these occupants may also be introduced, if the *Referee* desires.

Yakov Pavlov (1st-level Tactician): AC 8 [11]; HD 1+2; hp 7 (T) or 10 (H) or 18 (I); THB +0; ATT 1 (weapon); SA Superior Planner, Rally, Int 15; ST 14 (+2 vs resisting fear or torture); MV 12; HDE/XP 1/20; BDUs, helmet, submachinegun (PPSh-1), medium handgun (Nagant M1895), bayonet.



SOVIET HEROES

The Soviet government has used art, film, radio, literature, and music to successfully spread Communist and anti-German propaganda throughout the Soviet Union. The highest honor one can receive is the title of Hero of the Soviet Union which is bestowed upon those who accomplish heroic feats in service to the Soviet state. As the German army sweeps across Russia, government agents scour the countryside looking for stories of military daring to help boost morale of the beleaguered troops and the Soviet people.

1. STATE JOURNALIST

NKVD Captain Ivan Kovalev sends a Soviet journalist named Vitali Polzin to Pavlov's House. The bespectacled Vitali is young and idealistic. He wants to do a story about the characters—raw recruits who survived the Volga River crossing and demonstrated heroism in the battle of the Train Station (and any other notable battles the PCs may have participated in). He gathers their accounts of the fighting as well as personal information about their previous occupations, families, and hometowns.

Vitali Polzin (1st-level Charmer): AC 8 [11]; HD 1; hp 4 (T) 8 (H) 16 (I); THB +0; ATT 1 (weapon); SA Friendly Demeanor, Smooth Operator; ST 15 (+2 to resist influence or detect when being deceptive); MV 12; HDE/XP 1/15; BDUs, helmet, copy of Marx's *Communist Manifesto*, photography equipment, pencils, notepads.

2. PROPOSAL

A few blocks west of Pavlov's House, Vitali saw several wrecked German tanks outside the ruins of the Red Kalinka Theater. He wants to take some dramatic photographs of the PCs standing on top of the tanks for his article. Since Vitali works for the state, the PCs know it would be unwise to refuse. Sgt. Pavlov cannot spare men from the defense of the house, so the PCs must go alone.

3. STREETS OF STALINGRAD

The trip to the Red Kalinka Theater is tense, but uneventful. The characters hear occasional gunfire and explosions in the distance and take cover as German bomber planes pass overhead, but do not encounter the enemy, unless the *Referee* decides otherwise.

4. RUINED TANKS

There are three (3) charred German tanks (*Panzer III*) in the streets outside the ruined theater. The *panzers* were ambushed several days ago by a Soviet antitank unit. There is nothing of value inside the tanks or on the burned bodies of the dead German soldiers inside.

5. PHOTO SHOOT

Vitali unfurls a large, red Soviet flag and instructs the characters to drape it over one of the tanks. He arranges the PCs in several different dramatic poses

around and on top of the tanks as he checks for proper lighting and snaps pictures with his portable camera. Vitali is no soldier and the PCs should be understandably nervous out in the open. If they protest, Vitali tries to reassure them that they are doing a tremendous service for the Motherland (not to mention his own career).

6. SNIPER ATTACK:

Needless to say, the characters soon draw the attention of two (2) German snipers. As the characters pose for photos, the snipers creep into position on opposite ends of the street. One (1) sniper ascends to a second-floor balcony while one (1) ascends to a third-floor window. Any character keeping watch has a 1 in 6 chance of spotting the snipers as they move into position (or Spot Ambush chance for Sniper characters).

Once in place, the sniper lying prone on the balcony receives the benefit of concealment (-2 *To-Hit*), while the sniper in the window receives the benefit of partial cover (-4 *To-Hit*). The snipers fire every other *round*, on alternating *rounds* if possible, receiving a +4 bonus *To-Hit* because of their rifle scopes.

If the characters take cover inside a building, the snipers wait 1d6 hours before moving on. If a sniper's position is charged, he drops a smoke grenade inside the building and attempts to retreat, while the other sniper switches to firing every *round* to cover his companion's escape. If either sniper is killed, the other retreats.

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

7. THRILL OF BATTLE

Vitali takes cover once the shooting starts and should survive the encounter. This is his first taste of combat, but he is more excited than afraid! Afterwards, he praises the characters for their courage under fire and can't wait to tell the Soviet people their story. If the PCs kill either sniper, he wants to arrange their bodies and sniper rifles next to the tanks and take more pictures with the victorious characters. If the characters decline, they should receive a common sense bonus of 50 XP each.

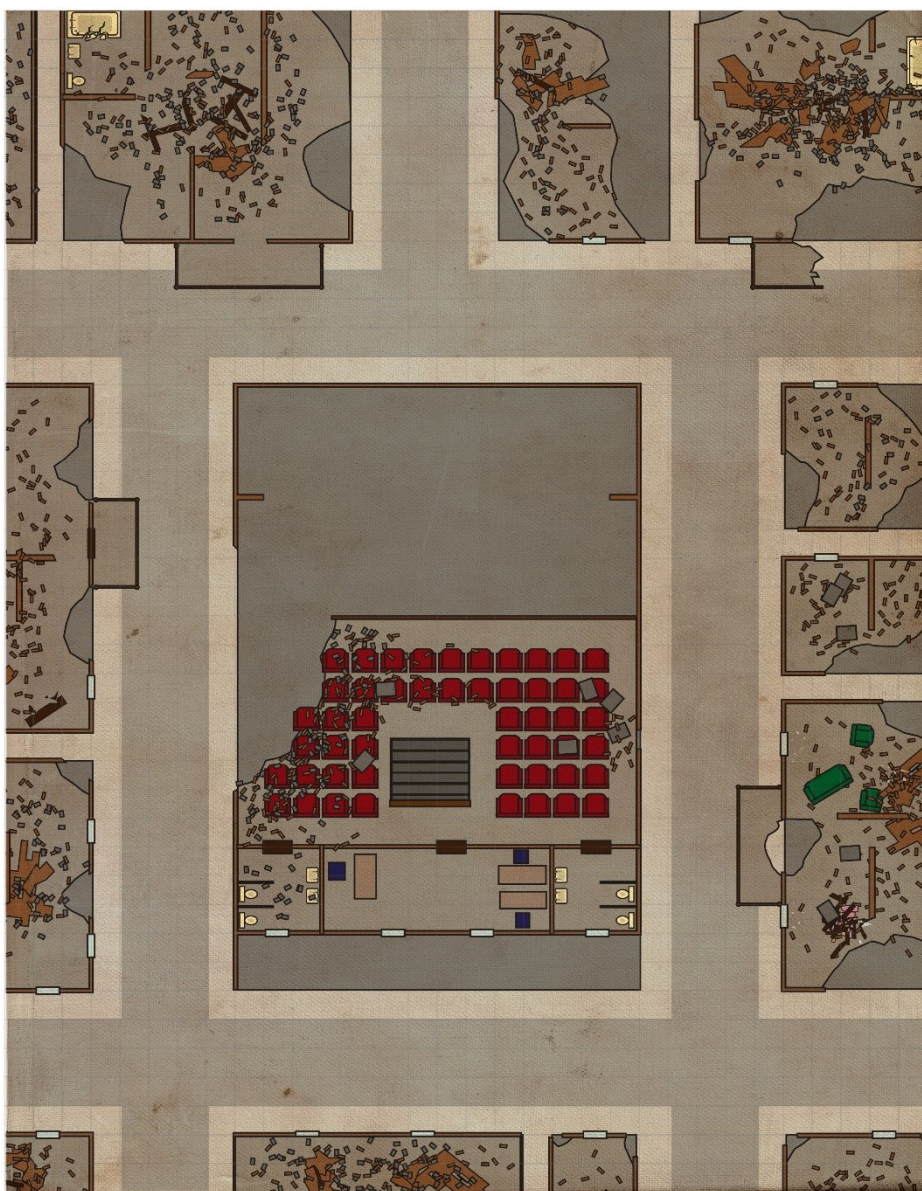
8. RETURN TO PAVLOV'S HOUSE

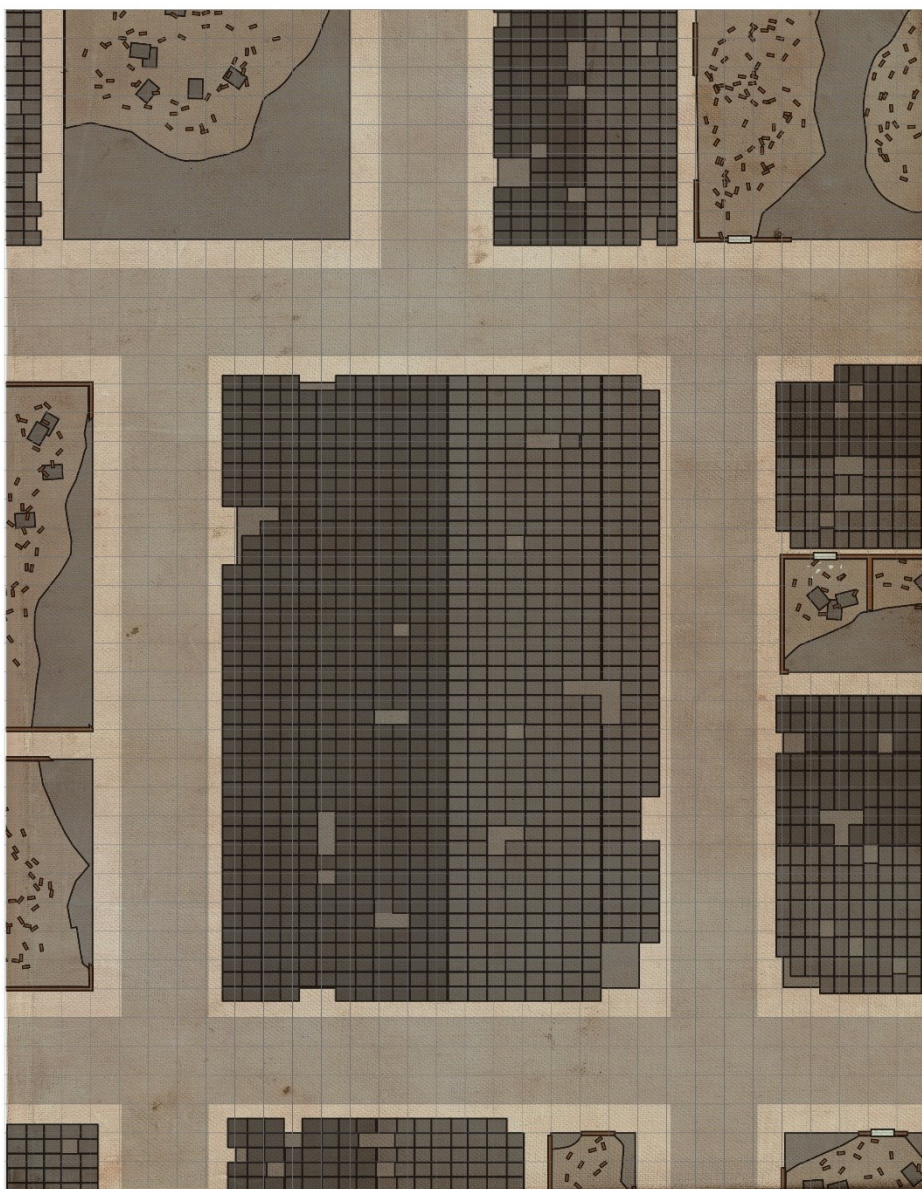
The characters may return to Pavlov's House the same way they came. The *Referee* may roll on the **Rattenkrieg Encounter** table if the fight with the German snipers went too easily. Vitali spends another night writing notes for his article before departing with soldiers on a supply run back to the Volga. He wishes the PCs well before he goes.

9. IN THE NEWS

A week later, the PCs receive a copy of the Soviet newspaper *Pravda*. Their photographs are emblazoned on the front page. The article describes their former civilian lives as well as their military heroics. The characters receive a +1 bonus to all Reaction Rolls made during the next month as they are recognized and praised by Russian soldiers and the Soviet people. This bonus should carry over into any Reaction Rolls made during the *Tank Factory* mission (see below).







DEFEND THE HOUSE

A Soviet runner arrives with news that a large German force is approaching the compound from the west. The runner saw infantry, armored personnel carriers, and tanks. Sgt. Pavlov quickly rallies his troops, sending his men to their assigned positions.

1. 9TH JANUARY SQUARE

9th January Square is an open plaza filled with wrecked vehicles and rubble. Pavlov's men have lined the square with barbed wire fences, trenches, and hidden mines to impede any German advance.

2. PAVLOV'S HOUSE: EXTERIOR DEFENSES

In the days since the PCs arrived, the Soviets have surrounded the building with mines and barbed wire to impede the German assault. A four-foot tall stone wall, foxholes, and several ruined buildings provide partial cover (-4 *To-Hit*) to anyone firing from behind. A trench on the east side runs from the basement to the ruins of a warehouse and grist mill. It is used mainly for supply runs to the Volga, but also provides partial cover (-4 *To-Hit*) for anyone firing from inside.

The Soviet soldiers would prefer to hold off attackers from these exterior positions in order to prevent being pinned down inside the house by artillery and bombing runs. However, the size of the attacking force makes this impossible.

3. PAVLOV'S HOUSE: INTERIOR DEFENSES

The interior walls have been breached from one end of the building to the other to allow for rapid movement of Soviet troops. The exterior doors and windows on the 1st Floor have been barricaded. The exterior brick walls provide defenders with full cover, or partial cover (-4 *To-Hit*) if they choose to fire from the windows. Sandbags have been used to fortify balconies and windows to further protect machinegun teams and riflemen. These provide partial cover (-4 *To-Hit*). The floors and interior walls provide defenders with concealment (-2 *To-Hit*).

BASEMENT: The basement is the only place safe from German bombing runs, artillery, and mortar fire. However, defenders in the basement cannot effectively attack troops outside the building. Tunnels leading out of the basement are sandbagged during the day and only used at night. An opening in the eastern wall leads to the supply trench. Two sandbag walls face the trench, providing partial cover (-4 *To-Hit*) to anyone firing from behind them. Two (2) Soviet soldiers and four (4) Russian civilians man this position during the German Assaults.

1ST FLOOR: Four (4) Soviet soldiers and one (1) Soviet NCO are positioned on the 1st Floor. They have barricaded the exterior doors to deny the Germans access. They fire machineguns and rifles from windows fortified with sandbags, receiving partial cover (-4 *To-Hit*). The Soviet soldiers on this floor have two (2) light machineguns (DP-28).

2ND FLOOR: Two (2) Soviet soldiers and one (1) Soviet NCO are positioned on the 2nd Floor. They fire machineguns and rifles from windows and balconies

fortified with sandbags, receiving partial cover (-4 *To-Hit*). The Soviet soldiers on this floor have one (1) light machinegun (DP-28).

3RD FLOOR: Two (2) Soviet soldiers and one (1) Soviet NCO are positioned on the 3rd Floor. They fire rifles from windows and balconies fortified with sandbags, receiving partial cover (-4 *To-Hit*).

4TH FLOOR: Ten (10) Soviet soldiers and one (1) Soviet NCO are positioned on the 4th Floor. This floor is higher than the traverse angle of German armor. Eight (8) soldiers fire machineguns and rifles from the windows and fortified balconies. They have two (2) heavy machineguns (PM M1910) and two (2) antitank rifles (PTRD-41) in addition to their normal weapons. The soldiers target the lightly armored roofs of any tanks or armored vehicles that come into range.

The Soviet NCO and one (1) soldier man a forward observation post situated in a bathroom on the northwest side of the building. They are responsible for calling in artillery strikes against German forces massing in 9th January Square. One (1) soldier acts as a runner, ferrying messages back and forth from Sgt. Pavlov to the radio team.

ATTIC AND ROOF: The attic may be accessed by scuttle holes and ladders in the 4th Floor ceiling. Two (2) Soviet soldiers are positioned in the attic, manning the group's lone antitank cannon (M1932/53-K). The soldiers target the lightly armored roofs of any tanks or armored vehicles that come into range.

4. SOVIET FORCES

The Soviet forces consist of twenty-two (22) Soviet soldiers and four (4) Soviet NCOs led by Sgt. Yakov Pavlov. During each German Assault, Sgt. Pavlov can be seen shouting and directing the defense of the house. The Referee may arrange these soldiers as needed, depending on the direction of the German Assault.

Sgt. Pavlov allows the PCs to choose their own positions in the house, but tells them to be ready in case he needs them.

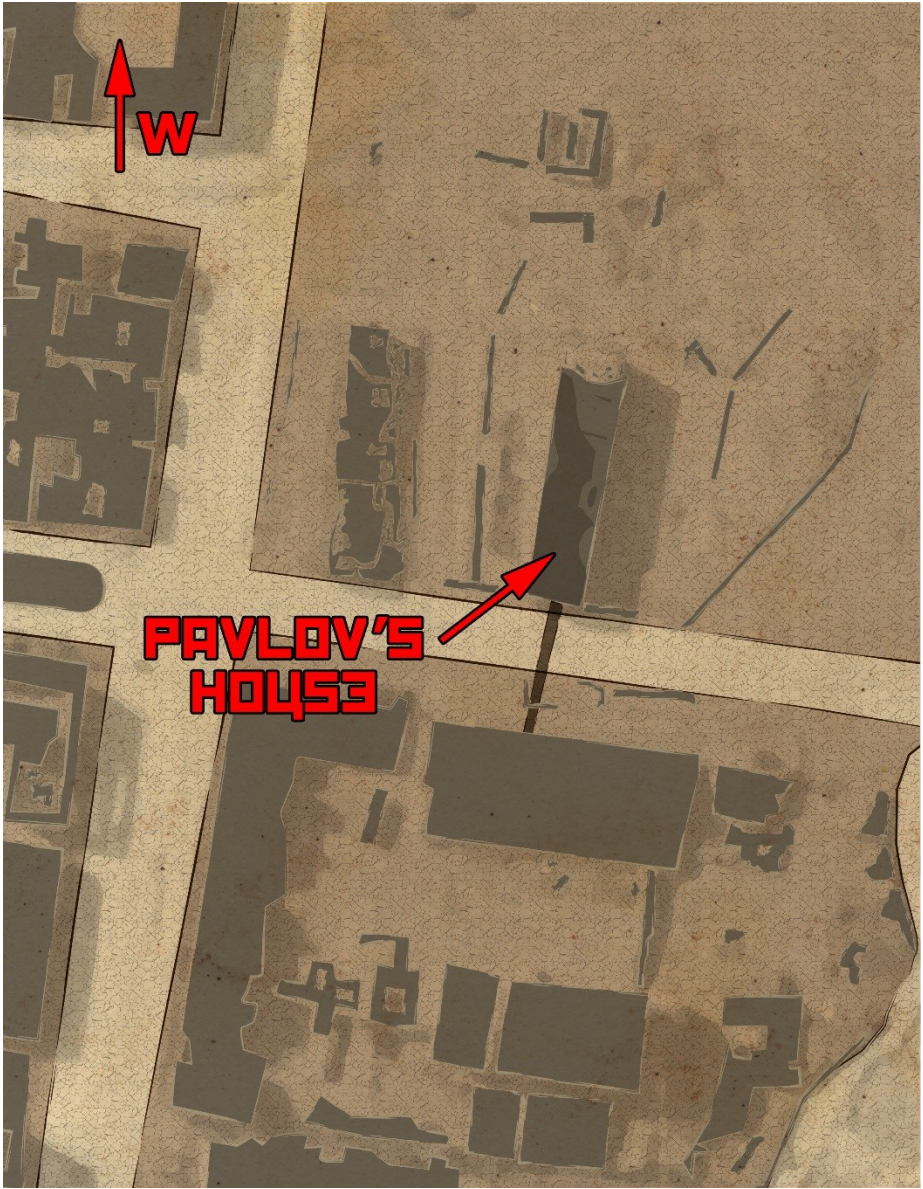
Ten (10) civilian residents of the house also help out, resupplying defenders with water and ammunition, and rendering first aid to injured soldiers. They fight only if the house is being overrun.

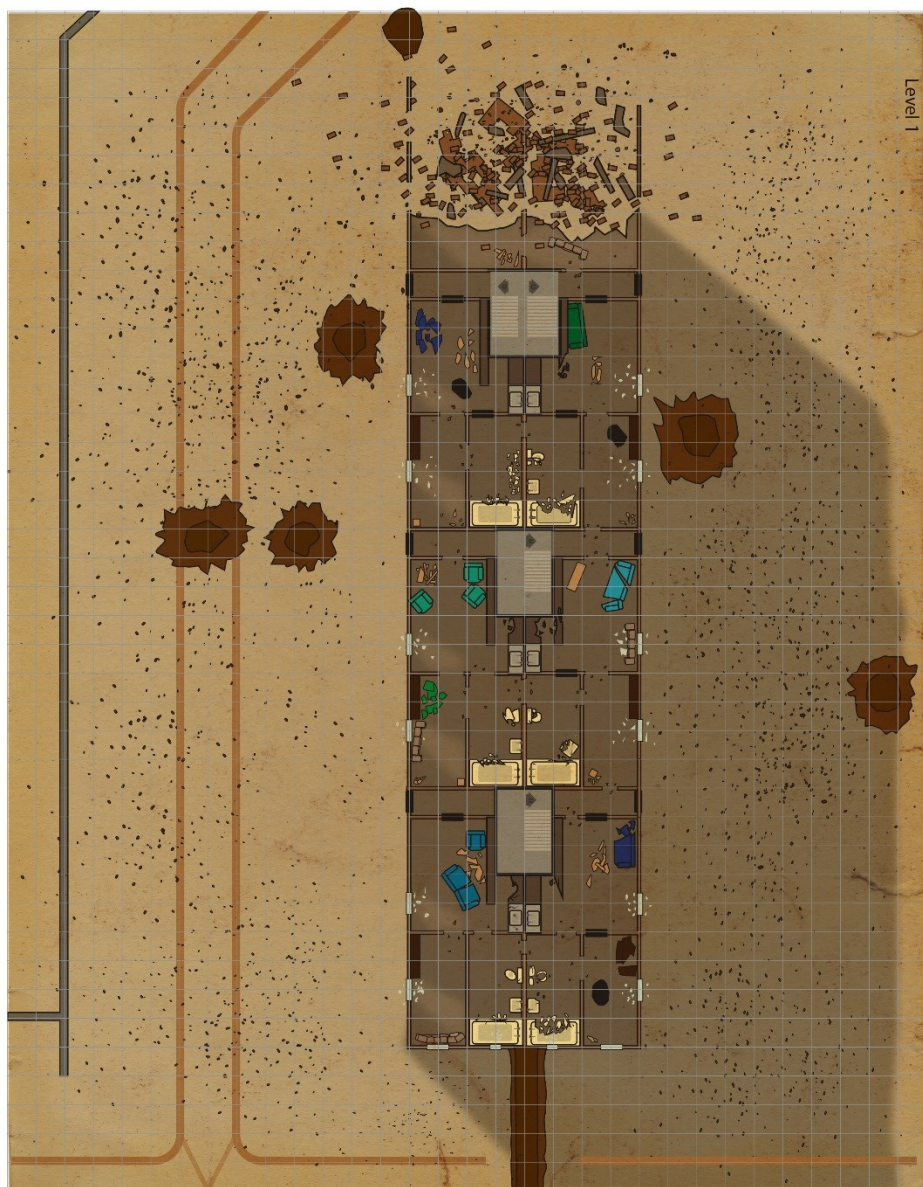
Soviet Soldier (22): AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Mosin-Nagant), two (2) grenades, bayonet.

Soviet NCO (4): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (PPSh-1), bayonet.

Russian Civilian (10): AC 9 [10]; HD 1d6-2; hp 1; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/5; BDUs, two (2) Molotov cocktails.

Yakov Pavlov (1st-level Tactician): AC 8 [11]; HD 1+2; hp 7 (T) or 10 (H) or 18 (I); THB +0; ATT 1 (weapon); ST 14; MV 12; HDE/XP 1/20; BDUs, helmet, submachinegun (PPSh-1), medium handgun (Nagant M1895), bayonet.









5. GERMAN FORCES

The attacking Germans are elements of the 6th Army. They consist of one (1) battalion made up of hundreds of soldiers supported by artillery, tanks, and halftracks. The German battalion is spread out over several city blocks. Despite stiff resistance in their push to the Volga, they have already successfully overcome half a dozen Soviet strongpoints. They see no reason that Pavlov's House will be any different.

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

German NCO: AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), bayonet.

German Officer: AC 8 [11]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, submachinegun (MP38), medium handgun (Walther P38), bayonet.

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

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

Light Tank (*Panzer III*): AC 5 [14]; HP 32 (HD 8); MV 6; ATT 1 Cannon (TR1), Medium Machinegun (CXL), Medium Machinegun (F); MOD Communications, Reinforced Hull (x1), Tracked.

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

Small Aircraft (*Stuka*): AC 7 [12]; HP 15 (HD 3); MV 9/36 (flying); ATT 1 Medium Machinegun x2 (F) [operator-linked], Medium Machinegun (A); MOD Aerial, Communications.

THE SIEGE OF PAVLOV'S HOUSE

The siege of Pavlov's House is designed to be used with the Mass Combat rules found in the *WWII: Operation WhiteBox™* core rulebook. The *Referee* is free to alter the system, or disregard it entirely and simply choose who wins the battle.

The siege of Pavlov's House is scheduled to occur over the course of three (3) harrowing days, with two (2) German Assaults (see below) occurring on the first day, up to two (2) German Assaults occurring on the second day, and one (1) German Assault occurring on the last day (if the fight lasts that long). Each German Assault constitutes one (1) Mass Combat Round. This means that whichever force is the first to win three (3) of the five (5) Mass Combat Rounds is the victor.

GERMAN ASSAULT

The Germans attack in organized waves, using Fire and Maneuver tactics to assault the house. German artillery guns, mortar crews, and machinegun teams provide cover for the advancing soldiers. The large scale of these German Assaults means the *Referee* should treat the battle as "window dressing". The *Referee* should describe the chaos of the fighting (explosions, gunfire, screams, etc.) as the German soldiers push forward and are cut down by the Soviet defenders, however, this action happens peripherally to the actions of the player characters.

The PCs may participate in the defense of Pavlov's House by taking shots at the onrushing Germans, but their true contribution should be through completing the various Class Challenges (see below) or taking an active role in eliminating the larger threats presented during each German Assault (i.e. halftracks, tanks, and airplanes).

Each German Assault takes place in an abstract amount of time that should last roughly 15-20 minutes of "real time" or until the Class Challenge(s) is (are) completed (whichever takes longer). The *Referee* may extend this time further, if everyone is having fun. There is a 1 in 10 chance per German Assault that any PC not actively participating in a Class Challenge is injured (Roll 1d6: 1-4 ricochet for 1d3 dmg; 5 stray bullet for 1d6+1 dmg; 6 explosion for 2d6+2 dmg (Saving Throw for 1/2)).

The German forces withdraw and regroup at the end of each German Assault unless they achieve final victory (winning three (3) out of the five (5) Mass Combat Rolls) in that Mass Combat Round. At night, they fire upon the building to keep the defenders from resting and reduce their morale. If the PCs undertake a nighttime raid against the German forces, the *Referee* must determine how it plays out and whether or not it affects any of the Battle Modifiers for the next Mass Combat Roll.

The Soviet defenders resupply each night from barges that cross the Volga. The number of Soviet soldiers in the house remains relatively constant. Any soldiers killed during a German Assault are replaced by raw recruits during these supply runs. Sgt. Pavlov should survive this mission, ideally, but don't make it obvious!

BATTLE MODIFIERS

The Battle Modifiers for each Mass Combat Roll are listed after the description of each German Assault. These may change, based on the actions of the PCs.

Each Class Challenge (see below) resolved by the PCs should be considered an Objective Completed (+1, +2, +4, etc.) for that Mass Combat Roll.

Don't forget to add the Rally Points to the winner of each Mass Combat Roll (+1, +2, +4, etc.).

ASSAULT #1

The Germans attack with a company of 120 soldiers. They know the house is defended, but have underestimated the level of Soviet resistance. The soldiers advance on the house from three sides (north, south, west), using Fire and

Maneuver tactics. German machinegun and mortar teams take up position in the rubble and fire on the windows and balconies of Pavlov's House to cover their approach. Soviet forces respond by firing from the house and calling in artillery strikes from across the Volga.

- **Soviet Force (+6):** Reinforcements +1, Resupply +1, Artillery Support +2, Defensive Emplacement +2.
- **German Force (+1):** Superior Numbers +1

ASSAULT #2

A second company of German soldiers supported by artillery and three German halftracks (Sd.Kfz. 251) attack from the west. The artillery guns pound the house, pinning the defenders down until the soldiers and halftracks breach the outer wall. The halftracks drive close to the house and unload their troops. Soviet forces respond by firing from the house and calling in artillery strikes from across the Volga.

If the PCs destroy the halftracks, the Germans lose the benefit of Armor Divisions +3 for the current Mass Combat Roll.

- **Soviet Force (+6):** Reinforcements +1, Resupply +1, Artillery Support +2, Defensive Emplacement +2.
- **German Force (+6):** Superior Numbers +1, Artillery Support +2, Armor Divisions +3.

ASSAULT #3

A third company of Germans supported by artillery (as above), one (1) light tank (*Panzer III*), and two (2) German halftracks (Sd.Kfz. 251). The Germans attack from the north and west, with the tanks and halftracks supporting the soldiers on the western side, as above. Soviet forces respond by firing from the house and calling in artillery strikes from across the Volga.

If the PCs destroy the tank and the halftracks, the Germans lose the benefit of Armor Divisions +3 for the current Mass Combat Roll.

- **Soviet Force (+6):** Reinforcements +1, Resupply +1, Artillery Support +2, Defensive Emplacement +2.
- **German Force (+6):** Superior Numbers +1, Artillery Support +2, Armor Divisions +3.

ASSAULT #4

A fourth company supported by artillery (as above) and (3) medium tanks (*Panzer IV*) attacks from south and west, with the tanks supporting the soldiers on the western side. Smoke rounds are fired on both approaches to shield the units as they breach the outer wall. The smoke counts as concealment (-2 *To-Hit*) that disrupts Soviet artillery strikes and fire from the house.

If the PCs destroy all three (3) tanks, the Germans lose the benefit of Armor Divisions +3 for the current Mass Combat Roll.

- **Soviet Force (+4):** Reinforcements +1, Resupply +1, Defensive Emplacement +2.
- **German Force (+6):** Superior Numbers +1, Artillery Support +2, Armor Divisions +3.

ASSAULT #5

The Germans go all out for this assault. The remainder of the battalion and additional reserves (several hundred soldiers) supported by six (6) medium tanks (*Panzer IV*) attack from the north, south, and west, with the tanks attacking from the west. Two (2) small aircraft (Stukas) dive bomb Pavlov's House before the assault commences. During the assault, they execute Strafing Runs against the Soviet defenders.

The PCs may target the Stukas normally. If the PCs destroy the two (2) Stukas, the Germans lose the benefit of Air Support +5 for the current Mass Combat Roll. If the PCs destroy all six (6) tanks, the Germans lose the benefit of Armor Divisions +3 for the current Mass Combat Roll.

- **Soviet Force (+6):** Reinforcements +1, Resupply +1, Artillery Support +2, Defensive Emplacement +2.
- **German Force (+11):** Superior Numbers +1, Artillery Support +2, Armor Divisions +3, Air Support +5.

CLASS CHALLENGE

The *Referee* should introduce at least one (1) Class Challenge for a PC to complete during each German Assault. The *Referee* may roll this Challenge randomly (1d10) or choose one, based upon the availability of PC classes. Other characters may help the PC, depending on the nature of the Challenge. The *Referee* is free to design his own Class Challenges, as needed.

The completion of a Class Challenge counts as an Objective Completed on the Mass Combat Roll (bonus of +1, +2, +4, etc.) for that *round*, giving the PCs a real chance to influence the outcome of the siege. Certain Class Challenges may also affect German or Soviet Battle Modifiers, as noted in the description.

1. CHARMER: The Soviet defenders are becoming overwhelmed by the size of the attacking German force and the sounds of gunfire and explosions. A few soldiers cover their heads and hide in corners while the civilians refuse to leave the basement to carry ammo and water to the weary defenders. Morale threatens to break.

Sgt. Pavlov asks the PC to help him calm the troops. This requires a successful Reaction Roll, modified by the character's Charisma bonus and Friendly Demeanor ability. The defenders start with a Result of Neutral (6), which must be raised to at least Friendly (9). If successful, the soldiers and civilians gather their courage and rejoin the defense of the house, adding +1 to the current Mass Combat Roll.

2. COMBAT ENGINEER: Soviet artillery has abruptly stopped its bombardment as German forces close in on the house. Sgt. Pavlov orders the PC to find out why. The character arrives at the observation post on the 4th Floor to

find the forward observer and radio operator killed by a lucky mortar strike. The radio has been damaged.

The PC must make a Saving Throw to use Jury-Rig in time to repair it and then call in the artillery strike himself (the coordinates are written on a charred ledger nearby). If the PC fails to repair the radio, the Soviet forces lose the benefit of Artillery Support +2 for the current Mass Combat Roll.

3. GRUNT: A machinegun near the character goes silent as the gunner and loader are killed by suppressive fire. The PC must man the machinegun (preferably with another PC acting as loader to keep the weapon from overheating and malfunctioning).

A squad of twelve (12) German soldiers is rushing the house in the machinegun's line of fire. The squad has broken up into three (3) groups of four (4) soldiers and are using Fire and Maneuver tactics to advance through the rubble towards the outer wall.

If the PC kills six (6) or more German soldiers, the remaining soldiers break up into groups of two (2) and continue the advance, targeting the PC machinegunner. At this pace, they get into grenade-throwing range approximately six (6) rounds after the Soviet machinegun team is killed and begin lobbing "stick" grenades onto fortified balconies and windows.

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

4. GRUNT: A group of six (6) German soldiers sneaks up to a lightly defended section of the house and enters on the same floor as the PC (using makeshift ladders or grapple lines if necessary). One of the soldiers is armed with a flamethrower (*flammenwerfer* 35).

The German soldiers move room to room, flaming or tossing grenades whenever they encounter resistance. The PC must kill the invaders.

German Soldier (6): AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), two (2) grenades, bayonet. One of the soldiers is armed with a flamethrower (*flammenwerfer* 35).

5. MAQUIS: Sgt. Pavlov gives the PC a box of ammunition and tells him to bring it to the antitank crew in the Attic. The PC arrives to find the AT gun damaged by a lucky mortar strike. The Soviet soldiers assigned to the gun are dead.

The PC must make a Saving Throw to use his Cobble ability in time to get the antitank gun working. If successful, the gun 2d6 uses before it malfunctions. This Class Challenge should be especially tense if the house is taking fire from German tanks or halftracks.

6. SNIPER: A German sniper has taken up position in the 3rd Floor of a ruined apartment building across 9th January Square. The sniper is targeting the Soviet soldiers manning the machineguns and AT gun with single shots to the head. Sgt. Pavlov tells the PC to locate that sniper and kill him.

The German sniper is searching for other snipers. The German sniper and the PC should continue to roll Initiative and then Spot Ambush checks until one of them succeeds. If the German sniper locates the PC first, he aims for one (1) *round*, gaining +4 *To-Hit* because of his rifle scope.

German Sniper (1st-level Sniper): AC 7 [12]; HD 1+1; hp 5 (T) 9 (H) 19 (I); THB +1 (+1 Dex) or +2 (+1 Dex, +1 with Kar-98k) or +6 (+1 Dex, +1 with Kar-98k, +4 with rifle scope); ATT 1 (weapon); SA Preferred Weapon (Kar-98k), Conceal Self, Spot Ambush, Dex 15; ST 14 (+2 vs. suppressive fire); MV 12; HDE/XP 1/15; BDUs, helmet, large rifle (Kar-98k) with rifle scope, bayonet, cloak.

7. TACTICIAN: The German artillery pieces are taking their toll on the defenders of Pavlov's House. Sgt. Pavlov gives the PC a pair of binoculars and tells him to climb on the roof, estimate where the artillery fire is coming from, and give the coordinates to the radio operator on the 4th Floor.

The PC must make a Saving Throw, modified by his Wisdom bonus in order to triangulate the location of the German guns. If successful, Soviet artillery destroys the German artillery and the Germans lose the benefit of Artillery Support +2 for any future Mass Combat Rolls.

8. TACTICIAN: Mortar fire rains down on Pavlov's House as hundreds of Germans attack in a wave. The Germans make it all the way to the house before being repulsed. There is a lull in the fighting as the Germans withdraw and regroup.

The PC sees that the German dead (from this assault and any previous assaults) are stacked around the house like cordwood, blocking windows and lanes of fire. Sgt. Pavlov tells the PC to go outside and knock the piles of bodies down so the next wave of Germans can't use them for cover.

Three (3) German soldiers (+1 additional German soldier for every PC assisting with the Challenge) are only pretending to be dead. The *Referee* should roll to see if the character is Surprised. The Germans attempt to overpower the PC and enter the house as the main attacking force resumes its assault.

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

9. ÜBERLÄUFER: One of the Soviet defenders is a German spy. During the fighting, he rushes past the PC and stumbles on the stairs as he heads down into the basement. The PC must make a Saving Throw to realize the man cursed under his breath in German. If the check fails, the spy kills two (2) civilians and drops a Molotov cocktail on the Soviet supply of ammunition. The Soviet force loses its Resupply +1 modifier for the current Mass Combat Roll.

10. WHEELMAN: The defenders are getting cut to pieces and the German Assault is just getting started. Sgt. Pavlov radios for reinforcements. He tells the PC to drive the supply truck (ZIS-5) down to the river and bring back more soldiers.

The characters duck their heads and run through the supply trench. The large truck parked behind the mill is unarmored, but has a heavy machinegun (PM M1910) on a pintle mount in its bed.

The PC runs into a German armored car (*Leichter Panzerspahwagen*) on the way to the river. The truck's heavy machinegun does only 1/2 damage to the

armored car. If the characters destroy the car, the Soviet soldiers are waiting for pickup. If the PC fails to destroy the armored car, the Soviet force loses its Reinforcements +1 modifier for the current Mass Combat Roll.

Large Truck (ZIS-5): AC 8 [11]; HP 18 (HD 4); MV 15; ATT Heavy Machinegun (PIN); MOD Cargo.

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

Armored Car Crew (3): AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), bayonet.

ACHIEVING VICTORY

The battle is designed to last no more than five (5) Mass Combat Rounds. This means that whichever force is the first to win three (3) of the five (5) Mass Combat Rounds is the victor. The losing force relinquishes Pavlov's House.

If the Soviets are defeated, the *Referee* must decide whether or not the PCs are killed, escape, or are captured.

If the Germans are defeated, the Soviet journalist Vitali Polzin returns to gather information for another story about the PCs' heroics (which may ruffle some feathers if the characters did not do much). The Germans continue to harry Pavlov's House over the next few weeks, but never with the same intensity. Captured German military maps later show this area marked as a "Fortress" to be avoided.

Historical Note: *The siege of "Pavlov's House" actually lasted sixty days, from September 27th to November 25th, when the defenders were finally relieved. Clever positioning of the antitank weapons, movement of men from floor to floor (including taking shelter in the basement), and the dogged determinedness of the Soviet defenders kept the Germans from victory. Russians take pride in the fact that the defense of Pavlov's House lasted longer than it took for Germany to conquer France!*

TANK FACTORY

THEATER: Europe (Eastern Front)

DATE: October 1942

LOCATION: Stalingrad (USSR)

"...volunteers jumped into the tanks even before they had been painted. As soon as ammunition, stacked in the factory, had been loaded, they drove them off the production line and straight into battle."

—Antony Beevor, *Stalingrad-The Fateful Siege 1942-1943*

Tank Factory is a WWII: Operation WhiteBox™ support mission designed for 3-6 characters of 1st-3rd level. This mission attempts to reproduce the desperate nature of the Soviet defense of Stalingrad as tanks continue to be built at the Stalingrad Tractor Factory while under constant attack from German forces. A broad mix of character Classes would be helpful for completing this mission.

Note: *Tank Factory* (and the two other Eastern Front missions in this collection) are inspired by actual events, putting your PCs in the middle of the action as Russian troops defend Stalingrad against the German invaders. For maximum enjoyment, and for the sake of continuity, it is recommended that you run these missions in order, but you could easily adapt them to use as you see fit.

BACKGROUND

Despite most of the nearby industrial buildings being destroyed by German bombing, the Stalingrad Tractor Factory has managed to survive and was retrofitted to produce the inexpensive, simple, but highly effective T-34 tank. As the German assault on the city escalates, the factory becomes a contested battleground.

The Soviets have set up barbed wire fences, minefields, and fortified positions around the factory. They defend it with artillery and anti-aircraft guns, allowing the workers to churn out tanks that join the battle as soon as they roll off the line. At times, the tanks are low on ammo and missing vital things such as armor, radios, and rangefinders. When tank crews are not available, they are crewed by rank and file soldiers or volunteer factory workers.

The factory has begun to draw more and more attention from the invading fascists. The Russian dead have begun to pile up from Stuka dive bombing runs, artillery strikes, and German ground assaults. After their heroic defense of Pavlov's House, NKVD Captain Ivan Kovalev has sent the PCs to raise the spirits of the weary soldiers and workers at the Stalingrad Tractor Factory.

BRIEFING

The factory commander, Natasha Borista, greets the characters in her office when they arrive. The walls are lined with T-34 blueprints stapled over old tractor designs and patriotic posters of workers harvesting grain. Natasha is not a soldier; she is a plant manager who was put in command of the factory's production and defense. The factory is still running, months after the invasion began, which should be a testament to her leadership skills.

Natasha details the urgency of the current production run—six (6) T-34s must be produced in just a few hours and immediately sent to the Stalingrad Front headquarters where General Vasily Chuikov is gathering a large Soviet force to blunt a new German advance. All hands at the factory, military and civilian, have been mobilized for this task.

Natasha wants to involve the characters in the production and delivery of the tanks. The characters must pitch in and help on the assembly line and then jump into a T-34 and deliver it to the Stalingrad Front headquarters on the banks of the Volga. Natasha believes that having heroes of the Soviet Union working alongside civilian workers will help boost morale.

OBJECTIVE

The mission is divided into three parts, each with its own Objective:

1. **A ROD OF MANY PARTS:** The characters must collect welding rods from a derailed train car in order to finish construction of the tanks.
2. **FRONT LINE ASSEMBLY:** The characters must pitch in on the line and help assemble the tanks.
3. **DELIVERY:** The characters must crew the last T-34 tank and deliver it to the Stalingrad Front headquarters.

Note: The first Objective is made known to the PCs when the mission begins.

PLANNING

The Stalingrad Tractor Factory is well equipped for fighting and defense and the Red Army has committed to keeping it operational. The PCs receive food and First Aid when needed. They may equip themselves with any normal gear. Available weapons include entrenching tools, bayonets, large rifles (Mosin-Nagant), submachineguns (PPSh-1), two (2) grenades, and up to four (4) Molotov cocktails in a satchel per PC. If the PCs ask for heavier weapons, they receive one (1) antitank rifle (PTRD) and ammunition and one (1) light machinegun (DP-28). No vehicles are available at the factory (all have been taken by the Red Army).

INSERTION

The characters must travel a few blocks on foot to the factory trainyard.

PRE-ASSESSMENT

There is little time for Pre-Assessment. The characters are called into Natasha's office and sent to the trainyard to collect welding rods. She urges them to move quickly so they can get the tanks operational and send them off to defend the city.

EXECUTION

The mission is fairly straightforward. The characters must return with some much-needed raw materials. In order to do this, they must overcome a hostile German force at the trainyard as well as any German reinforcements that arrive to assist.

EXTRACTION

The characters return to the Stalingrad Tractor Factory and resume its defense.

POST-ASSESSMENT

The mission is ultimately considered a success if the characters get their hastily built tank successfully to the Stalingrad Front headquarters (see **Roll Out!**, below). The invasion of Stalingrad is coming to a turning point. The German advance briefly gains momentum, but eventually begins to stall as they slowly lose the battle of attrition. Despite the loss of tank and munitions factories in the city center, the Soviets doggedly hold their ground on the banks of the Volga. The Red Army will soon be receiving a powerful ally in the coming months—the Russian winter. In the meantime, they must continue to dig in and fight *For the Motherland!*

A ROD OF MANY PARTS

It is morning. The soldiers who stood watch during the night are relieved of duty and head down into the factory's cramped basements to get some sleep while they can. The factory churns to life as workers take their place, diffuse sunlight cascading through shrapnel holes in the roof. Tank chassis shudder down the line. Workers gather, tools in hand, to show the characters how to install wheels, affix tracks, and align gunsights.

Halfway through the morning, a bell rings and the tanks grind to a halt.

The factory commander, Natasha Borista, hurries to the PCs.

"We're out of welding rods, Comrades!" she says. "Without proper welds, the tanks will not protect the crew. There is a wrecked train car on the northern tracks, full of a shipment of welding rods. We need as many rods as you can carry. Take Andrei and Natoli with you to push the wheelbarrows. Keep watch for Nazi swine and bring those rods back to the workers!"

1. LOADING UP

The tracks are located a few blocks north of the Stalingrad Tractor Factory. The trip through the ruined streets is uneventful unless the *Referee* wishes to roll on the **Rattenkrieg Encounter** table (above).

The characters locate the smoldering train amid twisted tracks damaged by German bombing runs. The welding rods are contained in long tubes that have spilled out of one of the cars and onto the tracks. They must be gathered up by hand. Loading rods takes some time (4d6 *rounds*), even if everyone pitches in.

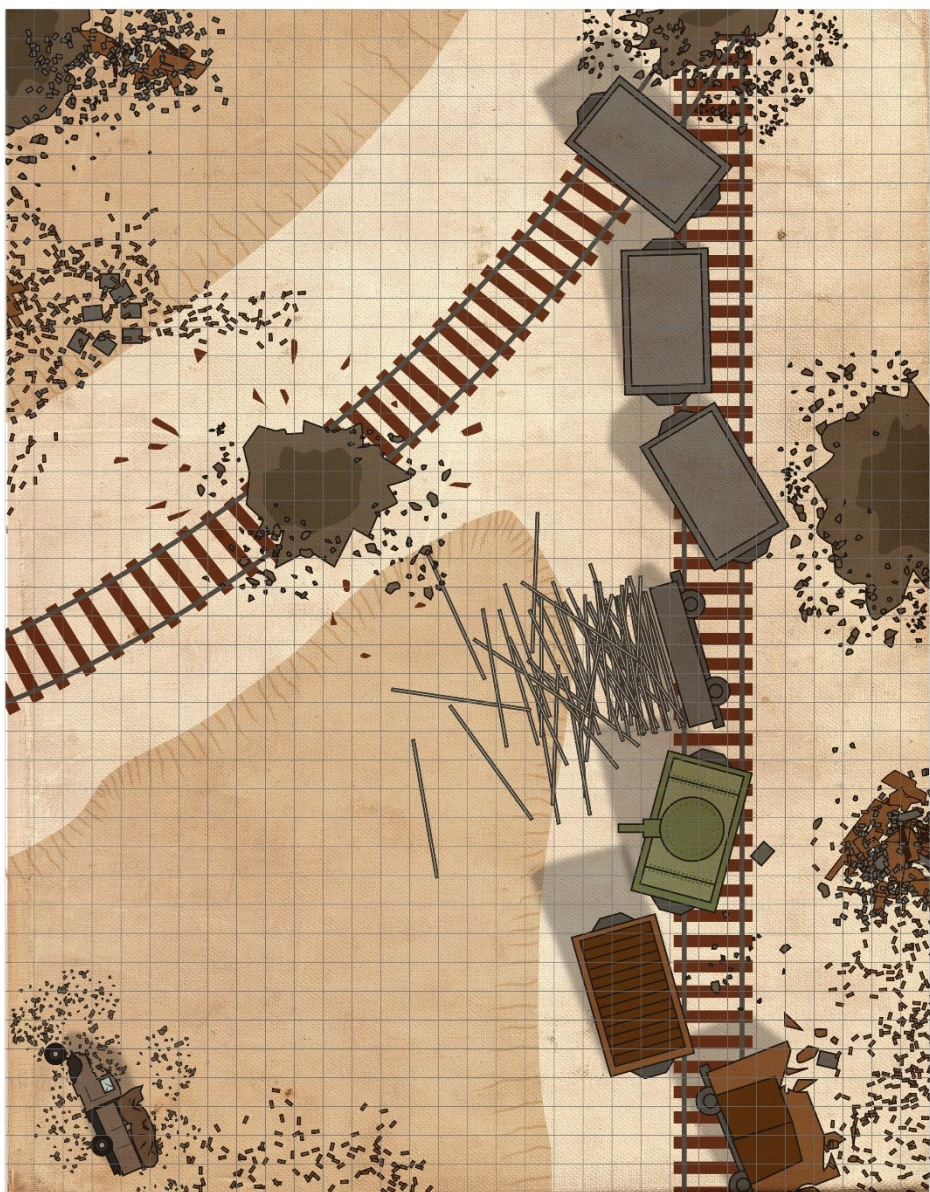
2. ARMORED TRAIN

An armored train car lies canted to one side amidst the smoking wreckage. The interior is filled with dead Russian soldiers. A 25-mm autocannon (M1940 (72-K)) is mounted on top of the car. This weapon contains enough ammunition for five (5) *rounds* of suppressive fire. Its gun shield imposes a -4 *To-Hit* against attacks made against the gunner. Although designed primarily for use against aircraft, the M1940 can also be utilized against ground troops and lightly armored vehicles.

3. ENEMY CONTACT

A patrol of six (6) German soldiers is moving through the area to scout the factory compound in preparation for a major assault. The Germans and PCs spot each other at the same time, 2d6 *rounds* after the characters begin loading welding rods. The *Referee* should check for Surprise normally.

The Germans attack on sight, firing their rifles from behind available cover and partial cover (-4 *To-Hit*) to protect themselves from attacks. Two (2) of the Germans attempt to use Fire and Maneuver tactics to get into grenade-throwing range.



If four (4) are killed, the last one flees to find reinforcements. Roll on the Reinforcements table (below). These reinforcements arrive in 1d3 rounds. If all of the German soldiers are killed, reinforcements arrive in 2d6 rounds.

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

4. REINFORCEMENTS

The longer any fight lasts, the more Germans show up to join in. Every three (3) rounds, roll 1d6 and consult the table below. Each encounter can only happen once.

1D6

REINFORCEMENTS

- 1 One (1) medium tank (*Panzer III*). The tank is low on ammunition. It fires one (1) round from its light tank gun and then only uses its medium machinegun (MG34). The tank retreats if it suffers any damage.

Light Tank (*Panzer III*): AC 5 [14]; HP 32 (HD 8); MV 6; ATT 1 Cannon (TR1), Medium Machinegun (CXL), Medium Machinegun (F); MOD Communications, Reinforced Hull (x1), Tracked.

Tank Crew (4): AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), two (2) grenades, bayonet.

- 2 One (1) German squad. Their officer and NCO are dead and their morale is low. They are on their way back to the German lines to regroup. They attack on sight, but pull back after losing half of their number.

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

- 3 One (1) German sniper. The sniper fires one (1) round at +4 *To-Hit* and then attempts to sneak away, jumping between damaged buildings. If the PCs search for the sniper, there is a 1 in 6 chance they see him on the move (or Spot Ambush check for Snipers). If attacked. The sniper barricades himself on the upper floor of a ruined building and attempts to wait until nightfall to make his escape.

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

- 4 One (1) German armored personnel carrier (Sd. Kfz. 251) transporting six (6) German soldiers. The halftrack is fitted with a flamethrower on a pintle mount, and the gunner is protected by a gun shield (-4 *To-Hit*). The driver heads right for the PCs. If they take cover inside a building, the gunner attempts to burn the building down with the flamethrower. The German soldiers disembark and surround the building, shooting anyone who attempts to escape. If the halftrack is destroyed or disabled, the soldiers retreat.

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

APC Crew (2): AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), bayonet.

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

- 5 Mortar fire. The mortar rounds explode on the street, forcing the PCs to take cover. If the characters remain in the open, it takes three (3) *rounds* for the mortar crew to center it on their location (2d6+2 damage, 30' radius).

- 6 Two (2) Stuka dive-bombers. The bombers make two (2) Strafing Runs. They break off the attack if either plane is damaged.

Small Aircraft (2): AC 7 [12]; HP 15 (HD 3); MV 9/36 (flying); ATT 1 Medium Machinegun x2 (F) [operator-linked], Medium Machinegun (A); MOD Aerial, Communications.

5. RETURNING TO THE FACTORY

Andrei and Natoli continue to load welding rods while the PCs fight. The characters may decide to retreat if the German forces begin to gain the upper hand. While pushing wheelbarrows, Movement through the ruined streets of Stalingrad is reduced by 1/2 (minimum of 1).

The Germans pursue at 1/2 Movement, using Fire and Maneuver techniques to advance along the streets, so the PCs should be able to outdistance them in about 1d6 *rounds*. The rank and file Russian soldiers defending the factory keep any pursuing Germans at bay as the characters enter the factory compound.

If the characters can't get both wheelbarrows full of rods back to the factory, the tank welds are less than optimal, affecting their structural soundness (see **Production Penalty**, below). If the characters return with both wheelbarrows full, production resumes unhindered.

FRONT LINE ASSEMBLY

Commander Natasha congratulates the PCs when they return. The workers cheer and slap them on the back as the tanks begin to roll down the line again. Welders are given bundles of rods, and the production moves along at full speed.

The *Referee* should restore all lost Hit Points to the characters and allow them to restock on ammunition and supplies before moving on to the next part of the mission.

1. T-34s ON THE MOVE

The factory workers manage to crank out five (5) T-34 tanks in as many hours. These tanks roll out, one by one, crewed by soldiers and civilian volunteers. The workers cheer as each tank leaves the factory, heading towards the Stalingrad Front headquarters to bolster the Red Army.

2. LINE WORK

There is only one (1) tank chassis left to complete. There are not enough healthy workers to fully man each stage of its production, so Natasha asks the PCs to pitch in. Below are a few suggested challenges that the characters can undertake. Each character may be given a different challenge or assigned all of them, one after another.

The character must make a Saving Throw to complete each challenge. Failure means the tank suffers a **Production Penalty** (see below). The character may add the appropriate Attribute Bonus to the Saving Throw. If the character is a Combat Engineer, the character receives a +2 bonus to the Saving Throw. If the character has a Background in mechanics, engineering, or factory work he receives a +1 bonus to the Saving Throw.

CHALLENGE	ATTRIBUTE BONUS	PRODUCTION PENALTY
WHEELS The character must help heft wheels onto the axles	STR	-1
MECHANICS The character must help with the engine assembly	INT	-1
TURRET The character must help lower the turret onto the chassis using a crane	DEX	-1

HATCHES

The character must hold the hatches in place while the hinges are applied

CON

-1

FIRE CONTROL

The character must help align the gunsights for the medium tank gun and install machineguns

WIS

-1

RODS

The vehicle lacks rods (from *A Rod of Many Parts* mission) and the welds are not as strong as they should be

Reinforced Hull
(x1)

3. PRODUCTION PENALTY

Every Production Penalty contributes to modifiers when the tank is in use. This penalty applies to the tank's AC and Movement as well as all Attack Rolls, Saving Throws, and Driving Checks made by the tank crew.

So, if the characters fail every challenge and also failed to get two wheelbarrows of welding rods, the T-34 tank has AC 9 [10], Movement 4, and suffers a -5 penalty *To-Hit* and Saving Throws (and Driving Checks, if the *Referee* is using the *OWB: Tactical Combat* sourcebook). The tank also has Reinforced Hull (x1) make it more susceptible to German guns.

Medium Tank (T-34/76): AC 4 [15]; hp 42 (HD 9); ATT Medium Tank Gun (TR3), Light Machinegun (CXL), Light Machinegun (F); MV 9; MOD Reinforced Hull (x2), Tracked.

ROLL OUT!

The last tank rolls off the assembly line and is loaded with ammunition. Exhausted factory workers help the characters climb into the tank and give them a quick rundown on how it operates. The characters may choose what crew position they fill.

1. CREW POSITIONS

The positions in a T-34 include: *Commander/Gunner, Loader, Driver, and Bow Machinegunner/Radio Operator*. Each position's duties are described below:

COMMANDER/GUNNER: Sitting in the turret, the Commander doubles as the Gunner. He surveys the battlefield, finding targets, and determining the direction of travel. He controls the traverse of the turret, sights, and fires the medium tank gun (76.2 mm) and coaxial light machinegun (DTM). He issues instructions to the loader and driver, as required. He has his own hatch on top of the tank (+2 to Saving Throw to "bail out" of a damaged tank).

LOADER: Squatting to the right of the Commander/Gunner in the cramped turret, the Loader feeds the required rounds into the main gun.

DRIVER: Sitting in the main chassis, left hand side, the driver controls the tank's movement. He has his own hatch in the front of the tank (+2 to Saving Throw to "bail out" of a damaged tank).

BOW MACHINEGUNNER/RADIO OPERATOR: Sitting to the right of the driver, he operates the T-34's ball-mounted light machinegun (DTM). If a radio set is present (in this model, it's not), he sends and receives communications.

2. TANK PENALTY

Each crew position is specific and vital to the proper performance of the tank. Having an unfilled vehicle position can negatively harm how it does in the field as outlined below:

CREW POSITION UNFILLED	TANK PENALTY
COMMANDER/GUNNER	Vehicle always loses initiative. Turret guns can't be used, turret can't traverse.
LOADER	Gunner fires every other <i>round</i> .
DRIVER	Vehicle cannot move.
BOW MACHINEGUNNER/RADIO OPERATOR	No comms. Front MG cannot be used.

EXTRA CREW: If more than four (4) characters are present, the extra characters may scout ahead of the tank on foot, keeping watching for German antitank units. In this case, they automatically achieve Surprise during **Enemy Contact** (see below).

3. TO THE COMMAND POST

The PCs may choose their route to the Stalingrad Front headquarters through the ruined streets of Stalingrad. The Soviet and German lines are fluid, with entire blocks changing hands several times over the day, so getting to the command post is no easy task. Many of these streets are blocked by rubble and bomb craters, so the route eventually leads the PCs to Soldiers of Lenin Square.

4. SOLDIERS OF LENIN SQUARE

This open square is known as Soldiers of Lenin Square. It contains a fountain, with statues of three dour-faced Bolshevik riflemen at its center. The surrounding buildings are a combination of ruined storefronts and residential tenement buildings. The fountain is filled with stagnant water and algae. It provides partial cover (-4 *To-Hit*) to anyone firing from behind its statues or low walls.

5. ENEMY CONTACT

The characters roll into the square and see six (6) German soldiers plundering the wreck of a smoldering T-34. These Germans are members of an antitank unit and the unpainted T-34 is one of the tanks that left the factory earlier today. Its crew is dead and the tank is disabled.

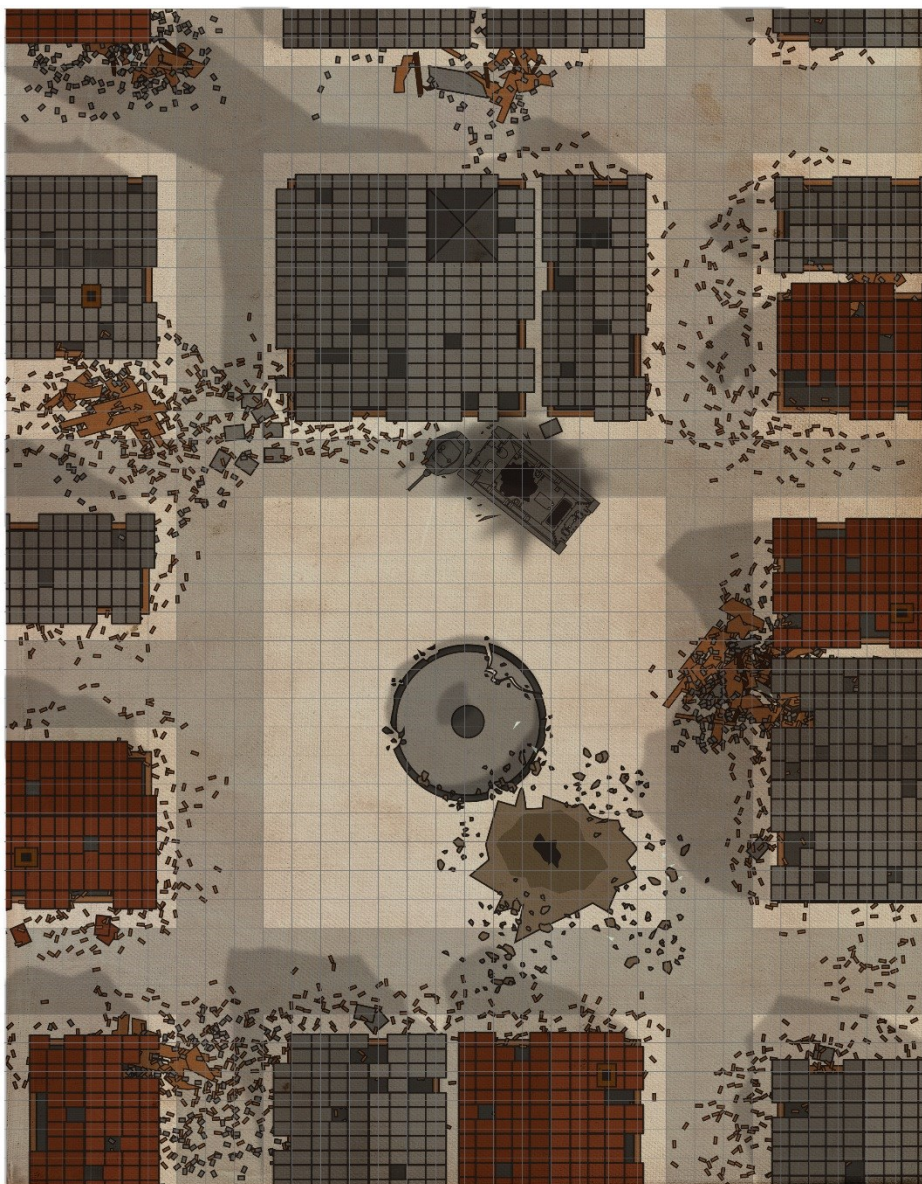
The Referee may roll normally for Surprise. The Germans take cover in the rubble and fire rifles at the tank, to no effect. One of the German soldiers is armed with one (1) medium rocket-propelled grenade (*panzerfaust*). He fires the weapon in the second (2nd) combat round. Once the *panzerfaust* is deployed, the remaining Germans attempt a tactical retreat.

If the PCs attempt to retreat or bypass the encounter entirely, they run head on into the German medium tank (*Panzer IV*) from **Tank Front! Tank Front!** (below).

German Soldier (6): AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet. One of the German soldiers is armed with one (1) medium rocket-propelled grenade (*panzerfaust*).

6. TANK FRONT! TANK FRONT!

After three (3) rounds of combat with the German soldiers, one (1) medium tank (*Panzer IV*) rolls up from a side street and engages the T-34 head on. After one (1) successful hit on the T-34, the German commander realizes that his tank's light tank gun is unable to penetrate the T-34's frontal armor (Reinforced Hull (x2)). The driver then attempts to maneuver the *panzer* to attack the T-34's more vulnerable sides or rear.



The German tank attacks until it is reduced to 12 Hit Points or less before attempting to retreat. If the tank is reduced to 0 Hit Points or less, any surviving crew members exit the tank and flee.

Note: If the T-34 received a **Production Penalty** for not having enough Rods (Reinforced Hull (x1)), its frontal armor is vulnerable to the *Panzer IV's* light tank gun. The Referee should conduct combat normally.

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

Tank Crew (5): AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), bayonet.

7. TANK REAR! TANK REAR!

After three (3) rounds of combat with the *Panzer IV*, a second medium tank (*Panzer IV*) rolls up behind the PCs and engages. Roll normally for Initiative. The German tank attacks until it is destroyed. Any surviving crew members then exit the tank and retreat.

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

Tank Crew (5): AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), bayonet.

8. ONWARD

Once the PCs have dealt with the German tanks, they may proceed to the Stalingrad Front headquarters. The remainder of the trip is uneventful. At the Soviet command post they find troops, tanks, and other war materiel are being assembled for a major operation. The T-34 tank is turned over to a more experienced tank crew that is ready to drive it to glory. A runner arrives and the PCs are summoned to a meeting with General Chuikov himself.

9. A NEW ASSIGNMENT

General Chuikov welcomes the PCs with a vodka toast and praises their courage and determination. An elaborate feast is laid out (despite the fact that most Russians have been starving for weeks) and he demands they sit and eat their fill.

Chuikov's spies have informed him that the Germans are preparing a large offensive against the city's factory district. If successful, the Red Army's supply of tanks, guns, and bullets will be severely depleted. There is one way to stop the German advance before it gains steam; a special assignment that is perfectly suited for heroes of the Soviet Union. . .

SECRETS OF STALINGRAD

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



WWII OPERATION
WHITEBOX
COMPATIBLE

SECRETS OF STALINGRAD

SECRETS OF STALINGRAD is a support mission designed for *WWII: Operation WhiteBox™*. Parachute into the city behind German lines, stop Nazi cultists from recovering an ancient artifact, and fight your way back to base before the Germans launch their next offensive!

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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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SECRETS OF STALINGRAD

THEATER: Europe (Eastern Front)

DATE: October 1942

LOCATION: Stalingrad (USSR)

"Every German soldier must be made to feel that he is living under the muzzle of a Russian gun."

—General Vasily Chuikov, 1942

Secrets of Stalingrad is a *WWII: Operation WhiteBox™* support mission designed for 3-6 characters of 1st-3rd level (about 12 levels total). The mission involves a night drop behind enemy lines. This is a combat focused mission, but there may be some opportunities for roleplaying later, so a wide range of character classes is recommended.

Note: *Secrets of Stalingrad* puts your PCs in the middle of the action as Russian troops defending the city of Stalingrad from the German invaders. The mission assumes the PCs are battle-hardened veterans of WWII who have already undergone paratroop and special forces training. If this is not the case, the *Referee* may have to amend the text accordingly.

History dictates that all of the PCs be of Russian nationality, so this mission is a perfect way to kick off an Eastern Front campaign. Alternately, the *Referee* is free to deviate from history and include British or American soldiers who are part of some sort of Allied goodwill effort. Foreign Allied troops that survive this mission are accepted by their fellow Russian soldiers, but their exploits are all but ignored by the Soviet propaganda machine—their heroics may even be attributed to other (more suitably Russian) soldiers who never even fought alongside the characters!

BACKGROUND

It is October 1942. The Battle of Stalingrad has been in full swing for over a month, and the city is a mass of burned buildings and ruined streets. The German Army has swept through Stalingrad, slowly pushing the Soviet forces back to the Volga River. The Germans are now gathering for a large assault, targeting the factory districts that churn out tanks, guns, and bullets for the Red Army. If successful, the Soviet forces will lose their foothold in the city forever.

The PCs are members of a "storm group" of the Russian 62nd Army under the command of General Vasily Chuikov. They are currently camped at the 62nd Army Command Post near the Volga River where troops, tanks, and other war materiel are being assembled to repel an upcoming German offensive.

Troop morale is at an all-time low. Weapons and supplies are scarce and living conditions are poor. The constant hunger, death, and destruction has begun to take its toll. The Red Army is desperately in need of heroes, and the bravery of the characters has not gone unnoticed by the Soviet High Command. . .

BRIEFING

The PCs are summoned to General Chuikov's command bunker for a special assignment.

Chuikov informs the PCs that a Nazi propaganda cult known as the Ahnenerbe is searching the globe for lost Aryan artifacts. They believe one of these artifacts is the Chariot of Solnsta, the remains of a bronze war chariot that was unearthed years ago by archaeologists in the Russian steppes. The chariot was put on display in the Drevniy Istoricheskiy Museum which now lies behind German lines.

The museum's curator, Boris Anatoly, has hidden the chariot away. The PCs are to parachute behind enemy lines and make contact with Boris at the museum. The characters are to destroy all remnants of the chariot so that it does not fall into enemy hands.

Chuikov downplays the dangers of the mission. He states that the bulk of the German Army is fighting along the Front, so there should be little risk of running into a substantial force. He is certain the PCs can take care of any Germans they encounter along the way.

Chuikov stresses the importance of this mission and what it means to the morale of the Russian people. Hitler himself has dispatched the Ahnenerbe to locate the chariot and if Hitler wants it, Stalin wants to keep it from him. Chuikov subtly suggests that it would be unwise to disappoint their glorious leader.

OBJECTIVE

The mission is divided into three parts, each with its own Objective:

1. **DROP INTO HISTORY:** The characters must make contact with the museum curator Boris Anatoly at the Drevniy Istoricheskiy Museum.
2. **INTO THE DARK:** The characters must enter the sewers beneath the museum to locate the Chariot of Solnsta.
3. **SOVIET BREAKOUT:** The characters must return safely to the 62nd Army Command Post.

Note: The first Objective is the only one known to the PCs when the mission begins.

PLANNING

The characters have an hour to prepare for the trip to the Drevniy Istoricheskiy Museum. The characters are given an aerial photo of the museum and the surrounding streets along with an old news article containing a picture of the chariot and the museum's elderly curator, Boris Anatoly. Boris is expecting the PCs tonight. The museum's roof is large and flat, so the characters should be able to land directly on the roof where he plans to be waiting to meet them.

The characters may request any normal military gear. If weapons are requested, each character receives one (1) knife, one (1) sharpened entrenching tool (1d6-1 damage), four (4) stick grenades, and one (1) submachinegun (PPSh-1) with several drums of ammunition. Each drum is capable of three (3) *rounds* of suppressive fire or nine (9) *rounds* of burst fire before reloading. One (1) large rifle (Mosin-Nagant) with a rifle scope is also available, upon request.

The characters are also given one (1) satchel charge each (Combat Engineers receive four (4) satchel charges). These explosives are intended to destroy any trace of the Chariot of Solnsta, but may be modified for other use by creative PCs.

PRE-ASSESSMENT

The Drevniy Istoricheskiy Museum is located in the western part of the city, well behind German lines.

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

- According to reports, most of the German troops are camped further south along the front lines, so the area around the museum is unlikely to be heavily guarded.
- German uniforms might be helpful as disguises for the trip back. The Soviets possess captured German paratrooper (*Fallschirmjäger*), enlisted, and officer's uniforms available on request.
- The only German weapons available at the Soviet Command Post are large rifles (Kar-98k) and one (1) submachinegun (MP38). However, paratroopers and other special forces units often used captured weaponry, so that should not arouse suspicion by itself.
- The streets and buildings of Stalingrad are in ruins. Anyone attacking indoors with a large rifle does so at -1 To-Hit because of the cramped space. Anyone attacking indoors with a melee weapon receives a +1 To-Hit. This includes any close quarters fighting inside the Sewers (see below).

INSERTION

Late that night, the characters are sent across the Volga to a Soviet airfield where a *Yakovlev Yak-6* transport plane (or two) is waiting to take them behind enemy lines.

EXECUTION

The characters must enter the Drevniy Istoricheskiy Museum, make contact with the curator Boris Anatoly, and then locate and destroy the Chariot of Solnsta.

EXTRACTION

There is no scheduled Extraction for this mission. Once the Chariot of Solnsta is destroyed, the PCs must find their own way back to the 62nd Army Command Post. Good luck Comrades!

POST-ASSESSMENT

The mission is ultimately considered a success if the characters destroy the Chariot of Solnsta. This thwarts the Ahnenerbe and infuriates Hitler. The characters may also attempt to capture a newly designed Tiger I tank present at the museum and return it to Soviet researchers for examination. If they accomplish only one of these goals, the characters are still treated as heroes.

If the Ahnenerbe recover the chariot, they begin a massive propaganda campaign, using it as proof that the Aryan race was once the true rulers of Soviet Russia. This bolsters Hitler's claims of Aryan superiority and demoralizes the Russian people. The characters' superiors are understandably upset, and the PCs are investigated for Nazi collaboration and treason. If they survive, they can expect a host of unpleasant assignments in the future until they redeem themselves.

WEIRDNESS ABOUNDS

Although *Secrets of Stalingrad* is written to be played as a "straight" pseudohistorical mission, it may also be used to introduce the players to an even darker side of WWII.

In *Secrets of Stalingrad*, the PCs encounter agents of the Ahnenerbe. The Ahnenerbe was a Nazi archaeological and occultist organization tasked with preserving the purity and history of the Aryan race. Ahnenerbe agents traveled across the globe, cataloguing folklore, conducting historical research, and initiating excavations designed to substantiate and promote their Aryan supremacist ideology. This makes great fodder for a WWII: Nazi Occult campaign.

The Chariot of Solnsta, the Ancient Crypts in the sewers, and the general creepiness of exotic animals prowling the ruins of Stalingrad can all be given more supernatural elements, if the *Referee* desires. The Ahnenerbe agents encountered during this mission may possess other artifacts or strange mystical powers to use against the PCs. The museum curator Boris Anatoly or his daughter Zoya may have knowledge of magic or possess magic powers themselves.

The entire mission might even be a setup by a Russian (or Allied) occult investigation unit as a way to test the characters' resolve and their ability to stand up to dark supernatural forces.

DROP INTO HISTORY

The characters are spirited across the Volga River to a Soviet airfield where two (2) large aircraft (*Yakovlev Yak-6*) await to transport the characters behind enemy lines. If the PCs are not paratroop-trained, they are given a crash course on how to deploy the chute and land properly. They are then instructed to board the plane.

The flight over Stalingrad is tense and grim. Parts of the city are on fire and from the air, the PCs can see hints of the devastation below. A pair of enemy fighter planes (Messerschmitt Bf-109) buzz past in the darkness, but do not attempt to engage, probably assuming the *Yaks* are friendly German aircraft.

The Soviet pilot signals the characters as they near the museum and the PCs line up at the open door. When the pilot shouts "go!", the characters jump from the plane(s) and deploy their chutes, silently gliding down to the ruins below.

As they near the ground, the characters clearly see the museum's roof as well as the Tank Crew parked outside. A Wheelman or Überläufer character instantly recognizes the tank as one of the huge new *panzers* recently encountered in other parts of the Eastern Front. Its presence here does not bode well for the Red Army.

Each character must roll 1d20 during the descent. A roll of 1 indicates a parachute mishap has occurred. Roll 1d10 and consult the Parachute Mishap table.

ROLL

PARACHUTE MISHAP

1 **SPECTACULAR ENTRY:** The character drops through one of the museum skylights, suffering 1d3 damage from breaking glass. He lands right in the middle of the Prisoner Interrogation (see below).

2 **DETECTION:** The character's descent is spotted by a German soldier. The player must roll 1d6: on a roll of 1 they are spotted by the Tank Crew; on a roll of 2-6 they are spotted by one of the Sleeping Guardsmen.

3-4 **INJURY:** The character lands awkwardly, spraining his ankle for 1d3 damage. The character must make a Saving Throw. Failure means his Movement is reduced by three (3) for the remainder of the night.

4-5 **LOST WEAPON:** The character loses a random weapon.

6-7 **TANGLED CHUTE:** The character's parachute gets tangled on the roof of a building, leaving him dangling down the side.

8-10 **LOST ITEM:** The character loses a random item.

1. DREVNIY ISTORICHESKIY MUSEUM

The Drevniy Istoricheskiy Museum contains archaeological finds, anthropological studies, and academic libraries. The building has been damaged by German bombing, and most of its papers and exhibits have been looted or destroyed. The museum's basement is home to a dozen civilians, including the museum staff, its curator, Boris Anatoly, and his daughter Zoya.

The museum's roof contains several broken skylights. The PCs can see the Prisoner Interrogation (see below) taking place in Anatoly's former office on the second floor. A trapdoor in the roof opens on a ladder that leads down to the second floor. *Hauptsturmführer* Koppler and his *Waffen-SS* are too engrossed in the interrogation to hear the characters' descent.

2. BABOONS ON THE ROOFTOPS

As the characters descend towards the museum roof, they see three (3) full-grown baboons quickly leap off the museum roof and onto the roof of a nearby building before disappearing into the night. These Hamadryas baboons barely escaped the bombing of the nearby Stalingrad Zoo and have been surviving among the ruins ever since.

The baboons are scavengers who are looking for food. They may return later to drag off any dead Germans lying around. They fight only if attacked or to protect their food source. Loud noises (such as whistles or gunfire) drives them away unless they make a Saving Throw.

The baboons are a good way to foreshadow the presence of the tigers encountered later in the Well Room (see below).

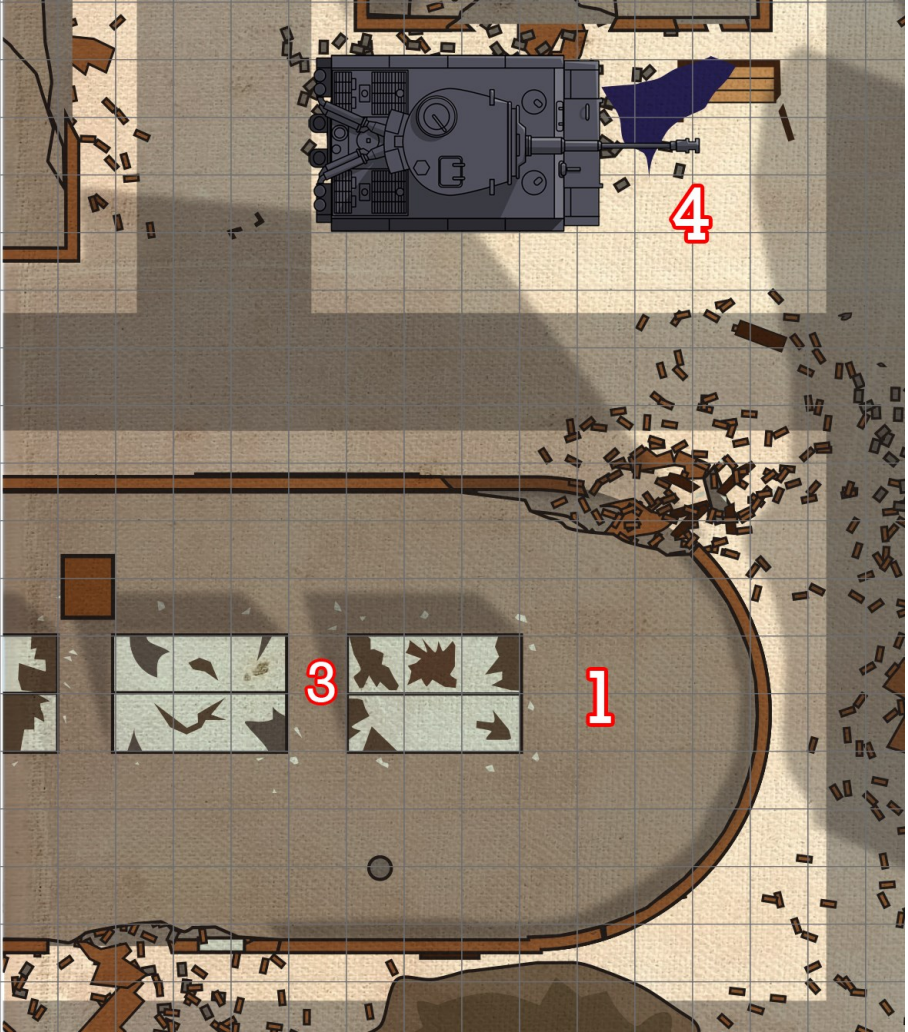
Baboon (3): AC 7 [12]; HD 1d6-2; hp 3; THB +0; ATT 1 (bite); SA low-light vision; ST 19; MV 12/12 (climb); HDE/XP 1/10.

3. SLEEPING GUARDSMEN

Two (2) German soldiers are keeping watch atop the museum's roof. The soldiers were yanked off a cleanup detail. They do not like Koppler or the *Waffen-SS* in general. They have become lax and are not expecting trouble this far behind German lines.

The soldiers agreed to rotate shifts, allowing one to sleep while the other stayed awake and kept watch. Unfortunately, both have fallen asleep. They are now sitting in between two of the skylights, snoring peacefully. They can be killed or knocked unconscious in their sleep, with only a 1 in 20 chance of awakening during the attempt. If awakened at gunpoint, they attempt to surrender and cause no further problems as long as the PCs take reasonable precautions to prevent their escape. They fight if attacked.

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



4. TANK CREW

A *Waffen-SS* tank crew is camped here around a small fire. A newly designed German heavy tank (Tiger I) is parked nearby.

The crew consists of an SS First Lieutenant (*Obersturmführer*), a Corporal (*Rottenführer*), and three (3) Privates (*Schütze*). These men are assigned as the Ahnenerbe escort. They are experienced tankers who have been given command of the menacing Tiger I tank.

The crew responds to any major disturbance inside the museum or on the roof. They are fanatics who fight intelligently, using Cover and Concealment to their advantage. These men fight to the death.

Waffen-SS Obersturmführer (2nd-level Tactician): AC 8 [11]; HD 2+1; hp 9 (T) or 16 (H) or 28 (I); THB +1; ATT 1 (weapon); SA Superior Planner, Rally, Int 15; ST 13 (+2 vs. fear or breaking under torture); MV 12; HDE/XP 2/60; BDUs, helmet, submachinegun (MP40), medium handgun (Walther P38), bayonet. This *Obersturmführer* is the tank's commander.

Waffen-SS Rottenführer (1st-level Wheelman): AC 5 [14]; HD 1+1; hp 5 (T) or 9 (H) or 14 (I); THB +0; ATT 1 (weapon); ST 14 (+2 vs. explosions and suppressive fire when inside vehicle); MV 12; SA Dex 15, Vehicle Understanding, Fast and Furious, Combat Driving; HDE/XP 1/20; BDUs, helmet, submachinegun (MP40), bayonet. This *Rottenführer* is the tank's driver.

Waffen-SS Schütze (1st-level Grunt): AC 5 [14]; HD 2; hp 10 (T) or 18 (H) or 34 (I); THB +1; ATT 1 (weapon); ST 14 (+2 vs. explosions and suppressive fire); MV 12; SA Str 16, Combat Machine, Uncanny Toughness; HDE/XP 1/20; BDUs, helmet, submachinegun (MP40), bayonet. This *Schütze* is the tank's gunner.

Waffen-SS Schütze (2): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP40), two (2) grenades, bayonet. These *Schützes* are the loader and assistant driver.

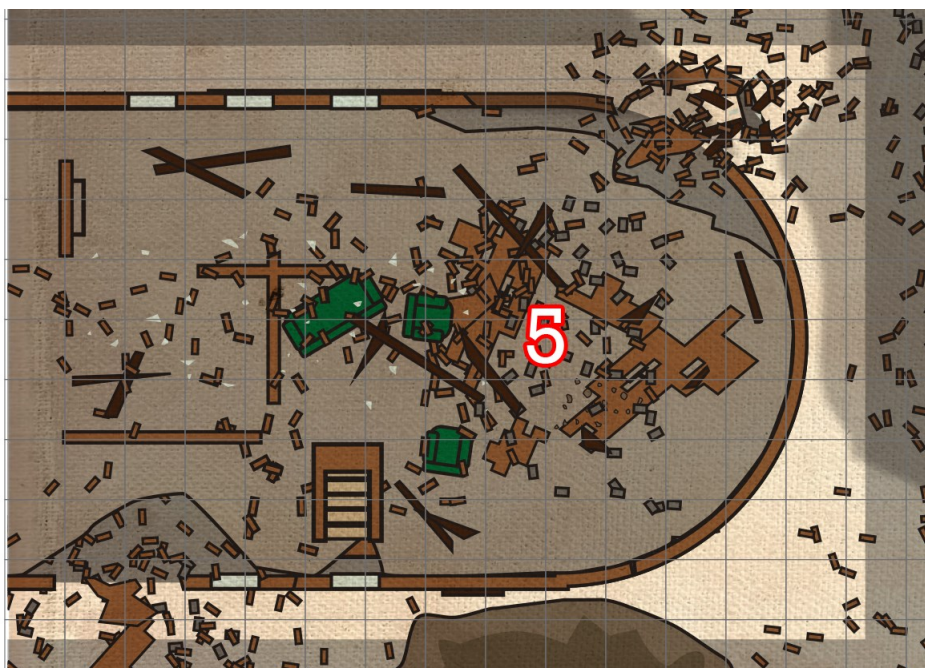
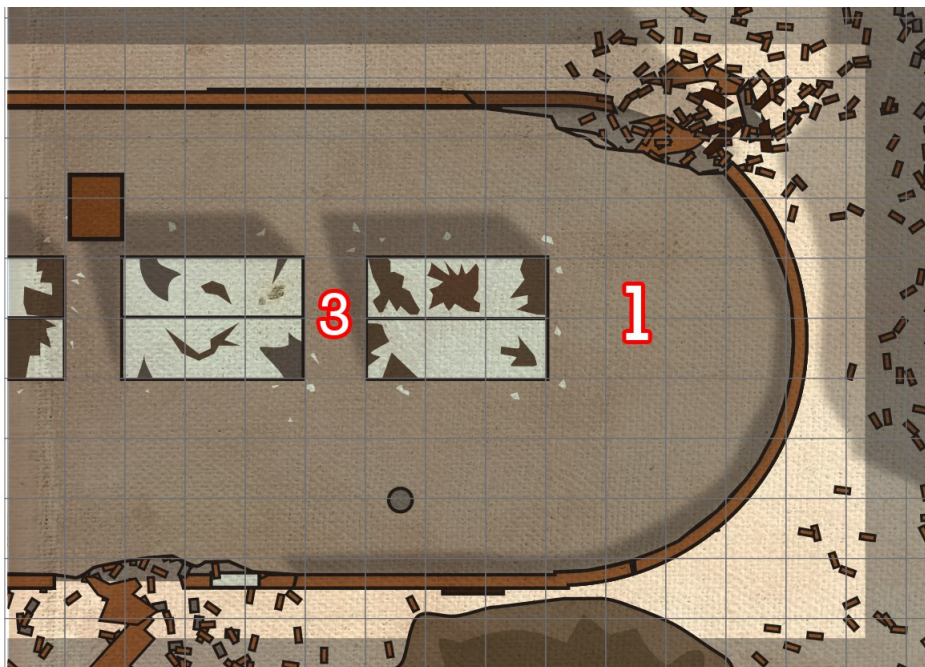
Heavy Tank (Tiger I): AC 3 [16]; HP 55 (HD 10); MV 6; ATT 1 Heavy Tank Gun (TR1), Medium Machinegun (CXL), Medium Machinegun (F); MOD Communications, Reinforced Hull (x3), Tracked.

5. PRISONER INTERROGATION

Waffen-SS Captain (*Hauptsturmführer*) Julius Koppler commands the Ahnenerbe detachment at the museum. Koppler is a cruel man, tall and thin, with a pinched face and round spectacles. He has moved the museum curator Boris Anatoly and the other bedraggled Russian civilians onto the second floor (beneath the skylights) for interrogation.

The elderly Anatoly is tied to a chair. He refuses to tell Koppler where the chariot is and has been beaten to semi-consciousness. His torturer, one (1) *Waffen-SS* Corporal (*Rottenführer*), stands nearby. He has taken off his gray uniform coat and rolled up his sleeves to keep from getting blood on his clothes.

The other Russian prisoners cower in a corner of the room, held at gunpoint by five (5) *Waffen-SS* soldiers.



The PCs arrive just as Koppler gives the command to start executing prisoners. The soldiers drag an elderly woman to kneel in front of Anatoly. The *Rottenführer* then puts a medium handgun (Walther P38) to her head. Unless the PCs intervene, the woman is executed on the spot.

The executions continue one by one until the last prisoner is brought forth. This is Zoya Anatoly, Boris's only daughter, but the Germans do not know this. She was a caretaker at the Stalingrad Zoo until it was destroyed by German bombing runs. She has lived in the museum's basement with her father for the past few months.

When Zoya is brought forward, Anatoly tearfully agrees to give up the location of the Chariot of Solnsta. He tells Koppler it is hidden in a dry well in the sewers east of the museum. Koppler summons the Tank Crew from outside and sends them to retrieve the chariot. He decides to keep Boris and Zoya alive until they return, in case Boris is lying. The PCs may decide to ambush the Tank Crew as they travel to or from the sewers. If this happens, the *Referee* must amend the text of Into the Dark accordingly (see below).

If the PCs intervene to stop the executions, they must deal with Koppler and his SS. The *Waffen-SS* soldiers fight to the death. However, Koppler is a coward who attempts to flee while his men fight. He alerts the Tank Crew if possible by blowing a shrill whistle. If his men are killed, Koppler attempts to surrender. If captured, he may be used as a bargaining chip during Soviet Breakout (below).

The Tank Crew outside is expecting torture and executions, so they ignore the sound of screams or short bursts of gunfire. However, prolonged autofire or explosions brings them running. They arrive by staircase in five (5) rounds.

Waffen-SS Hauptsturmführer Julius Koppler (3rd-level Charmer): AC 5 [14]; HD 3+1; hp 12 (T) or 19 (H) or 31 (I); THB +1; ATT 1 (weapon); ST 13 (+2 vs. attempts to influence or detect deception; MV 12; SA Cha 15, Friendly Demeanor, Smooth Operator, Detect Deception; HDE/XP 3/80; BDUs, helmet, submachinegun (MP40), medium handgun (Luger P08), bayonet, Satanic Bible, map and book describing the mysterious Thule Society, Ahnenerbe sword-rune pin worn on collar.

Waffen-SS Rottenführer (Waffen-SS NCO): AC 8 [11]; HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, submachinegun (MP40), medium handgun (Walther P38), bayonet. The *Rottenführer* fires his handgun unless he can get to his submachinegun, which is on a nearby table.

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

Boris Anatoly: AC 9 [10]; HD 1d6-2; hp 1 (almost 0); THB +0; ATT 1 (weapon); SA Int 16; ST 19; MV 12 (currently 3); HDE/XP 1/5, broken spectacles. The elderly Boris is weak from the beating, but his spirit remains unbroken.

Zoya Anatoly: AC 9 [10]; HD 1d6-2; hp 1; THB +0; ATT 1 (weapon); SA Cha 13; ST 19; MV 12; HDE/XP 1/5. Zoya takes care of a small Marmoset named Gavriil that she rescued from the zoo. The animal usually hides in her coat, peeking its head out to be fed. If the PCs comment on it, she sadly explains that only a few animals survived the zoo's destruction.

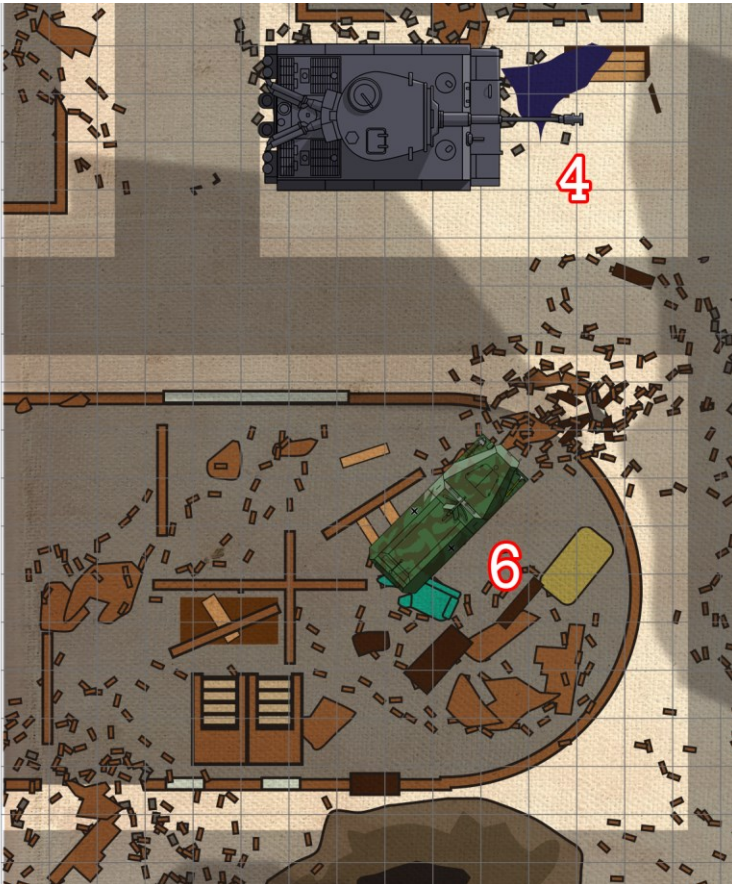
Russian Civilians (11): AC 9 [10]; HD 1d6-2; hp 1; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/5. A few of these elderly civilians are veterans of the Great War. They arm themselves with discarded weapons once the *Waffen-SS* soldiers are killed.

6. MUSEUM LOBBY

The museum lobby is in disarray, with broken glass cases and exhibit alcoves that have been stripped bare. The floor is littered with broken furniture.

A German armored personnel carrier (Sd.Kfz. 251) is parked inside the museum on the first floor, having gained entry through a break in the north wall. This is the personal vehicle of *Hauptsturmführer* Julius Koppler.

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



INTO THE DARK

Boris Anatoly is weakened from the beating and can barely move on his own. He was told by General Chuikov's agents that the PCs were a rescue party sent to recover the Chariot of Solnsta and rescue him and his daughter.

Time is of the essence. Boris tells the PCs that his assistant, Dmitri Kapitola, disappeared a few days ago and might have been captured by Germans. Dmitri knows that Boris hid the Chariot of Solnsta somewhere in the sewers and Boris is afraid that Dmitri may give this information up under torture.

Boris asks the PCs to retrieve the chariot, then return for him, his daughter Zoya, and the other civilians. He believes the civilians and the chariot can be transported to safety inside the German armored personnel carrier parked on the first floor. He does not know the characters have been sent to destroy the chariot. If they tell him, he begs the PCs to reconsider, for the good of the Russian people.

WAFFEN-SS SEARCH PARTY

A second Ahnenerbe detachment is searching the sewers for the Chariot of Solnsta. These *Waffen-SS* soldiers are led by *Obersturmführer* Otto Herbert, a small, pudgy, nervous man with big ambitions. He is an underling of *Hauptsturmführer* Koppler, but hopes to outshine his superior by locating the chariot and delivering it to *der Führer* himself. Glory will be his!

Boris Anatoly's assistant, Dmitri Kapitola, is accompanying the Ahnenerbe. It was Dmitri who defected to the Germans with news of Anatoly and the museum's artifacts. He has brought Herbert into the sewers to attempt to locate the hiding place of the Chariot of Solnsta.

There is a 1 in 6 chance the PCs encounter Herbert and his *Waffen-SS* any time they come upon a sewer intersection. The *Referee* should roll normally for Surprise. Herbert and his troops fight to the death, but Dmitri flees from any fighting.

Obersturmführer Otto Herbert: AC 8 [11]; HD 1d6-2; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, medium handgun (Walther P38).

Waffen-SS Rottenführer (Waffen-SS NCO): AC 8 [11]; HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, submachinegun (MP40), bayonet, flashlight, Ahnenerbe sword-rune pin.

Waffen-SS Schütze (5): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet, flashlight.

Dmitri Kapitola: AC 9 [10]; HD 1d6-2; hp 1; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/5.

THE SEWERS

The sewers may be accessed by bomb craters, basements, or grates in the street located at every major street intersection. The cramped Stalingrad sewers reek of human waste and carrion. The tunnels are carved from hardpacked earth

and reinforced with stone. The walls and floors are covered with filth and sludge. The stagnant water is ankle or knee deep. The characters occasionally hear muffled explosions and gunfire from above, but the sewers are otherwise quiet. The PCs can use flashlights (if they have them) or makeshift torches from old furniture and rags for illumination.

1. SOUTH BOMB CRATER

Bombs have collapsed this part of the sewer, leaving it exposed to the street above. The characters may enter or leave the sewers by climbing the rubble. The eastern tunnel is entirely blocked by the collapse.

2. EAST BOMB CRATER

Bombs have collapsed this part of the sewer, leaving it exposed to the street above. The characters may enter or leave the sewers by climbing the rubble. The southern tunnel is entirely blocked by the collapse.

3. NORTH BASEMENT

This basement is littered with gnawed bones and contains a strong animal smell. It once housed a family of refugees, but they were attacked and killed weeks ago by a starving tigress that escaped from the Stalingrad Zoo (see Well Room, below). A character familiar with animals can identify the tracks as belonging to a tiger. A successful Saving Throw reveals a set of smaller tiger tracks and teeth marks on the bones. There is nothing of value in this room.

4. SOUTH BASEMENT

This old basement was used as a supply cache by Soviet forces until the Germans overran the streets above. Anti-German graffiti and notes to loved ones are scrawled in Russian along the walls. Old, broken furniture lies around a charred firepit. Food is hidden in the rubble in the northwest corner of the room. A hole concealed beneath a cloth pallet contains twelve (12) "stick" grenades, one (1) medium rocket-propelled grenade (*panzerfaust*), six (6) large rifles (Mosin-Nagant), and one (1) submachinegun (PPSh-1) with three drums of ammunition.

5. ANCIENT CRYPTS

These crypts once lay beneath a church that was abandoned and demolished years ago during the Russian Revolution. The skeletal remains are wrapped in rotted cloth. If checked, three (3) gold teeth worth \$25 each, a gold ring worth \$75, a silver and pearl cameo locket worth \$450, and a silver and gold inlaid Bible belonging to the Ivanovich Family worth \$750 can be looted from the remains. Religious PCs should have serious reservations about robbing the dead.

6. WELL ROOM

This old well has long since gone dry. As German forces encircled Stalingrad at the start of summer, Boris Anatoly lowered several priceless artifacts into its depths to keep them safe. He is the only one who knows their location.

The water flowing through this part of the sewer is supplied by a freshwater stream and is only partially contaminated. The water source is used by civilian

refugees, Soviet troops, and a starving tigress and her cub that escaped the firebombing of the Stalingrad Zoo.

When the characters enter the room, they see a mewling tiger cub gnawing on the thigh of a civilian skeleton lying near the water. One (1) *round* later, the cub's hungry mother tigress lunges out of a side passage and attacks the PCs. Roll normally for Surprise. The PCs instantly see the tiger is malnourished, with patches of fur missing and skin hanging off its bones.

If the characters flee, the tigress pursues them for 1d6+1 *rounds* before returning to her cub. If the characters throw food to the tigress (or if they lead it to the bodies of the *Waffen-SS* Search Party), it takes the meal and leaves the Well Room with its cub. If the cub is killed, the tigress fights to the death. If the PCs are well prepared and the battle is too lopsided, the *Referee* can have a male tiger (same stats as the tigress) arrive in 1d3 rounds to join the fight.

If the PCs have not yet encountered the *Waffen-SS* Search Party (see above), gunfire and commotion draws them here 2d6+2 *rounds* after the tigress is killed.

Tigress: AC 6 [13]; HD 5; hp 22 (currently 16); THB +0; ATT 3 (claw/claw/bite); SA rake with rear claw attack if both front claws hit; ST 11; MV 15/6 (swim) but currently 12/3 in its weakened state; HDE/XP 6/500.

Tiger Cub: The cub runs away if attacked or if the tigress is killed.

RUSSIAN ARTIFACTS

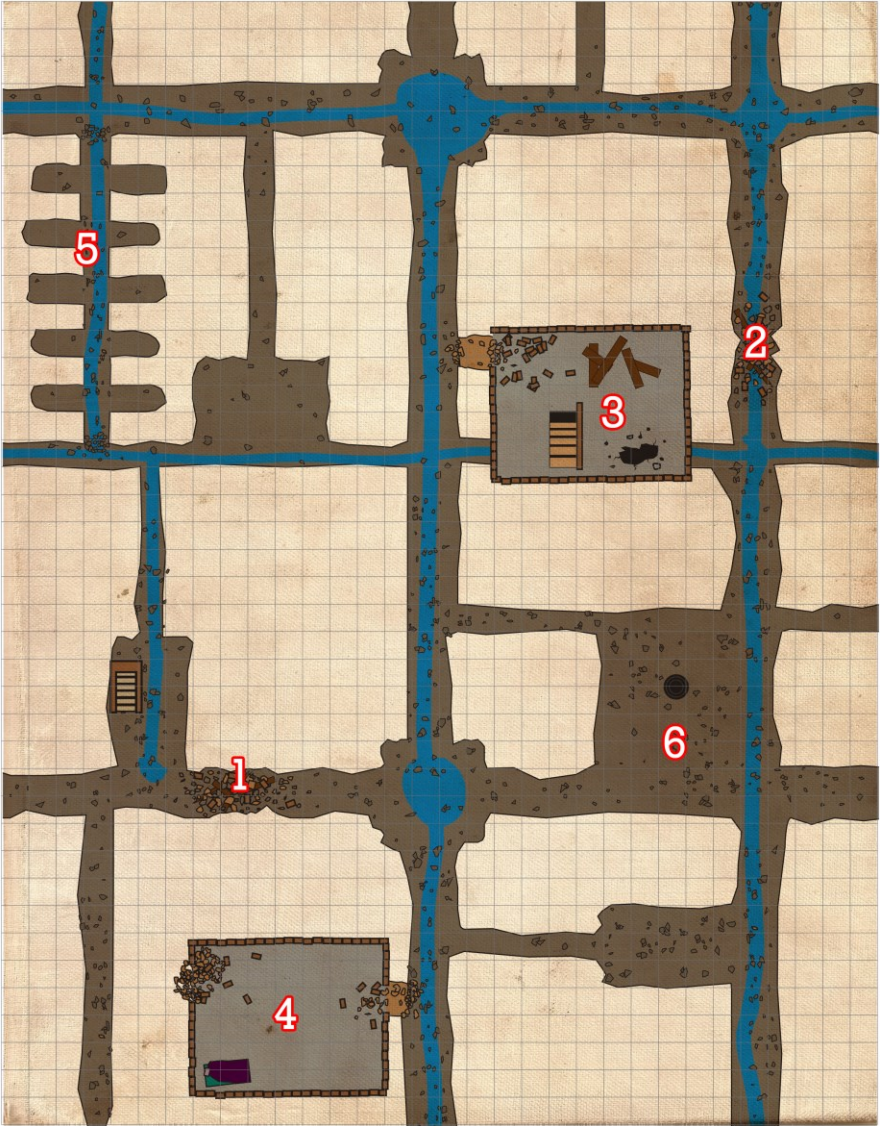
Once the tigress and the *Waffen-SS* Search Party have been dealt with, the PCs may retrieve the Russian artifacts from the well at their leisure.

The artifacts hidden in the well consist of:

1. Three (3) small carved wooden statues of Mongolian horsemen.
2. One (1) oil painting depicting the Patriotic War of 1812 by famous Russian artist Olga Rozanova.
3. One (1) crate containing shards of pottery, stone tools, and primitive weapons from various digs (each of which are tagged and catalogued).
4. The remains of the Chariot of Solnsta wrapped in thick blankets. The Chariot of Solnsta is an ancient war chariot made of pitted bronze. It has been separated into three (3) parts—a partial body or basket, a broken spoked wheel, and a worm-eaten pole with three traces that allowed the chariot to be drawn by six horses. Swastikas and other ancient pagan sun symbols are engraved in the chariot's sides. According to legend, the chariot could fly through the air, shield its occupants from weapons, and rain the sun's molten fire down upon enemies below.

TARGET OF OPPORTUNITY

The artifacts are worth a fortune to the Ahnenerbe, but their true worth lies in their historical value to the Russian people. The characters are free to destroy the chariot as instructed. However, the *Referee* should award a bonus of 250 XP per artifact returned to the Soviet people (total of 1,000 XP).



SOVIET BREAKOUT

The characters are free to return to the Drevniy Istoricheskiy Museum after they retrieve or destroy the chariot. If they decide to make their way back to Soviet lines without Boris Anatoly, Zoya, and the others, this mission is essentially over.

Otherwise, the PCs return to the museum to find it bathed in floodlights and surrounded by German tanks and troops.

A German Army tank commander of the 16th Panzer Division named Captain (*Hauptmann*) Ludwig Jürgen was leading a *panzer* column towards the front lines when he spied the vaunted Tiger I tank parked beside the museum. He knows the tank was assigned to protect *Hauptsturmführer* Koppler who was on some secret SS mission. As he stopped his column to make contact with the Tiger commander, the Soviet civilians inside the museum opened fire with captured German weapons.

Jürgen withdrew his forces to a safe distance and set up a perimeter. He addresses the museum's occupants by PA, demanding the release of *Hauptsturmführer* Julius Koppler and the surrender of all Soviet troops in the building. He is reluctant to fire on the museum for fear of killing members of the *Annenherbe*, but he cannot afford to wait much longer before beginning an assault.

Hauptmann Ludwig Jürgen: AC 8 [11]; HD 1; hp 6; THB +1; ATT 1 (weapon); SA Int 15; ST 18; MV 12; HDE/XP 1/20; BDUs, helmet, submachinegun (MP40), medium handgun (Walther P38), bayonet.

The characters have the following options:

1. Surrender
2. Stealth by Street
3. Stealth by Sewer
4. Subterfuge
5. Panzer Breakout!

1. SURRENDER

Hauptmann Jürgen is a man of honor. He accepts the PCs' surrender. The characters are interrogated by the German *Abwehr* (military intelligence) before being sent by armored train to a prison work camp in Poland. The *Referee* must decide if and when the characters receive an opportunity to escape.

2. STEALTH BY STREET

The area around the museum is surrounded, and the Germans are on high alert. The characters are highly trained and have a small chance of sneaking out, but the Russian civilians do not.

Each character attempting to sneak out through the ruins must roll 1d6. On a roll of "1", the characters are spotted and engaged by an unlimited number of German soldiers and machinegun crews. Russian civilians automatically fail this roll, drawing fire down on the whole team. If the characters remain undetected, they sneak past the German tanks and troops.

Once any shooting starts, each character must roll 1d6 each *round*. On a roll of 1, the character is caught in an explosion from a grenade, mortar, or tank gun round (2d6+2 damage; Saving Throw for 1/2). On a roll of 2, the character is struck by 0-3 medium machinegun rounds (1d6+2 damage x0-3, Saving Throw for 1/2). On a roll of 3, the character is struck by a large rifle round (1d6+1 damage). On a roll of 4-5, the character is hit by a ricochet (1d3 damage); on a roll of 6, the character escapes the *round* unhurt.

Once spotted, there is no escape; if the PCs persist, they eventually die from attrition. The Germans do not pursue the PCs if they retreat back into the museum. The characters must wait one (1) hour before attempting to escape this way again.

3. STEALTH BY SEWER

The characters see squads of Germans entering the sewers, trying to find a way into the museum from below. If the characters enter the sewers, they must fight their way past three (3) German teams in order to reach safety. Each team consists of five (5) German soldiers and one (1) German NCO. They are encountered at sewer intersections (the *Referee* can roll normally for Surprise). Once these three (3) teams are dispatched, the PCs may exit the area safely.

German NCO: AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), bayonet.

German Soldier (5): AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

4. SUBTERTFUGE

The PCs use captured German uniforms to pass through the German lines. A Reaction Roll is required in order for the PCs to bluff their way past a German checkpoint. Good roleplaying here is a must, as the PCs must describe how they exit the museum without drawing attention to themselves (i.e. a distraction on the other side of the museum).

All Reaction Rolls made by PCs in German uniforms begin at Neutral (6), and must be raised to Friendly (9) or better in order to succeed. Lower-ranking German soldiers typically obey commands from those of higher rank, so PCs dressed in officers' uniforms receive a +1 bonus to the Reaction Roll. The PCs receive an additional +1 bonus to the roll if they wear an Ahnenerbe sword-rune pin.

German Officer (Leutnant): AC 8 [11]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, helmet, medium handgun (Walther P38), bayonet.

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

German Tank Commander (German NCO): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), bayonet.

German Tank Crew (5): AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP40).

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

5. PANZER BREAKOUT!

The PCs can always take command of the Tiger I and charge through the German lines. This option is probably the most fun. Boris Anatoly actually suggests this course of action if the PCs do not think of it themselves. The elderly Russian civilians are veterans of the Great War. They volunteer to fill any positions the PCs do not man. Unfilled crew positions impose a Tank Penalty (see below).

A Tactician, Wheelman, or Überläufer character knows that the Tiger's frontal armor can withstand a hit from almost any German tank gun. A successful Saving Throw allows the PC to realize that only Jürgen's *panzer IV* can penetrate the Tiger from the sides or rear.

Heavy Tank (Tiger I): AC 3 [16]; HP 55 (HD 10); MV 6; ATT 1 Heavy Tank Gun (TR1), Medium Machinegun (CXL), Medium Machinegun (F); MOD Communications, Reinforced Hull (x3), Tracked.

a. CREW POSITIONS

The positions in a Tiger I include: *Commander, Gunner, Loader, Driver, and Assistant Driver*. Each position's duties are described below:

COMMANDER: Sitting in the turret cupola, the Commander surveys the battlefield, finding targets, and determining the direction of travel. He issues instructions to the gunner, loader, and driver, as required. He has his own hatch on top of the tank (+2 to Saving Throw to "bail out" of a damaged tank).

GUNNER: Also in the turret, left of the Commander, the Gunner controls the traverse of the turret, sights, and fires the heavy tank gun (88 mm) and coaxial medium machinegun (MG34).

LOADER: Squatting to the right of the Gunner in the cramped turret, the Loader feeds the required rounds into the main gun.

DRIVER: Sitting in the main chassis, left hand side, the driver controls the tank's movement. He has his own hatch in the front of the tank (+2 to Saving Throw to "bail out" of a damaged tank). *A Wheelman character must man this position in order to make use of his Class Abilities.*

ASSISTANT DRIVER: Sitting to the right of the driver, he operates the Tiger's ball-mounted medium machinegun (MG34). He also sends and receives communications using the radio set. The Assistant Driver has his own hatch in the front of the tank (+2 to Saving Throw to "bail out" of a damaged tank).

Each crew position is specific and vital to the proper performance of the tank. Only one person can operate a crew position at a time. Having an unfilled crew position can negatively affect how the tank does in the field, as outlined below:

CREW POSITION UNFILLED

TANK PENALTY

COMMANDER

Tank always fires last. Attack Rolls suffer a -1 penalty.

GUNNER

Turret guns can't be used, turret can't traverse.

LOADER

Tank fires every other *round*.

DRIVER

Vehicle cannot move.

ASSISTANT DRIVER

No comms. Front MG cannot be used.

b. VICTORY CONDITIONS

A total of twelve (12) German *panzers* surround the area. The PCs must destroy at least five (5) of these *panzers* in order to win free. Roll 1d6 and consult the Panzer Deployment table (below) to determine which *panzer* the PCs encounter first.

- One (1) *panzer* joins the battle on the first (1st) *round* and every odd *round* after (3rd, 5th, etc.), up to a total of twelve (12) tanks. The newly arriving tank should round the corner within two (2) blocks of the PC tank. The fifth (5th) tank is *Hauptmann Jürgen's Panzer IV*, if it has not joined the fight already.
- The new *panzers* continue to arrive until the PCs destroy a total of five (5) German tanks, so if the battle drags on, they may find themselves fighting the entire column.
- On every third (3rd) *round*, there is a 1 in 6 chance that a German soldier armed with a medium rocket-propelled grenade (*panzerfaust*) takes a shot at the PC tank. This soldier appears from behind partial cover (piles of rubble, a rooftop, upper story window, etc.). He automatically loses Initiative as he takes aim at the PC tank.
- Once five (5) *panzers* have been destroyed, the remaining Germans retreat and the PCs are free to exit the area. The PCs receive only 1/4 Experience Points for destroying all *panzers* except for *Hauptmann Jürgen's Panzer IV*, since the light tank guns of the enemy *panzers* pose only a minimal threat.

The PCs may also decide to drive the German armored personnel carrier (in order to rescue civilians and/or artifacts). The APC is ignored by the German *panzers* since its machinegun is not a threat. It is immune to small arms fire, so characters are free to target German troops, especially those firing *panzerfausts*.

ROLL

PANZER DEPLOYMENT

1 MEDIUM TANK (*HAUPTMANN JÜRGEN'S PANZER IV*): AC 4 [15]; HP 36 (HD 9); MV 6; ATT 1 Medium Tank Gun (TR1), Medium Machinegun (CXL), Medium Machinegun (F); MOD Communications, Reinforced Hull (x2), Tracked. Jürgen's tank is upgunned and uparmored, but is still no match for the Tiger I. He knows better than to try to attack the PCs head-on. Instead, he uses buildings, rubble, and even wrecked tanks for cover as he tries to flank the Tiger and get a shot on its more lightly armored sides or rear.

2-3 MEDIUM TANK (*PANZER IV*): AC 4 [15]; HP 36 (HD 9); MV 6; ATT 1 Light Tank Gun (TR1), Medium Machinegun (CXL), Medium Machinegun (F); MOD Communications, Reinforced Hull (x1), Tracked. The *panzer IV* fires its light tank gun at the Tiger every round, hoping to score a lucky hit (natural 20) on the Attack Roll as per the **OPTIONAL RULE: 20s and 1s (Vehicle Combat)**. The Referee can add to the tension by describing the rounds pinging off the Tiger's thick armor.

4-6 LIGHT TANK (*PANZER III*): AC 5 [14]; HP 32 (HD 8); MV 9; ATT 1 Light Tank Gun (TR1), Medium Machinegun (CXL); MOD Communications, Reinforced Hull (x1), Tracked. The *panzer III* fires its light tank gun at the Tiger every round, hoping to score a lucky hit (natural 20) on the Attack Roll as per the **OPTIONAL RULE: 20s and 1s (Vehicle Combat)**. The Referee can add to the tension by describing the rounds pinging off the Tiger's thick armor.

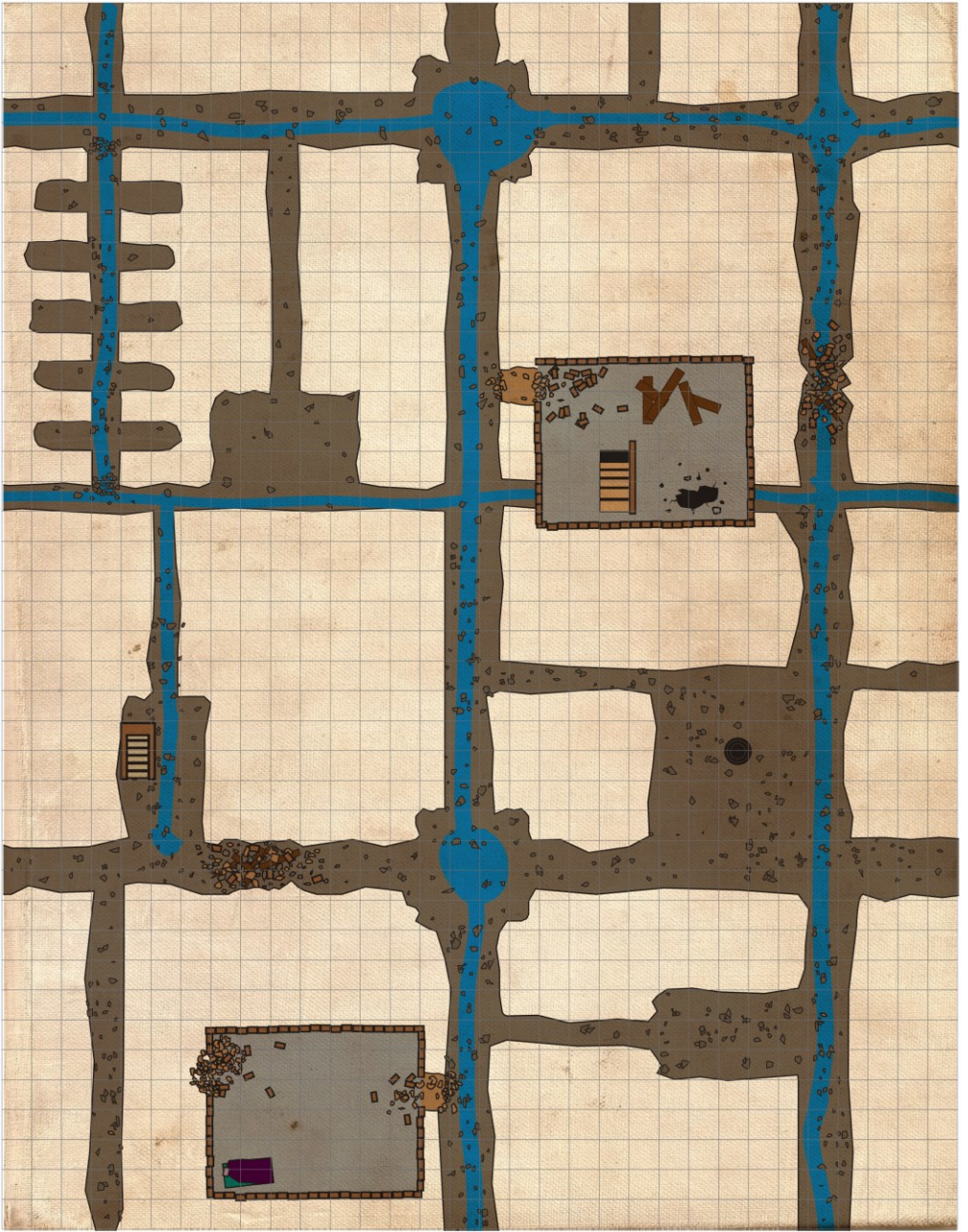
OCTOBER OFFENSIVE BEGINS

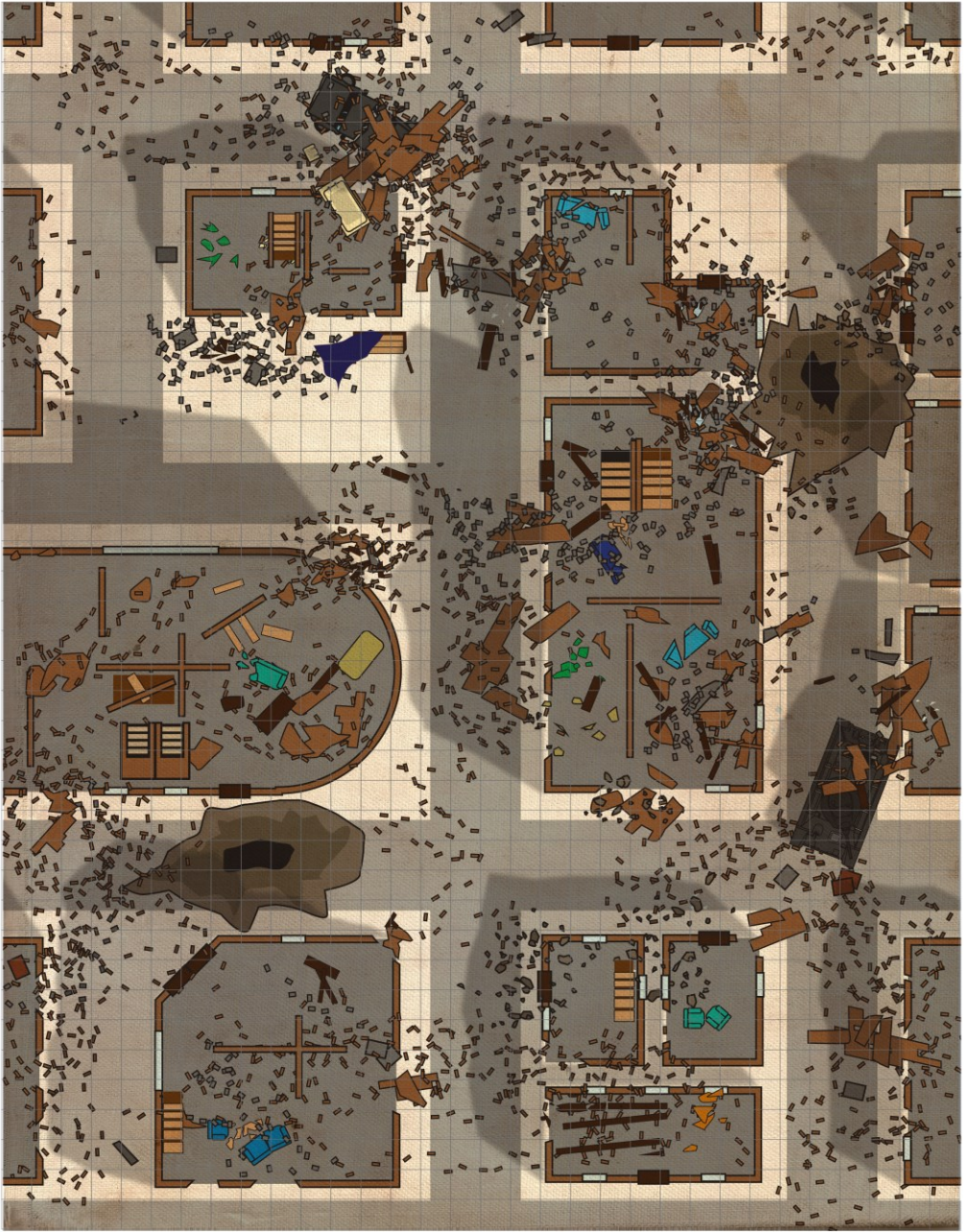
The PCs reach the safety of the 62nd Army Command Post by morning. If their mission was a success, General Chuikov and his staff make a huge spectacle of their arrival. The exhausted PCs are awarded field promotions and Order of Lenin medals in a hasty ceremony. Their pictures are taken for a propaganda piece (sitting astride the Tiger I, if they brought the tank back with them). That night, the characters are treated to a lavish feast, with food and entertainment fit only for leaders of the Communist Party.

The next day, the German Army launches a massive assault on the Stalingrad Factory District. Stuka dive-bombers level entire city blocks, thousands of soldiers occupy the streets, and German *panzers* prowl through the rubble, shooting at anything that moves. The attack puts the Red Army's supply of tanks, guns, and bullets in jeopardy and the situation looks bleak, but with heroes like the PCs around, there is always hope!

Onward Comrades! Victory for Comrade Stalin and glorious Mother Russia!

INTEL MAPS FOR THE PLAYERS









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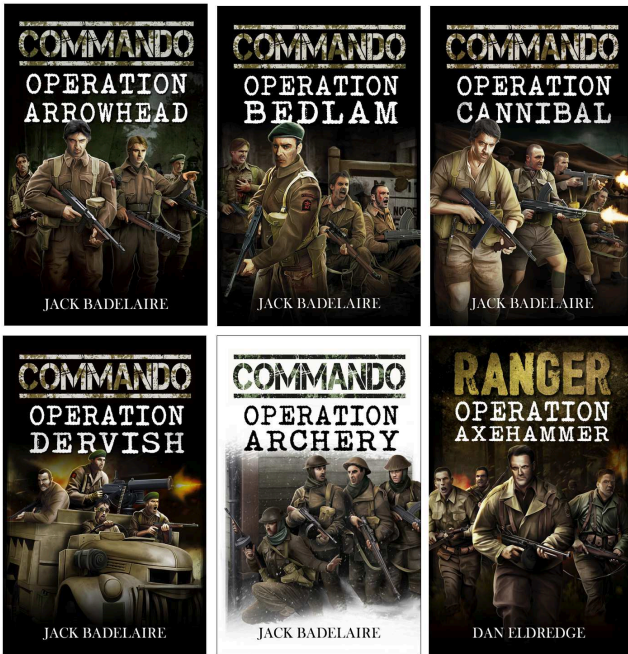
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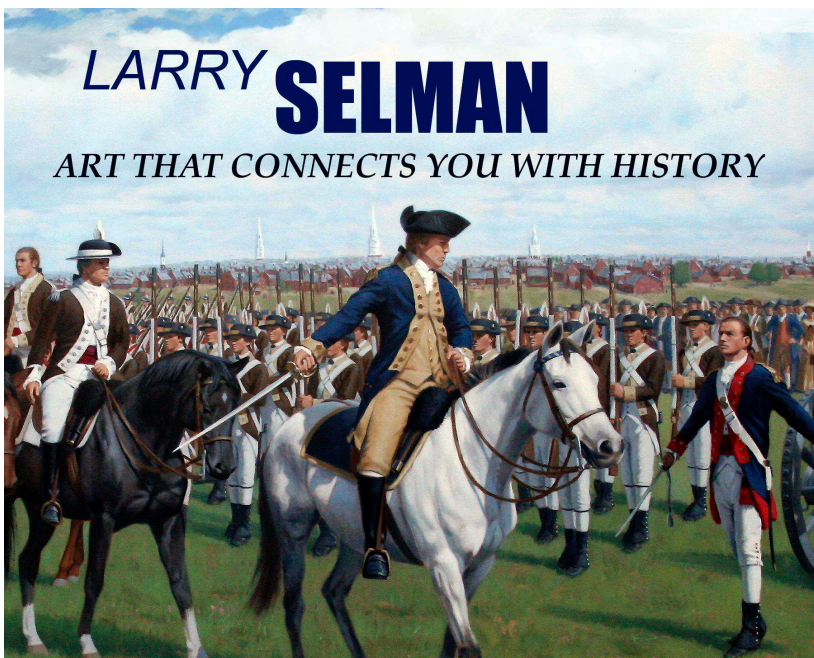
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