

WWII OPERATION WHITEBOX



compatible with
Swords & Wizardry
Whitebox

WWII: OPERATION WHITEBOX

CREDITS

Written by	Peter C. Spahn
Artwork	Luigi Castellani, Rick Hershey, some art used under license, some art from the Public Domain
Maps	Matt Jackson, Tom Fayen
Production	Small Niche Games
Special Thanks	Joey Rizzo, Keith and Dawn Kilburn, Derek Thornton, Jimmy and Susan Bramble, Harold Bates, Seth Walker, Owen Barron, Justin Jones, Kelly Davis, Sean Fitzgerald, Brandon Goeringer, M Ingram, Mike Fitch, Dustin Landrum, James M. Spahn, Paul Wolfe, David McGuire, Slade Stolar, Jack Badelaire, Paul Go, Joe Johnston, Christopher Sigmund, Brett M. Bernstein, Jason Paul McCartan

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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FOREWORD

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

—General Dwight D. Eisenhower (1944)

The Great Crusade. That's what General Dwight D. Eisenhower called the effort to defeat the Axis powers.

Tabletop roleplaying games have always been about epic quests, heroic deeds, and great crusades. These games feature mercurial wizards, diabolical dragons, and cunning adventurers. Such fantastical tropes are not so different from what has come to pass in our own history. In fact, it is that commonality which gives such stories their power.

World War II is the single most defining event of the twentieth century because it was a legendary saga that played out in the real world. Instead of dragons soaring through the skies and laying waste to innocent villagers, we see a sky filled with *Messerschmitt BF-109s* reigning death in a *blitzkrieg* that destroyed one of the greatest cities in the world. Instead of cunning sorcerers weaving arcane spells, we have cryptologists and spies spinning webs of deception in the name of a greater cause. Instead of motley adventurers, we have multinational squads sent against impossible odds in the name of a hope as thin and fragile as a razor's edge.

But what gives World War II its true power is that it was all real. It happened. Real men and women fought and died—including many of our own living ancestors. They laid down their lives when faced with unfathomable evil. And that is legendary. *WWII: Operation WhiteBox* is an homage to these heroes, both living and fallen.

With reverence to those men and women, we embark on this great and noble undertaking. . .

James M. Spahn
Barrel Rider Games



TABLE OF CONTENTS

INTRODUCTION

1

STARTING THE GAME

1

RULE NUMBER ONE

1

THE DICE

1

ATTRIBUTES

2

ATTRIBUTES

2

Strength

2

Intelligence

3

Wisdom

3

Constitution

3

Dexterity

4

Charisma

5

UNIVERSAL ATTRIBUTE BONUS

5

EXPERIENCE BONUS

6

SPECIAL FORCES OPERATIVES

8

NATIONALITY

8

PROFESSION

9

MILITARY RANK

10

So Who's in Charge?

11

ALIGNMENT

11

STARTING GEAR

11

WEAPON/ARMOR RESTRICTIONS

11

CHARACTER CLASSES

13

READING CHARACTER CLASS TABLES

13

CHARMER

14

COMBAT ENGINEER

15

GRUNT

16

MAQUIS

17

SNIPER

19

TACTICIAN

20

WHEELMAN

21

UBERLAUFER

23

CLASSES FOR NPCs	25
CHARACTER RETIREMENT	25

GEAR AND WEAPONS 26

EQUIPMENT WEIGHT	26
STANDARD GEAR	26
MELEE WEAPONS	29
MISSILE/RANGED WEAPONS	30
ARMOR	34
Calculating Armor Class	35
Converting Armor Class Systems	36
ARMOR CLASS FOR SPECIAL FORCES OPERATIVES	36

PLAYING THE GAME 37

SPECIAL FORCES TRAINING	37
TIME	38
SAVING THROWS	38
SURPRISE	38
HIDDEN THINGS	38
HOW MUCH CAN I CARRY?	38
MOVEMENT RATE	39
GAINING EXPERIENCE	39
RECRUITING HELP	40

PERSONAL COMBAT 44

THE COMBAT ROUND	44
DETERMINING INITIATIVE	44
THE ATTACK ROLL	45
MELEE ATTACK	45
MISSILE ATTACK	46
AUTOFIRE	47
Burst Fire	47
Suppressive Fire	47
Suppressive Fire Reloads	48
Malfunctions	48
Suppressive Fire and Movement	48
Suppressive Fire vs. Suppressive Fire	48
Saving Throws vs. Suppressive Fire	48
COVER AND CONCEALMENT	49
AMBUSH	50
KEEPING TRACK OF AMMO	50
RELOADS	50
EXPLOSIVES	50
Impact Explosives	51
Timed Explosives	51
Static Explosives	52
Default Explosives Damage	52

Saving Throws vs. Explosives	52
MOVEMENT	53
MORALE	53
DAMAGE AND DEATH	53
HEALING	55

VEHICLE COMBAT 56

THE VEHICLE COMBAT ROUND	56
DETERMINING INITIATIVE	56
THE ATTACK ROLL	57
MISSILE ATTACK	57
MOVEMENT	58
VEHICLE COMBAT VS. PERSONAL COMBAT	59
STRAFING RUN	59
DAMAGE AND DESTRUCTION	59
REPAIRING VEHICLES	59
ACQUIRING A VEHICLE	61
VEHICLE STATISTICS	61
VEHICLE DESCRIPTIONS	62
Modifications	66
EXPERIENCE FOR VEHICLE COMBAT	67
LONG-DISTANCE TRAVEL	68

GAMEPLAY EXAMPLE 69

COMMON NPCS AND ANIMALS 81

NPC AND ANIMAL TO-HIT ROLLS	81
READING NPC AND ANIMAL ENTRIES	82
NPC DESCRIPTIONS	83
ANIMAL DESCRIPTIONS	88

COVERT SPECIAL FORCES EQUIPMENT 92

THE WWII CAMPAIGN 94

WHO IS AT WAR?	94
WHAT IS THE TIME PERIOD?	94
WHAT IS THE THEATER?	95
WHAT TYPE OF UNIT?	96
WHAT KIND OF GAME DO I WANT TO RUN?	97
TIPS FOR RUNNING A WWII CAMPAIGN	97

SPECIAL FORCES IN THE EUROPEAN THEATER

102

ALLIED SPECIAL FORCES	102
Special Operations Executive (SOE)	102
Special Air Service (SAS)	103
British Commandos	103
Long Range Desert Group (LRDG)	103
Special Interrogation Group (SIG)	104
Office of Strategic Services (OSS)	104
U.S. Army Rangers	104
U.S. Army Airborne	105
U.S. Marine Raiders	106
1 st Special Service Force	106
RESISTANCE FORCES	106
Maquis (French Resistance)	106
Home Army (Polish Resistance)	107
Milorg (Norwegian Resistance)	107
GERMAN SPECIAL FORCES	107
Brandenburgers	107
Friedenthalers	108
Einheit Stielau	109
SPECIAL FORCES ACTIONS	109
OPERATIONS	109
SUPPORT MISSIONS	109
STAGES OF A SUPPORT MISSION	109
Objective	109
Briefing	110
Planning	110
Insertion	110
Pre-Assessment	111
Execution	111
Post Assessment	111
Extraction	111
HOW IT WORKS	111
TYPES OF SUPPORT MISSIONS	112
Assassination	112
Capture	113
Espionage	113
Extraction	113
Liaison	113
Military	113
Misinformation	113
Propaganda	115
Rescue	115
Sabotage	115
Scouting	115
OTHER STYLES OF PLAY	115

WWII TIMELINE	118
HISTORIC WWII SPECIAL FORCES ACTIONS	122
RESISTANCE AT THE PONTEVILLE BRIDGE	126
MASS COMBAT	141
MASS COMBAT ROUNDS	141
MASS COMBAT ROLL	141
INTERPRETING THE RESULTS	144
WHAT THE CHARACTERS DO	144
ACHIEVING VICTORY	144
MINI-SETTING: NAZI SUPERSCIENCE	146
MINI-SETTING: NAZI OCCULT	150
MINI-SETTING: GALAXY WAR 1939 - SPACE OPERATIONS EXECUTIVE	161
AFTERWORD	167
OWB CHARACTER SHEET	168
OGL	169

INTRODUCTION

"Blessed be the Lord my strength, who teaches my hands to war and my fingers to fight. . ."

—Private Jackson, *Saving Private Ryan* (1994)

STARTING THE GAME

The first step in playing the game is to create a character for play; this is a simple matter of rolling some dice to determine your character's basic attributes, then picking a Character Class and figuring out what gear he possesses.

If you're the *Referee*, you've got a bit more preparation to do—that's covered later in a section especially for the *Referee*.

RULE NUMBER ONE

The most important rule is that the *Referee* always has the right to modify the rules. In fact, it's encouraged! There are gaps in the rules, holes that we did not fill on purpose, because much of the fun of "Old School" gaming is being able to make up rules as you need them.

Sometimes this means just saying something as simple as "Um, roll a die, you don't want to roll low," to more complex home-brewed charts for the smallest of details. Along the way we'll make suggestions, explanations, and give ideas as **OPTIONAL RULES** within text boxes; feel free to use them or discard them as you like.

This is **YOUR** game, after all.

THE DICE

WWII: Operation WhiteBox (OWB) uses several different kinds of dice and dice combinations, and these are abbreviated according to how many sides they have. The common six-sided die found in games like *Yahtzee!*[™] and *Monopoly*[™] is called a d6. If we tell you to roll 3d6 that means roll three (3) six-sided dice. The twenty-sided die is a d20. If we tell you to roll 2d20 that means roll two (2) twenty-sided dice.

Sometimes, a dice roll requires more work. If we tell you to roll 1d6-1 that means roll one (1) six-sided die and subtract one (1) point from the total (the result is always a minimum of 1). If we tell you to roll 1d2 that means roll 1d6 and divide the total by three (3), rounding up. If we tell you to roll 1d3 that means roll 1d6 and divide the total by two (2), rounding up. If we tell you to roll 1d10 that means roll 1d20 and divide the total by two (2), rounding up.

Other dice and dice combinations may also be incorporated into the game, at the *Referee's* discretion.

ATTRIBUTES

"Anything can happen in a war. Slap in the middle of absolute insanity people pull out the most extraordinary resources: ingenuity, courage, self-sacrifice. Pity we can't meet the problems of peace in the same way, isn't it?"

—Commodore Jensen, *The Guns of Navarone* (1961)

Attributes are numbers that represent the Strength (muscle power), Intelligence (education and IQ), Wisdom (common sense), Constitution (general health and hardiness), Dexterity (quickness and coordination), and Charisma (leadership abilities) of the character.

The standard way to create these Attributes is to roll 3d6 in order, for each of them listed above. Once the rolls have been made, it is often obvious which type of character best fits the numbers rolled, but a player always has the option to play any Character Class desired. Some classes have a Prime Attribute. This is an Attribute that may provide additional Experience Points (XP) for that class.

OPTIONAL RULE: DISTRIBUTING ATTRIBUTES

Some *Referees* allow players to have more flexibility in their choice of class. One option is to roll 3d6 six (6) times and "arrange to taste". This allows the player to place the best rolls on the Attributes that best fit the character concept.

For particularly heroic campaigns, the *Referee* might allow players to roll 4d6, dropping the lowest single die and add the remaining dice where they wish. This will lead to characters who are well above most normal individuals in the setting, making them more powerful in play.

STRENGTH

A high Strength allows your character to force open doors and lug more items across the German countryside. Depending on what Optional Rules are being used, it may also give bonuses to attack and damage when using a handheld weapon (called a "melee weapon"). Strength is the Prime Attribute for Grunt characters.

- Grunts use their Strength to gain an additional percentage bonus on Experience Points (XP) earned, as described in their class entry.

OPTIONAL RULE: STRENGTH FOR COMBAT

Characters can use their Strength bonus for combat. For example:

- Characters may use their Strength bonus to modify the *To-Hit* number with hand-held (melee) weapons.
- Characters may use their Strength bonus to modify the "damage" number with hand-held (melee) weapons.

INTELLIGENCE

Intelligence represents I.Q., reasoning, and the ability to solve puzzles or understand difficult concepts. It is a measure of how clever a character is. Intelligence is the Prime Attribute for Combat Engineer and Tactician characters.

- You can use your Intelligence Bonus to learn additional languages. You can speak one (1) extra language fluently (native speakers must make a Saving Throw at -1 per the character's Experience Level in order to detect the accent) and can communicate at a basic level in two (2) other languages for every point above 15.
- Combat Engineers and Tacticians use their Intelligence to gain an additional percentage bonus on Experience Points (XP) earned, as described in their class entry.

WISDOM

Wisdom determines a character's insight, perception, and good judgment. Wisdom is the Prime Attribute for Maquis characters.

- Any character with a Wisdom score of 13 or higher receives a 5% bonus to all Experience Point awards.
- Maquis use their Wisdom to gain an additional percentage bonus on Experience Points (XP) earned, as described in their class entry.

CONSTITUTION

Constitution represents the health and endurance of your character. A high Constitution gives extra Hit Points. Constitution is the Prime Attribute for Überläufer.

- You use your Constitution Bonus to gain additional Hit Points on each Hit Die, adding the Bonus to the value rolled.

- Überläufer use their Constitution to gain an additional percentage bonus on Experience Points (XP) earned, as described in their class entry.

DEXTERITY

Dexterity is a combination of coordination and quickness. A high Dexterity score gives your character bonuses when attacking with a rifle or another ranged weapon. Dexterity is the Prime Attribute for Wheelmen and Sniper characters.

- You use your Dexterity to modify your *To-Hit* number with ranged (also called "missile") weapons.
- Snipers and Wheelmen use their Dexterity to gain an additional percentage bonus on Experience Points (XP) earned, as described in their class entry.



OPTIONAL RULE: DEXTERITY FOR ARMOR CLASS

The intense training of special forces operatives grants them Armor Class 7 (Ascending Armor Class 12). Characters can also use their Dexterity to modify their Armor Class (AC) or Ascending Armor Class (AAC); a positive modifier of +1 gives an additional -1[+1] while a negative modifier of -1 gives a +1[-1].

CHARISMA

Charisma is a combination of leadership abilities, good looks, and natural charm. A highly charismatic character has a better chance to talk his way past a German checkpoint or inspire troops. Charisma is the Prime Attribute for Charmers.

- Any character with a Charisma score of 13 or higher receives a bonus of 5% to all Experience Point awards.
- Charmers use their Charisma to gain an additional percentage bonus on Experience Points (XP) earned, as described in their class entry.
- You use your Charisma Bonus to modify Reaction Rolls and "loyalty checks" of friends and allies placed into dangerous situations or offered bribes to change sides in a conflict. Reaction Rolls are further described on pg. 40. The *Referee* ultimately decides how a loyalty check works, and may use a Saving Throw for this.

UNIVERSAL ATTRIBUTE BONUS

Each Attribute has the potential to modify what you can do. TABLE 1: THE UNIVERSAL ATTRIBUTE BONUS (or just Bonus) below explains this:

ATTRIBUTE ROLL	DESCRIPTION	BONUS
3-6	Below Average	-1 (or -5%)
7-14	Average	-
15-18	Above Average	+1 (or +5%)

TABLE 1: UNIVERSAL ATTRIBUTE BONUS

Use the table above for all of the Attributes to find bonuses and any Experience Point Bonus (some classes get extra bonuses for higher values!). Each *Referee* will decide how and when the Bonus is used, and should feel free to tinker with the table if desired.

OPTIONAL RULE: ADVANCED ATTRIBUTE BONUSES

Some *Referees* may wish to have more diversity between Bonuses in order to reward characters with higher Attributes. The following table is just one way these Bonuses might break down.

ATTRIBUTE ROLL	DESCRIPTION	BONUS
3	Feeble	-3 (or -15%)
4-5	Poor	-2 (or -10%)
6-8	Below Average	-1 (or -5%)
9-12	Average	0
13-15	Above Average	+1 (or +5%)
16-17	Good	+2 (or +10%)
18	Exceptional	+3 (or +15%)

TABLE 2: ADVANCED ATTRIBUTE BONUS

EXPERIENCE BONUS

Each character gets a bonus percentage to Experience Points that can help to increase how much Experience is gained during missions.

Remember:

- ALL Character Classes get to add their percentage Wisdom Bonus and their percentage Charisma Bonus as an Experience Point Bonus if high enough.
- All characters get to add their Prime Attribute Bonus from their class to the above. Some high values may even double this!

Add those numbers together to get the total Experience Bonus for the character. The maximum attainable Experience Bonus is 20%, but most characters will have less than this.



SPECIAL FORCES OPERATIVES

"My name is Lt. Aldo Raine and I'm putting together a special team, and I need me eight soldiers. Eight Jewish-American soldiers. Now, y'all might've heard rumors about the armada happening soon. Well, we'll be leaving a little earlier. We're gonna be dropped into France, dressed as civilians. And once we're in enemy territory, as a bushwhackin' guerrilla army, we're gonna be doin' one thing and one thing only... killin' Nazis."

—Lt. Aldo Raine, *Inglorious Basterds* (2009)

In *WWII: Operation WhiteBox*, the player characters (PCs) play the role of WWII special forces operatives. They may be formally trained and part of an officially designated special forces unit such as the SAS or U.S. Army Airborne, or they may simply be guerilla fighters dedicated to making life hard for the German Army. They may also be covert agents working for organizations such as the SOE or OSS. Whatever their affiliation, their job is to complete missions behind enemy lines, paving the way for the next Allied advance.

The terms "PC", "special forces operative", and "operative" are used interchangeably to refer to these brave men and women who refuse to submit to the armies of the Third Reich.

NATIONALITY

Allied operatives come from all over Europe and North America. Because of their proximity to other countries, Europeans are generally exposed to more languages and can communicate in more than one tongue. This is particularly useful on espionage missions.

The player may choose what country his character represents or roll 1d6 and consult the table below.

European operatives are fluent (F) in their native language. They are mostly fluent (M) in one (1) other language (native speakers must make a Saving Throw at -1 per the character's Experience Level in order to detect the accent). They can communicate at a basic level (B) in two (2) other European languages.

NATIONALITY	
1.	American
2.	British
3.	Canadian
4.	French
5.	German
6.	Russian

TABLE 3: NATIONALITY

Canadian operatives are fluent (F) in French or English. They are mostly fluent (M) in one (1) other language (native speakers must make a Saving Throw in order to detect the accent). They can communicate at a (B) basic level in two (2) other languages.

American and Russian operatives are fluent (F) only in their native language. They can communicate at a basic level (B) in two (2) other European languages.

These languages are in addition to any languages gained from high Intelligence.

PROFESSION

The operative had a life before he joined the military. The following Professions are intended to add flavor to the PC and provide inspiration for roleplaying. The player may pick his former Profession or roll one at random. The *Referee* may allow the character a slightly better chance (usually +1) to complete certain tasks, Saving Throws, or Reaction Rolls related to his Profession. No character may have more than two (2) Professions.

ROLL 1d6		RESULT	
1-4		Blue Collar	
5-6		White Collar	
BLUE COLLAR		WHITE COLLAR	
1.	Athlete	1.	Academic
2.	Criminal	2.	Artist
3.	Medical	3.	Celebrity
4.	Military	4.	Religious
5.	Tradesman	5.	Businessmen
6.	Roll Two Professions	6.	Roll Two Professions

TABLE 4: PROFESSION

BLUE COLLAR

Blue collar workers are typically manual laborers who are skilled with their hands.

- **ATHLETE:** Athletes excelled in physical sports at the high school, collegiate, and/or pro levels.
- **CRIMINAL:** Criminals are leg-breakers, bootleggers, second-story men, gangsters, and anyone else who made their living on the wrong side of the law.
- **MEDICAL:** The Medical profession includes orderlies, nurses, doctors, and others who have worked in a clinical setting.

- **MILITARY:** The operative is career military, with relatives who have died in every major war in the last century.
- **TRADESMAN:** Tradesman include mechanics, police officers, farmers, switchboard operators, sales clerks, pilots, house painters, construction workers, plumbers, and others who practice a trade.

WHITE COLLAR

White collar workers typically perform intellectual, managerial, or administrative work.

- **ACADEMIC:** Academics include teachers, scientists, researchers, inventors, and students.
- **ARTIST:** Artists include writers, painters, musicians, roleplaying game designers, and other creative types.
- **CELEBRITY:** Celebrities include famous actors, politicians, or local heroes who have joined the Allied war effort.
- **RELIGIOUS:** Operatives from a Religious background may be current or former preachers, pastors, deacons, priests, nuns, etc.
- **BUSINESSMEN:** Businessmen include salesmen, bank managers, CEOs, and business owners.

MILITARY RANK

World War II special forces units consisted of at least one officer and several enlisted men. The highest ranking officer was ostensibly in charge of the operation, but often deferred to other more experienced members of the team.

The *Referee* is free to assign ranks to all characters, let the players decide their own ranks, or roll ranks randomly using the table below. Classes such as the Maquis may or may not possess an official rank. The following ranks are common to most Allied military forces. History buffs are free to research the rank structure for specific military branches.

ROLL 1d6		RESULT	
1-4		Enlisted	
5-6		Officer	
ENLISTED		OFFICER	
1-3	Private First Class	1-3	2nd Lieutenant
4-5	Corporal	4-5	1st Lieutenant
6	Sergeant	6	Major

TABLE 5: MILITARY RANK

SO WHO'S IN CHARGE?

There is no such thing as a "typical" special forces unit. They are often assembled for a specific mission and contain a mix of officers and enlisted men. Rank structure is more important to games centered around traditional military units such as the British Commandos or the U.S. Army Rangers than it is to covert SOE and OSS operatives.

Keep in mind that because many units contained operatives from different countries, rank is not always equivalent to command. The brass understands that some operatives (whether officer or enlisted) are better suited to lead certain missions than others. A Charmer might find himself calling the shots on an espionage mission while a Sniper might be called upon to lead a surveillance mission.

The players should understand that a character's rank is merely a formality to keep consistency with the setting. The characters are expected to work together, providing input and advice, but ultimately deferring to the one most suited to the task at hand, just like any other roleplaying game. Unless the players have agreed on strict adherence to a military chain of command, a higher rank is no excuse to order other characters around and act like a jerk.

ALIGNMENT

A quick note on alignment: *WWII: Operation WhiteBox* is set up with a clear presumption that the Allied forces are the "good guys" (Lawful or good alignment) and the Axis Powers are the "bad guys" (Chaotic or evil alignment). There is not a lot of moral ambiguity in the game unless the *Referee* wants to introduce those themes. Killing German soldiers is generally considered acceptable and in some cases may be the point of the entire mission. However, killing and/or committing heinous and deplorable acts against innocent civilians (or even German soldiers) is not normally encouraged or condoned.

STARTING GEAR

The *Referee* determines what gear and weapons each operative starts with. This is normally decided by the mission at hand. Additional gear and weapons may be requested before a mission or acquired once boots are on the ground.

WEAPON/ARMOR RESTRICTIONS

There are no weapons or armor restrictions in *WWII: Operation WhiteBox*. Certain classes have more of an affinity for certain weapons, however, characters are free to make use of any weapons available.

A NOTE ON GENDER ROLES. . .

A large number of women served in the military during WWII. however, these were mostly noncombatants—desk clerks, secretaries, switchboard operators, quartermasters, nurses, etc. Western culture was not yet ready for mothers, daughters, and sisters to serve on the front lines.

That said, innovative special forces commanders quickly realized the potential of female agents. These brave women could quietly insert themselves behind enemy lines and blend in with the local populace, while being overlooked and underestimated by German forces. What's more, many Frenchwomen aided the Resistance and many German women served auxiliary roles in Nazi Germany, so certain classes like the Maquis and Überläufer are tailor-made for female characters.



Russian women also historically fought alongside their male counterparts, and many became renowned Snipers, Grunts, and Wheelmen. The *Referee* may even decide to buck history altogether and allow women to either form their own elite companies, or serve alongside men in traditional military units such as the British Commandos or U.S. Army Rangers.

In short, there are no special rules for female special forces PCs. Allow them or not, as suits the needs of your campaign.

CHARACTER CLASSES

"You know how you smoke out a sniper? You send a guy out in the open and you see if he gets shot. They thought that one up at West Point."

— Zab (narrating), *The Big Red One* (1980)

There are eight standard classes in this game: Charmer, Combat Engineer, Grunt, Maquis, Sniper, Tactician, Wheelman, and Überläufer. *Referees* may invent or allow other Character Classes adapted or designed for *WWII: Operation WhiteBox*. New characters begin at 1st level.

READING CHARACTER CLASS TABLES

The Character Class tables are interpreted as follows:

- **Level:** Refers to the level of experience for the Character Class. Everything on the row relates to that level of a character.
- **XP:** This is the number of Experience Points (XP) needed to advance through the various levels of experience for each class.
- **BHB:** This is the Base Hit Bonus added to all Attack Rolls; it is explained in more detail on pg. 45.
- **HD:** This is the number of Hit Dice at that level. Characters re-roll their Hit Dice using d6's each time they advance a level, obtaining a new value for their Hit Points. If a character rolls less than they already have for the new level, they keep the existing Hit Point value.
- **ST:** This is the Saving Throw number for the character to try to avoid something terrible happening to them. It is explained more on pg. 38.

OPTIONAL RULE: ADVANCED STARTING LEVELS

The typical Allied operative starts at 1st level. In a unit made up of three to six characters, one character may start at 2nd level. This character should be determined randomly (by drawing straws, rolling the highest on 1d20, etc.). In a unit of seven or more characters, one character may start at 2nd level and one character may start at 3rd level. Advanced levels at starting play reflect seasoned operatives that have already spent some time behind enemy lines. Of course, their units can expect to be chosen for more difficult missions.

CHARMER



Charmers rely on a combination of wits and natural charisma to influence others and avoid trouble. They may be naïve farm boys from Kansas who possess boyish good looks, famous Hollywood performers (actors, musicians, etc.), or refined British gentlemen. Charmers can attract allies, read people like books, and talk their way out of (or into) almost anything.

Charmers often play support roles in operations, acting as negotiators, translators, and liaisons. They avoid direct combat if possible, but are capable of pulling their weight in a fight.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	2	+0	14
3	2,500	3+1	+1	13
4	5,000	4	+1	12
5	10,000	5	+2	11

TABLE 6: Charmer Advancement

CHARMER CLASS ABILITIES

FRIENDLY DEMEANOR: The Charmer is so gracious and disarming that he receives a +1 bonus to any Reaction Roll made by him or his companions. This bonus increases to +2 when dealing with members of the opposite sex. At 3rd level, this bonus increases to +2 (+3 with opposite sex).

SMOOTH OPERATOR: The Charmer is a smooth talker who can influence others just by speaking to them. The Charmer must speak the language of the person he is trying to influence and can only influence one person at a time. If the Charmer talks to the person for one (1) *round*, the target must make a Saving Throw. If the roll fails, the target believes the Charmer to be an honest friend and ally. The target believes any plausible lie and may even risk his life to protect the Charmer. This effect lasts until the Charmer betrays the NPC or there is overwhelming evidence that the Charmer is an enemy.

DETECT DECEPTION (3rd): Once a Charmer reaches 3rd level, he has become so good at reading people that he becomes a master at detecting deception (body language, nervous tics, outright lies, etc.). After speaking with a person for three (3) *rounds*, the Charmer may make a Saving Throw in order to detect any lie or deception. This roll is influenced by the difference between the Charmer's Experience Level and the target's Experience Level.

SAVING THROW: Charmers receive a +2 bonus to all Saving Throws made to resist attempts to influence them or detect when they are being deceptive.

XP BONUS FOR CHARISMA: Charmers with a Charisma of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

LOYAL ALLIES (3rd): Beginning at 3rd level, the Charmer's friendly demeanor draws the service of 1d6 loyal NPCs. These allies are fiercely loyal to the Charmer and assist him in any way possible, even fighting and dying for him, if necessary. The player and the *Referee* should work together to determine the nature of these NPCs and how they came to idolize the Charmer. They may be civilians, fellow soldiers, resistance fighters, or even disillusioned German fighters that the Charmer has aided, armed, or rescued.

COMBAT ENGINEER

Combat Engineers are mechanically inclined soldiers with a knack for preparing explosives, jury-rigging devices, and fixing radios, vehicles, and other machinery. They are master scavengers and saboteurs who can put even the most unlikely items to good use. Combat Engineers feel compelled to find out how things work and often dismantle and reassemble new weapons and devices.

Combat Engineers typically play a support role on missions, operating radios, crafting makeshift explosives, and repairing vehicles and weapons. They are particularly nice to have along on sabotage missions.



LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2	+0	13
3	3,000	3+1	+1	12
4	6,000	4	+1	11
5	12,000	5	+2	10

TABLE 7: Combat Engineer Advancement

COMBAT ENGINEER CLASS ABILITIES

MECHANICAL UNDERSTANDING: Combat Engineers have a natural understanding of all things technical and mechanical. At the *Referee's* discretion, they may receive bonuses or increased chances of success when dealing with machinery and technology such as vehicles, weapons, and radios.

DEMOLITIONS: All special forces operatives are trained in the use of plastic explosives and other ordnance. The Combat Engineer is additionally skilled in the use of advanced techniques such as blowing safes, doors, and even buildings with little to no damage to the contents or surroundings. When Static Explosives are used to cause damage to persons or vehicles, the Combat Engineer doubles the amount of damage delivered.

JURY-RIG: Three times per day, a Combat Engineer may attempt a quick fix on a piece of machinery (such as a radio, weapon, or vehicle). These temporary repairs tend to break down quickly and in some cases can lead to the item's destruction. Jury-Rig takes one (1) *round* and restores a number of Hit Points to the item equal to 1d6 per Experience Level of the Combat Engineer. After 2d6 *turns*, the item suffers damage equal to the same amount restored by Jury-Rig. If the item does not have Hit Points, it functions normally for 2d6 *rounds* before overheating, warping, short-circuiting, or otherwise becoming useless.

SAVING THROW: Combat Engineers receive a +2 bonus to all Saving Throws vs. explosions.

XP BONUS FOR INTELLIGENCE: Combat Engineers with an Intelligence of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

TECH MASTER (3rd): Once a Combat Engineer reaches 3rd level, he becomes an expert on the latest technology and inventions (including Covert Special Forces Equipment, pg. 92). In addition, the Combat Engineer may modify equipment and weapons beyond their stock Statistics. This includes increasing damage, range, functionality, Armor Class, etc. How long this takes and what it involves are determined by the *Referee*.



GRUNT

Grunts are the backbone of any good special forces unit. They are strong, confident, and capable of handling almost any threat. Grunts are the ultimate soldier—give them a job and they'll die trying to get it done. Grunts work best under a good Tactician.

Grunts prefer to attack German forces head on, relying on superior training and firepower to win the day. Grunts are first into the fight and last to retreat. They are team players who are ready to pay the ultimate sacrifice for freedom.

LEVEL	XP	HD	BHB	ST
1	0	2	+1	14
2	2,000	3+1	+2	13
3	4,000	4	+3	12
4	8,000	5+1	+4	11
5	16,000	6	+5	10

TABLE 8: Grunt Advancement

GRUNT CLASS ABILITIES

COMBAT MACHINE: Against foes of one Hit Die (1 HD) or fewer, Grunts get free extra attacks per *round* that can be used against only them, up to one (1) extra per Experience Level of the Grunt.

UNCANNY TOUGHNESS: A Grunt is capable of avoiding attacks and shrugging off injuries that would incapacitate or kill a lesser man. A Grunt receives a -1 [+1] bonus to his Armor Class at 1st level, a -2 [+2] bonus to his Armor Class at 3rd level, and a -3 [+3] bonus to his Armor Class at 5th level.

SAVING THROW: Grunts receive a +2 bonus to Saving Throws vs. explosions and suppressive fire.

XP BONUS FOR STRENGTH: Grunts with a Strength of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

CAMARADERIE (3rd): At 3rd level, the Grunt character becomes fiercely loyal to the other members of his unit. The Grunt receives a +1 bonus *To-Hit* whenever he is fighting alongside his companions. In addition, once per *round*, the Grunt may choose to partially shield one (1) companion by absorbing up to 1/2 of the damage delivered to the character that *round*.

MAQUIS

Maquis fighters are members of the French Resistance who are actively resisting the German occupation of France. Maquis fighters (also known as Maquisards) work closely with foreign operatives to infiltrate occupied territory and conduct sabotage, reconnaissance, and assassination missions. Maquis fighters have numerous contacts and rely heavily on the support of the local French populace.

Maquis fighters are masters of guerilla tactics, using concealment and cover to ambush and harass German forces whenever possible.



LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	15
2	1,250	2	+0	14
3	2,500	3+1	+1	13
4	5,000	4	+1	12
5	10,000	5	+2	11

TABLE 9: Maquis Advancement

MAQUIS CLASS ABILITIES

COBBLE: Maquis characters have a knack for assembling and repairing technology using whatever materials are at hand. Three times per day, a Maquis fighter may attempt to cobble together a mechanical device (pistol, radio, etc.) from spare parts, subject to the *Referee's* approval. This item lasts for 2d6 *rounds* or 2d6 *uses* (whichever is more appropriate) before falling apart.

CONCEAL ITEMS: Maquis fighters are particularly adept at hiding items (keys, small weapons, documents, etc.) on their person or elsewhere. Whenever an enemy is searching the Maquis or his home for concealed items, the item can only be detected on a roll of 1 on a 1d10.

CONTACTS: Maquis characters naturally develop a number of political, military, and civilian contacts over the course of their lives. Once per day, whenever the character is in France, he may receive information or assistance from one of these contacts. The *Referee* is free to determine the nature of these contacts and the assistance they can provide. The *Referee* should secretly roll 1d20 any time a contact is approached. On a roll of 2-3, the information or assistance is faulty. On a roll of "1", it is outright wrong.

SAVING THROW: Maquis characters impose a -2 penalty to all Saving Throws made to detect when they are being deceptive.

XP BONUS FOR WISDOM: Maquis characters with a Wisdom of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

RESISTANCE LEADER (3rd): At 3rd level, the Maquis character is recognized as a leader of the French resistance. Once per mission, the character can call up the assistance of 1d6 partisans willing to fight, as well as another 3d6 sympathizers who are willing to provide aid, lodging, and assistance to the Maquis character on a moment's notice.

Note: The name "Maquis" is an iconic reference that is specific to the resistance fighters of France. The *Referee* can use the Maquis class as a template for a generic "Resistance Fighter" or "Partisan" class if the campaign is set in other countries.

SNIPER

Snipers are elite marksmen who are trained in advanced camouflage, infiltration, and surveillance techniques. Snipers have remarkable self-discipline and are able to remain hidden in a single location for days. A lone, well-concealed sniper with enough ammo can significantly delay a German advance.

Snipers often scout ahead of the unit, assessing routes and scanning for possible ambushes and threats. They prefer to operate alone if possible, sniping from cover and concealment. Snipers often record their official kills, and the best become hated, feared, and hunted by the German army.



LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	14
2	1,500	2	+1	13
3	3,000	3+1	+1	12
4	6,000	4	+2	11
5	12,000	5+1	+2	10

TABLE 10: Sniper Advancement

SNIPER CLASS ABILITIES

PREFERRED WEAPON: The Sniper chooses a preferred missile weapon to specialize in (typically a Large Rifle). Using this weapon grants the Sniper a +1 bonus *To-Hit* and damage at 1st level, a +2 bonus *To-Hit* and damage at 3rd level, and a +3 bonus *To-Hit* and damage at 5th level when firing single shots.

CONCEAL SELF: Snipers are masters of camouflage and concealment. Any time a Sniper is by himself (or with another Sniper) and has time to conceal himself, he may only be detected on a 1 in 10 chance if someone is actively searching for him (if the searcher is another Sniper, use the Spot Ambush rules instead). This chance increases by a cumulative +1 for every *round* the Sniper attacks from that position.

SPOT AMBUSH: Snipers are so skilled at setting ambushes that they have an uncanny ability to detect them as well. A Sniper character that is actively searching for possible ambushes has a 1 in 3 chance of detecting them (1 in 6 chance if looking for another Sniper). At 3rd level, this chance increases to 2 in 3 (3 in 6 if looking for another Sniper). Other factors may modify this chance

to spot an ambush, at the *Referee's* discretion. The Sniper cannot move faster than 1/2 his normal Movement rate while searching for ambushes.

SAVING THROW: Snipers receive a +2 bonus to all Saving Throws made against suppressive fire, including fire from submachineguns, machineguns, and autocannons.

XP BONUS FOR DEXTERITY: Snipers with a Dexterity of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

LEGENDARY SNIPER (3rd): At 3rd Level, the Sniper is a decorated hero whose reputation precedes him wherever he goes. He becomes responsible for training 1d3 1st-level Snipers who can accompany him on missions. If enemy troops learn that the Sniper character is operating in the area, it has a detrimental effect on their morale. All enemy combatants that are not behind full cover suffer a -1 *To-Hit* during any combat because they are so fearful of being picked off while out in the open.

TACTICIAN



Tacticians are natural leaders and planners who often find themselves in charge of special forces missions. There are many different types of Tacticians. Some are brash and outspoken, getting results mainly through threats and intimidation. Others are more reserved, instilling confidence and loyalty in their men by quietly getting the job done. Still others are content to draw up plans for raids and missions and let others take the lead.

Tacticians are renowned for their bravery and coolness under fire. They often fight on the frontlines alongside Grunts. Tacticians are fearless in a fight or on a mission and would never ask their men to do something they weren't willing to do themselves.

LEVEL	XP	HD	BHB	ST
1	0	1+2	+0	14
2	1,750	2+1	+1	13
3	3,500	3+2	+2	12
4	7,000	4+1	+2	11
5	14,000	5+2	+3	10

TABLE 11: Tactician Advancement

TACTICIAN CLASS ABILITIES

SUPERIOR PLANNER: The Tactician is a master planner who can point out the strengths and weaknesses in any plan. When the Tactician has time to analyze the plan for an upcoming mission, the *Referee* should make suggestions and point out any obvious flaws in the plan or possible complications that might arise, based on the current intel.

RALLY: The Tactician is able to rally his men through words and deeds. Often this is done by a rousing speech before a battle commences or by barking out orders and showing disdain for the enemy in the midst of the fighting. Rally takes one (1) *round* to initiate. It grants the Tactician's allies a -1 [+1] bonus to their Armor Class and +1 *To-Hit*. At 3rd level, this bonus increases to -2 [+2] Armor Class and +2 *To-Hit*. This ability may be used a number of times per day equal to the Tactician's Experience Level and the effects last for six (6) *turns*.

SAVING THROW: Tacticians receive a +2 bonus to all Saving Throws made to resist fear or breaking under torture.

XP BONUS FOR INTELLIGENCE: Tacticians with an Intelligence of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

COMMAND POSITION (3rd): The Tactician is promoted to a senior NCO or officer rank (or simply promoted, if he was a senior NCO or officer already) and given command of a company, division, or special forces unit of the *Referee's* choosing. The Tactician may direct these troops as needed in order to complete his own unit's Objectives.

WHEELMAN

Wheelmen are skilled drivers that can operate almost any ground vehicle (cars, motorcycles, Jeeps, halftracks, tanks, etc.). Wheelmen are thrill seekers who enjoy pushing a vehicle to its limits over varied terrain. They may have been small town drag racers, moonshine bootleggers, or even professional race car drivers.

Wheelmen are serviceable in personal combat, but really shine when behind the wheel. They prefer to attack from within (or with) their vehicles, specializing in drive-bys, hit-and-run tactics, and evading pursuit.



LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	14
2	1,500	2	+1	13
3	3,000	3+1	+1	12
4	6,000	4	+1	11
5	12,000	5	+2	10

TABLE 12: Wheelman Advancement

WHEELMAN CLASS ABILITIES

VEHICLE UNDERSTANDING: Wheelmen have a natural understanding of ground vehicles (cars, trucks, tanks, etc.). At the *Referee's* discretion, they may receive bonuses or increased chances of success when dealing with service and repair of vehicles.

FAST AND FURIOUS: At the beginning of each Vehicle Combat *round*, a Wheelman operating a vehicle may temporarily add +1 to any one of the vehicle's Armor Class, Movement, *To-Hit*, or Weapon Damage. He may choose which statistic to modify each *round*, selecting a different one each time. At 3rd level a Wheelman may add a total of +2 to any combination of the vehicle's statistics each *round*. At 5th level a Wheelman may add a total of +3 to any combination of the vehicle's statistics each *round*.

COMBAT DRIVING: The Wheelman receives a +2 bonus to Initiative during Vehicle Combat. In addition, he may automatically maneuver his vehicle into a better fighting position. This is particularly useful against tanks and other vehicles with the Reinforced Hull Modification, which is stronger in the front of a vehicle. If two Wheelmen are performing Combat Driving against one another, whichever Wheelman wins Initiative succeeds in maneuvering his vehicle into better position.

SAVING THROW: When operating a vehicle, Wheelmen receive a +2 bonus to all Saving Throws made to resist the effects of suppressive fire and explosions directed at them or their vehicle.

XP BONUS FOR DEXTERITY: Wheelmen with a Dexterity of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

GEARHEAD (3rd): Once a Wheelman reaches 3rd level he may modify his vehicle beyond its stock Statistics. This includes adding weapons, armor, speed, modifications, etc. How long this takes and what it involves are determined by the *Referee*.

UBERLAUFER

Überläufer are Eastern European (German, Polish, Czech, etc.) soldiers who have defected from the German Army and agreed to join the Allied operatives. They can still pass as German military and can be especially useful on deep infiltration missions. Überläufer are sometimes viewed with prejudice and distrust by their fellow operatives, but most tend to take this in stride.

Überläufer typically hold a strong hatred for the Nazi Party. They do not hesitate to engage German forces, but have a (mostly unjustified) reputation as either being overzealous and quick to anger or as cowards who flee in the face of adversity. Überläufer tend to be tough and hardy from harsh living conditions.



LEVEL	XP	HD	BHB	ST
1	0	2+1	+0	13
2	2,500	3+1	+1	12
3	5,000	4+2	+2	11
4	10,000	5+1	+2	10
5	20,000	6+1	+3	9

TABLE 13: Überläufer Advancement

UBERLAUFER CLASS ABILITIES

WERMACHT UNDERSTANDING: Überläufer were conscripted by the Germans and are familiar with the inner workings of the German military. At the *Referee's* discretion, they may receive bonuses or increased chances of success when attempting to locate or deal with anything related to the German military, including its ranks, tactics, and customs. This information can prove extremely beneficial when drafting mission plans.

NAZI HATE: The Überläufer was conscripted by the Nazis and forced to fight, often after threats to his home and family. Because of this, Überläufer characters harbor a deep resentment for the German Army, and a particular hatred for the Nazi Party. Überläufer's receive +1 *To-Hit* when fighting Germans, and +2 *To-Hit* when fighting Nazis. This bonus increases to +2/+3 when the Überläufer reaches 5th level. When forced to interact closely with a

Nazi such as a Gestapo agent or *Waffen-SS* officer, the Überläufer must make a Saving Throw to avoid attacking them outright.

WILDERNESS SURVIVAL: The Überläufer spent weeks living off the land as he traversed occupied territory. He has a keen sense of direction and is particularly adept at surviving in the wild, hunting game, and finding isolated places to camp and hide from German patrols.

SAVING THROW: Überläufers receive a +2 bonus to all Saving Throws made to resist the effects of poisons, disease, hunger, or extreme exposure to the elements.

XP BONUS FOR CONSTITUTION: Überläufers with a Constitution of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

HERO'S WELCOME (3rd): Once an Überläufer reaches 3rd level, the people of his homeland consider him a hero. 2d6 young men from his hometown (or village, city, etc.) join the Allied forces and are assigned to assist the Überläufer. If the character manages to survive the war, he is sure to return home with honor.

OPTIONAL RULE: ALTERNATE LEVELS OF PLAY

WWII: Operation WhiteBox supports three levels of play—Traditional, Heroic, and Inglorious. It is up to the *Referee* to decide which level is suitable for his game.

TRADITIONAL

The Traditional level of play is the grittiest. Traditional level characters use 1d6 for Hit Dice which means a single bullet can easily be a death sentence. Players who are determined to engage in firefights can expect to go through quite a few characters at the Traditional level.

HEROIC

The Heroic level of play allows the *Referee* to ramp up the action a bit more. Heroic level characters use 1d10 for Hit Dice. This means they can withstand more damage in the battle against German forces. Acts of courage and valor are encouraged in Heroic play.

INGLORIOUS

The Inglorious level of play turns the dial all the way up to 11. Inglorious level characters use 1d20 for Hit Dice. This means they can wade into battle against even the toughest Nazi forces and still expect to walk away relatively unscathed. Guns blazing, bullets flying, and baseball bats a'swinging are all elements of Inglorious play.

CLASSES FOR NPCs

Character classes are normally reserved for PCs—most NPCs conform to the typical listings in the Common NPCs and Animals section (see pg. 81). However, the *Referee* may decide to let an exceptional NPC possess a Character Class in order to provide more of a challenge for the PCs. A few examples from history and fiction include the legendary "Desert Fox" General Erwin Rommel as a Tactician, Major Erwin Konig as a Sniper terrorizing the Soviet troops at Stalingrad, Tiger tank commander Captain Michael Wittmann as a Wheelman, and even the charismatic Adolf Hitler himself as a Charmer. The *Referee* should try to warn the PCs or foreshadow encounters with these highly skilled NPCs before they appear in the game to make the showdown that much more epic.

CHARACTER RETIREMENT

World War II officially lasted from 1939 to 1945—a small amount of time in the annals of history, but definitely one of the most devastating wars of the modern age. *WWII: Operation WhiteBox* is designed for one-shot play so characters top out at 5th level, reflecting the brief nature of the actual war. *Referees* may choose to ignore this restriction and extend the tables to include levels beyond those shown.



GEAR AND WEAPONS

"Three day supply of K-rations, chocolate bars, Charms candy, powdered coffee, sugar, matches, compass, bayonet, entrenching tool, ammunition, gas mask, musette bag with ammo, my weapon, my .45, canteen, two cartons of smokes, Hawkins mine, two grenades, smoke grenade, Gammon grenade, TNT, THIS bullshit, and a pair of nasty skivvies!"

—Joe Toye, *Band of Brothers* (2001)

The *Referee* assigns each character gear and weapons that are appropriate to the current mission.

EQUIPMENT WEIGHT

The listed weights are approximations for game purposes. The *Referee* is free to alter the weight up or down, if needed.

STANDARD GEAR

BINOCULARS: Binoculars enable the user to see clearly up to a distance of five times (x5) their normal vision.

CANTEEN AND CUP: A metal canteen that fits inside a metal cup.

CLOTHING (NORMAL): Normal, everyday clothing and footwear worn by civilians. Tends to be durable.

CLOTHING (FINE): Expensive clothing and footwear worn mainly by wealthy civilians. Tends to be flimsy.

COMPASS: Two types of compasses were standard issue during WWII. The largest was a wrist compass, worn like a watch. The smallest was less accurate, but could be concealed in your . . . almost anywhere . . . and was part of most survival kits.

CRICKET NOISEMAKER: A brass noisemaker used to identify friendlies at night.

GOODY PACK: A goody pack contains cigarettes, chocolate, and coffee or tea. These items were extremely prized and were often used as currency among the Allied troops of WWII.

GEAR	WEIGHT (in lbs.)
Binoculars	5
Canteen and Cup	1/2
Clothing (Fine)	5
Clothing (Normal)	5
Compass	-
Cricket Noisemaker	-
Goody Pack	-
Entrenching Tool	1
Escape and Evasion Kit	-
Field Pack	5
Field Rations (1 day)	1
Flashlight	1
Magazine or Clip	1/2
Mess Kit	1
Radio (Backpack)	40
Radio (Handheld)	5
Raft (Inflatable)	200
Rifle Scope	1
Sleeping Bag	5
Signal Kit	10
Stove and Cookset	2
Tea Bucket	1/2
Toiletry Kit	1/2
Toolkit	5
Uniform (Battle Dress)	10
Uniform (Ceremonial)	7
Webbing	5
Wire Cutters	-
Zippo Lighter	-

TABLE 14: STANDARD GEAR

ENTRENCHING TOOL: A short, fixed or folding shovel for digging foxholes and fortifying positions.

ESCAPE AND EVASION KIT: These kits contained a small compass, tiny hacksaw, silk map, and local currency (\$20). Issued mainly to airborne and covert operatives.

FIELD PACK: A sturdy, military-issue backpack with a light metal frame and pouches specially designed to carry equipment and survival gear over long distances. It was usually discarded before entering into combat.

FIELD RATIONS: These canned, bland-tasting, precooked rations were issued to most military troops in one form or another. They were initially intended to be used sparingly, but food shortages and issues with supply lines sometimes forced soldiers to eat field rations for weeks at a time.

FLASHLIGHT: The "crookneck" flashlight was standard issue throughout WWII. It comes with red, blue, and yellow filters.

MAGAZINE OR CLIP: This is a fully loaded magazine or clip. The number and type of bullets it contains are different for each weapon.

MESS KIT: This kit contains stackable plates and eating utensils.

RADIO (BACKPACK): This portable radio transceiver was mounted on a backpack. It has a reliable range of approximately 3 miles.

RADIO (HANDHELD): This portable radio transceiver was the first self-contained handheld. It has a reliable range of approximately 1 mile.

RAFT (INFLATABLE): Inflatable rafts can hold up to seven (7) passengers and were often used by special forces units to insert themselves into occupied territory.

RIFLE SCOPE: A rifle scope provides the character with a +4 *To-Hit*, but requires the character to aim for one (1) full *round* before firing. If the character takes damage that *round*, he loses his action that *round*. Rifle scopes cannot be used with burst fire or suppressive fire.

SIGNAL KIT: A signal kit consists of a flare gun and five (5) flares used as emergency locators or to signal other operatives during missions. The gun can also be used as a weapon—it has a range of 3' and does 1d6-2 damage. In addition, the target must make a Saving Throw to avoid catching on fire.

SLEEPING BAG: A lightweight sleeping bag and water-repellent case issued to military troops.

STOVE AND COOKSET: A portable stove and cookset designed for soldiers on extended operations.

TEA BUCKET: A small, stainless steel container used specifically for brewing tea. Issued mainly to British and European troops.

TOILETRY KIT: This kit contains essential items for personal hygiene and care.

TOOLKIT: This kit contains common tools such as a wrench, screwdriver, prybar, pliers, small hacksaw, electrical tape, and wire cutters. A toolkit is essential for demolitions operations. Double the weight of the toolkit if large tools such as bolt cutters or mallets are included.

UNIFORM (BATTLE DRESS): Military uniform issued for combat. Includes boots and helmet. (see Armor, pg. 34)

UNIFORM (CEREMONIAL): Formal military uniform worn for parades, balls, and other functions.

ZIPPO LIGHTER: An iconic lighter issued to military personnel. Possesses a black crackle finish that doesn't reflect light.

WEBBING: Webbing is a system of military-issued belts, harnesses, and pouches used to transport gear, weapons, and extra ammunition into combat.

WIRE CUTTERS: Insulated wire cutters were perfect for cutting through barbed wire and electric fencing. Comes with a canvas pouch.

MELEE WEAPONS

BATTLE AXE: This large, double-bladed axe requires two hands to wield effectively.

BAYONET: A bayonet is a long knife designed to fit on the end of a rifle. If used in this manner, treat the weapon as a spear.

CLUB: Whether a crowbar, nightstick, rifle butt, tree branch, hammer, or baseball bat, a club is a simple blunt force instrument that does damage.

HATCHET: A hatchet is a small utility axe used mainly for cutting wood and clearing land.

IMPROVISED: Improvised weapons include beer bottles, suitcases, rocks, helmets, a fistful of keys, or anything else the character can pick up and reasonably use as a weapon.

KNIFE: A common weapon carried by most soldiers and many civilians.

SPEAR: A six-foot pole with a sharpened head or metal point. Spears are one of the oldest weapons in existence.

STRIKE: Striking involves fists, open hands, forearms, elbows, knees, feet, and even head butts.

SWORD: Swords may be passed down as family heirlooms or issued as part of a ceremonial uniform.

WEAPON	DAMAGE	WEIGHT (in lbs.)
Battle Axe	1d6+1	7
Bayonet	1d6-1	1
Club	1d6	2
Hatchet	1d6-1	3
Improvised	1d6-2	varies
Knife	1d3	1/2
Spear	1d6	5
Strike	1d2	-
Sword	1d6	10

TABLE 15: MELEE WEAPONS

MISSILE/RANGED WEAPONS

ARCHAIC WEAPON	DAMAGE	ROF	RANGE	WEIGHT (in lbs.)
Bow	1d6	1	45 ft	5
Crossbow	1d6	1/2	30 ft	10
Hatchet	1d6-1	1	6 ft	3
Knife	1d6-2	1	6 ft	1
Spear	1d6	1	12 ft	5
SMALL ARMS	DAMAGE	ROF	RANGE	WEIGHT (in lbs.)
Handgun (Small)	1d6-2	2	45 ft	1
Handgun (Medium)	1d6-1	1	75 ft	2
Handgun (Large)	1d6	1	75 ft	3
Rifle (Small)	1d6	1	150 ft	7
Rifle (Large)	1d6+1	1*	150 ft	10
Rifle (Anti-tank)	2d6	1	150 ft	35
Shotgun	1d6+2	1 or 2	15 ft	8
Submachinegun (SMG)	1d6	1**	75 ft	10

MACHINEGUN	DAMAGE	ROF	RANGE	WEIGHT (in lbs.)
Machinegun (Light)	1d6+1	1**	150 ft	20
Machinegun (Medium)	1d6+2	1**	150 ft	25
Machinegun (Heavy)	2d6	1**	150 ft	30
HEAVY WEAPON	DAMAGE	ROF	RANGE	WEIGHT (in lbs.)
Grenade	2d6+2	1	6 ft	1
Mortar	2d6+2	1/2	500 ft ***	45
Flamethrower	1d6+1***	1	6 ft	70
RPG (Light)	6d6***	1/2	75 ft	20
RPG (Medium)	8d6 ***	1/2	75 ft	20
RPG (Heavy)	10d6***	1/2	75 ft	20

*The M1 Garand is capable of Burst Fire

**These weapons are capable of Burst Fire and Suppressive Fire

***See weapon description

TABLE 16: MISSILE/RANGED WEAPONS

ARCHAIC WEAPON

BOW: These weapons fire arrows. They are commonly used by civilians to hunt game.

CROSSBOW: Bulky, two-handed, and slow to load, crossbows did not see much use during WWII.

HATCHET: A hatchet may be used as a missile weapon or a melee weapon.

KNIFE: A knife may be used as a missile weapon or a melee weapon.

SPEAR: A spear may be used as a missile weapon or a melee weapon.

SMALL ARMS

HANDGUN (SMALL): This includes all small caliber handguns such as derringers and .22 pistols.

HANDGUN (MEDIUM): This includes all medium caliber handguns such as the .38 British Enfield Mk. II and the 9 mm Luger P 08.

HANDGUN (LARGE): This includes all large caliber handguns such as the .45 Colt M1911.

RIFLE (SMALL): This includes most civilian hunting rifles and military carbines such as the M1 carbine.

RIFLE (LARGE): This includes most military rifles including the British bolt-action Lee-Enfield Mk. III, the American semiautomatic M1 Garand, and the German bolt-action *Karabiner-98k*.

RIFLE (ANTI-TANK): Anti-tank rifles are bipod and tripod mounted rifles designed to penetrate armored vehicles. In Vehicle Combat, the anti-tank rounds do full damage against unarmored vehicles and 1/2 damage against vehicles with the Reinforced Hull (x1) Modification, but are ineffective against more heavily armored vehicles. Examples include the British Boys, the Polish Wz.35, and the German *Panzerbüchse*.

SHOTGUN: Shotguns can be double-barreled streetsweepers or pump-action shotguns. Shotguns fire buckshot shells which grant the attacker a +2 *To-Hit*. If both barrels of a double-barreled shotgun are fired at once, the attack does double damage at short range only. Shotguns were more prevalent in the Pacific Theater.

SUBMACHINEGUN: Submachineguns are light weapons capable of automatic fire. They include the German MP40, the British Sten gun, and the American Thompson SMG.

MACHINEGUN

MACHINEGUN (LIGHT): These portable machineguns are normally mounted on bipods or tripods. They include the British Bren, the American M1918 Browning (BAR), and the German MG26. If fired without being mounted, a light machinegun is only capable of burst fire.



MACHINEGUN (MEDIUM): These machineguns must be mounted on bipods, tripods, or vehicles. They include the British Vickers gun, the American M1919 Browning, and the German MG34 and MG42.

MACHINEGUN (HEAVY): Heavy machineguns are large caliber machineguns that must be mounted on vehicles or trailers. They include the American M2 Browning, the British Vickers K, and the German MG81.

HEAVY WEAPON

GRENADE: Grenades do 2d6+2 damage within a 30' radius. Grenades are on a timed fuse and do not explode until the end of the *round*, so characters may have time to dive for cover to avoid (or lessen) the blast, at the *Referee's* discretion (see Explosives, pg. 50). Grenades include the British Mills Bomb the American Mk II "pineapple" grenade, and the German "potato masher" *stielhandgranate*.

MORTAR: A mortar is an indirect-fire weapon used to support infantry operations. It fires an explosive shell at an arcing angle into the air, so is ineffective indoors and less effective in thick forests. The shells are muzzle-loaded and drop-fired. Mortars have a minimum range of 300 ft. and cannot normally be fired at targets closer than that. Mortars are mounted on bipods or tripods and require a crew of at least two to operate effectively. If only the gunner is present, double the Rate of Fire. Examples include the British Ordnance SBML, American M1, and the German *Granatwerfer* 42.

FLAMETHROWER: Flamethrowers are backpack-mounted weapons that produce a cone of flame approximately 15' wide. Anyone caught within this cone suffers 1d6 damage (no Attack Roll needed). In addition, the target must make a Saving Throw or else catch fire, suffering 1d6 damage each *round* for the next 1d6 *rounds* or until the flames are extinguished.

If the flamethrower operator takes damage, there is a 1 in 3 chance the tanks rupture and explode, causing 2d6+2 damage to everyone within a 15' radius. The operator takes full damage from this explosion, but anyone else in the area of effect may make Saving Throws to lessen or avoid damage (see Saving Throws vs. Explosives, pg. 52). Flamethrowers are typically good for 1d6 blasts before needing to be refueled. Examples include the British Portable No.2 "lifebuoy", the American M2, and the German *Flammenwerfer* 35.

ROCKET-PROPELLED GRENADE (LIGHT): Light rocket-propelled grenades (RPGs) include British PIATs and other light, anti-tank weapons. A direct hit from a rocket would kill any character. Therefore, the *Referee* can treat a successful rocket launcher attack as a grenade (2d6+2 damage in 30' radius).

The rockets contain a "shaped charge" that is specifically designed to be used against vehicles, enabling them to do full damage against vehicles with the Reinforced Hull (x1) Modification in Vehicle Combat (pg. 67). When used against armored vehicles such as tanks, soldiers should aim for the less armored rear of the vehicle whenever possible. This is why most tanks are equipped with machineguns and usually supported by infantry.

ROCKET-PROPELLED GRENADE (MEDIUM): Medium rocket-propelled grenades (RPGs) include American bazookas and other medium-sized, anti-

tank weapons. A direct hit from a rocket would kill any character. Therefore, the *Referee* can treat a successful rocket launcher attack as a grenade (2d6+2 damage in 30' radius).

The rockets contain a "shaped charge" that is specifically designed to be used against vehicles, enabling them to do full damage against vehicles with the Reinforced Hull (x1) or Reinforced Hull (x2) Modification in Vehicle Combat (pg. 67). When used against armored vehicles such as tanks, soldiers should aim for the less armored rear of the vehicle whenever possible. This is why most tanks are equipped with machineguns and usually supported by infantry.

ROCKET-PROPELLED GRENADE (HEAVY): Heavy rocket-propelled grenades (RPGs) include German *panzerschrecks* and other heavy, anti-tank weapons. A direct hit from a rocket would kill any character. Therefore, the *Referee* can treat a successful rocket launcher attack as a grenade (2d6+2 damage in 30' radius).

The rockets contain a "shaped charge" that is specifically designed to be used against vehicles, enabling them to do full damage against vehicles with the Reinforced Hull (x1), Reinforced Hull (x2), or Reinforced Hull (x3) Modification in Vehicle Combat (pg. 67). When used against armored vehicles such as tanks, soldiers should aim for the less armored rear of the vehicle whenever possible. This is why most tanks are equipped with machineguns and usually supported by infantry.

ARMOR

Armor available to the characters during WWII is only effective against archaic weapons such as swords, clubs, and arrows. Armor designed to stop bullets was far too cumbersome to be used by soldiers, let alone operatives who had to rely on stealth and mobility to survive behind enemy lines.

BDU/HEAVY CLOTHES: This includes thick clothes worn by civilians during winter months as well as durable "battle dress" uniforms worn by soldiers in the field.

LEATHER ARMOR: Armor made of hard, boiled leather.

CHAIN MAIL: An armored tunic made of interlocking links of chain.

PLATE MAIL: An iconic suit of armor as worn by ancient knights.

SHIELD: The typical shield is effective only against melee weapons and archaic missile weapons (arrows, spears, etc.), but does provide a +1 bonus to a character's Saving Throw vs. explosions such as from a grenade. In order to offer -1 [+1] protection from bullets and explosions, the shield must be made of solid steel and weigh at least 100 lbs.

HELMET: A helmet provides a +1 bonus to a character's Saving Throw vs. explosions such as from a grenade.

ARMOR	EFFECT ON AC [AAC]	WEIGHT (LB.)
BDU/Heavy Clothes	-1 [+1]	10
Leather Armor	-2 [+2]*	25
Chain Mail	-4 [+4]*	50
Plate Mail	-6 [+6]*	75
Shield	-1 [+1]**	10
Helmet	**	3

*Affords only -1 [+1] protection vs. bullets and explosives

**see description

TABLE 17: ARMOR

OPTIONAL RULE: AC VS. AAC

The *Referee* decides whether the game uses the standard Armor Class (AC) system where a lower AC is harder to hit, or the Ascending Armor Class (AAC) system where a higher AC is harder to hit.

Numbers for the AAC system are set off in brackets when listed, as you see in TABLE 17: ARMOR, to distinguish the two systems when the numbers appear side by side.

The author would like to note that during playtests, the AAC system seemed to speed up combat and was easier for new players to grasp than descending Armor Class.

CALCULATING ARMOR CLASS

In the standard descending Armor Class system (AC), an unarmored man has an AC of 9. Any armor worn subtracts from this total, making him more difficult to hit. For example, an Italian farmer (base AC 9) wearing winter clothes (-1) has an effective AC of 8 (9 - 1).

Using the Ascending Armor Class system (AAC), an unarmored man has an AAC of 10. Armor worn is added, making him more difficult to hit. Therefore, a German soldier (base AAC 10) wearing the standard battle dress uniform [+1] has an effective AC of 11 (10 + 1).

CONVERTING ARMOR CLASS SYSTEMS

The *Referee* is encouraged to mine other Old School products for NPCs, animals, and other more exotic creatures. To translate between descending and ascending Armor Class systems, the Armor Class (AC) and Ascending Armor Class (AAC) values should add up to 19 when added together. For example, AC 7 is the same as AAC 12, or $19 - 7 = 12$.

ARMOR CLASS FOR SPECIAL FORCES OPERATIVES

The PCs are special forces operatives who are trained to use superior tactics, shoot while moving, and stay cool under fire. All of this means that an unarmored operative has a natural AC of 7 [12] instead of 9 [10]. Operatives are also trained to attack from ambush, using cover and concealment techniques whenever possible for added protection. (See Cover and Concealment, pg. 49.)



PLAYING THE GAME

"Our job is to punch a hole through the German front line, here, and then drive like hell up this road, linking up with each airborne division on the way. Speed is the vital factor. The plan is to reach Eindhoven in two to three hours, and Arnhem in two to three days."

—Lt. General Horrocks, *A Bridge Too Far* (1977)

Once you have a character, the *Referee* describes where the character is and what he or she sees. The game might start during a mission briefing, aboard an airplane on its way to the drop zone, or already behind enemy lines—that's up to the *Referee*. From that point on, you'll describe what your character does: pointing out flaws in the plan, jumping from the plane, sneaking up on a German sentry, etc. These decisions are all in your hands! The *Referee* then tells you what happens as a result: the plans get finalized, you land in a thicket, you quietly dispatch the German.

Together, you and your *Referee* work to create a shared world, with the *Referee* handling the details of World War II Europe and you handling what your character does in it. The epic story of your character's heroic rise to greatness (or death in the effort) is yours to create!

SPECIAL FORCES TRAINING

Allied special forces units were the best of the best. They were required to be physically fit, able to think on their feet, and highly adaptable to changing conditions on the ground. They received months of specialized training in weapons, unarmed combat, military tactics, stealth, surveillance, navigation, demolitions, skydiving, communication procedures, and vehicle operation before being deployed.

This advanced training puts them way ahead of common troops in the field. The *Referee* should be sure to take this into account. When in doubt about whether or not an operative can accomplish a task (such as trying to hotwire a vehicle in the middle of a firefight), have the player roll 1d20, with failure occurring on a roll of "1". By comparison, a typical soldier under such circumstances might have a 1 in 20 chance of *success*.



TIME

The concept of time is fluid in *WWII: Operation WhiteBox*. The *Referee* may sometimes rule that "an hour passes" or even "a month passes" in the life of the intrepid operatives, but two important time measurements need a quick explanation. These are the *turn* and the *round*. A *turn* represents ten (10) minutes while a *round* lasts one (1) minute.

SAVING THROWS

Each character has a Saving Throw value. It represents their ability to avoid any number of adverse effects. Whenever the *Referee* calls for the character to make a Saving Throw, roll 1d20. If the number rolled is equal to or higher than the character's Saving Throw value, they have successfully avoided, partially avoided, or endured a specified negative or dangerous event.

Saving Throws can be made to resist environmental effects, avoid traps, lessen damage from grenade blasts, or reduce the negative results of any number of things determined by the *Referee*. Many classes receive a bonus to certain Saving Throws.

SURPRISE

During play, sometimes one character or group of characters gains surprise over another character or group. Usually the *Referee* determines this, but often uses the result of 1-2 on a roll of 1d6 to indicate if a character or group is surprised.

HIDDEN THINGS

Hidden things can be detected on a roll of 1 on a 1d6 when a character specifically states they are looking for something. The character cannot move more than half (1/2) his normal Movement rate while searching. Hidden Things can be passageways concealed behind bookcases, pit traps, buried mines, secret doors, or even the location of a hidden machinegun nest or tank. Certain Class Abilities or character actions may increase the chance to detect Hidden Things, at the *Referee's* discretion.

HOW MUCH CAN I CARRY?

A normal level of miscellaneous equipment is assumed to weigh around twenty-five (25) pounds. Most people can shoulder that load without suffering any penalties. The typical operative is conditioned to carry up to one hundred (100) pounds without suffering penalties (see below).

MOVEMENT RATE

The base Movement rate for all classes is calculated in terms of feet (ft) x 10 per *round* as shown in TABLE 18: MOVEMENT, below. Typically, a character who moves more than their normal Movement cannot attack or take action in the same *round*. The *Referee* is advised to alter the units of measurement to suit their own games and campaigns.

WEIGHT CARRIED (in lbs.)	CHARACTER MOVEMENT
0-25	12
26-100	9*
101-150	6*
151-250	3*
250+	1*

MOVEMENT TYPE	ADJUSTMENT
Careful	Half of character Movement
Normal	Normal character Movement
Running	Double character Movement

*Add +3 to Movement if the character is a special forces operative.

TABLE 18: MOVEMENT

GAINING EXPERIENCE

Characters are awarded Experience Points (XP) as a group when they complete missions, which helps them develop and grow. Some reasons and suggestions on how to issue XP include:

- Overcoming or defeating opponents (use HDE/XP values)
- Use of Class Abilities to further the story or mission (1d6 x10 XP)
- Completing "side missions" (Targets of Opportunity) which thwart German plans (1d6 x25 XP)
- Completing assigned missions (1d6 x50 XP)

While most XP earned is split equally among everyone in a party involved in the earning of it, sometimes *Referees* award individual bonus XP for roleplaying particularly well or taking great risks. Additionally, all Character Classes have a Prime Attribute attached to them that provides an additional XP Bonus to that character. All characters also gain an XP Bonus from having a Charisma or Wisdom Attribute value of 13 or higher.

OPTIONAL RULE: GUT CHECK

An operative's training, selflessness, and tenacity allows him to succeed at seemingly impossible tasks through sheer force of will. When an operative attempts something beyond the norm, the *Referee* may allow the character to make a "gut check".

The character rolls 1d6. If the result is equal to or less than the character's level, the gut check succeeds. A typical NPC soldier or civilian must roll a 1 on 1d10 in order to succeed at a gut check.

Gut checks should be reserved for the most dire situations, where failure results in serious injury or death. Charging a machinegun nest unscathed through a hail of bullets, picking up three live grenades and tossing them back at the Germans, taking out a Tiger tank with a bazooka, running through a minefield, or crawling to the detonator and blowing the bridge even after being reduced to 0 Hit Points are some examples of gut checks.

RECRUITING HELP

Allied operatives are stuck behind enemy lines and can expect only minimal support from the rear. In many cases, it is vital that they establish contact with the locals in order to gain their trust and increase their chance of survival. However, avoiding German spies and sympathizers is a dangerous game, so special forces units must tread carefully.



The *Referee* normally determines whether or not NPCs the characters meet are friendly. When in doubt, roll 2d6 and consult the Reaction Roll Table below.

The *Referee* may also decide that an NPC starts at a particular Result such as Unfriendly or Neutral. In this case, the Reaction Roll simply modifies this Result (use the Modifier column).

This roll may be further modified (positively or negatively) by good roleplaying, offering goods or money, the actions of German or Allied forces in the area, certain Class Abilities, and the character's Charisma Bonus, at the *Referee's* discretion.

ROLL	RESULT	MODIFIER
2	Hostile	-3
3-5	Unfriendly	-1
6-8	Neutral	0
9-11	Friendly	+1
12+	Ally	+3

TABLE 19: REACTION ROLLS

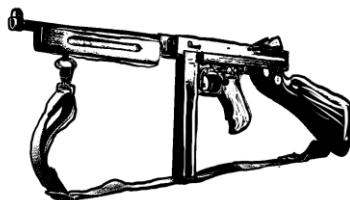
HOSTILE: The NPC is hostile to the characters for some reason. He may alert nearby German soldiers or may even attack the PCs himself.

UNFRIENDLY: The NPC wants nothing to do with the characters and will not help nor hinder them. If German forces come looking, the NPC does not withhold any information about the characters from them.

NEUTRAL: The NPC does not like the Germans, but is afraid to help the PCs. The NPC may be won over by good roleplaying, at the *Referee's* discretion. Otherwise, he tries to distance himself from the characters as quickly as possible.

FRIENDLY: The NPC will help the characters, but will not actively fight or risk his life unless it serves his interests. He may hide the PCs, give the Germans misinformation, or act as a courier.

ALLY: The NPC offers to help the PCs any way he can. Put a rifle in his hands and he'll willingly kill Germans. He may have contacts among the local Resistance cells or he may just be looking to join.



OPTIONAL RULE: TRIAL BY FIRE

WWII: Operation WhiteBox introduces several new combat options and rules related to modern weapons. In order to keep the game from bogging down as the players learn the nuances of these rules, the *Referee* may wish to start a campaign with a Trial by Fire, where the characters are thrust immediately into the midst of a major battle.

HOW TO BEGIN

1. Each player takes on the role of at least three (3) different characters.
2. The player assigns a 15 (exceptional) to the Strength or Dexterity or Constitution of each character. This gives the character a +1 bonus to certain rolls, as determined by the *Referee*.
3. All other Attributes are counted as 10 (average).
4. Each of these characters is a 0-level soldier with 1d6 Hit Points and AC 8 [11] from BDUs. Roll Hit Points normally or start with the max of 6 (+1 if the character's Constitution is exceptional). Things like Nationality, Professions, Rank, etc. are unimportant at this stage.
5. Each character begins with the following gear:
 - PC #1 is equipped with standard weapons: Large Rifle, Bayonet, and Four (4) Grenades.
 - PC #2 is equipped with advanced weapons: Submachinegun, Bayonet, and Four (4) Grenades.
 - PC #3 is equipped with heavy weapons: (Light Machinegun or Rocket Launcher), Bayonet, and Two (2) Grenades.

FOR THE PLAYER

The characters are part of a traditional military unit determined by the *Referee*. Each player plays one character at a time. If (when) that character dies, play continues uninterrupted with the next character in line. Now go kill some Nazis!

FOR THE REFEREE

The *Referee* drops the characters into the middle of a large-scale battle, with bullets flying, deafening explosions, and the screams of dying men echoing in their ears. This may be a historical event such as the St. Nazaire Raid or Omaha Beach on D-Day, or it may be a fictional battle of the *Referee's* design.

The players should be given a map of the area as well as three battlefield objectives. The objectives can be given at the start of play, or introduced one by one as each are achieved. These objectives should be fairly straightforward, such as "take out the snipers on the ridge" or "clear the enemy bunker" or "stop the advancing Tiger".

The *Referee* should expose the PCs to and/or allow them to use autofire (Burst Fire and Suppressive Fire) and explosives (such as grenades) to introduce the new rules and Saving Throw options. There should also be opportunities for using

cover and concealment. The *Referee* may even allow the PCs to commandeer a vehicle (such as an armored car or tank) and engage in vehicular combat.

The German soldiers should possess 1 hp and AC 8 [11] from BDUs. Weapons, gear, and vehicles are left to the *Referee*, but should be fairly comparable to that of the PCs.

ENDGAME

The battle ends once all three objectives are achieved (or all PCs are dead). The *Referee* is free to determine the winner of the battle or use this opportunity to take the optional Mass Combat Rules out for a test spin (pg. 141).

After the battle is finished, any remaining PCs should be awarded 100 XP for surviving the Trial by Fire. Each player is then free to choose a class for one of these battle-tested characters and reroll Hit Points. This simulates the PCs being drafted into a special forces unit and undergoing advanced training. Otherwise, the player can create an entirely new character for play in *WWII: Operation WhiteBox*.



PERSONAL COMBAT

*"Keep the sand out of your weapons. Keep those actions clear.
I'll see you on the beach."*

—Captain Miller, *Saving Private Ryan* (1998)

Personal Combat is defined as any battle between two or more characters (player and/or non-player) that takes place using Melee or Missile Attacks.

Personal Combat takes place mainly in the "Theater of the Mind". This means that the *Referee* sets the scene and decides whether a character is capable of a certain maneuver, action, or attack. The *Referee* is free to increase the complexity of Personal Combat in order to suit the needs of his campaign. Drawings, miniatures, or battlemats may also be utilized to make sure everyone is on the same page.

THE COMBAT ROUND

When Allied operatives meet German soldiers, it's quite likely that a fight breaks out. To allow everyone to act and see what happens, do the following:

1. Determine Initiative.
2. The unit (individual or group, determined by the *Referee*) with the highest Initiative acts first (attacking, using items, etc.) and the results occur.
3. The party with the next highest Initiative acts, and their results take effect.
4. Continue like this until all parties in an encounter have acted.
5. The *round* ends. Unless otherwise noted, keep the turn order for the next *round* if the battle has not been resolved, starting with Step 2.

DETERMINING INITIATIVE

At the beginning of a Personal Combat *round*, each party involved rolls Initiative on a 1d6. The highest roll wins. The winning party acts first, moving, attacking, or taking other actions. The losing party suffers damage and casualties. Then it's their turn.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The *Referee* may handle this situation in any way he chooses—with one caveat: the damage inflicted by combatants during

simultaneous Initiative is inflicted even if one of the combatants dies during the *round*. It is possible for two combatants to kill each other during a simultaneous Initiative *round*!

THE ATTACK ROLL

To attack with a weapon, the player rolls 1d20 and adds any bonuses to the result. These *To-Hit* bonuses include the character's Base Hit Bonus (BHB), any applicable Strength Bonus for attacks with hand-held weapons, any applicable Dexterity Bonus for attacks with missile weapons, and any other bonus identified as a *To-Hit* bonus, such as from Class Abilities or specially designed weapons.

The Attack Roll is then compared to the target's Armor Class to see if the attack hits, according to whichever system the *Referee* has chosen to use. The standard system (where a lower AC is better) is resolved by comparing the Attack Roll to the number required on TABLE 20: ATTACK "To-Hit" ROLLS (see below). If the Attack Roll is equal to or higher than the number on the table, the attack hits. In the Ascending Armor Class system, if the Attack Roll is equal to or higher than the defender's Armor Class, the attack hits.

TABLE 20: ATTACK "To-Hit" ROLLS

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
ATTACK ROLL	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

OPTIONAL RULE: 20s AND 1s (PERSONAL COMBAT)

The *Referee* may decide that a "natural" roll of 20 is an automatic hit or inflicts double damage or strikes two German soldiers with one bullet, or that a "natural" roll of 1 is an automatic miss and may result in dropping a weapon, the weapon jamming until repaired, or the character tripping and falling. These are commonly called "critical hits" and "critical fumbles", respectively.

MELEE ATTACK

A Melee Attack is an attack with hand-held weapons such as a bayonet or *Luftwaffe* pilot's sword. Two combatants within ten (10) feet of each other are considered to be engaged "in combat" with each other. A character's Strength bonus *To-Hit* may also be added to melee Attack Rolls and melee damage, if the *Referee* allows it.

MISSILE ATTACK

Missile Attacks are attacks with ranged weapons such as an M1 Garand (rifle), hunting bow, or thrown knife. A character's Dexterity Bonus for missile attacks is added to the Attack Roll when using missile weapons. When firing into a melee, it may be impossible to choose which opponent (or friend) receives the attack and the *Referee* must determine which random target is struck.

Missile weapons have a ROF value. This indicates the Rate of Fire, or maximum number of attacks that can be made with this weapon each *round*. Some weapons allow you to attack more than once per *round* while others allow you to attack every other *round*. The *Referee* determines exactly how that happens.

Missile weapons also have a RANGE value, which indicates a distance that can be multiplied indicating the short range (x1), medium range (x2 short), long range (x3 medium), and extreme range (x4 long) of the indicated weapon. The weapon cannot fire effectively beyond extreme range. Beyond short range, every additional multiple adds an incremental -2 *To-Hit* modifier to all Attack Rolls. For example, shooting at extreme range would give a -6 *To-Hit* modifier.

A NOTE ON CINEMATIC FIREFIGHTS. . .

The combat rules are designed to be abstract. A standard *round* lasts a full minute which, as anyone who's ever been in any kind of fight knows, is a long, long time.

In melee combat, it's assumed that each *round* is a series of parries, feints, and ripostes, with only one of those actions considered the Attack Roll. In ranged combat, particularly with firearms, it's assumed that characters are taking aim, ducking and moving to better cover, and/or firing multiple rounds, with only one of those rounds (or burst of rounds) considered the Attack Roll.

The *Referee* is free to shorten the length of the combat *round* to better suit his campaign. The author has found a "sweet spot" with 6 second *rounds* and 10 minute *turns*, but do whatever works best for you and your group.



AUTOFIRE

A large number of WWII weapons are capable of fully automatic fire. This type of attack can be extremely devastating, however, it rapidly depletes ammunition and can cause the gun to overheat. There are two types of autofire—burst fire and suppressive fire.

BURST FIRE

To increase accuracy and save ammunition, operatives are trained to fire automatic weapons in short bursts. This gives them about three attacks (bursts) with each magazine. Burst fire provides the attacker with a +2 bonus *To-Hit*.

SUPPRESSIVE FIRE

In some cases, an attacker with a fully automatic weapon may spray a large area to pin down enemy troops or to cover the escape of his companions. The size of this area is determined by the *Referee*, but typically resembles a cone of fire about 15' to 20' wide.

The first *round* of suppressive fire is treated as a burst fire attack (+2 *To-Hit*) against a single opponent as the gunner gets his bearings. On each successive *round* of suppressive fire, anyone caught in the line of fire (as determined by the *Referee*) is automatically struck by 0-3 bullets (Roll 1d6: 1 = 0 bullets; 2-3 = 1 bullet; 4-5 = 2 bullets; 6 = 3 bullets).

If a target takes cover (such as in a foxhole or behind a brick wall), the attacker must be prepared to continue suppressive fire on that area to receive the benefits of suppressive fire on subsequent *rounds*. (i.e. the attacker must keep his weapon trained on that area, ready to fire, even if no target presents itself). If the attacker is forced to change targets or target areas, the suppressive fire process must start over again.

Characters pinned down by this type of suppressive fire may need to find an alternate method of taking out their attacker (stealth, flanking maneuvers, grenades, armored vehicle, artillery strike, etc.).

NOTE: Weapons normally capable of suppressive fire are noted on TABLE 16: MISSILE/RANGED WEAPONS on pg. 30. However, the *Referee* may also rule that other weapons when used in great numbers are capable of suppressive fire, such as a line of fifty (50) Germans armed with bolt-action rifles.



A NOTE ON AUTOFIRE. . .

The rules for autofire may be too fiddly for some Old School gamers. Alternate autofire rules may be found in other products compatible with the *Swords & Wizardry WhiteBox* rules. The *Referee* is also free to simplify the current rules as needed. There is nothing wrong with saying: "*your machinegun goes BRRRAAP—BRRRAAP—BRRRAAP!! Make an Attack Roll at +4 To-Hit*" and leave it at that. Do what works best for you and your group.

SUPPRESSIVE FIRE RELOADS

Ammunition is another consideration. In the case of a personal weapon such as a Thompson submachinegun or Sten gun, the magazine is expended after one (1) *round* of suppressive fire and must be replaced. The attacker automatically loses Initiative on the *round* he reloads, but may continue suppressive fire in that same *round*, after the reload.

MALFUNCTIONS

Suppressive fire can cause the weapon to overheat and malfunction. After three successive rounds of suppressive fire, there is a 1 in 6 chance each *round* that the weapon becomes unusable until repaired. A beltfed machinegun such as an MG42 or Vickers K, with someone on hand to change out and/or cool the barrels, can fire almost indefinitely.

SUPPRESSIVE FIRE AND MOVEMENT

A character using suppressive fire can only advance 1/2 his normal movement rate per *round*. If the character moves more than that, the attack is treated as burst fire (+2 *To-Hit*) against a single opponent of the character's choice.

SUPPRESSIVE FIRE VS. SUPPRESSIVE FIRE

If more than one combatant is capable of suppressive fire, suppressive fire takes place in order of Initiative. If one weapon requires reloading and the other does not, the character performing the reload attacks last the next *round*, regardless of his original Initiative roll.

SAVING THROWS VS. SUPPRESSIVE FIRE

The character may react to suppressive fire by "hitting the deck" or "diving for cover" to lessen or avoid damage. The character must make a Saving Throw (+/- his Dexterity bonus). If no cover is present, the character suffers 1/2 damage on a successful Saving Throw.

If cover is close by (fortified foxhole, side of a tank, brick wall, etc.), a successful Saving Throw means the character dives behind the cover,

suffering no damage from the suppressive fire. Failure means the character suffers 1/2 damage. The cover may or may not be destroyed, depending on the type of attack.

COVER AND CONCEALMENT

COVER stops bullets. Sandbags, tanks, thick trees, brick walls, and boulders are all examples of cover. Characters hiding behind partial cover cannot be hit by bullets.

Characters attacking from behind cover (such as firing from behind a wall or through a gunport) are said to have partial cover. Partial cover provides the following advantages to the defender:

- A character attacking with single-shot ranged weapons suffers a -4 penalty *To-Hit* any target behind partial cover.
- A character attacking with burst fire suffers a -2 penalty *To-Hit* any target behind partial cover.
- A character behind partial cover who is attacked by suppressive fire takes 1/2 damage. If the character makes a successful Saving Throw, he is assumed to have ducked down behind cover and takes no damage from the attack.

CONCEALMENT hides you from attackers. Unarmored vehicles, wooden fences, sheetrock walls, clouds of smoke, darkness, and hedgerows are all examples of concealment. Concealment provides the following advantages to the defender:

- A character attacking with single-shot ranged weapons suffers a -2 penalty *To-Hit* any target behind concealment.
- A character attacking with burst fire does not receive any bonuses or penalties *To-Hit* a target behind concealment.
- Concealment has no effect on suppressive fire, as long as the attacker is laying down fire in the general area of the concealed character(s).

FIRE AND MANEUVER

Suppressive fire is particularly deadly when used from a fortified position such as a machinegun nest or concrete bunker. One method of dealing with this type of suppressive fire is to perform a tactic known as fire and maneuver.

Fire and maneuver involves splitting up into at least two groups and moving from cover point to cover point while advancing on the entrenched position. One group advances and fires, while the other group either hides behind full cover or hides behind partial cover and attacks with ranged weapons. The two groups then switch off each *round* between moving and taking cover.

The machinegunner may choose one of the following options:

- begin suppressive fire on the advancing group (+2 *To-Hit* one target, per burst fire rules).
- continue suppressive fire on the group behind partial cover (1/2 damage or no damage with successful Saving Throw, per Cover and Concealment, above).

- keep his weapon trained on the group hiding behind full cover and resume suppressive fire if they present themselves.

Fire and maneuver is typically performed until the characters can get into grenade-throwing range.

AMBUSH

Ambush is a type of surprise attack from cover or concealment. Ambushes can occur in villages, on lonely dirt roads, inside bombed-out cities, or in the wilderness. The ambusher gains one (1) free attack in the first *round* of combat. In addition, the ambusher automatically wins Initiative on the next combat *round*. Thereafter, Initiative is rolled normally.

The *Referee* may allow the characters a 1 in 6 chance to spot and/or react to a potential ambush when they specifically state they are looking for one (similar to a search for Hidden Things). Other factors may modify this chance to spot an ambush, at the *Referee's* discretion. The character cannot move more than half (1/2) his normal Movement rate while searching for an ambush. Characters searching for ambushes may roll Initiative normally after the initial free attack.

KEEPING TRACK OF AMMO

Ammunition was a valuable resource during WWII and often determined whether or not a unit could achieve its objective. Carrying extra ammo means carrying extra weight, which can cut down the mobility of a special forces operative or unit. The *Referee* is free to count every round (bullets or shells) if that suits the needs of his game. Otherwise, the *Referee* can have each character roll 1d6 after every three to five firefights. On a roll of one (1), the character is out of ammo.

RELOADS

If individual rounds (bullets or shells) are being counted, a weapon will eventually run out of ammo and need to be reloaded. This may require a little bit of extra research into weapon types and magazine capacity, or the *Referee* can just assume a reload is needed after every 6, 10, or 20 rounds of fire. If counting rounds, the character who reloads automatically loses Initiative on the next combat *round*. Otherwise, the *Referee* can assume that reloads are handled abstractly over the course of the standard one (1) minute combat *round*.

EXPLOSIVES

Explosives deal damage in an area of effect. There are three main types of explosives—impact, timed, and static.

IMPACT EXPLOSIVES

Impact Explosives include things like pipe bombs, Molotov cocktails, and any other type of explosive device that explodes on contact.

Impact Explosives do not require precision to be effective. If the target is stationary and in the open, their Armor Class is considered a 9 [10].

If the character is aiming for a specific target (such as an open door, approaching soldier, balcony, underside of a vehicle, or trench line) or if the character cannot see the target (such as when hurling a pipe bomb at a machinegun nest after taking cover), the target area should be treated as AC 5 [14].

The Referee is free to determine if a "miss" causes any damage or any other adverse effects near the target area.

Impact Explosives typically deliver 1d6+2 Hit Points of damage in a 15' radius.

MORTARS

Mortars are a special kind of Impact Explosive that hurls explosive shells from a mounted tube. Because the tube is mounted, slight corrections can be made to improve the mortar's accuracy. A stationary target that can be seen by the gunner (or a forward observer) is always AC 5 [14]. However, the mortar operator receives a cumulative +1 *To-Hit* for every attack, as long as the target does not move. A moving target is always AC 0 [19]. Typical mortar shells do 2d6+2 damage within a 30' radius. Mortars are best used when "zeroed" in on a fixed location, in which case they automatically hit.

TIMED EXPLOSIVES

Timed Explosives include things like grenades, sticks of dynamite, "sticky" bombs, and any other type of explosive device equipped with a short fuse and/or a timed delay.



As with Impact Explosives, they do not require precision to be effective—a stationary target out in the open is considered to be AC 9 [10]. Otherwise, the target area is treated as AC 5 [14]. Again, the Referee is free to determine if a “miss” causes any damage or any other adverse effects near the target area.

Timed Explosives explode at the very end of the combat *round*, after all other movement, reloads, actions, and attacks have taken place. The target of a Timed Explosive may make a Saving Throw. Success means he picks up the explosive and hurls it back at his attacker. Failure means he suffers full damage from the explosive (no Saving Throw allowed).

To avoid this, the attacker may let a Timed Explosive “cook” by waiting until the end of the *round* to throw it. However, if the attacker is injured before the end of the *round*, he must make a Saving Throw. Failure means he drops the explosive, and everyone within its area of effect suffers normal damage.

Timed Explosives typically deliver 2d6+2 Hit Points of damage in a 30' radius.

STATIC EXPLOSIVES

Static Explosives include common WWII plastic explosives such as gelignite (blasting gelatin), Nobel 808, and C-2.

Static Explosives are safe to handle, easy to mold, and do not explode without a detonator (triggered by an internal clock, match-lit fuse, or hard-wired to a plunger or electrical charge). A well-placed charge can destroy just about any type of structure or vehicle.

Static Explosives do not do a set amount of damage. The *Referee* is free to decide the area of effect and how much damage the explosion does to characters or vehicles unlucky enough to be caught in the blast (usually 2d6+2).

DEFAULT EXPLOSIVES DAMAGE

In WWII, explosive devices are capable of causing massive amounts of destruction over a large area, wiping out platoons, destroying armored vehicles, and leveling entire city blocks. Although direct hits from tank guns, aerial bombardment, mines, artillery shells, and other explosive devices would easily kill any character, the *Referee* is instead encouraged to assume that any PC caught in the blast radius suffers 2d6+2 damage.

SAVING THROWS VS. EXPLOSIVES

If a character has time to react to an explosive device, the *Referee* should allow a Saving Throw (+/- his Constitution or Dexterity bonus). If no cover is present, the character suffers 1/2 damage on a successful Saving Throw.

If cover is close by (fortified foxhole, side of a tank, brick wall, etc.), a successful Saving Throw means the character dives behind the cover, suffering no damage from the blast. Failure means the character suffers 1/2 damage. The cover may or may not be destroyed, depending on the type of attack.



MOVEMENT

A character may move up to their normal Movement rate in combat and still attack or perform another action. This is typically a Movement of 12, which is equal to 120 feet. If a character moves more than their normal Movement they may not attack or perform other significant actions.

MORALE

The majority of people in the world will not continue to fight a hopeless battle, seeking to retreat, surrender, or flee if they can. Only rarely do people fight to the death. The *Referee* decides when enemies abandon a battle and retreat, based on the situation and the enemy's intelligence. In some cases, the *Referee* may have the enemy make a Saving Throw to determine if they will stay or flee, modified by bonuses or other factors.

DAMAGE AND DEATH

When a character is hit, the amount of damage taken is deducted from his current Hit Points. When his Hit Points reach zero (0), the character dies from his wounds.

OPTIONAL RULE: UNCONSCIOUSNESS AND DEATH

The *Referee* may decide to make the game a little less lethal for PCs. In this case, the character becomes "unconscious" at zero (0) HP and does not actually die for one (1) *turn*. This gives the rest of the unit plenty of time to administer first aid and get the character to safety so he can heal.

OPTIONAL RULE: NONLETHAL DAMAGE

The characters may wish to subdue an enemy instead of killing him outright. This requires an attack with a blunt object (strike, club, flat part of a blade, rifle butt, etc.). The target suffers damage normally, however, once reduced to 0 Hit points or less, he is knocked unconscious. Unconscious characters awaken on their own in one (1) *turn*, but may be revived sooner, at the *Referee's* discretion (by being doused with cold water, exposure to smelling salts, etc.). The character regains all lost Hit Points except one (1), which must be recovered through Natural Healing (see below).

Nonlethal damage may be required to carry out a particular mission (such as kidnapping a high-ranking SS commander) or may be used as a last resort to avoid murdering innocent civilians who simply find themselves in the wrong place at the wrong time.

A NOTE ON CINEMATIC DAMAGE. . .

Hit points are an abstract representation of a character's current overall health. Just because a character takes damage doesn't mean he has suffered a visible injury. This means that not every bayonet strike results in an actual cut and not every rifle shot results in a bullet wound. Otherwise, special forces operatives would gush blood every time they rolled over in bed.

Remember, the standard one (1) minute combat *round* is a long time. Damage comes from an accumulation of factors such as muscle strain (from parrying a rifle butt stroke or diving for cover), battle fatigue from shouldering weapons and reacting to threats ("when will this fight end???"), environmental factors (such as flying shrapnel and debris), and lastly actual open wounds (from slashes and bullets). The *Referee* is free to describe these injuries or not.

HEALING

There's no question that the soldiers who fought in WWII were a special kind of tough. They suffered injuries from bullets, flying shrapnel, explosions, and even extreme weather. Over one million purple hearts were awarded to American soldiers alone during World War II, and many service members were injured multiple times. Unless their wounds were life-threatening, they often returned to duty as soon as they could be patched up. They don't call the men and women of that era "The Greatest Generation" for nothing.

NATURAL HEALING

A character recovers 1d3 Hit Points per day of uninterrupted rest (1d3+1 if under proper medical care). The character may add his Constitution Bonus to this roll. Four weeks of rest returns a character to maximum Hit Points, regardless of how many Hit Points the character has lost.

FIRST AID

A character who sustains injuries during a fight can use his action during a combat *round* to render first aid to himself or another by catching his breath, binding wounds, administering painkillers, and "walking it off". This heals 1d2 Hit Points.

This can only be done once per fight, but can be done at any time during or after the fight. First aid can also be rendered to a character who has been reduced to 0 Hit Points, even if that character had already received first aid treatment earlier in the fight.

Recovered Hit Points cannot exceed the amount of Hit Points lost during that fight, nor can they exceed the character's maximum amount.

A NOTE ON COMBAT LETHALITY. . .

The *Referee* and the players should be aware that combat in *WWII: Operation WhiteBox* is fairly lethal. The lack of body armor and the lethality of modern weapons makes even the most unskilled NPC soldier dangerous. The characters are encouraged to avoid pitched battles whenever possible and instead rely on superior tactics such as stealth, ambushes, cover and concealment, and overwhelming firepower to overcome their enemies. If the *Referee* prefers a more combat-oriented type of game, he is encouraged to look over the Optional Rules for Traditional, Heroic, and Inglorious levels of play on pg. 24.

VEHICLE COMBAT

*"I see it, it's a goddamn Tiger! Blow some fuckin' smoke
in its face!"*

—Wardaddy, *Fury* (2014)

Whether it's skirmish lines of tanks blasting away at each other, aerial dogfights over occupied territory, or German U-boats trying to sink Allied ships, vehicular combat is a staple of WWII imagery.

Vehicle Combat is defined as two or more vehicles attempting to attack one another, presumably with the intent to destroy one another. In most cases, it functions exactly as Personal Combat (see pg. 44).

Vehicle Combat takes place mainly in the "Theater of the Mind". This means that the *Referee* sets the scene and decides whether a vehicle is capable of a certain maneuver, action, or attack. The *Referee* is free to increase the complexity of Vehicle Combat in order to suit the needs of his campaign. Drawings, miniatures, or battlemats may also be utilized to make sure everyone is on the same page.

THE VEHICLE COMBAT ROUND

When a vehicle meets with potential enemy vehicles, it's possible that a fight may break out. To allow everyone to act and see what happens, do the following:

1. Determine Initiative.
2. The group (individual or group, determined by the *Referee*) with the highest Initiative acts first (attack, drive, using items, etc.) and the results occur.
3. The party with the next highest Initiative acts, and their results take effect.
4. Continue like this until all parties in an encounter have acted.
5. The *round* ends. Keep the turn order for the next *round* if the battle has not been resolved, and start at Step 2 again.

DETERMINING INITIATIVE

At the beginning of a Vehicle Combat *round*, each party involved rolls Initiative on a 1d6 (with Wheelmen adding their Initiative bonus of +2). The highest roll wins. The winning party acts first, moving, attacking, and taking other actions. Other parties take damage and casualties, then take their turns, in descending order of results.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The *Referee* may handle this situation in any way he chooses—with one caveat. The damage inflicted by combatants during simultaneous Initiative is inflicted even if one of the vehicles is destroyed during the *round*. It is possible for two vehicles to destroy each other during a simultaneous Initiative *round*!

THE ATTACK ROLL

To attack with a vehicle weapon, the character must have access to it, operating it from a vehicle's cockpit or turret, depending on the vehicle they are in. The character rolls 1d20 and adds any bonuses to the result. This includes the character's Base Hit Bonus (BHB) and Dexterity Bonus.

TABLE 20: ATTACK "To-Hit" ROLLS on pg. 45 is used for both Personal and Vehicle Combat.

The Attack Roll is then compared to the targeted vehicle's Armor Class to see if the attack hits, according to whichever system the *Referee* has chosen to use. The standard system (where a lower AC is better) is resolved by comparing the Attack Roll to the number required on the standard *To-Hit* table. If the Attack Roll is equal to or higher than the number on the table, the attack hits. In the Ascending Armor Class system, if the Attack Roll is equal to or higher than the vehicle's Armor Class, the attack hits.

MISSILE ATTACK

All attacks in Vehicle Combat are considered missile attacks. A character's Dexterity Bonus for missile attacks is added to the *To-Hit* roll when the character is using the vehicle's weapons.

All vehicle weapons have different ranges as shown below.

VEHICLE WEAPON	DAMAGE	RANGE
Autocannon	2d6	300 ft.
Tank Gun (Light)	8d6	300 ft.
Tank Gun (Medium)	9d6	450 ft.
Tank Gun (Heavy)	10d6	600 ft.

TABLE 21: VEHICLE WEAPONS

AUTOCANNON: Autocannons are large, fully automatic cannons that fire explosive shells instead of bullets. They can be mounted on vehicles or trailers. Autocannons are capable of burst fire and suppressive fire when used against vehicles. A direct hit from an autocannon shell would kill any character. However, characters are difficult to target with autocannons. Therefore, the *Referee* can treat an autocannon attack as an explosive (2d6+2 damage in 30' radius).

TANK GUN (LIGHT): Light tank guns are the primary armament of light tanks, although they can also be fitted on tank destroyers. A direct hit from a light tank gun would kill any character. However, characters are difficult to target with a tank gun. Therefore, the *Referee* can treat a tank gun attack as an explosive (2d6+2 damage in 30' radius).

TANK GUN (MEDIUM): Medium tank guns are the primary armament of medium tanks, although they can also be fitted on light tanks and tank destroyers. A direct hit from a medium tank gun would kill any character. However, characters are difficult to target with a tank gun. Therefore, the *Referee* can treat a tank gun attack as an explosive (2d6+2 damage in 30' radius).

TANK GUN (HEAVY): Heavy tank guns are the primary armament of heavy tanks, although they can also be fitted on medium tanks and tank destroyers. A direct hit from a heavy tank gun would kill any character. However, characters are difficult to target with a tank gun. Therefore, the *Referee* can treat a tank gun attack as an explosive (2d6+2 damage in 30' radius).

MOVEMENT

A vehicle operator may move a vehicle up to its normal Movement in a Vehicle Combat *round* and still fire any weapon described as [operator-linked], or perform any other significant action. If the vehicle operator wishes to move the vehicle more than the vehicle's normal Movement, he may not perform any other action that combat *round*. A vehicle may move up to twice (x2) its normal Movement rate in a single combat *round*.



VEHICLE COMBAT VS. PERSONAL COMBAT

Vehicle weapons (autocannons, tank guns, etc.) typically do double damage when a "direct hit" is scored against characters. However, individual characters are difficult to target with vehicle weapons, so the *Referee* should read the weapon's description closely. Unless otherwise noted, personal weapons (swords, handguns, rifles, etc.) do half (1/2) damage when used against vehicles, however, damage may be reduced or eliminated by certain Vehicle Modifications.

STRAFING RUN

An airplane can only attack targets on the ground if it makes a Strafing Run. This run involves fully automatic suppressive fire and typically lasts for 1d3 *rounds* as the pilot flies over enemy troops. Characters can usually see a plane preparing for a run and should have enough time to take cover, if any is available. There is a 1 in 6 chance (1 in 3 chance for vehicles) that any character caught in the path of fire is struck by 0-3 rounds (see Saving Throw vs. Suppressive Fire, pg. 48).

A Strafing Run subjects the aircraft to fire from the ground, however, the plane is traveling so fast and at such a range that only fully automatic suppressive fire from a machinegun or autocannon has a real chance of hitting it. Characters on the ground attacking with this type of suppressive fire must roll 1d10. If the result is equal to or less than the character's Experience Level, the strafing aircraft is struck by 0-3 rounds.

True anti-aircraft fire is beyond the scope of the core rules. The *Referee* is encouraged to modify the rules for Timed Explosives if anti-aircraft weaponry such as Flak guns are introduced during a mission.

DAMAGE AND DESTRUCTION

When a vehicle is hit, the amount of damage rolled based off the weapon used is deducted from its Hit Points. When the vehicle reaches zero (0) Hit Points, it becomes inoperable until repaired. This may be due to damaged engines, propulsion systems, damaged controls, etc. In addition, all occupants inside take 2d6+2 Hit Points of damage from shrapnel and internal explosions (Saving Throw for 1/2).

If reduced to -10 Hit Points, the vehicle explodes, killing everyone trapped inside. The *Referee* may allow a Saving Throw to see if the characters escape before the explosion.

REPAIRING VEHICLES

Vehicles do not heal like living beings and must be repaired. This takes time and resources. It takes one (1) day to repair 5 Hit Points to a vehicle, provided the correct parts are available.

OPTIONAL RULE: 20s AND 1s (VEHICLE COMBAT)

Vehicles can be severely damaged without being entirely destroyed. The *Referee* may decide that a "natural" *To-Hit* roll of 20 or 1 produces an adverse effect in addition to any damage taken. Roll 1d6 and consult the table below.

EFFECT

1. Armor Class
2. Modification
3. Movement
4. Operator
5. Visibility
6. Weapon

ARMOR CLASS: The vehicle's Armor Class is reduced by +1[-1].

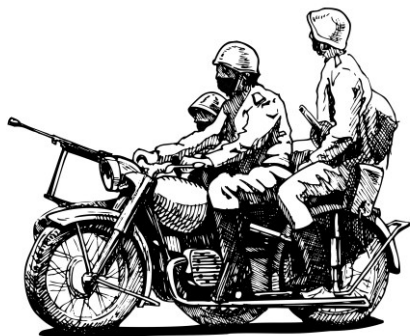
MODIFICATION: One of the vehicle's Modifications is reduced by one (x1) or rendered unusable. The *Referee* must determine the effects. For example, a Tracked vehicle might be rendered immobile. An Aerial vehicle may be forced to land. A Cargo compartment may collapse or the cargo inside it may be destroyed. A Waterborne vehicle may begin to sink. The vehicle does not regain the benefit of this Modification until repairs are made.

MOVEMENT: The vehicle's engine and/or tracks/tires/props are damaged. The vehicle is reduced to 1/2 its normal Movement. If this result is rolled again, the vehicle is rendered immobile.

OPERATOR: One of the vehicle's operators takes 1d6+1 Hit Points of damage from shrapnel (Saving Throw for 1/2).

VISIBILITY: The visibility of the vehicle's occupants is reduced (broken windows, damaged periscope, smoking engine, etc.), creating a -1 penalty *To-Hit* with all vehicle-mounted weapons. This result is cumulative.

WEAPON: One of the vehicle's weapons is rendered inoperable. The *Referee* may decide which weapon, or roll a weapon at random.



ACQUIRING A VEHICLE

In most cases, special forces units start their missions on foot and must acquire vehicles through play. Light vehicles such as motorcycles and Jeeps are sometimes assigned to special forces units for specific missions. These are usually dropped in by air and/or left at a prearranged pickup point that is guarded by members of the local Resistance. Special forces units also make use of captured German vehicles to help with their missions.

VEHICLE STATISTICS

The vehicles here are described in broad categories (car, medium tank, small aircraft, etc.). All vehicles have the following statistics: Armor Class, Hit Points, Movement, Attack, Modifications. The *Referee* should feel free to customize the statistics to better reflect superior or inferior versions within a particular category.

- **ARMOR CLASS:** A vehicle's Armor Class reflects how difficult it is to damage. This can be a reflection of its small size, high maneuverability, metallic hull, or any combination thereof. Armor Class is explained earlier in the rules for Personal Combat. If you're using the descending Armor Class (AC) system (where lower AC is better), disregard the numbers in brackets. If you're using the Ascending Armor Class (AAC) system (where high AC is better), disregard the number before the brackets.
- **HIT POINTS:** All vehicles have Hit Points, just like characters. The HD and average hit points for each type of vehicle are given below. When a vehicle reaches zero (0) Hit Points it is rendered inoperable until repaired. If reduced to -10 Hit Points, the vehicle explodes, killing everyone trapped inside. The *Referee* may allow a Saving Throw to see if the characters escape before the explosion. Remember that most personal weapons do only 1/2 damage against vehicles.
- **MOVEMENT:** This represents a vehicle's speed, just like a character's. Unlike character Movement, a vehicle's Movement is measured in yards x 10 instead of feet x 10 in order to keep the numbers manageable. A vehicle must have an operator (pilot, driver, captain, etc.) to move, otherwise it sits immobile. Vehicles may move at a cautious rate (half its Movement), normal (its listed Movement), or up to its full speed (twice its normal Movement) in a single combat *round*.
- **ATTACK:** This represents a vehicle's weapons. Some vehicles have more than one weapon and may engage in more than one attack per *round*. Each weapon requires a different gunner to operate. Unless otherwise noted, these gunners are common soldiers with a BHB of +0.
- **MODIFICATIONS:** Many vehicles have extra features that grant them bonuses or modifiers in combat. Details on these modifiers are described in detail below, after descriptions of the vehicles themselves.

MOTORCYCLE

ARMOR CLASS	8 [11]
HIT POINTS	4 (HD 1)
MOVEMENT	24
ATTACK	-
MODIFICATIONS	-

This includes any type of military or civilian motorcycle. They can be equipped with a sidecar in order to transport another rider. The Germans used the BMW R75 while the Allies preferred the Harley-Davidson WLA.

CAR

ARMOR CLASS	8 [11]
HIT POINTS	8 (HD 2)
MOVEMENT	21
ATTACK	-
MODIFICATIONS	-

This includes any type of military or civilian car such as Ford sedans, Volkswagen *Käfers* (beetles), and Rolls Royces.

TRUCK (SMALL)

ARMOR CLASS	8 [11]
HIT POINTS	12 (HD 3)
MOVEMENT	21
ATTACK	-
MODIFICATIONS	Cargo

This includes any small military or civilian truck or utility vehicle such as pickups, Jeeps, and *Kübelwagens*.



TRUCK (LARGE)

ARMOR CLASS	8 [11]
HIT POINTS	16 (HD 4)
MOVEMENT	15
ATTACK	-
MODIFICATIONS	Cargo

Large trucks include any type of large cargo transport, tractor trailer, or box truck such as the German Opel Blitz, the British Bedford OY, or the American GMC CCKW (a.k.a. Deuce and a Half).

ARMORED CAR

ARMOR CLASS	6 [13]
HIT POINTS	10 (HD 2)
MOVEMENT	18
ATTACK	Autocannon and/or Medium Machinegun
MODIFICATIONS	Reinforced Hull (x1)

A standard car or truck that has been beefed up with armor. Examples include the German *Leichter Panzerspähwagen*, the British Daimler, and the American M8 Greyhound.

ARMORED PERSONNEL CARRIER

ARMOR CLASS	5 [14]
HIT POINTS	24 (HD 6)
MOVEMENT	12
ATTACK	Autocannon and/or Heavy Machinegun
MODIFICATIONS	Communications, Reinforced Hull (x1), Tracked

Armored personnel carriers are light, armored fighting vehicles used to transport troops. Examples include the Allied M3 halftrack, the German SdKfz 251, and the British M7 Kangaroo.

TANK DESTROYER

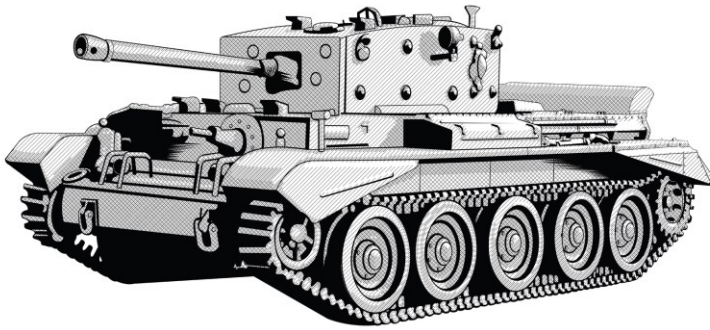
ARMOR CLASS	5 [14]
HIT POINTS	24 (HD 6)
MOVEMENT	12
ATTACK	Tank Gun (any), Medium Machinegun
MODIFICATIONS	Communications, Reinforced Hull (x1), Tracked

A tank destroyer is basically a tank gun mounted on a turretless tank chassis. Tank destroyers were used primarily to ambush tanks. In Vehicle Combat against a mobile tank, a tank destroyer always loses Initiative. Examples include the British Archer and the German *Jagdpanzer*.

TANK (LIGHT)

ARMOR CLASS	5 [14]
HIT POINTS	32 (HD 8)
MOVEMENT	12
ATTACK	Autocannon or Light Tank Gun, Medium Machinegun
MODIFICATIONS	Communications, Reinforced Hull (x2), Tracked

Light tanks are fast and maneuverable. They include British Tetrarchs, American M3 Stuarts, early German *panzers*, and Soviet T-50s.



TANK (MEDIUM)

ARMOR CLASS	4 [15]
HIT POINTS	36 (HD 9)
MOVEMENT	9
ATTACK	Medium Tank Gun, Medium Machinegun (x2)
MODIFICATIONS	Communications, Reinforced Hull (x2), Tracked

Medium tanks are a compromise between the mobility of a light tank and the armor and firepower of a heavy tank. They include British Cromwells, American M4 Shermans, German Panthers, and Soviet T-34s.

TANK (HEAVY)

ARMOR CLASS	3 [16]
HIT POINTS	50 (HD 10)
MOVEMENT	6
ATTACK	Heavy Tank Gun, Medium Machinegun (x2)
MODIFICATIONS	Communications, Reinforced Hull (x3), Tracked

Heavy tanks are heavily armed and armored. They include the British Churchill, German Tiger, and Soviet IS.

BOAT (PATROL)

ARMOR CLASS	7 [12]
HIT POINTS	12 (HD 3)
MOVEMENT	12 (water)
ATTACK	Autocannon and/or Medium Machinegun (x2)
MODIFICATIONS	Communications, Reinforced Hull (x1), Waterborne

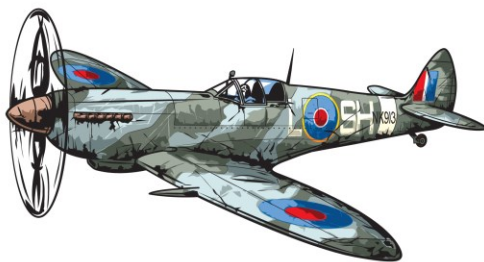
Patrol boats are small, armed boats used by Allied and Axis forces. They were designed for maneuverability and speed, and used mainly as fast-attack craft in coastal waters or for patrolling rivers and other waterways. Examples include the British MGB, the American PT Gunboat, and the larger German S-Boot.



AIRCRAFT (SMALL)

ARMOR CLASS	7 [12]
HIT POINTS	12 (HD 3)
MOVEMENT	9/36 (flying)
ATTACK	Medium Machinegun (x2) [operator-linked]
MODIFICATIONS	Aerial, Communications

A number of small single-prop planes were deployed during WWII. These include the German *Stuka* and *Messerschmitt*, the British Spitfire, and the American P-51 Mustang. Although the nuances of true aerial combat are currently beyond the scope of this game, Allied special forces operatives may be strafed by German planes.



AIRCRAFT (LARGE)

ARMOR CLASS	5 [14]
HIT POINTS	20 (HD 5)
MOVEMENT	9/30 (flying)
ATTACK	Heavy Machinegun (x6)
MODIFICATIONS	Aerial, Cargo, Communications

These include all large, multi-prop aircraft including cargo planes, commercial transports, and bombers such as the German *Heinkel* and the B-17 Flying Fortress.

MODIFICATIONS

Modifications grant vehicles certain abilities and advantages, both in and out of battle. The *Referee* must decide whether or not materials are on hand to add Modifications. Some Modifications may be added more than once, increasing their effectiveness. Listed below are a few of the more common Modifications that characters will encounter in WWII Europe.

AERIAL: The vehicle is capable of flying through the air. Vehicles with this Modification cannot normally be attacked by characters or vehicles on the ground unless the pilot is making a Strafing Run.

AMPHIBIOUS: This modification enables a ground vehicle to travel for short distances on the surface of the water.

CARGO: The vehicle is specially designed to transport cargo. The type and amount of cargo each vehicle can carry is left to the *Referee*.

COMMUNICATIONS: The vehicle is equipped with a radio and is capable of communicating with nearby vehicles as well as command and control in the rear.

FIRING PORT: This modification can only be installed in a vehicle with a Reinforced Hull (see below). It creates up to six (6) ports from which characters may fire weapons from the safety of the vehicle. Attackers suffer a -4 penalty *To-Hit* characters inside the vehicle (per partial cover, pg. 49).

SUPERCHARGED ENGINE: This modification increases the vehicle's Movement by 3. It may be added up to three times (x3).

REINFORCED HULL: This modification adds reinforced plating to the vehicle's hull. It may be added up to three times (x3), but reduces the vehicle's Movement rate by half each time.

- The first level (x1) makes the vehicle immune to attacks from most personal weapons. The vehicle suffers only 1/2 damage from autocannons and 1/4 damage from grenades.
- The second level (x2) makes the vehicle immune to attacks from most personal weapons, autocannons, and light tank guns. The plating is strongest in front. If the vehicle is attacked from the sides, rear, top, or bottom, its hull functions as first level (x1).
- The third level (x3) makes the vehicle immune to attacks from most personal weapons, autocannons, light tank guns, and medium tank guns. The plating is strongest in front. If the vehicle is attacked from the sides, rear, top, or bottom, its hull functions as second level (x2).

TRACKED: The vehicle is equipped with tracks (or half-tracks) instead of tires making it much more capable of traveling over rough terrain.

WATERBORNE: The vehicle is designed to be used on water.

EXPERIENCE FOR VEHICLE COMBAT

Earning XP for Vehicle Combat is a little different than Personal Combat. Because vehicles are highly customizable, instead of assigning a standard amount of XP to each vehicle, there's a simple formula that's used to calculate how much a single vehicle is worth in XP:

$$\text{Vehicle (Hit Points} \times 10) + (\text{Number of weapons} \times 25) + (\text{Number of Modifications} \times 25) = \text{XP}$$

This XP is then split amongst all player characters that are on board the vehicle; player characters get a full share of XP while other crewmen on board get a half share.

For example, a Tiger tank (heavy tank) is defeated and the XP award for it is 700 XP. There are three (3) player characters and two (2) NPC crewmen on the victorious Sherman tank (medium tank), which comes out to a five way split. Each player character gets 140 XP, and each crewman gets 70 XP. The NPC crewmen may use the XP to advance in levels, at the *Referee's* discretion.

Remember that individual characters may gain additional Bonus XP because of their class or Attributes, including Charisma!

Sometimes the important thing in Vehicle Combat isn't about destroying your opponent, but outdistancing and escaping it, especially if they've got superior firepower. Whenever this option is taken, only 50% of the possible XP earned is awarded to everyone aboard the party's vehicle.

LONG-DISTANCE TRAVEL

The details of how long it takes a vehicle to move from place to place is decided by the *Referee*. If necessary, the *Referee* can include checkpoints, fallen trees, German air raids, and other complications to delay the characters, in order to suit the needs of the current mission.



GAMEPLAY EXAMPLE

"From now on all men operating against German troops in so-called Commando raids in Europe or in Africa, are to be annihilated to the last man. This is to be carried out whether they be soldiers in uniform, or saboteurs, with or without arms; and whether fighting or seeking to escape; and it is equally immaterial whether they come into action from Ships and Aircraft, or whether they land by parachute."

—Hitler's *Kommandobefehl* (1942)

The following example of play is designed to demonstrate some of the new rules in *WWII: Operation WhiteBox*. This particular special forces unit is a covert team of SOE/OSS operatives ordered to conduct sabotage operations behind enemy lines in preparation for the Allied assault on D-Day. Their operation has been designated Operation Fleur de Rouge.

The team is made up of the following characters. Their alphabetic nicknames have been included for your reference, to help you keep track of who is who.

MAJOR BRENNAN FLANNERY

British SAS (1st-level Charmer)
a.k.a. *Brennan the Brit*

LIEUTENANT FRANCOIS LEFEVBRE

French (1st-level Tactician)
a.k.a. *Francois the Frenchman*

CORPORAL ANDY DUNSON

American (2nd-level Combat Engineer)
a.k.a. *Andy the American*

Text framed by [brackets] indicates game mechanics as well as actions taken by the *Referee*.

MISSION SETUP

The operatives have parachuted into France at night and are supposed to make contact with members of the Maquis du Rouge who are active in the area. They have brought weapons, food, and other supplies to help aid the resistance. The characters land at the drop point, but are suddenly surrounded by a dozen angry Maquis fighters.

REFEREE: You find yourselves looking down the barrel of a motley collection of firearms—mostly hunting rifles and shotguns. The apparent leader of the Maquis, a brash young lady whose hair is tied off with a scarf, orders you to drop your weapons immediately. All of you understand what she's saying because you either speak fluent French or at least understand enough to communicate (see Intelligence on pg. 3 and Nationalities on pg. 8).

FRANCOIS (in a bad French accent): My friends, I suggest we do as she says.

ANDY (in a bad New Yorker's accent): Yeah, I'm with Frenchie.

BRENNAN (in a bad British accent): Let me handle this, my good man. (to the Maquis and their leader) I say old chaps, mademoiselle, there seems to be a bit of confusion. We've come to help with your little piece de resistance. We're the good guys.

REFEREE: Are you addressing the whole group of just the Maquis leader? If you're addressing the group, make a Reaction Roll. If you're addressing the leader, using your Smooth Operator class ability, I'll make a Saving Throw for her. She'll suffer a -1 penalty because she's a member of the opposite sex. (see Smooth Operator, pg. 14)

BRENNAN: I don't want to come off wrong if she makes the Save, so I think I'll address the group.

[Brennan's player rolls 2d6, adds his +1 Charisma bonus, and +1 for his Friendly Demeanor class ability and gets a total of 8 (Neutral)] (see Recruiting Help, pg. 40)

REFEREE: The Maquis look over your uniforms and equipment and seem to realize you're not Germans. They remain guarded, but do not attack. The leader introduces herself as Marie (a.k.a. Marie the Maquis) and wants to know what you're doing here.

BRENNAN: We've come to help you fight the Germans. We can provide supplies, radios, weapons.

ANDY: Yeah, lookee here, see? (to the *Referee*) I show them the supplies we brought.

[Andy opens up a crate filled with Sten guns and ammo. The Maquis fighters excitedly begin handing them out and inspecting the new weapons. The *Referee* decides that the overall demeanor of the characters through roleplaying as well as the gift of vital supplies is enough to change the "Neutral" result on the Reaction Roll to "Friendly".]

REFEREE: They are all smiles now. You seem to have won their trust.

BRENNAN: Is there perhaps a better place for us to parley, good sirs? I'm feeling a bit exposed out here.

REFEREE: Marie frowns and has a brief, hushed conversation with the other Maquis. She then tells you that a tank column from the *4th Panzer Armee* is due in the area tomorrow morning. The Maquis were on the way to wire the bridge crossing the Coreur River with explosives. The plan is to blow the bridge tomorrow as the tanks cross. She wants you and your team to accompany them.

[Francois's player is a bit of a history buff. He begins to protest that the *4th Panzer Armee* was nowhere near Normandy in the leadup to the invasion, but the *Referee* cuts him off.]

REFEREE: Well, they're here now. (see Historical Accuracy, pg. 101) So what're you guys gonna do?

BRENNAN: We're supposed to help the resistance and we did come to fight Germans . . . (see A Note on Targets of Opportunity, pg. 112)

FRANCOIS: I don't know. This seems far too rushed. We don't know anything about the German forces in the area. We have no idea what we're walking into.

ANDY: Hey yous guys, I don't think we got much choice here. If we say no, whadda ya think they're gonna do to us?

FRANCOIS: The American has a point. I suppose we could tag along. It would give us something to report back to the rear.

BRENNAN: (to the Maquis) We'd be happy to help you gents out with your little bridge problem.

REFEREE: Marie and the other Maquis seem pleased. They sort through the rest of the supplies you brought, then lead you across an open field and into a dark forest. Your path parallels a winding road through the French countryside. Eventually, you come to a forested hill overlooking the Coreur River.

FRANCOIS: Any Germans?

REFEREE: You see an old stone bridge further downstream. It's about ten to fifteen feet above the waterline and looks pretty sturdy. On the near side of the bridge you see four Germans huddled around an armored car (*Leichter Panzerspähwagen*). On the far side of the bridge you see several German vehicles parked next to a French cottage. One of the vehicles is a light tank (*Panzer III*). The Maquis confer in hushed tones.

FRANCOIS: (alarmed) They didn't say anything about a tank!

BRENNAN: It must be an advance party for the main force.

REFEREE: Marie approaches you. She says there are normally only four Germans stationed at the bridge. Her men are afraid of the tank too and are ready to call off the mission. Marie is not so sure. She says the next crossing is miles upstream. If the bridge is destroyed, it will delay the tanks for days. Marie has the explosives. She wants to know if the PCs can help.

ANDY: (to the *Referee*) When's our next radio contact? Maybe we can call in air support and bomb that bridge to smithereens.

REFEREE: Not until tomorrow night. The tank column will be well on its way by then.

ANDY: Yeah, figures.

BRENNAN: (to Marie) We'll do it. (to team) This is what we trained for, lads.

ANDY: (readies his Thompson submachinegun) Yeah, I guess it is.

FRANCOIS: (to the *Referee*) We'll sit for a moment and try to form a plan. We don't want to fight the Germans if we don't have to. Right now, the way I see it is we creep down the riverbank, climb up under the bridge and set the charges. Is there anything I'm missing that my character would recognize as tactically unsound?

[The *Referee* takes into account Francois's Superior Planner Class Ability.]
(see Superior Planner, pg. 21)

REFEREE: The bridge is not very wide, so it should only take one character to set the explosives. Andy would be the best choice, because his Demolitions Class Ability would maximize the effect of the blast. The explosives are hardwired—that means you'll have to run a wire from the detonators to a plunger to blow the bridge. The biggest thing is doing it all quietly. If the Germans are alerted to your presence, it won't take long for the forces on the other side of the river to get moving.

Three of the Germans on this side of the bridge are armed with large rifles (Kar-98k); the fourth has a submachinegun (MP40). There is also a medium machinegun (MG42) on the back of the armored car. You know from experience that if the Germans have automatic weapons, they won't hesitate to lay down suppressive fire, so anyone out in the open is at risk.

If things go badly, the best thing you can do is slip into the woods and try to outrun the Germans. That's about all you see from a tactical standpoint.

ANDY: OK, guys looks like I'm up. Been nice knowin' ya! Let's do this.

REFEREE: Andy shoulders the explosives and starts creeping down towards the riverbank. Marie and the other Maquis take up covering positions in the woodline.

BRENNAN: We'll also take up covering positions where we can shoot at the bridge guards if needed.

FRANCOIS: And we'll make sure not to be in front of the Maquis's line of fire. I don't want to get shot in the back with our own guns.

REFEREE: (to Andy) You make it to the riverbank. The river flows quickly here and it's hard to hear what's going on up top. You start army-crawling over the rocks and make it to the bridge. For maximum effect you'll need to set the explosives closer to the center of the bridge, so you have to do a little bit of climbing and you'll need to be quiet. Normally, this would be no problem, but with the German guards moving around close by, I need you to roll 1d20. You don't want a "1". (see Special Forces Training, pg. 37)

[Andy rolls a 6.]

REFEREE: No problem. You place the explosives, but before you can start inserting the detonators and running the wires, you see headlights and hear the sound of a car approaching on the near side of the bridge. The rest of you see a convertible wagon (*Kübelwagen*) with two German soldiers inside screech to a halt at the checkpoint and shout orders to the four German guards on this side of the bridge. You can't tell exactly what they're saying, but you clearly hear the German words for "sabotage" and "Americans" and "bridge".

ANDY: I smell a rat.

FRANCOIS: We've been had. I knew we shouldn't have trusted those Maquis.

REFEREE: You look at Marie, but she appears as surprised as you are.

ANDY: I try to conceal myself as best I can and then stay real still.

REFEREE: One of the German bridge guards starts running across the bridge to the far side. Meanwhile, one of the newly arrived soldiers leads a German Shepherd out of the backseat of the *Kübelwagen*. The dog starts sniffing the ground, slowly making its way towards the riverbank as the German shines his flashlight up under the bridge.

ANDY: Great.

FRANCOIS: We've got to create a distraction or something. Otherwise, they're going to find him.

REFEREE: Just then, the Maquis open fire from the woodland.

BRENNAN: Well, there's our distraction! I'll shoot the German with the submachinegun.

FRANCOIS: And I'll take the one with the dog.

REFEREE: OK.

ROUND ONE

[Until now, there has been no real conflict between what the characters are doing and what their enemies (the German soldiers) are doing. The players have been free to narrate their characters' actions and the *Referee* has narrated the results, sometimes deferring to an arbitrary die roll. Since the characters are now attacking, the method of timekeeping switches to *rounds*, specifically combat *rounds*. (see Time, pg. 38)]

Since the Germans were not expecting the attack, the *Referee* rules the characters have achieved Surprise and treats the attack as an Ambush. This means the PCs get a free attack on the Germans, and the Germans automatically lose Initiative on the following *round*. (see Ambush, pg. 50)

Now it's time to make Attack Rolls. (see Personal Combat, pg. 44)

The Germans have an Armor Class of 8 [11] (because they are wearing BDUs). The *Referee* is using the Ascending Armor Class system, so the number in brackets [11] is the only number he's looking at. (see Ascending Armor Class, pg. 35)

Brennan needs an 11 or better on 1d20 to shoot the German with the submachinegun. Brennan states that he is using burst fire from his submachinegun (Thompson SMG) which gives him +2 *To-Hit*. He rolls a 13 and adds +2 for a total of 15—a hit! He rolls 1d6 for damage and gets a 2.

This means the German suffers 2 Hit Points of damage. The German has 3 Hit Points, so this reduces him to 1 Hit Point. Surprisingly, the German goes down—Brennan does not know it, but the *Referee* has ruled that the German is merely wounded and has decided to "play dead" for now.

Francois needs an 11 to hit the German with the dog. He too is using burst fire which gives him +2 *To-Hit*. He rolls a 9 and adds +2 for a total of 11—a hit! He rolls 1d6 for damage and gets a 6, killing the German instantly.

The *Referee* rules that the combined fire from the Maquis submachineguns (Sten guns) takes out the remaining Germans on this side of the bridge. The dog runs away from the sound of gunfire. Note that the *Referee* decides not to roll individually for each attack, although he could do that if he wanted. It's much easier sometimes to use common sense and just "handwave" the results of certain actions or attacks. (see Rule Number One, pg. 1)

The *round* ends with all of the Germans on this side of the bridge dead except for the one Brennan hit, who is only pretending to be dead.]

ROUND TWO

REFEREE: As the next *round* begins, you hear shrill German whistles and see half-dressed soldiers arming themselves and scrambling around on the other side of the river. The Maquis take off running into the woods, so you guys are pretty much on your own.

ANDY: How long will it take me to finish wiring these explosives?

[The *Referee* arbitrarily rolls a 1d6 and gets a "6".] (again, see Rule Number One, pg. 1)

REFEREE: To do it quickly, you'll need about six (6) *rounds* and there will still be a 1 in 20 chance that you'll fumble something and screw it all up.

ANDY: I can't do it any faster than that?

[The *Referee* has decided to incorporate the optional Gut Check rules into his game and this seems like the perfect time for one.] (see Optional Rule: Gut Check, pg. 40)

REFEREE: Well, you can make a Gut Check and get it done in one (1) *round*. You're 2nd level so you'll have to roll 1-2 on a 1d6, but if you fail, you'll blow yourself up along with the bridge.

ANDY: Yikes. I'll keep doing what I'm doing. I need six *rounds* guys!

REFEREE: OK, someone roll Initiative for the team.

[The *Referee* rolls 1d6 and gets a 2 for the Germans. Francois rolls for the team and gets a 5. The PCs win Initiative.] (see Determining Initiative, pg. 44)

BRENNAN: Can I make it to the armored car and still attack?

REFEREE: The armored car is less than 120' away, so yes, you can hustle down there and still attack. (see Movement Rate, pg. 39)

BRENNAN: I'll do that, then—run to the armored car and take control of the medium machinegun. That way I can fire at any soldiers coming across the bridge.

FRANCOIS: I'll go with him.

[The *Referee* rolls 1d6 for Surprise and gets a 2—Surprise.] (see Surprise, pg. 38)

REFEREE: As you run towards the car you see the German that Brennan shot first rise up and point his submachinegun at you. The German has achieved Surprise and gets a free attack on you.

[The *Referee* makes an Attack Roll for the German and gets a "1". The *Referee* is using the optional rules for critical successes and fumbles, so rules this a "critical fumble".] (see Optional Rule: 20s and 1s, pg. 45)

REFEREE: The German tries to fire his submachinegun, but the weapon jams. It's your turn now. You won Initiative earlier so you get to attack first.

BRENNAN: I'll blast him with burst fire.

FRANCOIS: Me too.

[Brennan and Francois make their Attack Rolls and both score hits, riddling the German's soldier with bullets. The German only had 1 Hit Point left so he is quite dead. They have both fired two (2) *rounds* of burst fire from their weapons and have only one *round* of burst fire left until they must reload. (see Reloads, pg. 50)

Now it is time for the Germans to act.].

REFEREE: A squad of six (6) German soldiers is running towards you across the bridge. They fire their large rifles (Kar-98k) as they come.

[Brennan and Francois both have an AAC of 13 (BDUs + Training). (see Armor Class for Special Forces Operatives, pg. 36)

Three Germans attack each PC. The Germans need a 13 or better to hit.

The *Referee* rolls 9 (miss), 12 (miss), and 4 (miss) for the Germans shooting at Brennan's character. Brennan ducks as bullets ricochet off the sides of the armored car.]

BRENNAN: Blimey!

[The *Referee* rolls 17 (hit), 11 (miss), and 11 (miss) for the Germans shooting at Francois. The *Referee* rolls 1d6+1 damage (Large Rifle) for a total of 4. Francois subtracts this from his Hit Point total of 6 and is left with 2 Hit Points.

The *Referee* rules that rather than suffering a gunshot wound, Francois sprains his knee badly as bullets fly all around him and he ducks for cover.] (see A Note on Cinematic Damage, pg. 54)

FRANCOIS: (spews several curse words in French)

ROUND THREE

REFEREE: The third combat *round* begins. We keep the same turn order, so you guys go first.

ANDY: I'll keep placing explosives. Five *rounds* to go.

FRANCOIS: I hide behind the convertible and take a moment to catch my breath. This *round* I'll render first aid to myself.

REFEREE: Marie, the leader of the Maquis, suddenly appears and helps cover you behind the car. She fires her submachinegun at the Germans while you see to your injuries.

FRANCOIS: Oh, cool.

[Francois rolls 1d2 and gets a total of 2 Hit Points restored. This is the only time he can render first aid for this fight, unless he is reduced to 0 Hit Points or less.] (see First Aid, pg. 55)

BRENNAN: I climb onto the back of the armored car, get behind the medium machinegun, and lay down suppressive fire on the Germans running toward us on the bridge.

REFEREE: OK, your first *round* of suppressive fire is treated as burst fire (+2 *To-Hit*) against a single target.

BRENNAN: I'll start with the lead German soldier, then.

[Brennan rolls 14+2 for his Attack Roll for a total of 16—a hit! He rolls 1d6+2 for the medium machinegun's damage and gets 6, killing the lead soldier who only had 3 Hit Points.]

REFEREE: The remaining Germans on the bridge realize the danger they are in as the machinegun starts to chatter. All five fire their weapons at you as they attempt to back away to the other side of the bridge.

BRENNAN: Am I at all protected by the armored car?

REFEREE: Yes, since you're in the partial cover of the open turret, you receive +4 to your Armor Class, meaning they'll need a 17 or better to score a hit. (see Cover and Concealment, pg. 49).

[The *Referee* makes Attack Rolls for the retreating Germans and rolls a 9, 15, 5, 12, and 11]

REFEREE: Their shots ping off the armored car, causing you to duck, but they don't do you any harm.

BRENNAN: Great! I continue laying down suppressive fire on the soldiers on the bridge.

ROUND FOUR

REFEREE: OK, we're starting a new *round* here, the fourth combat *round*. Since this is Brennan's second *round* of suppressive fire, he doesn't need to make an Attack Roll. Just roll 1d6.

[Brennan rolls 1d6 and gets a 3. This means that 2 bullets hit each German soldier. Brennan rolls 1d6+1 for each bullet and rolls a 5+1 and a 4+1 for a total of 11 damage] (see Suppressive Fire, pg. 47).

However, the *Referee* determines that it is possible for some of the Germans to take cover. The *Referee* rolls Saving Throws for each German soldier. They need a 19 or better to succeed, and the *Referee* rolls 14, 10, 13, 19, and 6—only one success.]

REFEREE: One of the German soldiers dives over the side of the bridge, out of the line of fire. Andy sees him plummet past you into the water. The remaining Germans on the bridge take 11 Hit Points of damage as they get chewed up by machinegun fire.

BRENNAN: Yeah!

FRANCOIS: Holy crap! 11 Hit Points would've killed any of us.

REFEREE: You don't want to be caught out in the open against German machineguns. That's why using tactics like ambushes and cover are so important. Not to mention some good old grenades to take out multiple targets at once.

ANDY: I'll make sure that German doesn't come out of the water to attack as I keep wiring the explosives.

REFEREE: It's dark at the water level, so you don't see him anymore.

ANDY: OK. Only four *rounds* left!

REFEREE: Francois, you are suddenly blinded by headlights as a second *Kübelwagen* full of German soldiers arrives.

FRANCOIS: Dang! Can I attack them?

REFEREE: Yes, since you haven't attacked yet this *round*.

FRANCOIS: Hey, they're in a convertible, right? Speaking of grenades, I'll try to lob one right into the middle of the Germans.

REFEREE: It's a tense situation and you're trying to actually place the grenade, so you'll need to roll 14 or better To Hit. If you miss, the grenade will land on the

ground and might still do some damage to the vehicle. (see Timed Explosives, pg. 51)

[Francois rolls a 16—a hit! The grenade doesn't actually go off until the end of the *round*, after the Germans have taken action, but they're only just now arriving and are trying to figure out what is going on, so the *Referee* decides to handle damage now.

Francois rolls 2d6+2 for the grenade's damage and gets a total of 8. The *Referee* rolls Saving Throws for the German soldiers in the car to see if they partially escape the blast and gets a 13, 9, 16, and 19—one success, which cuts the damage in half to 4. The Germans only had 3 hp, however, so all are killed, even the one who's Saving Throw was successful.]

REFEREE: The grenade lands in the middle of the Germans. They try to bail out of the car, but get tangled up with each other. One makes it out, but falls headfirst onto the ground and doesn't move again. The grenade explodes, killing everyone else in the car, and the car slams headlong into a tree.

FRANCOIS: Ha! Death to the Boche!

REFEREE: On the far side of the bridge, you see more Germans scrambling around. You also hear the *Panzer* tank fire up.

BRENNAN: Uh-oh.

ROUND FIVE

REFEREE: The fifth combat *round* begins. Again, we keep the same order, so you guys go first.

ANDY: I'm still doing my thing. Three more *rounds*, then kaboom!

REFEREE: Gotcha.

BRENNAN: Guys, I'm not sure we've got three *rounds*.

FRANCOIS: I get in the convertible, the *Kübelwagen*, and start it up so we can get out of here quickly.

REFEREE: No problem. The engine fires up without any fuss. Marie sees what you're doing and jumps in the passenger seat, firing her submachinegun at the Germans all the way over on the far side of the bridge, to no visible effect.

FRANCOIS: If I can, I'll stand up and shout words of encouragement to inspire our guys.

REFEREE: OK. Your Rally Class Ability grants everyone a +1 bonus to AC and a +1 bonus to Saving Throws for the next six (6) *turns*. All of you make a note of that on your character sheets. It'll be up to you to remember to add the bonuses in. (see Rally, pg. 21)

BRENNAN: I begin suppressive fire on the tank.

REFEREE: Since the tank lies in the same direction as the soldiers, I'll rule that this is just a continuing *round* of suppressive fire. Unfortunately, the tank's armor is way too strong in the front to be affected by small arms fire. (see Reinforced Hull, pg. 67)

BRENNAN: Crap.

REFEREE: Yeah. OK, now it's the Germans' turn to fire. You see the tank's gun swing in your direction.

[The tank needs 13 or better to hit the armored car. The *Referee* rolls a 12.]

REFEREE: The tank gun fires. A tank shell whizzes past Brennan's head and obliterates a stand of trees.

BRENNAN: Whoah! Way too close for me!

ROUND SIX

REFEREE: *Round* six begins. You still go first. Andy only has two *rounds* left before he can blow the bridge. What do the rest of you do?

BRENNAN: I yell "God save the Queen" and jump out of the armored car. I'll run to the bridge and provide some cover for Andy. If I can get a shot off at the Germans, I'll use burst fire with my submachinegun.

FRANCOIS: I'll swing the *Kübelwagen* around so I can pick them up as soon as he sets the charges.

REFEREE: The tank has started to trundle forward. The German soldiers are hunkered down behind it, using it for cover as they advance. Brennan is not able to get a clear shot on them. The tank gun fires again.

[The *Referee* rolls 15—a hit. The *Referee* rolls 8d6 damage for a light tank gun and gets 17, turning the 10 hp armored car into a smoldering wreck. The *Referee* rolls a burst fire attack on Brennan from the tank's medium machinegunner, but the attack fails].

REFEREE: The tank gun shell destroys the armored car. One of the tank's machineguns starts firing at Brennan, but misses.

BRENNAN: Crap. I'll take cover if there is any. Maybe alongside the bridge?

REFEREE: The sides of the stone bridge will protect you from the machinegun, but not the tank gun.

ROUND SEVEN

REFEREE: The seventh combat *round* begins. The tank's main gun slowly starts to swivel towards the *Kübelwagen* Francois is driving. Marie stands up in the convertible, fires ineffectively at the tank, and shouts: "We need to get out of here now!"

ANDY: Screw this, we're outta time. I roll the Gut Check.

REFEREE: OK, roll 1d6. You need a "1" or a "2".

ANDY: You guys tell my ma I died a hero!

[The characters wait with bated breath as Andy rolls 1d6. . . and gets a 2—success!]

REFEREE: Andy manages to wire up the last of the explosives, then hops down and runs for the riverbank where the plunger is concealed. Some German soldiers see him and begin shooting. Bullets splash into the water beside him as he dives forward and slams the plunger down. The explosion is deafening. The center of the bridge disappears in a cloud of smoke, stone, and debris. The tank follows the rubble down into the river, a smoking hunk of twisted metal and broken stone. The German soldiers on the far bank take cover as pieces of their fellow soldiers begin to rain down.

FRANCOIS: Yuck!

REFEREE: Marie shouts for you all to get in the convertible.

PCs: We listen!

REFEREE: You all jump in the vehicle and speed off, leaving the smoke and carnage behind. Marie directs Francois down a series of winding dirt roads and paths. Once clear of the area, she turns to you and says: "My friends. There's a traitor in our midst and I need your help to expose him—or her."

BRENNAN: (returning to his bad British accent) Jolly good, miss. I do believe I'd like to have a little chat with this fellow meself.

[Operation Fleur de Rouge has just begun . . .]

COMMON NPCs AND ANIMALS

"Now if one were to determine what attribute the German people share with a beast, it would be the cunning and the predatory instinct of a hawk."

—Col. Hans Landa, *Inglorious Basterds* (2009)

The list of common NPCs and animals presented in this chapter is by no means all inclusive. The *Referee* is free to design more NPCs or animals, as needed. Japanese emissaries may be visiting a German general or dignitary. A gang of Jewish vigilantes may be waylaying Nazis across the countryside. Exotic animals such as pythons or elephants may have broken free from a circus or zoo. The *Referee* is encouraged to use NPCs and creatures from *Swords & Wizardry*, *White Star: Science Fiction Roleplaying*, and any other product they feel has material that might be useful.

NPC AND ANIMAL TO-HIT ROLLS

If you're using the descending Armor Class (AC) system, NPCs and animals roll 1d20 to attack, add their Hit Dice to the number (maximum bonus of +15), and then reference their total on TABLE 22: ATTACK "To-Hit" ROLLS (below). If the Attack Roll is equal to or higher than the number on the table, the attack hits and does damage. If the NPC or animal does not possess a full HD, the modifier is never higher than +0.

If you're using the Ascending Armor Class (AAC) system, NPCs and animals roll 1d20 to attack, add their Hit Dice to the number (maximum bonus of +15), and if the result is equal to or higher than the defender's AC, the attack hits and does damage.

TABLE 22: ATTACK "To-Hit" ROLLS

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
ATTACK ROLL	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

READING NPC AND ANIMAL ENTRIES

- **ARMOR CLASS:** Armor Class is explained earlier in the rules for personal combat. If you're using the descending Armor Class (AC) system (where lower AC is better), disregard the numbers in brackets. If you're using the Ascending Armor Class (AAC) system (where high AC is better), disregard the number before the brackets.
- **HIT DICE:** This is the number of dice (d6) rolled to determine an NPC or animal's Hit Points. If there is a plus or minus next to the number, you add or subtract that number from the total only once. For an animal with 4+1 HD, you'd roll 4d6 and then add one (1) more to the Hit Points.
- **TOTAL HIT BONUS:** This is the number the NPC or animal uses to modify its Attack Roll to see if it scores a hit. It is usually the same as the NPC or animal's Hit Dice. If the NPC or animal does not possess a full HD, the modifier is never higher than +0. The Attack Roll (on 1d20) required for an NPC or animal to hit an opponent's Armor Class is shown on TABLE 22: ATTACK "To-Hit" ROLLS on pg. 81.
- **ATTACKS:** This entry shows the number of attacks an NPC or animal has and the damage it inflicts. Most NPCs and animals have one attack and inflict 1d6 damage, but there are exceptions, such as when weapons are used.
- **SAVING THROW:** This shows the target number on a 1d20 that is needed to meet or exceed in order to make a successful Saving Throw. This number is calculated by starting at 19 and subtracting the Hit Dice of the NPC or animal to get the nominal value. Rules for Saving Throws are found on pg. 38.
- **SPECIAL:** This is a "flag" for the *Referee* to remind him that the NPC or animal may have one or more special abilities.
- **MOVEMENT:** This number is the NPC or animal's Movement rate, and is handled just as Movement rates for characters.
- **HIT DICE EQUIVALENT (HDE):** This is used to separate NPCs and animals into individual "difficulty levels" so that when a *Referee* creates a mission there are some guidelines to challenges. Some NPCs and animals have multiple HDEs listed—this is because certain NPCs and animals have a range of Hit Dice. The order is always from lowest Hit Dice to highest Hit Dice.
- **EXPERIENCE POINTS (XP):** Experience Points are presented after an NPC or animal's Hit Dice Equivalent (HDE) rating, and lists the amount of XP a special forces unit gains as a result of defeating it. In some cases, the *Referee* may choose to award the Experience Points for capturing or subduing foes. Some NPCs and animals have multiple Experience Points listed—this is because the entry has a range of Hit Dice that can be selected from. The order is always from lowest HD to highest HD.

NPC DESCRIPTIONS

The following NPCs may be encountered across Europe.

CIVILIANS

ARMOR CLASS	9 [10]
HIT DICE	1d6-2 hp
TOTAL HIT BONUS	-1
ATTACKS	weapon
SAVING THROW	19
MOVEMENT	12
HDE/XP	1/5

Civilians can be shop owners, factory workers, politicians, performers, or anyone else living in war-torn Europe. They may be service personnel such as mail carriers and clerks. They may even be refugees fleeing the German occupation.

The typical European civilian has been greatly impacted (for good or ill) by the current war. Some businessmen actually profited off the patronage of Allied and/or German troops in their shops, pubs, restaurants, and cafes. Some sympathize with the local resistance while others collaborate with the occupying Germans.

GERMAN SOLDIER

ARMOR CLASS	8 [11]
HIT DICE	1d6-1
TOTAL HIT BONUS	+0
ATTACKS	weapon
SAVING THROW	19
MOVEMENT	12
HDE/XP	1/10

The typical German soldier was described as "very professional and well trained, aggressive in attack, and stubborn in defense." They were experts in digging in and holding ground, primarily through the use of machinegun nests, minefields, and fortified bunkers. Typical equipment includes a battle dress uniform, field pack and gear, large rifle, bayonet, and two grenades.



GERMAN OFFICER

ARMOR CLASS	8 [11]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	weapon
SAVING THROW	18
MOVEMENT	12
HDE/XP	1/15

The German officer was a proud soldier who fought for his country's honor and treated his military enemies with respect. A handful secretly opposed Hitler and the Nazi party and were responsible for at least one (failed) assassination attempt on *der Führer*. Typical equipment includes a battle dress uniform, large rifle, medium handgun, and bayonet.

SS SOLDIER

ARMOR CLASS	8 [11]
HIT DICE	1d6-1
TOTAL HIT BONUS	+0
ATTACKS	weapon
SAVING THROW	19
MOVEMENT	12
HDE/XP	1/15

Schutzstaffel (SS) soldiers were highly motivated and eager to see action. They received the best weapons and training because of their fanatic loyalty to Hitler and the Nazi Party. Typical equipment includes a battle dress uniform, field pack and gear, large rifle, medium handgun, bayonet, and two grenades. In a group of six SS soldiers or more, one is usually armed with a submachinegun.

SS OFFICER

ARMOR CLASS	8 [11]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	weapon
SAVING THROW	18
MOVEMENT	12
HDE/XP	1/20

SS officers are usually depicted as arrogant and sadistic. The SS as a whole was responsible for numerous war crimes against civilians and Allied servicemen, and oversaw the operation of the concentration camps. Typical equipment includes a battle dress uniform, large rifle, and medium handgun.

GESTAPO AGENT

ARMOR CLASS 8 [11]

HIT DICE 1d6-1

TOTAL HIT BONUS +0

ATTACKS weapon

SAVING THROW 19

MOVEMENT 12

HDE/XP 1/10

The Gestapo is responsible for rooting out dissidents, traitors, resistance fighters, and other undesirables from the civilian populations of Germany and German-occupied countries. Its agents wear plain clothes or a Gestapo uniform. Some also hold rank in the *Waffen-SS*. Gestapo agents can detect deception with a successful Saving Throw. The very mention of the Gestapo strikes fear into the hearts of honest citizens and resistance fighters across Europe. The Gestapo maintains offices at all Nazi concentration camps. Typical equipment includes a battle dress uniform and medium handgun.



A NOTE ON THE ENEMY: THE *SCHUTZSTAFFEL* (SS), THE GESTAPO, AND THE *WERMACHT*. . .

The Nazi Party was a political party which took control of Germany and effectively turned it into a single-party state under the control of *der Führer*, Adolf Hitler. The SS was a paramilitary wing of the Nazi Party and its members were fanatically loyal to *der Führer*. The SS was divided primarily into two branches—the *Allgemeine-SS* (which handled police and racial purity matters) and the *Waffen-SS* (which fielded combat troops). The SS also had a number of smaller branches which were active all over Germany and in the nations occupied by Germany.

The Gestapo was the secret police force of Nazi Germany. Gestapo officials investigated cases of treason, espionage, sabotage, and attacks against members of the Nazi Party and the citizens of Germany. They were empowered to imprison undesirables, send people to concentration camps, torture prisoners, and engage in a wide variety of other questionable activities in order to protect the German state. The Gestapo operated without judicial review, in effect putting it above the law. It became infamous for its ruthlessness and cruelty, and the term “Gestapo” is now slang for any brutal police force.

The *Wehrmacht* was the unified military force of Germany and included the German Army (*Heer*), German Air Force (*Luftwaffe*), and German Navy (*Kriegsmarine*). It operated in much the same way that other conventional military forces did, launching offensives against military targets and defending Germany from attack. Many high-ranking members of the military were also in the SS, specifically the *Waffen-SS*. However, a few German commanders secretly opposed Hitler and the Nazi Party. This has led many revisionist historians to promote the idea that the average German soldier knew nothing of war crimes committed against Russians and Poles or the atrocities happening in the Jewish ghettos and concentration camps across occupied Europe. This seems highly unlikely.

ALLIED SOLDIER

ARMOR CLASS	8 [11]
HIT DICE	1d6-1
TOTAL HIT BONUS	+0
ATTACKS	weapon
SAVING THROW	19
MOVEMENT	12
HDE/XP	1/10



Allied soldiers come from the United States, Great Britain, Canada, France, Russia, and many other countries across Europe. They were well trained and had an uncanny ability to overcome adversity and prevail, despite the odds. Typical equipment includes a battle dress uniform, field pack and gear, large rifle, bayonet, and two grenades.

ALLIED OFFICER

ARMOR CLASS	8 [11]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	weapon
SAVING THROW	18
MOVEMENT	12
HDE/XP	1/15

Allied officers were exemplary leaders whose brash words often belied great tactical thinking. Typical equipment includes a battle dress uniform, large rifle, large handgun, bayonet, and two grenades.

RESISTANCE FIGHTER

ARMOR CLASS	8 [11]
HIT DICE	1d6-1
TOTAL HIT BONUS	+0
ATTACKS	weapon
SAVING THROW	19
MOVEMENT	12
HDE/XP	1/10

Resistance fighters across Europe tended to be poorly equipped, disorganized, and just barely getting by until Allied organizations such as the SOE and OSS

stepped in to help. Typical equipment includes a small rifle or double-barreled shotgun and a knife.

ANIMAL DESCRIPTIONS

The following animals may be encountered across Europe. Most do their best to avoid people, however, the war has taken its toll on the countryside and game is scarce. A rabid bear or a pack of hungry wolves makes for an interesting changeup to hunting Nazis.

BAT

ARMOR CLASS	6 [13]
HIT DICE	1 hp
TOTAL HIT BONUS	-1
ATTACKS	-
SAVING THROW	19
SPECIAL	confuse
MOVEMENT	3/12 (flying)
HDE/XP	1/5

Bats live in sheltered caves, abandoned buildings, and other dark, quiet places. A group of ten (10) or more bats can confuse an opponent by swarming around him, causing a -2 penalty *To-Hit* and Saving Throws. Bats typically swarm for 1d6 *rounds* before flying off unless driven away sooner by fire or explosions.

BEAR

ARMOR CLASS	6 [13]
HIT DICE	4
TOTAL HIT BONUS	+4
ATTACKS	claw/claw/bite
SAVING THROW	15
SPECIAL	none
MOVEMENT	12
HDE/XP	4/120

The typical black bear lives in caves or abandoned villages. They can be deadly when provoked or defending their cubs.

CAT, BIG

ARMOR CLASS	6 [13]
HIT DICE	3+2
TOTAL HIT BONUS	+3
ATTACKS	claw/claw/bite
SAVING THROW	15
SPECIAL	rake
MOVEMENT	18
HDE/XP	4/120

Big cats include lions, tigers, jaguars, and cheetahs. Although rare in Europe, they are included here in case the *Referee* wishes to conduct missions in North Africa. If a big cat scores a hit with both of its claw attacks, it may perform a rake attack with its rear claws. This is counted as an extra attack.

DOG

ARMOR CLASS	7 [12]
HIT DICE	1+1
TOTAL HIT BONUS	+1
ATTACKS	bite (1d6-2)
SAVING THROW	18
SPECIAL	none
MOVEMENT	15
HDE/XP	1/10

Dogs may be feral dogs that roam the countryside in packs or trained guard and attack dogs used in German military and prison camps.

EAGLE

ARMOR CLASS	8 [11]
HIT DICE	1d2 hp
TOTAL HIT BONUS	+0
ATTACKS	talons (1 hp)
SAVING THROW	19
SPECIAL	dive
MOVEMENT	48 (flying)
HDE/XP	1/5

A magnificent predatory bird adopted as the symbol of many countries and military forces. Their dive attack inflicts double damage.

HERD ANIMAL

ARMOR CLASS	7 [12]
HIT DICE	1-1/1/2
TOTAL HIT BONUS	-1
ATTACKS	butt or gore (1d6-1)
SAVING THROW	19
SPECIAL	none
MOVEMENT	18
HDE/XP	1/5

Herd animals include domesticated animals such as cattle, camels, sheep, and goats as well as wild game such as deer and moose. Usually only the males have horns or antlers and are aggressive.

HORSE

ARMOR CLASS	7 [12]
HIT DICE	2
TOTAL HIT BONUS	+2
ATTACKS	bite (1d2) or hoof (1d3)
SAVING THROW	19
SPECIAL	none
MOVEMENT	21
HDE/XP	1/10

Horses are used to transport people, gear, and equipment. They are widely utilized by the German army to save precious fuel. A few countries also have trained horses as part of cavalry units, but these have little military value.

RAT

ARMOR CLASS	9 [10]
HIT DICE	1 hp
TOTAL HIT BONUS	-1
ATTACKS	bite (1 hp)
SAVING THROW	19
SPECIAL	disease

MOVEMENT 6/6 (swim)

HDE/XP 1/5

Rats can be found living in close proximity to humans. There is a 1 in 20 chance that anyone bitten by a rat suffers a debilitating disease that leaves them bedridden for 1d6 days. After that, the character must make a Saving Throw or die.

SNAKE (VENOMOUS)

ARMOR CLASS 7 [12]

HIT DICE 1 hp

TOTAL HIT BONUS +0

ATTACKS bite (1 hp)

SAVING THROW 19

SPECIAL venom

MOVEMENT 9

HDE/XP 1/10

Snakes come in all shapes and sizes. Any character bit by a venomous snake must make a Saving Throw. Failure means the character suffers -4 *To-Hit*, -4 to AC, and -4 to Saving Throws for the next 1d3 days. After this time, the character may make a second Saving Throw to avoid death. This Saving Throw is automatic if the character receives proper antivenin treatment.

WOLF

ARMOR CLASS 7 [12]

HIT DICE 1+2

TOTAL HIT BONUS +1

ATTACKS bite (1d6-1)

SAVING THROW 18

SPECIAL none

MOVEMENT 18

HDE/XP 1/10

Wolves travel in large packs across the European countryside. They typically avoid humans, but may be suffering from disease (rabies) or may have been driven mad by all the fighting.

COVERT SPECIAL FORCES EQUIPMENT

"Many things were adopted in war which we were told were technically impossible, but patience, perseverance, and above all the spur of necessity under war conditions, made men's brains act with greater vigour, and science responded to the demands."

—Winston Churchill (1935)

A number of experimental devices and weapons were designed for special forces operatives during WWII. Some saw use in the field while others were purely theoretical. The *Referee* or the players are free to come up with even more outlandish items to suit the needs of their campaign.

AMPHIBIAN APPARATUS: This bulky oxygen rebreather was the original SCUBA. It consists of two backpack-mounted canisters and full face mask. Oxygen supply lasts for about an hour.

BICYCLE BATTERY CHARGER: This small generator was attached to a bicycle and recharged a radio or other device as the operator pedaled.

BISCUIT TIN RADIO: This radio was disguised as a biscuit tin. The radio would be parachuted to special forces operatives and/or resistance fighters behind enemy lines. It was one of many different types of radios designed to look like household items.

CIGARETTE (GUN): This weapon appears as a normal-looking cigarette. It is capable of firing one shot at a range of up to 10 feet (Dmg 1d6-2).

CIGARETTE (INTERROGATION): This cigarette is laced with THC, designed to relax a prisoner and make him more talkative during interrogation. The questioner gains a +1 bonus to any Reaction Rolls, and the smoker suffers a -1 penalty to all Saving Throws made while the smoker is under the influence of the cigarette.

COMPASS BUTTON: This small compass is concealed in a button (usually a jacket or fly button).

COUNTERFEIT DOCUMENTS: Counterfeit documents, including false identification papers, were extremely important to special forces operatives. Counterfeit documents made by the SOE/OSS were so good that only the most intelligent Gestapo agents had a chance of detecting them as forgeries.

DISGUISE KIT: This kit was used to disguise operatives. These disguises tended to be simple, but highly effective and easily applied and removed.

GLOVE (GUN): This weapon is attached to the back of a glove. It is activated by a plunger which makes it look as if the attacker just killed someone with a punch. The weapon is only capable of a single shot (Dmg 1d6-1).

HOLLOW ITEMS: Special forces operatives and their resistance counterparts made use of many different types of hollowed out and/or fake items. Hollowed corks and keys, tubes of toothpaste and books with fake compartments, hollow logs, and produce made of plaster were just few of the items used to smuggle weapons, supplies, and intel into and out of occupied territory.

INCENDIARY SUITCASE/BRIEFCASE: This device was designed to protect important documents from discovery. If its locks are not opened in the correct order, the device explodes, destroying its contents and causing 1d6-2 Hit Points of damage to the person opening it.

JOAN-ELEANOR RADIO: A high-frequency radio used by special forces operatives. It consisted of a handheld transceiver radio on the ground that transmitted to a sister transceiver aboard an aircraft flying overhead at a prearranged time. The units were virtually undetectable by German radiosniffers such as the *Nachfeldpeiler P57N* (below).

LOCKPICK KIT: This small, easily concealable kit contains slender metal lockpicks and handcuff keys.

MATCHBOX CAMERA: This tiny camera was disguised as a matchbox. The film was then concealed in a Hollow Item and sent back to SOE/OSS headquarters.

NACHFELDPEILER P57N: This German direction-finding radio was mounted in vans that slowly cruised the streets of occupied territories, searching for unauthorized radio transmitters and receivers. They were extremely effective tools of the Gestapo that could pinpoint the location of radio signals to a very small area.

OVERSHOES: Overshoes were rubber soles shaped like bare feet. They were designed to strap onto an operative's boot, disguising his footprint.

PIPE OR PEN (GUN): This weapon appears as a normal-looking pipe or ink pen. It is capable of firing one shot at a range of up to 10 feet (Dmg 1d6-2). The pipe is also capable of being used to smoke tobacco while the pen actually writes.

RODENT BOMB: This is a dead rat laced with explosives and dropped in the coal next to a boiler. Once shoveled into the boiler, the rat explodes.

SILENCER: A silencer muffles and disguises the sound of gunfire. A silencer can be placed on any handgun. A special silencer was also designed for the Sten gun.

SLEEVE (GUN): This cylindrical weapon is designed to fit up the sleeve. It is capable of firing one shot at a range of up to 10 feet (Dmg 1d6-1).

SEMI-SUBMERSIBLE CANOE: This small, battery powered watercraft was designed to carry explosives. It can drag an operative up to 30 miles at a speed of 4.4 knots.

THE WWII CAMPAIGN

"I started this war killing Germans in Africa. Then France. Then Belgium. Now I'm killing Germans in Germany. It will end, soon. But before it does, a lot more people gotta die."

—Wardaddy, *Fury* (2014)

WWII: Operation WhiteBox loosely defaults to the European Theater of WWII circa January 1944. There is more than enough information in this book to run a general WWII campaign, but a little research into the major events of the war never hurts. The *Referee* should take the following details into account before starting a new campaign.

WHO IS AT WAR?

The major Axis powers were Fascist Italy, Nazi Germany, and the Japanese Empire. This union came to be known as the Rome-Berlin-Tokyo Axis. The Axis powers were united in their opposition of Allied forces, but rarely coordinated their activities and offensives.

The major Allied powers were Great Britain, France, the United States, and the Soviet Union. Countries such as Canada, Australia, China, and others also contributed brave soldiers and materials to the war effort. Unlike the Axis powers, the Allies often pooled their resources and shared command responsibilities.

WHAT IS THE TIME PERIOD?

WWII: Operation WhiteBox breaks the war down into the following phases:

- **PRE-WAR (1931 - 1938):** This period of the war sees the invasion of Manchuria and China by Japan, the rise of Hitler and the Nazi Party, and the annexation of Austria and the Sudetenland by Germany.
- **EARLY WAR (1939 - 1942):** Germany invades and occupies Poland. Germany then begins a systematic march across western Europe, conquering Denmark, Norway, the neutral Low Countries, and eventually France. The air attack on Great Britain ends in defeat for Germany. Germany and Italy turn their attention to British territories in North Africa and countries in the Mediterranean, with greater success. Germany invades the Soviet Union. Japan bombs Pearl Harbor, drawing the United States into the war at last. British and U.S. navies engage Japan in the Pacific.

- **MIDDLE WAR (1943 - D-Day 1944):** Axis forces in Tunisia surrender to the Allies, effectively ending the North Africa campaign. The German invasion of the Soviet Union bogs down and eventually ends in defeat. The Allies invade Sicily and Italy; Italy ultimately surrenders. On D-Day (June 6, 1944), Allied troops launch one of the most famous assaults in the history of modern warfare, seizing the beaches of Normandy from the occupying Germans.
- **LATE WAR (Post D-Day to 1945):** The Soviets begin a massive offensive against the Germans in the east. The Allies break out of Normandy and liberate France, Belgium, and the southern Netherlands. The Germans withdraw from most of their occupied territories and regroup in Germany. In December of 1944 they launch a final offensive in the west (Ardennes Counteroffensive) that ends in defeat. Allied troops cross into Germany from the west as the Soviets encircle Berlin. Hitler commits suicide shortly after. The war against Japan continues in the Pacific until the US drops atomic bombs on Hiroshima and Nagasaki. Japan surrenders in September of 1945, ending WWII.

A NOTE ON THE BLITZKRIEG. . .

The *blitzkrieg* or "lightning war" was a coordinated military assault conducted by German tanks, motorized infantry, artillery, and air support, that was designed to break through an enemy's defenses using overwhelming speed and firepower. The *blitzkrieg* tactic was employed to great success by the German army during the early stages of WWII, most notably during the invasions of Poland and France, and later during the invasion of the Soviet Union.

WHAT IS THE THEATER?

The choice of theater goes hand in hand with the phase of the war. The *Referee* should do a little bit of research on whatever theater he chooses to better understand the balance of power in the region. The theaters are defined as follows:

EUROPE (WESTERN FRONT): This front includes actions in Denmark, Norway, Luxembourg, Belgium, the Netherlands, the United Kingdom, France, Italy, and Western Germany. It is marked by two phases of large-scale combat. The first phase began in 1940 and includes Germany's conquest of western Europe, which ended with its defeat in the Battle of Britain. The second phase began in 1944 with the Allied landings in Normandy and ended with the surrender of the German military.

EUROPE (EASTERN FRONT): This front opened in 1941 with Germany's invasion of the Soviet Union. Despite early victories, the Germans were eventually pushed back and in 1944, the Soviets began marching west into Germany.

MEDITERRANEAN AND NORTH AFRICA: This conflict stretched across Southern Europe and into North Africa and parts of the Middle East. It began in 1940 when Italy engaged in hostilities with France and Great Britain in the Mediterranean. German troops soon reinforced the beleaguered Italians in North Africa, but were eventually outmaneuvered and defeated in 1943. The Allies then conducted a series of beach landings and land battles in Sicily and Italy on their way toward Germany.

PACIFIC: The Pacific Theater exploded in 1941 with the Japanese attack on Pearl Harbor and other Allied bases in and around the Pacific Ocean. WWII officially ended with the surrender of the Japanese in 1945 after the bombing of Hiroshima and Nagasaki.

WHAT TYPE OF UNIT?

The players and the *Referee* are encouraged to sit down and discuss exactly what kind of campaign they wish to play. Will they be covert agents of the SOE/OSS, a more traditional military unit like the British Commandos or U.S. Army Rangers, or perhaps a combination of the two? Are they all members of the same military force or is there a mixture of ranks, nationalities, and services. Or perhaps they are not military at all, but members of the French Resistance, Polish Home Army or Norwegian Milorg, fighting to free their country from German occupation.



WHAT KIND OF GAME DO I WANT TO RUN?

WWII: Operation WhiteBox supports a wide range of play. It can be run as a straight historical game, closely following the timeline of actual battles and events or as historical fiction, where the course of the war can be altered by the actions of the player characters. The rules can be made to emulate a gritty realism or lean more towards high-flying action and cinematic play. Expansions for superscience or occult elements can also be included, at the *Referee's* discretion.

TIPS FOR RUNNING A WWII CAMPAIGN

WWII gaming is only a small niche of the roleplaying gaming world. Chances are if you're reading this book, you already know how to run a WWII campaign. Here are just a few tips to help get you in the mood.

SUPPORT MISSIONS VS. LARGER OPERATIONS

The PCs will be conducting support missions inside occupied territory. These may or may not be part of a larger operation. Larger operations include long-term covert actions behind enemy lines as well as major battles using conventional troops. These larger operations can contain many different support missions for the PCs to undertake, especially if the *Referee* is using the Mass Combat rules.

Support missions include missions like "hold the bridge" or "smuggle a VIP out of an occupied city" or "take out German artillery" or "meet with a French Resistance contact in town". The *Referee* should do his best to tailor support missions to the capabilities of the PCs. After all, if the characters did not possess the necessary skills, they would not have been selected for that particular mission. Support missions should be the nightly focus of a *WWII: Operation WhiteBox* campaign, even if the PCs are part of a larger operation.

LIMIT COLLATERAL DAMAGE

In WWII, without the advanced targeting systems and precision weaponry of the modern age, civilian casualties were considered an unfortunate side effect of conventional warfare. This does not mean the characters are free to murder everything in sight. The European countryside is not some lawless killzone where characters can shoot anything that moves. Occupied territory is filled with innocent civilians that special forces units would be wise to either avoid or befriend—otherwise, the locals just might alert German troops to their presence.

SET UP TACTICAL COMBAT SITUATIONS

It's war, so the *Referee* should never shy away from including combat in a support mission. The players expect it and look forward to it. However, guns and explosives tend to be particularly lethal and a few bad die rolls can quickly end any mission. Not to mention that without typical RPG standbys like magical healing or medical superscience, injured characters need time to recover. If they take too long, they might not be able to complete the mission's Objective.

If the mission's Objective involves combat, make sure to give the PCs enough intel so they can approach it tactically. If the characters know that a machinegun nest, fortified bunker, or a hidden tank is in the area, they can address it accordingly. Tactics such as using cover, concealment, overwhelming firepower, and ambushes should always be stressed over head-to-head battles.

UTILIZE CLASS ABILITIES

Set up several ways that Class Abilities can be used during the mission to let the individual characters shine. For example, if one of the characters is a Wheelman, make sure to put the PCs inside a vehicle at some point. If one of the characters is a Charmer, provide opportunities for him to talk his way past a German checkpoint or negotiate a truce between rival resistance factions. This really gives the PCs the chance to influence the outcome of the mission.

However, be careful when basing the mission's outcome on a Class Ability. Occasionally, it will be up to the Maquis to hide the key from the German prison guard or the Sniper to kill the sentry before he raises the alarm. However, good planning and roleplaying should be the primary determination of whether or not a mission succeeds, rather than a single die roll.



A NOTE ON FRITZIS AND KRAUTS AND JERRYS. . .

It's not an easy thing to kill another human being. We're taught from birth that killing is the greatest of sins. And yet, soldiers are trained to kill on a routine basis. What would be considered murder in peaceful times is a necessary evil during war. One way to make the job easier is to "dehumanize" the enemy through the use of insults, propaganda, and derogatory nicknames.

"Fritz" and "Kraut" and "Jerry" were just a few of the derogatory terms used by Allied forces to describe Germans during WWII. "Fritz" (short for Friedrich or Frederick) was a common German nickname of the time. The word "Kraut" comes from the stereotype of Germans eating sauerkraut. "Jerry" is just a derivative of the word "German". If a soldier can be convinced (even temporarily) that he's killing a "Fritzi" or a "Kraut" or a "Jerry" instead of another living, breathing human being, it's a lot easier for him to justify.

That said, the *Referee* should be mindful of his group. Some people are not comfortable using (or hearing) these types of derogatory terms, even in the context of a game. Don't ruin the fun for your players by being offensive.

ENCOURAGE ROLEPLAYING

While killing Nazis is always a blast, support missions that involve firefight after firefight after firefight are gonna get old pretty quick. The *Referee* should be sure to set up the mission so there are at least one or two good chances for the PCs to roleplay. Just to be clear, roleplaying in this sense includes some type of non-combat/non-skill oriented interaction with an NPC. It may or may not have anything to do with the mission at hand.

Roleplaying opportunities include things like trying to pick up the pretty Dutch girl at the pub, a friendly argument with foreign soldiers over whose military is better, or a wistful discussion with an NPC resistance fighter about what they're going to do after the war. This type of interaction helps breathe life into the campaign and keeps *WWII: Operation WhiteBox* from devolving into a series of wargamy tactical maneuvers (unless that's what you're after!).

INTERESTING VILLAIN

Interesting villains are a staple of any good roleplaying campaign. Historically speaking, there is no greater villain than a Nazi, so the *Referee* already has a leg up. Although Adolf Hitler is beyond the reach of most Allied operatives, his Nazi leaders are everywhere. Give the PCs the skinny on a particularly sadistic SS officer or Gestapo agent in the area. Ramp up the atrocity levels of this

villain (torturing Allied POWs, murdering civilians, etc.) and really make the PCs want to thwart his plans and take him out.

UTILIZE VEHICLES

The *Referee* should be sure to populate the target area with plenty of WWII-era vehicles—a convoy of cargo trucks protected by *Panzerspähwagen* armored cars, SdKfz 251 armored personnel carriers trundling around on patrol, *Luftwaffe Messerschmitts* flying overhead, etc. These may simply be window dressing or they may actually be part of the mission's Objective (i.e. the Panther tank the PCs need to locate and destroy). Not to mention that as a player, there's nothing more fun than jumping into an enemy vehicle and using its guns to wreak havoc on the SS!

BACKDROP OF WAR

The PCs are not conducting operations and missions in a vacuum—there is a whole war going on around them. The *Referee* can be as detailed with this backdrop as necessary. Updates can take the form of official dispatches detailing the war's progress, news reports from Allied radio broadcasts, gossip from other Allied troops, information taken from captured Germans, or anything else the *Referee* can imagine.

The *Referee* should also be sure to sprinkle the landscape with visible carnage from the ongoing war such as bomb craters, ruined villages, and recent battlefields where dead soldiers and smoldering vehicles litter the ground. That being said. . .

LIMIT THE SCOPE

Don't be intimidated by the scope of the war. The *Referee* doesn't need to memorize a map of Europe or a timeline of events in order to run a successful WWII campaign. *WWII: Operation WhiteBox* works best as a series of one-shot support missions that can be accomplished in about one to three nights of casual play.



Most support missions take place in a small area (near a bridge, culvert, hill, river, village, etc.), so all that is needed is a map of the location, a list of enemy forces, and a list of any partisans or civilians in the area. For the first few missions, give the players a fairly simple Objective (i.e. ambushing a Gestapo patrol) and don't throw any real surprises at them. The *Referee* will get a better feel for how fast and efficiently his group can tackle simple missions as the campaign progresses, and can start adding complications as needed.

PLAY UP THE ATMOSPHERE

WWII media is loaded with recognizable tropes, and you should play up every one of them to enhance the WWII gaming experience. Decorate the gaming area with vintage WWII gear, war photographs, recruitment posters, and tank and aircraft models and miniatures. Buy surplus canteens for everyone to drink from and lay a carton of Lucky Strikes or old C-rations on the table. Watch WWII movies and play WWII video games to get the blood pumping. Shout German (or *pseudoGerman*) phrases when the PCs are engaged in combat. Also, encourage the players to latch onto clichés for their PCs—the naïve Arkansas farmboy, the cagey New Yorker, the homesick soldier who's gonna marry his high school sweetheart as soon as he gets back home, etc. The deeper you immerse the group in WWII tropes, the easier it is to keep the players in character.

HISTORICAL ACCURACY

In a game about history, it's inevitable that the *Referee* will come across a player who is more than just passing familiar with the time period. The player may even know more about the course of events during WWII than the *Referee*. The *Referee* should not let this player derail the game by pointing out minor anachronisms or historical inaccuracies. Who really cares if the OSS did not start operations until 1942 or the *3rd Panzer Grenadiers* did not participate in Operation Market Garden or that Hitler was in x location on y date? It's YOUR war. You decide how closely you want to follow the course of history.

A NOTE ON THE HOLOCAUST. . .

The Holocaust was an unprecedented genocide in which approximately eleven million people were systematically murdered by Adolf Hitler's Nazi regime. The killings were state-sanctioned and took place in Germany and throughout German-occupied countries. The victims were primarily Romanis, ethnic Poles and other Slavs, Soviet POWs, communists, homosexuals, Jehovah's Witnesses, the mentally and physically disabled, and most notably, approximately six million Jews. Victims who were not killed outright were transported by freight trains to extermination camps where most starved to death or were murdered in specially designed gas chambers. The Holocaust remains one of the darkest times in human history.

SPECIAL FORCES IN THE EUROPEAN THEATER

2nd Lt. George Rice: *"Looks like you guys are going to be surrounded."*

Richard Winters: *"We're paratroopers, Lieutenant. We're supposed to be surrounded."*

—Band of Brothers (2001)

Allied and German special forces units conducted operations throughout the European Theater of World War II, to varying degrees of success. The following list of special forces units and covert organizations is by no means all-inclusive. The *Referee* is free to research other World War II special forces units or create entirely new ones to suit the needs of his campaign.

ALLIED SPECIAL FORCES

Allied special forces units fought in Europe, Africa, the Middle East, and the Pacific. Most covert actions were directed by SOE and OSS operatives and involved joint operations with local resistance cells such as the French Maquis, the Polish Home Army, and the Norwegian Milorg. Other special forces actions were conducted by more traditional military forces such as the British Commandos and the U.S. Army Rangers. Listed below are just a few of the Allied special forces units that operated during the course of the war.

SPECIAL OPERATIONS EXECUTIVE (SOE)

The Special Operations Executive (SOE) was a British World War II organization officially formed in July 1940 to aid local resistance movements and to conduct espionage, sabotage, and reconnaissance in occupied Europe against the Axis powers. It was also involved in the formation of a top secret "stay-behind" resistance organization which would have been activated in the event of a German invasion of Britain.

The SOE was the major player in WWII covert operations even though at the time, few people were even aware of its existence. SOE agents operated in almost all countries or former countries occupied or attacked by Axis forces. It also made use of neutral territory on occasion, and made plans and preparations in case neutral countries were attacked by the Axis Powers.

SPECIAL AIR SERVICE (SAS)

The Special Air Service was a unit of the British Army formed in July 1941, during the WWII. It was conceived as a commando force designed to operate behind enemy lines in the North African Campaign and later fought in Europe.

In 1944, the SAS was tasked with parachute operations behind the German lines in France and other operations supporting the Allied advance through Belgium, the Netherlands, and eventually into Germany. In this role it worked closely with the SOE as well as other Allied special forces units to pave the way for D-Day and the campaign that followed.

BRITISH COMMANDOS

The British Commandos were a special forces unit of the British Armed Forces formed in June 1940 in order to inflict casualties on the Germans and bolster British morale. The Commandos were known for their grueling training and physical conditioning. Although British Commando units frequently undertook raids and other missions behind enemy lines, the No. 62 Commandos (a.k.a. Small Scale Raiding Force) was a small unit specifically placed under the command of the SOE.

LONG RANGE DESERT GROUP (LRDG)

The Long Range Desert Group was a British special forces unit founded in Egypt in July 1940. Their primary mission was to gather intelligence behind enemy lines in North Africa, however, they sometimes engaged in combat



operations and were often called upon to guide members of the SAS and other covert operatives across the desert. After Axis forces surrendered in North Africa in 1943, the LRDG was relocated to the eastern Mediterranean front where it carried out operations in Greece, Italy, and the Balkans.

SPECIAL INTERROGATION GROUP (SIG)

The Special Interrogation Group was a small British special forces unit made up primarily of German-speaking Jewish volunteers. The unit was founded in 1942, and trained for covert desert operations in North Africa. Its members were taught German slang and other phrases, and given fake German identities and personal effects, including German pay books, cigarettes, chocolates, and even love letters from German sweethearts back home. The Special Interrogation Group performed numerous acts of sabotage and other covert actions behind enemy lines. Driving captured German vehicles and dressed as German military police, they also stopped and questioned German soldiers, gathering important military intelligence. The SIG also assisted the SAS and other commando units in reconnaissance and combat operations, as needed.

OFFICE OF STRATEGIC SERVICES (OSS)

The Office of Strategic Services (OSS) was a covert American organization officially formed in June 1942 as an intelligence service similar to the Special Operations Executive. The first OSS agents were trained by SOE agents in Canada. British agents immediately shared their short-wave broadcasting capabilities and provided equipment for operatives until American production and training facilities were established.

OSS operatives were organized into Special Operations (SO) and Operational Groups (OG). Special Operations were small teams of operatives who collected and analyzed strategic information gathered by spying, performed acts of sabotage, waged a propaganda war, and coordinated anti-Nazi resistance groups in Europe. Operational Groups were larger units of aggressive, highly-trained soldiers that could operate with or without the help of local resistance cells.

OSS and SOE operatives worked together to disrupt German activity behind enemy lines.

U.S. ARMY RANGERS

In June of 1942, a proposal was made for an American unit that would be set up "along the lines of the British Commandos". The U.S. Rangers saw early action in France, North Africa, and Italy. On D-Day, the 2nd and 5th Rangers were instrumental in securing the beachheads of Normandy, particularly bloody Omaha Beach. The 2nd Rangers later participated in several key battles in and around Germany including the Battle of Hürtgen Forest.

U.S. AIRBORNE DIVISIONS

U.S. Airborne Divisions were elite U.S. Army units that specialized in parachute assault operations into occupied territory. The most famous U.S. Airborne Divisions of WWII were the 82nd and the 101st.

The 82nd saw its first action during the Allied campaign to invade Italy in 1943. On D-Day, the 82nd and the 101st would join forces in one of the most ambitious airborne operations in history. These brave paratroopers were sent on a night drop behind enemy lines and tasked with seizing and/or destroying key roads, bridges, and terrain to keep German reinforcements from reaching the beaches where Allied troops were conducting an amphibious assault.

In August of 1944, the 82nd and the 101st, along with other American airborne divisions became part of the First Allied Airborne Army which controlled all Allied airborne forces in Western Europe until the end of the war.



U.S. MARINE RAIDERS

The U.S. Marine Raiders were an elite special forces unit established by the United States Marine Corps in 1942 to conduct covert amphibious operations behind Japanese lines. Raider teams wearing their trademark frog-skin pattern camouflage would land on rubber rafts or Higgins boats, accomplish their objectives, and then return to waiting destroyers or submarines to regroup. Marine Raiders also worked in conjunction with regular infantry and saw extensive fighting in the Pacific Theater, most notably during the Guadalcanal Campaign.

1ST SPECIAL SERVICE FORCE

The 1st Special Service Force was an elite American-Canadian special forces unit formed in 1942. In addition to advanced physical training and conditioning, the 1st Special Service Force specialized in cold weather and mountain operations. The unit saw extensive action in Italy and France, and was hugely successful at sowing chaos and fear behind enemy lines. Their unit patch was a red spearhead with the words "USA" written horizontally and "CANADA" written vertically. This insignia, along with the phrase "The worst is yet to come", was printed on cards and left on the bodies of dead Germans after nighttime raids. German forces referred to the 1st Special Service Force as "Black Devils" after the black boot polish they smeared on their faces at night, and the unit came to be known better as the "Devil's Brigade".

RESISTANCE FORCES

The German Army faced resistance in almost every country they occupied. Resistance groups were either well organized fighters made up of former native military forces or motley collections of bakers, priests, and schoolteachers willing to do their part. Many of these groups were supplied and supported by Allied operatives.

MAQUIS (FRENCH RESISTANCE)

The Maquis were rural bands of French Resistance fighters who fought against the German forces during the Occupation of France in World War II. The Maquis operated in the remote or mountainous areas of Brittany and southern France. They relied on guerrilla tactics to harass German occupation troops as well as the French Milice (the French militia under the Vichy regime that collaborated with the Germans). The Maquis also aided the escape of downed Allied airmen, Jews, and others pursued by Vichy and German authorities.

The Maquis usually relied on some degree of sympathy and/or cooperation from the local populace. Most Maquis cells took names after the area they operated in such as the Maquis du Vercors. In March 1944, the German Army began a terror campaign throughout France that included reprisals against civilians living in areas where the French Resistance was active. This only led to greater resistance from the people of France.

HOME ARMY (POLISH RESISTANCE)

The Home Army was the dominant Polish resistance movement in German-occupied Poland during World War II. It was formed in February 1942 and over the next two years, it absorbed most other Polish underground forces to become the largest underground resistance in all of Nazi-occupied Europe, covering both German and Soviet zones of occupation.

The Home Army is most notable for disrupting German supply lines to the Eastern Front, defending Polish civilians against German atrocities, providing military intelligence to the British, and saving countless Jewish lives. The Home Army also fought several full-scale battles against the Germans, particularly in 1943 and 1944.

MILORG (NORWEGIAN RESISTANCE)

Milorg was formed in May 1941 after the German occupation of Norway in the prior year. Milorg rejected the traitor Vidkun Quisling's pro-Nazi regime and maintained contact with the Norwegian government in exile. Milorg soon became the main armed Norwegian resistance movement during WWII. Its operatives conducted numerous missions in German-occupied Norway, gathering intelligence, sabotaging facilities, ambushing patrols, and liberating prisoners. They were particularly adept at intercepting German radio transmissions. Norwegian spotters also aided in the destruction of vaunted German warships such as the *Bismarck* and the *Tirpitz*.

GERMAN SPECIAL FORCES

The German Army based its success largely on conventional warfare, however, a few elite special forces units were developed during the course of the war. The most famous of these units were the *Brandenburgers*, *Friedenthalers*, and *Einheit Stielau*.

BRANDENBURGERS

The Brandenburgers were members of an elite *Wermacht* special forces unit formed during World War II. Brandenburg units operated on almost all fronts of the war in Europe and the Middle East.

The Brandenburgers were highly skilled and their training was physically and mentally demanding. Like other special forces units of the time, the Brandenburgers specialized in foreign languages, small unit tactics, parachuting, demolitions, covert operations, familiarity with enemy weapons, and the use of vehicles and aircraft, including tanks. Some units received advanced pilot training while others learned forgery, demolitions, and camouflage. One company was even formed from expert cross-country skiers to fight in the frozen wastes of the Soviet Union.

Almost all Brandenburg activity took place behind enemy lines. The unit had considerable success early in the war, acting as advance units that captured strategic bridges, tunnels, and rail yards in Poland, the Netherlands, Greece,

France, and the Soviet Union. All Brandenburgers carried a suicide pill when operating behind enemy lines.

FRIEDENTHALERS

The Friedenthalers were an SS special forces unit formed in June 1943. The unit saw its first action in September 1943 during the infamous Gran Sasso raid, which resulted in the rescue of deposed Italian dictator Benito Mussolini. It was later renamed the *SS-Jäger-Bataillon 502* and deployed to Berlin after an attempted assassination of Adolf Hitler, before being sent to Romania in 1944 to destroy roadways, railways, and bridges in an effort to delay the Soviet advance.

A NOTE ON HITLER'S COMMANDO ORDER. . .

In October of 1942, Adolf Hitler issued the infamous Kommandobefehl (Commando Order) stating that Allied commandos encountered in Europe and Africa should be killed without trial. The Kommandobefehl threatened severe punishments to German commanders unwilling to carry out the order. The Kommandobefehl was issued in secret and only twelve copies of the order were printed and distributed, but Allied special forces operatives already knew what kind of treatment they could expect if they were captured by German forces.

The full translation of the Kommandobefehl text is as follows:

1. For a long time now our opponents have been employing in their conduct of the war, methods which contravene the International Convention of Geneva. The members of the so-called Commandos behave in a particularly brutal and underhand manner; and it has been established that those units recruit criminals not only from their own country but even former convicts set free in enemy territories. From captured orders it emerges that they are instructed not only to tie up prisoners, but also to kill out-of-hand unarmed captives who they think might prove an encumbrance to them, or hinder them in successfully carrying out their aims. Orders have indeed been found in which the killing of prisoners has positively been demanded of them.
2. In this connection it has already been notified in an Appendix to Army Orders of 7.10.1942. that in future, Germany will adopt the same methods against these Sabotage units of the British and their Allies; i.e. that, whenever they appear, they shall be ruthlessly destroyed by the German troops.
3. I order, therefore: From now on all men operating against German troops in so-called Commando raids in Europe or in Africa, are to be annihilated to the last man. This is to be carried out whether they be soldiers in uniform, or saboteurs, with or without arms; and whether fighting or seeking to escape; and it is equally immaterial whether they come into action from Ships and Aircraft, or whether they land by parachute. Even if these individuals on discovery make obvious their intention of giving themselves up as prisoners, no pardon is on any account to be given. On this matter a report is to be made on each case to Headquarters for the information of Higher Command.
4. Should individual members of these Commandos, such as agents, saboteurs etc., fall into the hands of the Armed Forces through any means - as, for example, through the Police in one of the Occupied Territories - they are to be instantly handed over to the S.D.

To hold them in military custody—for example in P.O.W. Camps, etc.,—even if only as a temporary measure, is strictly forbidden.

5. This order does not apply to the treatment of those enemy soldiers who are taken prisoner or give themselves up in open battle, in the course of normal operations, large scale attacks; or in major assault landings or airborne operations. Neither does it apply to those who fall into our hands after a sea fight, nor to those enemy soldiers who, after air battle, seek to save their lives by parachute.
6. I will hold all Commanders and Officers responsible under Military Law for any omission to carry out this order, whether by failure in their duty to instruct their units accordingly, or if they themselves act contrary to it.

(Sgd) A. Hitler

EINHEIT STIELAU

Einheit Stielau was a German special forces element of the *SS Panzer Brigade 150*, formed specifically in preparation for the German Ardennes Counteroffensive (December 1944). In the months before the operation began, its operatives dressed in Allied uniforms and dog tags taken from corpses and POWs. This allowed them to venture behind Allied lines and change signposts, misdirect traffic, and seize or destroy key bridges. The fear and confusion the unit caused threw the Allies into disarray and left them vulnerable to the surprise attack known as the Battle of the Bulge.

SPECIAL FORCES ACTIONS

The characters can be sent on any number of special forces actions. These clandestine operations were vital to the war effort. Special forces actions come in two types—operations and support missions.

OPERATIONS

Operations are extended campaigns that can last for weeks, months, or even years. Operations usually involve numerous support missions. Assisting and coordinating French Resistance cells behind enemy lines in preparation for D-Day is an example of a special forces operation.

SUPPORT MISSIONS

Support missions are shorter tasks that are designed to be handled quickly. They are often part of a larger special forces operation. Capturing the fuel depot near Mausburg or blowing up a German munitions factory are examples of support missions. Support missions are the primary focus of a *WWII: Operation WhiteBox* campaign. The characters will undertake many support missions, all of which may be part of a larger operation. See pg. 112 for more information on different types of support missions.

STAGES OF A SUPPORT MISSION

Each support mission follows the same basic format, laid out in stages—Objective, Briefing, Planning, Insertion, Pre-Assessment, Execution, Post Assessment, and Extraction.

OBJECTIVE

Every support mission must have an Objective. Some Objectives are very broad, such as "cause mayhem behind enemy lines" or "kill all Germans in the area" or "plant mines on all roads in occupied territory". Some are more specific, such as "oversee extraction of the Jewish engineer Solomon Weinberg" or "blow up the bridge at the village of Bierville to halt the German advance". All operatives should have a clear understanding of the mission's Objective.

BRIEFING

The Briefing is where the PCs learn the mission's Objective as well as its key parameters, including planned Insertion and Extraction (if any). Briefings can take place in many different places—an official boardroom in England around a tabletop map of Europe; at a forward operating base in the officer's command tent; or inside a musty Belgian barn using lines in the dirt to mark the placement of German troops. The characters are given all the information currently known about the Objective and are free to ask questions and discuss details.

PLANNING

Planning occurs after the Briefing. It includes examining all of the information presented and coming up with the best way to achieve the Objective. Planning also includes gathering and analyzing assets and resources (gear, weapons, etc.). In some cases, Planning may be rushed because an opportunity suddenly appears and has to be taken advantage of or it will be missed. A good Plan lays out several alternate ways to achieve the Objective in case things go wrong—and they will. Ironically, it is a famous German saying that states: "No battle plan survives contact with the enemy".



INSERTION

Once an Objective has been determined and Planning is complete, the operatives must find some way of reaching their target. The type of Insertion depends largely upon the nature of the Objective and the operatives in question. The characters may have to parachute into occupied territory at night, cross the English Channel in inflatable rafts under cover of darkness, sneak into Rome aboard an Italian train, or talk their way past German checkpoints. In some cases, the operatives may already be behind enemy lines, allowing them to skip the Insertion stage and go right into Pre-Assessment.

PRE-ASSESSMENT

Pre-assessment complements the Planning stage. It usually occurs after Insertion and involves gathering intelligence (from contacts, surveillance, etc.) of any changes or new developments that might affect the mission. In some cases, the unit might not have time for much Pre-Assessment and will have to adapt and make changes "on the fly" during the Execution. This is why it takes a special breed of intelligence and toughness to be a special forces operative.

EXECUTION

Execution is game time. This is the moment where the operatives make their move in order to achieve the Objective. The Execution may be subtle, such as meeting with a Maquis contact in a French café in order to retrieve vital information. Or it may be overt, such as launching a surprise assault on the German commander's headquarters. Unknown complications (such as bad intel or the arrival of additional troops) often arise during the Execution and must be handled accordingly.

POST ASSESSMENT

Post Assessment involves determining the mission's success or failure. In some cases, a mission may be considered a partial success if, for example, the operatives destroyed two out of three key bridges. Post Assessment may occur from the characters' own observations or from intelligence gathered at a later date (radio transmissions, news reports, etc.), after the Extraction.

EXTRACTION

As a general rule, Allied operatives avoid suicide missions whenever possible. This means that as the dust settles and the smoke clears, the characters must find a way to get out of the area. Extraction is often predetermined during the Planning stage. It may involve a rendezvous with an Allied plane, a night swim across a raging river, or navigating a treacherous mountain path on the heels of the local resistance. Extraction may even require the characters to commandeer German uniforms and vehicles in order to get out of occupied territory. Or, the characters might decide to skip Extraction in order to continue other support missions behind enemy lines.

HOW IT WORKS

In game terms, the *Referee* either Briefs the PCs by telling them their Objective or the characters discover an Objective during play. The players then Plan the best way to achieve the Objective. The PCs Insert themselves into the target area if they are not there already. They then conduct Pre-Assessment reconnaissance and make changes to the Plan as necessary. Once they're ready, they attempt to Execute the Plan and achieve their Objective. Afterwards, they either wait for Extraction and get out of the area, or conduct Post-Assessment to see if all of their goals have been met.

A NOTE ON TARGETS OF OPPORTUNITY. . .

At any point during the mission, the operatives may stumble upon Targets of Opportunity. These are essentially "side missions" that, if completed, will help the Allied war effort. Targets of Opportunity may or may not be related to the original Objective. A Target of Opportunity can be the capture of experimental equipment, the destruction of vital infrastructure, or even the death of enemy soldiers—after all, every dead German means one less German left to fight.

TYPES OF SUPPORT MISSIONS

Support missions usually occur in preparation for and/or in conjunction with large-scale conventional assaults. Their objectives are designed to weaken resistance to the Allied advance. The following are some of the most common support missions undertaken in WWII.

ASSASSINATION

Assassination missions involve the execution of an important NPC or group of NPCs. The characters may be sent to eliminate an Italian politician, a Gestapo agent, or a Nazi commander. They may be ordered to hunt down a German special forces unit such as the *Brandenburgers* that has been causing havoc behind Allied lines. They may even be sent to kill Hitler. (Whether they succeed or not is essentially up to the *Referee* and his take on the campaign—it might be the catalyst to an alternate timeline or the characters might simply kill one of Hitler's many body doubles.)



CAPTURE

The operatives are sent behind enemy lines to capture something of great value to the war effort. This can be a German SS officer, the designs for an experimental weapon, or the plans for a German offensive. In 1942, a group of British operatives even managed to capture a Tiger tank and bring it all the way back to England so it could be examined and used for Allied propaganda.

ESPIONAGE

Espionage missions usually require the characters to blend in with the local populace in order to gather (or steal) important information. Operatives may be called upon to rub elbows with factory workers at the local pub, attend political functions and town meetings, or even infiltrate a German military ball. Charmers are particularly good at Espionage missions.

EXTRACTION

The operatives must help sneak an important person out of occupied territory. This could be a Jewish scientist, a disgruntled German commander, or even a famous German actor or actress useful to the Allied propaganda war. The characters may even be called upon to locate and extract stranded special forces operatives whose own missions have ended.

LIAISON

The operatives must make contact with members of the local resistance, partisans, or other anti-German forces. The resistance members may or may not know that the characters are coming. The meeting may take place at a prearranged location or the characters may have to make entirely new contacts. These new allies can be recruited to fight the Germans directly or used to foment unrest behind the scenes by slowing labor in factories, mines, and other facilities vital to the German war effort. They usually expect aid in the form of weapons, food, medicine, and other resources in exchange for their help. Charmers and Maquis characters excel at Liaison missions.

MILITARY

The operatives are given a military objective to complete. This could involve driving enemy forces out of a key village, taking and holding a bridge, capturing a supply convoy, or destroying a tank column or battery of German artillery. Military missions involve lots of heavy fighting and are particularly suited for Grunts and Tacticians.

MISINFORMATION

Special forces operatives are sometimes tasked with spreading misinformation about Allied troop numbers, defensive capabilities, and even upcoming attacks. This is done through a combination of physical deception, controlled leaks, unsecured radio traffic, and dissemination of information by "captured" operatives, double agents, and resistance fighters. One of the largest misinformation operations of the war involved the Ghost Army, which utilized

inflatable tanks and planes, fake radio traffic, loud audio recordings of troop movements, and gossip "overheard" at French cafes to deceive eavesdropping spies and collaborators.



PROPAGANDA

Propaganda is a major factor in any war, and Allied forces and Axis powers made full use of it during WWII. Operatives may be sent behind enemy lines to take (or steal) pictures of Nazi funerals or overflowing German hospitals. The characters may be tasked with distributing Allied leaflets, transmitting radio broadcasts from hidden bunkers, or providing printing presses to local resistance groups. The characters may even be sent to capture a specific German work of art or destroy a historical German landmark to be photographed for the people back home.

RESCUE

The characters must extract an important person or persons from confinement. This may require the characters to break into a jail cell, military prison, POW camp, or even a concentration camp. The trapped NPC may not even be a prisoner—he may simply be hiding in a town basement, surrounded by German troops. A rescue mission may also be launched to rescue and/or reinforce troops that have been cut off behind enemy lines.

SABOTAGE

The characters are tasked with destroying communication lines, derailing trains, and sabotaging vital German resources such as roads, bridges, electrical substations, refineries, and munitions factories. The characters can expect to use a combination of stealth and explosives to achieve their missions. Combat Engineers are best suited to lead Sabotage missions.

SCOUTING

The operatives are tasked with scouting the German lines to determine troop numbers, artillery placements, and the presence of armored divisions. This information may be delivered to Allied forces in person, via radio, or courier. Characters on scouting missions should be careful not to draw too much attention to themselves. Sniper characters are particularly adept at Scouting missions.

OTHER STYLES OF PLAY

WWII: Operation WhiteBox is designed for Allied special forces actions, but can easily accommodate other styles of play.

FURLOUGH AND SHORE LEAVE

Even highly trained special forces operatives need a break sometimes. It is assumed that the characters return to the rear after each mission to rest, recuperate, and wait for a new set of orders to come through. This might involve a trip to England, a week off in liberated countries such as France or the Netherlands, or simply a brief respite at the nearest forward operating base.

Leave is normally handled via "downtime" where the *Referee* provides updates on the status of the war and the players narrate their characters' actions. However, the *Referee* may decide to get the characters involved in an impromptu "mission" while they are enjoying their leave. Perhaps they visit a small town or suburb on the outskirts of London and uncover evidence of a German spy ring. Perhaps the characters are in Paris and witness the Gestapo or *Brandenburgers* try to kidnap an influential French politician. Or perhaps their base is overrun by a surprise SS assault, forcing them to retreat into the countryside with few weapons and no supplies.

CREWMEN

The PCs are all crewmen aboard a fast assault vehicle. This could be an airplane, riverboat, Jeep, armored car, tank, or even a submarine. Their mission is to conduct raids behind enemy lines, ambush unsuspecting troops, and stay one step ahead of the local German soldiers.

GERMAN COMMANDOS

The *Referee* may decide to "flip the script" and allow the characters to play German special forces units such as the *Brandenburgers*. The types of support missions are the same, but they'll be operating behind Allied or Soviet lines to create terror and confusion. Just keep in mind that roleplaying Nazis as the "good guys" might not be suited to everyone's tastes. Know your players!



RED ARMY

The characters are all members of the Red Army, defending the Motherland against the German horde. They may be Soviet special forces units, with support missions and objectives similar to their Western counterparts. They may be traditional soldiers battling partisans and resistance fighters in Poland and other Soviet-occupied countries. Or they may take part in a sniper war throughout the ruined streets of Stalingrad during the German invasion.

ALTERNATE DIMENSIONS

We all know how WWII turned out in our reality, but what about an alternate take on history. What if the Japanese never bombed Pearl Harbor and the United States was never drawn into the war? What if Stalin joined forces with Hitler, freeing up the German soldiers on the Eastern Front. What if Hitler's mad scientists developed the atomic bomb before the Americans and decided to drop one on England. How would that affect the course of the war?

The *Referee* may decide to take an even more gonzo approach to WWII. What if gender roles are reversed, with G.I. Jane battling real Feminazis overseas while Ronnie the Riveter does his part back home? What if the world is comprised of anthropomorphic races, with impulsive American eagle-men, steadfast British hound-men, embattled French frog-men, vicious Nazi pig-men, hulking Russian bear-men, and amphibious Japanese koi-men? Or what if there are no living creatures in the world at all and the PCs are instead vehicles (cars, trucks, planes, tanks, etc.) representative of the various classes, a la films like Pixar's *Cars* and *Planes*?

WWII AND SWORDS & WIZARDRY

WWII: Operation WhiteBox is 100% compatible with *Swords & Wizardry WhiteBox*. *Referees* looking for a change of pace from traditional fantasy can magically transport the PCs through an interdimensional rift and drop them right in the middle of famous battles such as D-Day, Operation Market Garden, or the Battle of Bastogne. Will they be overwhelmed by the superior German firepower or will they change the tide of battle with their magic? What happens when the PCs try to bring new technology back with them? Or perhaps the Nazis find their own magical portal and bring their war machines into the *Referee's* favorite fantasy realm.

Referees looking for something really strange can also use material from *Swords & Wizardry WhiteBox* and *WWII: Operation WhiteBox* to create a mashup campaign. Maybe elves, dwarves, and magic return to the world to help or hinder the Allies. Maybe a medusa lurks on an uncharted Mediterranean island. Maybe the Nazis are really an army of jackbooted hobgoblins and ogre magi led by Adolf the Baalroch. Maybe atomic bomb testing causes an ancient dragon (or dragons) to awaken and begin carving a new path of fire and destruction across Europe. Will Hitler be able to harness the dragon's strength to turn the tide of the war in his favor? Or will the Allies and Axis powers be forced to unite in order to avoid mutual annihilation? The answers are up to you. . .

WWII AND WHITE STAR

WWII: Operation WhiteBox is also 100% compatible with *White Star: Science Fiction Roleplaying*, so enterprising *Referees* should have no problem adding some sci-fi elements into their campaign. What happens when Earth is visited by one of the starfaring races? Will Qulon warriors join the war in search of glory? Will the Cannicks attempt to OBLITERATE! everyone on the planet? Maybe the Nazis acquire energy weapons or even a Star Sword from a pack of Uttins. Or maybe Hitler uncovers an ancient dreadnaught that crash-landed on Earth centuries ago and uses the vessel to carry the Third Reich into the stars. The possibilities are endless!

WWII TIMELINE

"Ideals are peaceful. History is violent."

—Wardaddy, *Fury* (2014)

The following timeline is meant only as a rough reference guide to help the *Referee* decide when to set his campaign. It contains a brief look at the course of the war, with notable events and battles in parentheses. The *Referee* is encouraged to do further research, as needed.

1933

JANUARY: National Socialist (Nazi) Party leader Adolf Hitler is named Chancellor of Germany.

1934

JUNE: Hitler violently eliminates his Nazi rivals (Night of the Long Knives).

AUGUST: Hitler declares himself "*der Führer*" (supreme leader) of the German Reich and people.

1935

SEPTEMBER: The Nuremberg Laws are enacted in Germany, stripping Jews of citizenship and most of their rights.

OCTOBER: Fascist Italy invades Ethiopia.

1936

FEBRUARY: The Gestapo (German secret police) assumes absolute control over German security.

MARCH: German troops occupy the Rhineland.

MAY: Italy annexes Ethiopia.

NOVEMBER: An alliance is formed between Germany and The Empire of Japan (Anti-Comintern Pact).

1937

JULY: War between Japan and China begins (Second Sino-Japanese War).

NOVEMBER: Italy joins Germany and Japan in the Anti-Comintern Pact, forming the Rome-Berlin-Tokyo Axis.

1938

MARCH: Germany declares Austria a province of the Greater German Reich (*Anschluss*).

SEPTEMBER: Czechoslovakia forced to cede the Sudetenland to Germany.

- OCTOBER:** German troops occupy the Sudetenland.
- NOVEMBER:** Widespread attacks on Jews occur in Germany (*Kristallnacht* or The Night of Broken Glass).

1939

- MARCH:** Nazi Germany occupies all of Czechoslovakia.
- MAY:** In Germany, euthanization of the mentally ill and physically disabled begins in an effort to ensure the purity of the Aryan race.
- AUGUST:** Germany and the Soviet Union sign a non-aggression pact (*Molotov-Ribbentrop* Pact).
- SEPTEMBER:** German forces use "*blitzkrieg*" tactics to invade Poland from the west, kicking off WWII in Europe. Soviet forces invade Poland from the east. Britain, France, and Canada declare war on Germany. Poland is conquered by the end of the month and divided up between Germany and Russia. (Invasion of Poland)

1940

- MAY:** Germany invades Denmark and Norway. Germany invades Holland, Belgium, and Luxembourg. Holland and Belgium surrender to the Germans. The German army bypasses the famed Maginot Line and invades France (Battle of France). British, French, and Belgian troops are forced to evacuate France at Dunkirk (Battle of Dunkirk).
- JUNE:** Italy declares war on Britain and France. German troops enter Paris.
- JULY:** The collaborationist French Vichy government of Marshal Petain is established in southern France. Germany begins air raids on England (Battle of Britain). The Soviet Union absorbs Lithuania, Latvia, and Estonia.
- AUGUST:** German planes continue to bomb civilian and military targets in the United Kingdom (The Blitz). Great Britain responds with air raids on Berlin.
- SEPTEMBER:** Italy attacks British forces in Egypt (North African Campaign).
- OCTOBER:** Battle of Britain ends in defeat for Germany. German troops enter Romania. Italy invades Greece (Greco-Italian War).

1941

- JANUARY:** Tobruk, Libya falls to Allied troops.
- FEBRUARY:** British troops seize Beda Fomm, Libya.

- MARCH:** German troops (*Afrika Korps*) arrive in North Africa to reinforce Italian troops.
- APRIL:** German troops arrive in Greece to reinforce Italian troops (Battle of Greece). The German army occupies Athens.
- MAY:** German paratroopers invade Crete (Battle of Crete).
- JUNE:** British forces evacuate Crete. The Nazi SS begins the mass murder of Jews in eastern Poland. In a surprise move, German forces invade the Soviet Union (Operation Barbarossa). The Nazis follow behind, killing Soviet Jews and other "undesirables".
- SEPTEMBER:** The first gassing of prisoners at the Auschwitz concentration camp begins. The Germans continue their invasion of Russia.
- DECEMBER:** Japanese naval and air forces attack the U.S. naval base at Pearl Harbor, Hawaii (Battle of Pearl Harbor). The U.S. and Britain declare war on Japan. Japan begins the invasion of the Philippines.

1942

- JANUARY:** Nazi leaders confer to coordinate the deportation and extermination of Jews in German-occupied Europe (Wannsee Conference and the "Final Solution").
- FEBRUARY:** British troops surrender to Japanese forces in Singapore.
- APRIL:** U.S. begins first bombing runs over Japan (Doolittle Raid).
- AUGUST:** Allied forces conduct a disastrous raid on the German-occupied port of Dieppe in France (Dieppe Raid). The German army begins attack on Stalingrad (Battle of Stalingrad). In the Pacific Theater, Allied forces (predominantly U.S. Marines) launch the first major offensive against the Empire of Japan (Guadalcanal Campaign).
- NOVEMBER:** Allied troops engage Vichy French forces in North Africa (Operation Torch).

1943

- FEBRUARY:** The German army surrenders to Soviet troops in Stalingrad.
- MAY:** The last German and Italian forces in North Africa surrender to Allied forces (Tunisian Campaign).
- JULY:** The Allied invasion of Sicily begins (Operation Husky). Italian dictator Mussolini is arrested in a coup by Italian forces, ending the Fascist regime in Italy. The German army engages Soviet forces in the largest tank battle in history (Battle of Kursk).
- AUGUST:** The German invasion of the Soviet Union stalls. The Soviets launch their own offensive, liberating countries in eastern

Europe over the next two years as they slowly but steadily advance towards Germany.

SEPTEMBER: The Italian government surrenders to the Allies. German forces rush to Italy to engage Allied forces (Operation Avalanche). Mussolini is rescued by German paratroopers.

OCTOBER: The new Italian government declares war on Germany.

NOVEMBER: Allied leaders Churchill (United Kingdom), Roosevelt (United States), and Stalin (Soviet Union) meet to coordinate the opening of an Allied front in western Europe while the Soviets attack from the east.

1944

JANUARY: Allied forces engage German troops occupying Italy (Battle of Anzio).

MAY: German forces driven from Italy.

JUNE: D-Day (Operation Overlord): Allied forces secure the beaches of Normandy despite heavy German opposition.

JULY: Allied forces continue to land troops and materiel in Normandy and secure the surrounding area. Hitler survives an assassination attempt orchestrated by high-ranking officers in the German military (Operation Valkyrie). Soviet forces liberate the first concentration camp in Majdanek, Poland.

AUGUST: The Allies begin their breakout from Normandy and invade southern France (Operation Cobra). The German garrison in Paris surrenders.

SEPTEMBER: Allied forces liberate more of western Europe, but suffer defeat at the hands of German forces in the Netherlands (Operation Market Garden).

NOVEMBER: Allied forces cross into Germany.

DECEMBER: German forces begin a final, massive attack in an attempt to catch the Allies unprepared (Battle of the Bulge).

1945

JANUARY: Allied forces rally and regroup to stop the German advance. Soviet forces penetrate eastern Germany.

MARCH: Allied troops cross the Rhine River into Germany from the west. In the Pacific Theater, U.S. Marines secure Iwo Jima (Battle of Iwo Jima).

MAY: Germany surrenders, ending WWII in Europe.

AUGUST: The U.S. drops atomic bombs on Hiroshima and Nagasaki. Japan surrenders, ending WWII.

HISTORIC WWII SPECIAL FORCES ACTIONS

"The only passage to and from Kheros was guarded and blocked by two great, newly designed, radar-controlled guns on the nearby island of Navarone. Guns too powerful and accurate for any Allied ship then in the Aegean to challenge. Allied intelligence learned of the projected blitz only one week before the appointed date. What took place in the next six days became the legend of Navarone."

—Narrator, *The Guns of Navarone* (1961)

A large number of special forces actions were conducted by Allied and Axis units during WWII. Some were ad-hoc affairs accomplished by as little as two operatives, while others involved months of planning and large-scale combat operations, where special forces units were tasked with smaller, squad-based objectives. This type of combined action is simulated by the optional Mass Combat rules on pg. 141. Listed below are just a few of the more (in)famous special forces actions of WWII.

OPERATION COLLAR (JUNE 1940): Operation Collar is notable as the first raid conducted by the newly formed British Commandos. The raid's objective was reconnaissance and sabotage of several locations in the Pas-de-Calais area of German-occupied France. The unit was unable to gather any intelligence or destroy any German equipment, and only two German soldiers were killed. However, the raid's biggest success was in the propaganda and morale boost it gave British troops after their recent defeat and evacuation at Dunkirk.

LIBYAN AERODROME RAIDS (DECEMBER 1941): The Libyan Aerodrome Raids were a series of daring nighttime raids on German and Italian airfields in Libya during the North African Campaign. Transported by the LRDG, small teams of SAS operatives infiltrated the Axis aerodromes at Sirte, Agheila, and Agedabia, and used timed explosives to destroy dozens of aircraft as well as an enemy barracks. British pilots of the Royal Air Force (RAF) then located and bombed the burning aerodromes. The raids were a huge success that proved the effectiveness of special forces units in WWII.

OPERATION CLAYMORE (MARCH 1941): Operation Claymore was a British Commando raid on the Lofoten Islands of Norway targeting German-run fish oil factories and stockpiles of glycerine (which was used to make explosives). The raid was a huge success, resulting in the destruction of several factories and enemy ships as well as the capture of over two hundred German sailors. The commandos also managed to retrieve parts of an Enigma cypher machine which was used to help break German radio codes.

OPERATION JOSEPHINE B (JUNE 1941): Operation Josephine B was a sabotage mission conducted by SOE operatives on an electrical transformer station in Pessac, France. Six of the eight transformers at the station were destroyed, crippling the electric rail system and bringing operations at the nearby submarine base and German-run factories to a halt. Operation Josephine B was the SOE's first successful covert operation in German-occupied Europe and significantly enhanced its standing in the war.

OPERATION ARCHERY (DECEMBER 1941): Operation Archery was another successful British Commando raid on Norway. The raid was supported by Royal Navy gunfire. The Allies managed to kill over one hundred German soldiers, capture almost as many, and destroy four factories, fish oil stores, the telephone exchange, a number of military installations, and ten enemy ships. More importantly, Hitler was forced to withdraw troops from the Eastern Front to defend Norway against further incursions.

OPERATION BITING (FEBRUARY 1942): Operation Biting was a commando raid on a German radar installation near the farming village of Bruneval in northern France. British Commandos parachuted in under cover of darkness, engaged German troops, and made off with vital parts of Germany's new radar array as well as a captured German radar technician. The raid provided a huge morale boost to the British public and enabled analysts to develop more effective radar countermeasures for Allied pilots.

OPERATION CHARIOT (MARCH 1942): Operation Chariot was a costly but successful British Commando raid on the heavily defended port of St. Nazaire in German-occupied France. The objective was to destroy the drydock of St.



Nazaire, which was the only German-occupied facility on the Atlantic coast capable of servicing and repairing large Axis warships. To begin the raid, a convoy of Royal Naval ships descended on St. Nazaire, pretending to be German vessels. The Germans eventually detected the ruse and opened fire as the Allies rammed an obsolete British destroyer mined with explosives into the drydock gates. British Commandos then disembarked from the destroyer and engaged German forces, sabotaging pumping machinery and other heavy equipment before retreating. The destroyer exploded several hours later, knocking the dock out of commission for the remainder of the war.

OPERATION JUBILEE (AUGUST 1942): Operation Jubilee, more commonly known as the Dieppe Raid or the Battle of Dieppe, was a disastrous Allied attack on the German-held port of Dieppe, France. The raid was carried out by a combined force of Canadian soldiers, British Commandos, and U.S. Army Rangers. Its objective was to destroy the port and the nearby coastal defenses. Over half the men who made it ashore were either killed or captured. However, lessons learned during the Dieppe Raid would later prove vital to the success of other amphibious landings such as Operation Torch in North Africa and Operation Overlord in Normandy.

OPERATION CARAVAN (SEPTEMBER 1942): Operation Caravan was one of four simultaneous raids carried out against Axis forces in North Africa. In Caravan, the Long Range Desert Group engaged enemy forces at the Italian airfield in Barce, destroying numerous planes, heavy equipment, and other vehicles before retreating.

OPERATION MUSKETOON (SEPTEMBER 1942): Operation Musketoon was a joint SOE and British Commando raid against the Glomfjord power plant in Norway. The raid itself succeeded in knocking the power plant out for the remainder of the war. However, seven Commandos were captured and later executed, becoming the first Allied casualties of Hitler's Commando Order (see below).

OPERATION BASALT (OCTOBER 1942): Operation Basalt was a joint SOE/British Commando raid on the Island of Sark in the English Channel. The objective was to conduct reconnaissance and capture prisoners for interrogation. During the raid, five German soldiers were captured and their hands bound. Four of these prisoners were killed while trying to escape and alert other Germans. Hitler used the incident to justify his *Kommandobefehl* (Commando Order) which stated that covert operatives were to be turned over to the Gestapo for interrogation and execution.

OPERATION GUNNERSIDE (FEBRUARY 1943): Operation Gunnerside was a successful raid by SOE operatives on the Vemork Hydroelectric Plant in Norway. The plant was being used to produce "heavy water", a key ingredient in the Nazi effort to develop an atomic bomb. Under cover of darkness, a small team of SOE operatives entered the facility, planted bombs, and escaped into the night. The explosion took out the German's supply of heavy water as well as the equipment used to produce it.

GRAN SASSO RAID (SEPTEMBER 1943): The Gran Sasso Raid involved the rescue of deposed Italian dictator Benito Mussolini by a Nazi special forces unit named the *Friedenthalers*. After determining that Mussolini was being held prisoner at the Campo Imperatore Hotel high in the Appenine Mountains of Italy,

SS paratroopers landed gliders near the hotel and intimidated Mussolini's guards into surrendering without a single shot being fired. Mussolini was then flown to Austria where he was given a hero's welcome and used for German propaganda.

MUSSOLINI CANAL RAIDS (FEBRUARY 1944): During the Battle of Anzio, the 1st Special Service Force (Devil's Brigade) began conducting nighttime raids against the much larger German force encamped on the far side of the Mussolini Canal. The raids were so successful and demoralizing that the Germans were forced to move their lines one thousand yards back to avoid these "Black Devils" who attacked silently in the night and then disappeared without a trace.

MISSION ALBANY (JUNE 1944): Mission Albany was one of two massive nighttime drops of Allied paratroopers on D-Day (Operation Overlord). The 101st U.S. Airborne parachuted onto the Cotentin Peninsula of Normandy and captured key bridges, destroyed artillery emplacements, and liberated German-occupied villages in support of the amphibious landings taking place on the Normandy beaches.

OPERATION JEDBURGH (JUNE 1944): Operation Jedburgh was a joint SOE/OSS operation that inserted teams of three operatives (Jedburgh Teams) into France, Belgium, and the Netherlands on D-Day. Their mission was to organize local resistance cells, facilitate drops of arms and ammunition, and conduct sabotage and guerilla warfare against occupying German forces. The Jedburgh Teams were remarkable in that they were instructed to operate in full uniform. This was intended to give them an air of legitimacy and authority that plainclothes operatives did not possess. It also theoretically provided them with POW status in the event of their capture, although few operatives truly expected this treatment.

OPERATION MARKET GARDEN (SEPTEMBER 1944): Operation Market Garden was a disastrous Allied raid in the Netherlands that involved the daytime drop of thousands of Allied paratroopers behind enemy lines. Their mission was to seize key bridges across the River Rhine and other waterways to facilitate an Allied troop advance into Germany. Despite initial successes, a combination of rushed planning, inclement weather, logistical and supply problems, and a ferocious German counterattack eventually routed the Allied forces, ensuring the war would not be over any time soon.

OPERATION GREIF (DECEMBER 1944): Operation Greif was a German special forces operation conducted by elements of the *SS Panzer Brigade 150 (Einheit Stielau)* in the leadup to the Ardennes Counteroffensive (Battle of the Bulge). The German commandos dressed in Allied uniforms and dog tags taken from corpses and POWs, ventured behind Allied lines and changed signposts, misdirected traffic, and seized or destroyed key bridges. The unit caused so much fear and confusion among Allied forces, that high-ranking officers were being held at gunpoint and American soldiers were mistakenly being killed as spies.

OPERATION VARSITY (MARCH 1945): Operation Varsity was a successful airborne operation involving thousands of British, American, and Canadian paratroopers behind enemy lines in Germany. Their mission was to secure key towns and crossings on and along the River Rhine. The operation was a huge success, and paved the way for Allied forces to advance deep into Germany. Operation Varsity was the last large-scale airborne operation of WWII.

RESISTANCE AT THE PONTEVILLE BRIDGE

"Set Europe ablaze!"

—Winston Churchill (1940)

Resistance at the Ponteville Bridge is an introductory support mission for a group of three to six operatives of 1st-3rd level. The Allies are planning a large raid on the fictional port city of St. Croix la Mer and the characters must destroy a key set of crossings in order to prevent German reinforcements from reaching the coast. The mission is a "mini-sandbox" that includes sabotage as well as opportunities for combat and roleplaying, so a good mix of Character Classes is suggested.

OBJECTIVE

Destroy the Ponteville Rail Bridge and the Ponteville Road Bridge to hinder movement of German reinforcements to the coast.

BRIEFING

The PC operatives are summoned to a private boardroom in England where an SOE official named Sir David Wesleyan gives the following briefing:

"Operation Crossfire is a go. At midnight tomorrow night, Allied forces will cross the English Channel under cover of darkness and raid the port city of St. Croix la Mer. Their objective is to take prisoners, destroy materiel, and sabotage the port facilities.

Tonight, Allied special forces units such as yourself will be dropped into France and tasked with destroying key railways and bridges in order to delay German reinforcements headed for St. Croix la Mer.

Your unit has been chosen to take out the rail bridge and the road bridge crossing the Gros Feu River at the village of Ponteville. A small German force has been assigned to guard the bridge. Upon arrival, you are to meet with a local French Resistance contact named Jean Delamar who has more information on the German soldiers in the area.

After the Crossfire raid begins at midnight tomorrow night, a transport plane will land at predetermined coordinates to fly you home.

You have a few hours now to prepare before the first planes begin to leave. Good luck and Godspeed."

PLANNING

The operatives are given ample rations, medical supplies, and survival equipment to last approximately one (1) week in Occupied France. This includes more than enough timers and plastic explosives to destroy both bridges. They are supposed to be traveling light, so large equipment and vehicles are not available.

The PCs are also given a folding map of the Ponteville area and a dossier on their contact, Jean Delamar. The coded challenge of: "Is that an eagle I hear in the wind?" is to be met with a response of: "Eagles don't fly well in France at night."

The operatives have a few hours to gather up any other gear they think they might need. They may choose whatever small arms they prefer and up to six grenades each. If the PCs ask for heavier weapons, they are given one (1) Anti-Tank Rifle as there are no reports of German armor in the area.

INSERTION

The PCs line up on the darkened airfield with several other special forces units. The buzz of a dozen waiting aircraft fills their ears as the other units scramble aboard their assigned planes. The PC operatives board their own plane and take off. The pilot flies low over the water to avoid enemy radar. Once over the French countryside, the characters wait for the order to jump. . .

JUMP COMPLICATIONS

The pilot gives the "thumbs up" when it's time to jump. Each operative should roll 1d20. On a roll of 1, one weapon (chosen at random) is lost during the jump.

MEETING JEAN DELAMAR

The PCs land safely in a crop field just before dawn and immediately gather and bury their parachutes. Just as they finish up, Jean Delamar and Jacqueline Bechard emerge from the woodline and challenge them with the coded phrase, as above. Once the proper response is given, introductions are made. Jean and Jacqueline then lead the operatives to a hidden cave.

HIDDEN CAVE

The hillside cave is outfitted with sleeping pallets, table and chairs, food, and a radio set. Two old footlockers contain clothing and other personal effects. A third footlocker is locked, and contains two stolen Gestapo uniforms bearing the rank of Captain (*Kriminalkommissar*) and 1st Lieutenant (*Oberregierungsrat-und Kriminalrat*).

A small truck (*Kübelwagen*) is concealed under a tarp behind the hill. The *Kübelwagen's* engine won't start. A Wheelman or Combat Engineer can get

the vehicle running in only one (1) *turn*. It takes 1d6 hours for other classes to make the necessary repairs and there is a 1 in 6 chance that a German patrol (see below) is attracted by the noise.

If asked, Jean explains the uniforms and the vehicle were hidden here by a Maquis contact in another village (see Jean's Request, below).

PRE-ASSESSMENT

As dawn breaks, Jean relays the following information:

- the German soldiers in Ponteville are using the Ponteville Tavern as their headquarters.
- a *Waffen-SS* officer named Major Klaus Greenig has recently assumed command of the soldiers.
- a few days ago, Klaus rounded up all of the young men in the village and sent them to a labor camp somewhere in eastern France.
- When Remy Bechard resisted, he was arrested and his home destroyed.
- Klaus has taken an unhealthy interest in Jacqueline Bechard and Jean fears for her safety.
- Jean and Jacqueline must return to the village to avoid arousing suspicion. They promise to check on the characters later in the day.

The characters are free to conduct any other scouting or pre-assessment they wish, but remind them that they only have a limited time before the raid on St. Croix la Mer begins. The bridges must be destroyed before midnight on the following night in order for their mission to succeed.

EXECUTION

Resistance at the Ponteville Bridge is designed as a mini-sandbox. The operatives are free to determine where they go and how to go about achieving the mission's Objective, which is to destroy the two main bridges crossing the Gros Feu. The smartest thing for the characters to do is to rest up during the day to avoid detection, and then blow the bridges at night. If the PCs decide to scout the area, skip ahead to Characters on the Move. Once the bridges are blown, skip ahead to Discovery!.

JEAN'S REQUEST

At some point during the day, Jean returns to the cave to check on the PCs. He then asks the operatives to rescue his friend, Remy Bechard. Jean knows Remy is being held in the cellar of the Ponteville Tavern and is willing to help in any way he can.

Jean has obtained a small truck (*Kübelwagen*) and the stolen uniforms of two Gestapo officers, which can be used to aid in any subterfuge (such as posing as Gestapo agents sent to take custody of Remy Bechard). However, the details of any rescue are left to the PCs to work out. Jean asks the PCs to take Remy and Jacqueline with them when they leave Ponteville.

CHARACTERS ON THE MOVE

There is a 1 in 6 chance per hour that characters traveling through the Ponteville area encounter a German patrol. At night, this chance decreases to 1 in 10 per hour.

The Germans are not expecting trouble and make no attempt to hide their movements, so the characters are never Surprised and may be able to hide without being seen, at the *Referee's* discretion. Any soldiers killed should be subtracted from the total in the village.

Roll 1d6 to determine the makeup of the patrol

1-3 Five (5) German soldiers on foot

4-5 Four (4) German soldiers in a Small Truck (*Kübelwagen*)

6 Three (3) German soldiers in an Armored Car (*Leichter Panzerspähwagen*)

DISCOVERY!

If the presence of Allied soldiers is suspected, Klaus puts all German soldiers on high alert. He then sends five teams of three (3) German soldiers each to conduct a house-to-house search, looking for enemies of the Reich.

During the search, only 1d6+2 soldiers are present at the Ponteville Tavern. One (1) is manning the radio in area 12.c., one (1) is watching over the prisoner Remy Bechard, one (1) is manning the medium machinegun in area 12.i., and any others are in one of the common rooms, resting or preparing to go on patrol.

Klaus and his *Waffen-SS* bodyguards man one of the armored cars and take up position near the Ruined Cottage, so they can respond quickly to any threats. They arrive at the sound of gunfire within three (3) *rounds*.

If explosions or gunfire erupts in the village, the remaining German soldiers come running, arriving in teams of three (3), every 2d6 *rounds*.

EXTRACTION

Just after midnight, a small transport plane lands in the field to pick the operatives up. If Klaus is still alive, he and his bodyguards attempt to intercept the PCs as they make their way to the plane.

If the PCs try to bring Remy and/or Jacqueline Bechard with them, they must convince the Allied pilot to take on the extra passengers (and the extra weight). This may be accomplished via roleplaying or the use of Class Abilities (at the *Referee's* discretion).

The Extraction should otherwise go off without a hitch, unless the *Referee* wants to extend operations in the Ponteville area. In that case, the plane may have to abort the landing or it may even get shot from the sky. Or the SOE may contact the PCs with new orders and a new mission.

POST-ASSESSMENT

This mission is fairly straightforward. The PCs have to destroy two bridges, so they immediately know whether or not the mission is a success. If the PCs achieve their Objective, the St. Croix Raid goes as planned and the port facility is knocked out of commission for the remainder of the war. If they fail to destroy either of the bridges, German reinforcements reach the coast and the Allies suffer heavy casualties. Their superiors expect a detailed report of the incident and the operatives can expect a reprimand (either formal or informal) if their failure was caused by their own incompetence. This reprimand can be eased if the PCs returned with Remy and/or Jacqueline, as both volunteer to return and help organize the French Resistance. The PC operatives may even be sent back with them.

PONTEVILLE

Ponteville is a small French village located "somewhere in France". It is a small farming community of about one hundred families that lies at the river fork known as the Coeur de Feu (Heart of Fire) between the Gros Feu and the Petit Feu Rivers. Ponteville is designed to be dropped onto any map of France. It is one of several main avenues for reinforcements to reach German positions along the French coast.

The sleepy little village of Ponteville was the site of a huge battle fought during the Great War. German forces were stopped by Allied soldiers and local volunteers at the Ponteville Road Bridge in what became known as the Battle of the Feux. The older residents of Ponteville remember the battle well.

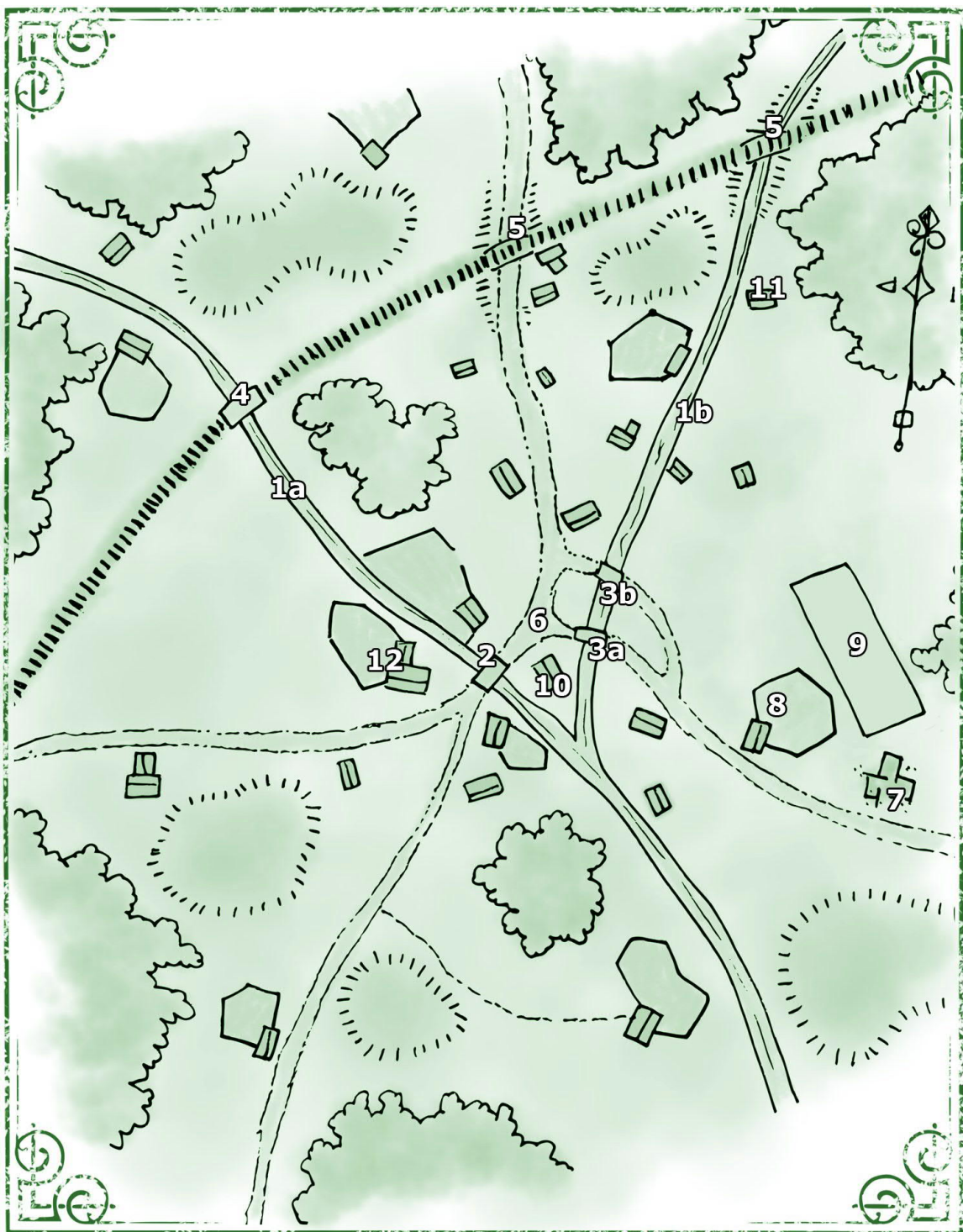
1. THE RIVERS

The Gros Feu (area 1.a.) runs roughly north-south through the center of the village. One of its major tributaries, the Petit Feu (area 1.b.), flows into The Gros at Ponteville. The rivers have steep banks and are swift-flowing, extending to a depth of about ten to twelve feet. The river bottoms are thick with mud, impeding any type of vehicular travel. Local legends say the Feu rivers once caught fire to hold off a Hun invasion.

Any operative trying to swim across the rivers must roll 1d20. On a roll of "2-5", they are swept downstream before being able to clamber ashore. On a roll of "1", their gear gets hung up on a piece of submerged debris and they are spotted by a German patrol that is filling their canteens at the water's edge (see above to determine the type of patrol).

2. PONTEVILLE ROAD BRIDGE

The Ponteville Road Bridge is a truss construction bridge that extends east-west across The Gros. The bridge is made of steel and wood, and supported by a stone arch that stands about 10' above water level. It is the largest bridge crossing for miles and is capable of accommodating heavy vehicles such as tanks. If the Rail



Bridge is destroyed, German forces use the Road Bridge as an alternate route to the coast.

3. FOOTBRIDGES

Two footbridges cross The Petit. The southernmost footbridge (area 3.a.) is capable of accommodating light vehicles such as cars and trucks. However, the northernmost footbridge (area 3.b.) was damaged during the attack on the Bechard family cottage (see Ruined Cottage).

A Combat Engineer immediately realizes that the bridge is unstable, but is safe for foot traffic. Any vehicle crossing the bridge has a cumulative 1 in 6 chance of causing it to collapse into The Petit, destroying the vehicle and causing 1d6 Hit Points of damage to all occupants.

A Wheelman in control of the vehicle may make a Saving Throw as the bridge collapses. Success means the character "stomped the gas" in time, avoiding the vehicle's destruction.

4. PONTEVILLE RAIL BRIDGE

The Ponteville Rail Bridge is a truss construction bridge that extends east-west across the Gros. The bridge is made of steel and wood, and supported by a stone arch that stands about 20' above water level. The Rail Bridge is vitally important for German troop movements.

If the Rail Bridge is destroyed, German reinforcements disembark east of Ponteville and continue by land across the Ponteville Road Bridge. If both bridges are destroyed, the reinforcements suffer significant delays as they are forced to construct a makeshift bridge across The Gros.

5. RAILWAY OVERPASSES

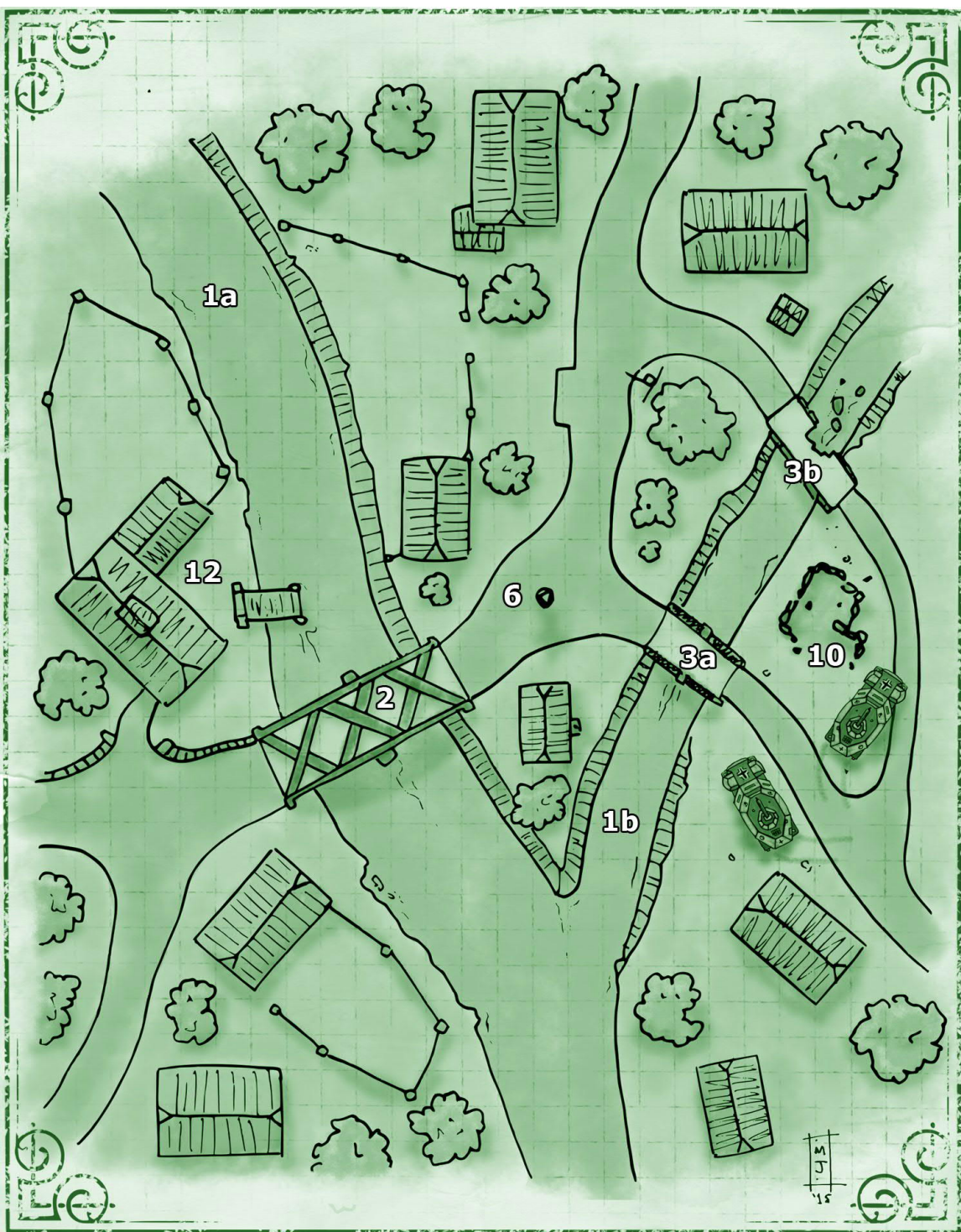
Two sturdily built rail overpasses made of stacked stone extend over the roads leading north. The overpasses are approximately 15' wide and 20' tall. They are excellent sites for ambushes, especially those involving a few well-placed grenades. Anyone attacked with explosives or suppressive fire are unable to reach full cover and suffer a -2 penalty to their Saving Throw to avoid damage.

6. DAMAGED WAR MEMORIAL

This stone memorial honors the Allied soldiers who fought and died during the Battle of the Feux. The German soldiers do not speak French and regarded the memorial as a curiosity. When Klaus saw the memorial, he ordered it destroyed. The memorial is peppered with bullet holes from a medium machinegun, but much of the wording is still recognizable.

7. FONT OF ST. LUCILLA

The Font of St. Lucilla is a quaint Catholic church run by Father Stefano Trevino. The structure is made of cut stone, with beautiful wooden pews and stained glass



windows. There is a 1 in 3 chance that Father Trevino is present during the day. Otherwise, he is at the Rectory.

8. RECTORY

This small cottage is home to Father Stefano Trevino. A fenced garden and several goats lie out back. There is a 1 in 3 chance that Father Trevino is present during the day. Otherwise, he is at the Font of St. Lucilla.

9. CEMETERY

This ancient cemetery is lined with headstones. It is the burial place of local villagers as well as several Allied soldiers who fought and died in the Battle of the Feux.

10. RUINED COTTAGE

This cottage belonged to the family of Remy Bechard. When Remy refused to let his sons be taken, the cottage was destroyed by German soldiers. A trapdoor concealed by rubble leads to the cottage's basement. This basement contains Remy's gunsmithing tools as well as six (6) bolt-action rifles (Large Rifle), one (1) double-barrel shotgun, one (1) revolver (Large Handgun), and plenty of shells and ammunition. Remy's daughter Jacqueline is the only one who knows of the weapons hidden here.

11. DELAMAR COTTAGE

This simple cottage is the home of Jean Delamar. The young girl Jacqueline Bechard has recently moved in, adding a "woman's touch" to the old man's home. The cottage contains personal effects, but nothing of value. An antiquated, but carefully maintained bolt-action rifle (Large Rifle) and a box of ammunition are hidden in the thatch roof.

12. PONTEVILLE TAVERN

This quiet bed and breakfast is a two-story structure, with the first floor made of stone and the second of wood. It is owned and operated by Maurice Robillard who tends the bar and keeps order. The tavern's only waitress is a harried young local girl named Lucy Simone, and the cook is Robillard's mother, Agnes. It was a welcome place for locals and travelers until the Germans arrived.

The Ponteville Tavern has been turned into a German command post. Unless placed on alert, 2d6 German soldiers are present at the tavern at any given time. Roughly half of these soldiers can be found in the Front Common Room while the other half are sleeping in the Dining Room. There is a 1 in 3 chance that Klaus and his *Waffen-SS* bodyguards are also present.

1d2 small trucks (*Kübelwagens*) are usually parked in front of the tavern. If Klaus is present, an armored car (*Leichter Panzerspähwagen*) is also parked out front.

a. FRONT COMMON ROOM

This large room is the main drinking and eating area. It contains several tables and chairs arranged in front of a fireplace. Nazi banners adorn the walls and a photograph of Adolf Hitler is hung over the mantle.

b. PRIVATE ROOM

This small dining and drinking room can be locked for privacy. It could be converted to a sleeping chamber and rented to boarders, if necessary.

c. RADIO ROOM

This private room contains a German radio set. One (1) German soldier is on duty here at all times, operating the radio.

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

d. BARROOM

This large room is also used for drinking and eating. It contains the main bar, which is tended by Maurice Robillard.

e. DINING ROOM

This former dining room has been converted to a barracks, with cots, footlockers, and the German soldiers' personal effects.

f. ANTECHAMBER

This room provides access to the Patio outside.

g. PATIO

The patio contains chairs and a bench, where people can smoke after a meal and look out on the road.

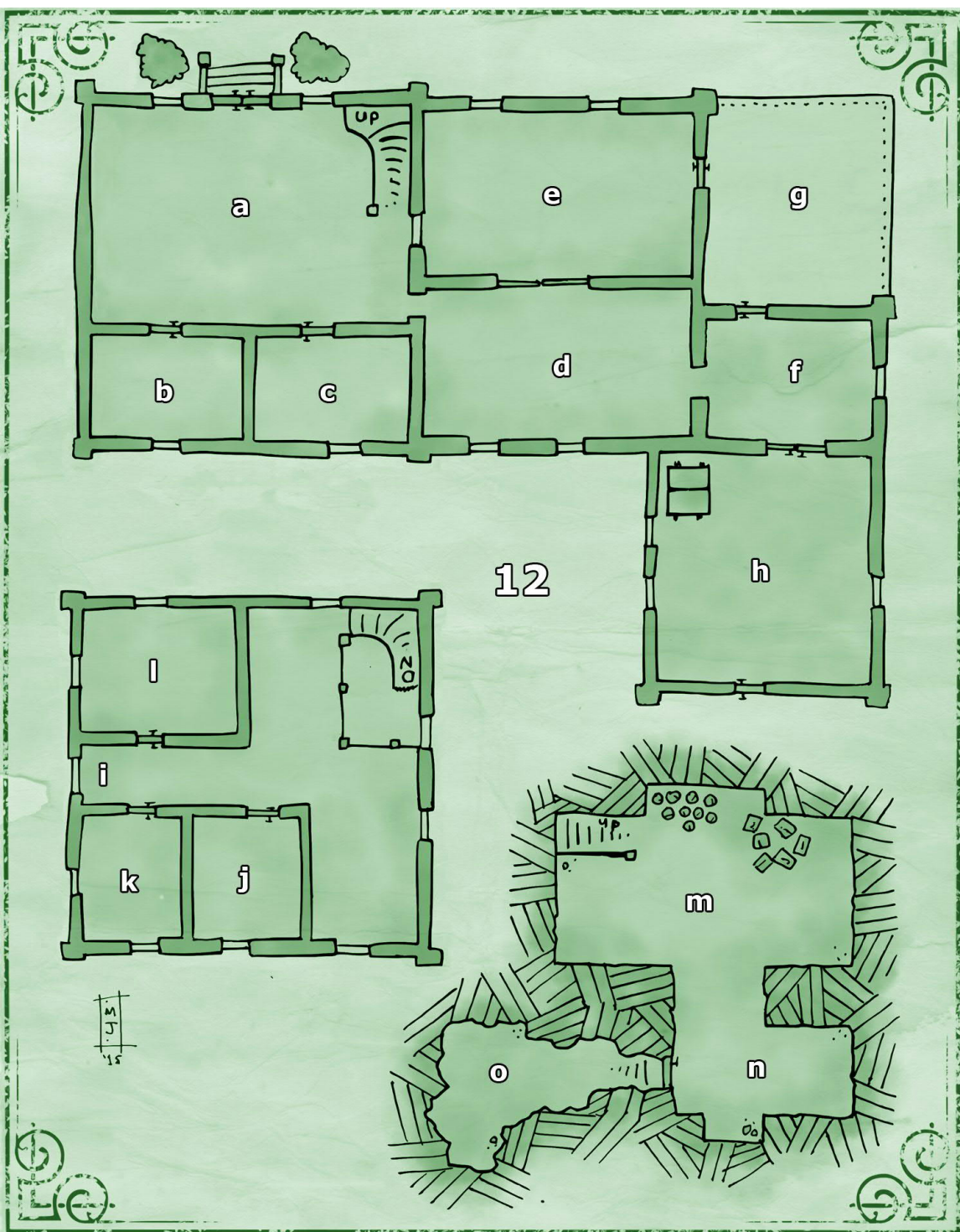
h. KITCHENS

The kitchen contains ovens, food prep tables, and bins. A trapdoor in the floor leads down to the Cellar, below.

i. MACHINEGUN NEST

A machinegun nest containing a medium machinegun (MG34) and fortified with sandbags looks out over the Ponteville Road Bridge. The nest is always manned by one (1) German soldier. If attacked from outside, the soldier receives the benefit of partial cover when determining his Armor Class.

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



j. BOARDER ROOM

This room was normally rented out to travelers. It has been commandeered by the *Waffen-SS* soldiers Willhelm and Friedrich, and contains their uniforms and other personal effects.

k. AGNES'S ROOM

After being kicked out of his room, Maurice moved in with his mother, Agnes. The room contains only their personal effects.

l. MAURICE'S ROOM

This room has been commandeered by Major Klaus Greenig. It contains his uniforms and other personal effects. A small jewelry box contains several pieces of gold and silver jewelry (worth several thousand dollars) taken from Jewish prisoners.

Target of Opportunity: On the table is a map showing the placement of German forces in the area, including a fuel depot north of Ponteville. Recovering the map would certainly help the Allied war effort.

m. CELLAR

This cellar is used to store wine, beer, and foodstuffs.

n. GUARD

This chamber contains a desk and chair. One (1) German soldier is stationed here day and night to guard the prisoner, Remy Bechard. The soldier challenges anyone who approaches the door to the Deep Cellar.

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

o. DEEP CELLAR

The door to the deep cellar is locked. Inside the chamber, Remy Bechard is chained to a rack. He has been severely beaten and is unable to walk without assistance. If the PCs do not rescue him, he is executed by the German soldiers on the day following the St. Croix la Mer raid.

MAJOR FACTIONS AND NPCS OF NOTE

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

PONTEVILLE VILLAGERS

The villagers of Ponteville are rural farmers and tradesmen who travel by horse, cart, or bicycle. The young men of the village have been rounded up and sent to German labor camps, leaving only women, the very old, and the very young. The villagers are largely anti-German; the characters receive a +2 bonus to any Reaction Rolls made when seeking help, with a minimum result of Neutral.

The *Referee* should keep in mind that none of the NPCs involved in this mission have "script immunity". This means that Jean, Jacqueline, Remy, and any other villagers who are persuaded to engage the Germans in a gunfight are quite likely to die. The *Referee* should remind characters who attempt to incite the villagers to violence that there may be harsh reprisals once the PCs are gone.

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

JEAN DELAMAR

Jean Delamar is an aging cabinetmaker who lives in the farming village of Ponteville. He is a veteran of the Great War who hates the Germans. When the German forces moved into Ponteville, Jean began urging resistance, but was shouted down by village elders. It wasn't until the young men of the village were rounded up and sent off to a labor camp that they began to listen. Jean is childless, but loves Remy Bechard and Remy's children as if they were his own.

Jean Delamar: AC 9 [10]; HD 1; hp 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10.

REMY BECHARD

Remy Bechard is a widower who lives in the village with his two sons and a daughter. He is a gunsmith by trade, having learned the skill from his deceased father (who was Jean Delamar's best friend). Remy spoke up and refused to allow his sons to be conscripted. In response, Major Klaus Greenig arrested Remy and destroyed his family home as a warning to others (see Ruined Cottage, above).

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

JACQUELINE BECHARD

Jacqueline is Remy Bechard's only daughter. After her father's arrest, Jacqueline moved in with Jean Delamar. She is young and pretty and has recently caught the eye of Major Klaus Greenig. Greenig has given her a silver cameo locket and subtly threatens to hurt her father if she does not wear it.

Jacqueline agrees to help with any plot to rescue her father and/or kill Klaus Greenig.

Jacqueline Bechard: AC 8 [11]; HD 1d6-2; hp 2; THB -1 (+0 missile); ATT 1 (weapon); ST 19; SA Dex 15; MV 12; HDE/XP 1/5.

FATHER STEFANO TREVINO

Father Trevino is an Italian priest who has only lived in Ponteville for a few years. He acts as the primary liaison between the Germans and the villagers, and urges compliance with the occupying forces. Until recently, he had the support of most of the villagers. Father Trevino has a good heart, but is a pacifist who believes that resistance will only provoke the Germans to more violence. If he becomes aware of Allied forces in the area, there is only a 1 in 6 chance he does not immediately report them to Klaus.

Father Stefano Trevino: AC 9 [10]; HD 1d6-2; hp 2; THB -1; ATT (none); ST 19; MV 12; HDE/XP 1/5.

MAURICE ROBILLARD

Maurice is the owner and barkeep of the Ponteville Tavern, which has been commandeered by German soldiers. He despises the Germans and frequently spits or urinates in their drinks. Maurice is a friend of Jean Delamar and has been feeding him information for weeks. He knows that Remy Bechard is being kept in the tavern's cellar. He is not a fighter, but he can assist with any rescue attempt (spreading misinformation, leaving doors unlocked, etc.).

Maurice Robillard: AC 9 [10]; HD 1d6-2; hp 3; THB -1; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/5.

GERMAN MILITARY

A small force of German soldiers was assigned to guard the Ponteville Road Bridge to ensure it remained in good working order. The soldiers are under the command of a *Waffen-SS* officer named Major Klaus Greenig.

GERMAN SOLDIERS

There are twenty-four (24) German soldiers stationed in Ponteville. They are very relaxed and are not expecting trouble. The Ponteville assignment was extremely easy and uneventful until Major Klaus Greenig arrived and began stirring up the locals. The soldiers fear Greenig, but secretly dislike him. They often flirt with the young women in town, so a female Charmer using her Friendly Demeanor or Smooth Operator Class Ability receives an additional +1 bonus to the roll. The soldiers are not suicidal and may surrender if severely wounded (reduced to 1 hp) or outgunned, at the *Referee's* discretion.

German Soldier (24): 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.

WAFFEN-SS SOLDIERS

These two Nazi soldiers, Corporal (*Obergefreiter*) Willhelm Steinen and Corporal Friedrich Schmidt, are Major Klaus Greenig's personal assistants and bodyguards. They are brutal men who follow his orders unquestioningly. Willhelm is the larger of the two (Str 16), while Friedrich is more agile (Dex 15).

Waffen-SS Soldier (2): AC 8 [11] (Friedrich has AC 7 [12]); HD 1d6-1; hp 5, 4; THB +0 (Willhelm has +1 with melee weapons; Friedrich has +1 with missile weapons); ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, submachinegun, two (2) grenades, bayonet. Willhelm also has an ancient double-bladed battle axe that he uses to decapitate prisoners.

MAJOR (STURMBANNFÜHRER) KLAUS GREENIG

Major Klaus Greenig is an archetypical blond-haired, blue-eyed Nazi officer of the *Waffen-SS*. He is as intelligent as he is ruthless and can speak several different languages fluently, including German, French, English, and Italian.

Klaus has recently taken command of the soldiers in Ponteville and enforces discipline in the unit. It was Klaus who ordered the roundup of the young men in the village, and led the attack on the Bechard residence. Klaus has taken an interest in the young girl, Jacqueline Bechard, and constantly reminds her that her father's life is in his hands.

Although it is highly likely that Klaus dies during this mission, the *Referee* may decide to keep him on as a recurring villain.

Major Klaus Greenig: AC 8 [11]; HD 1+1; hp 6; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, medium handgun, bayonet. If Allied operatives are in the area, Klaus arms himself with a German submachinegun (MP40).

VEHICLES AND EQUIPMENT

The German soldiers have access to four (4) small trucks (convertible *Kübelwagens*) and two (2) armored cars (*Leichter Panzerspähwagens*). Half of these vehicles will be out on patrol, but return within 1d6 *turns* if trouble arises. The villagers do not own any motorized vehicles, but Jean Delamar has obtained a stolen *Kübelwagen* (see Hidden Cave, above).

Small Truck (4): AC 8 [11]; HP 12 (HD 3); MV 21; ATT -; MOD Cargo.

Armored Car (2): AC 6 [13]; HP 10; MV 18; ATT medium machinegun; MOD Reinforced Hull (x1).

MASS COMBAT

"Just look at it, gentlemen. How calm... how peaceful it is. A strip of water between England and the continent... between the Allies and us. But beyond that peaceful horizon... a monster waits. A coiled spring of men, ships, and planes... straining to be released against us. But, gentlemen, not a single Allied soldier shall reach the shore. Whenever and wherever this invasion may come, gentlemen... I shall destroy the enemy there, at the water's edge. Believe me, gentlemen, the first 24 hours of the invasion will be decisive. For the Allies as well as the Germans, it will be the longest day... The longest day."

—Field Marshal Erwin Rommel, *The Longest Day* (1962)

Mass combat is a staple of WWII media—Allied bombers filling the skies over Europe, tank divisions battling it out in the deserts of North Africa, and Allied soldiers storming the beaches of Normandy through a hail of machinegun fire. A lot of behind-the-scenes logistics played a significant role in the outcome of these battles, including special forces missions, some of which proved invaluable to their success.

In most cases, the *Referee* decides who wins a battle and who loses, based on historical references and/or the needs of the campaign. When the outcome is in doubt, however, the *Referee* may use this simple Mass Combat system to determine the results.

MASS COMBAT ROUNDS

Mass Combat *rounds* are a lot different than standard combat *rounds*. A Mass Combat *round* can take place over the course of a few hours, days, or even weeks, at the *Referee's* discretion. If the PCs are conducting special forces missions in an attempt to sway the outcome of the battle (see below), the *Referee* should give them ample time to complete these missions between (or during) Mass Combat *rounds*.

MASS COMBAT ROLL

The *Referee* rolls 2d6 for each force (Allied and German) and adds all appropriate Battle Modifiers (see below). The highest total wins that *round* of the battle.

REINFORCEMENTS: The force can call up reinforcements. This includes military companies as well as resistance fighters and partisans who can rise up to join the battle.

RESUPPLY: The force is able to resupply with food, ammunition, and fuel to continue the battle.

SUPERIOR NUMBERS: The force has a significant advantage in the number of soldiers it can field (usually at least 2:1).

ARTILLERY SUPPORT: The force is supported by artillery.

DEFENSIVE EMPLACEMENT: The force has had time to dig in, "circle the wagons", and fortify their position. This also protects its soldiers from adverse elements.

ANTI-AIRCRAFT BATTERIES: The force is supported by anti-aircraft batteries. This bonus is only available if the opposing force contains Air Support.

ARMOR DIVISIONS: The force has the support of tanks and other armored vehicles.

AIR SUPPORT: The force is supported by either fighters or bombers. Air Support is highly dependent on good weather. When in doubt, the *Referee* should roll 1d6: 1-4 good weather, 5-6 bad weather (snow, rain, etc.). Air Support cannot be utilized during bad weather.

RALLY POINT: Every time a force wins a *round* on a Mass Combat Roll, it receives a bonus to the next roll. This is known as a Rally Point. This bonus starts at +1 and then doubles with each consecutive Rally Point (i.e. +1, +2, +4, etc.).

OBJECTIVES COMPLETED: This is where the PCs can really make a difference. The force receives a +1 bonus for every key Objective completed. This bonus doubles with each Objective completed (i.e. +1, +2, +4, etc.). Completing an Objective may also eliminate certain Conditions (see below).

CONDITION	BATTLE MODIFIER
Reinforcements	+1
Resupply	+1
Superior Numbers	+1
Artillery Support	+2
Defensive Emplacement	+2
Anti-aircraft Batteries	+3*
Armor Divisions	+3
Air Support	+5
Rally Point	special
Objectives Completed	special

*only available if the opposing force possesses Air Support



INTERPRETING THE RESULTS

In the end, the outcome of the battle comes down to a few die rolls. However, the *Referee* should give a general description of the battle to the players as it plays out. Tell them how the Allies made significant advances in the morning, but were pushed back by the entrenched German forces. Or how the German artillery kept the Allies at bay all day long. Or maybe how the Germans possessed superior troop numbers and tanks, but were shredded by Allied bombing runs. The PCs may even use this information to come up with their own ways to influence the course of the battle.

WHAT THE CHARACTERS DO

In the leadup to the battle, the PC operatives may have already been busy behind enemy lines completing key Objectives. The bonuses for each should factor into the Mass Combat Roll for at least the first *round* of Mass Combat, and may even eliminate certain Conditions.

For example, if the PCs sabotaged the railways just prior to the battle, their force receives the +1 bonus and they might have deprived the Germans of the Resupply modifier or even the Armor Divisions modifier, at least for the time being.

During the course of the battle, the PCs may be given brand new Objectives to complete. These Objectives should be handled just like typical support missions (pg. 109). Achieving the Objective grants the force a +1 bonus and may deprive the enemy of certain Conditions on the next Mass Combat Roll.

For example, if the PCs blow up the *Flak-88s* that have been hammering Allied positions, their force receives the +1 bonus and they deprive the Germans of the Artillery Support modifier on successive Mass Combat Rolls.

ACHIEVING VICTORY

The *Referee* determines beforehand how many times the Mass Combat Roll is made, but it should always be an odd number—three to five times per battle is suggested. This produces an ebb and flow to the fighting that makes the outcome more uncertain. It also gives the PCs plenty of time to achieve key Objectives.

The first force to win the majority of Mass Combat *rounds* achieves Victory. The meaning of Victory is left for the *Referee* to define. The winning force may be trying to take or hold an important village or region. The battle may have been part of a larger advance, with other engagements simultaneously taking place. Or the battle may have been an act of desperation, with weary troops trying to break through enemy lines after being cut off from their main force.



WWII:MINI-SETTINGS

MINI-SETTING: NAZI SUPERSCIENCE

"Whatever happens tomorrow you must promise me one thing. That you will stay who you are. Not a perfect soldier, but a good man."

—Abraham Erskine (to Steve Rogers),
Captain America: The First Avenger (2011)

The Nazi Superscience mini-setting focuses on experimental technology designed by the German Army. The following are just a few factions, equipment, and story ideas that can be found in a Nazi Superscience campaign. Superscience elements can be combined with the Nazi Occult mini-setting to create even more interesting villains and plotlines.

SUPERSCIENCE FACTIONS

The following new factions may be encountered in a Nazi Superscience campaign.

HEERESWAFFENAMT: The Heereswaffenamt (HWA) oversees research and development of weapons, ammunitions, and military equipment of the Third Reich. It is divided into separate branches, with each branch responsible for a different facet of the German war effort (infantry, artillery, signals, tanks, etc.). The Heereswaffenamt *Wissenschaft* (HWW) is in charge of experimental superweapons and devices while the Heereswaffenamt *Okkulte* (HWO) is in charge of supernatural and occult investigations and activities.

ALLIED COUNTERSCIENCE EXECUTIVE DIVISION (ACE): The Allied Counterscience Executive Division is a joint SOE/OSS task force created to investigate and disrupt Nazi superscience and occult activities. Its operatives are known as "Aces"; its unnatural foes are known as "Wild Cards". ACE operatives conduct covert missions in every theater of WWII, trying to stay one step ahead of their German counterparts, the *Heereswaffenamt Wissenschaft*, the *Heereswaffenamt Okkulte*, and the *Ahnenerbe*.

SUPERSCIENCE EQUIPMENT

The following new equipment may be encountered in a Nazi Superscience campaign.

JETPACK: Characters wearing a jetpack gain the ability to fly at a Movement of 15. A jetpack can be used for up to 5 *rounds* before it must be refueled.

KLONMASCHINE: The Nazis have developed a way to clone the human body. Hundreds of thousands of Aryan soldiers are growing in vats hidden in a secret underground bunker. Can the characters locate and destroy the bunker before this new army wakes up and joins the fight? Or perhaps, the bunker is filled

with clones of Adolf Hitler, which would explain how he miraculously survives assassination attempt after assassination attempt.

LASERWERFER: This bulky rig consists of a backpack and laser rifle attached by a cable. The laser blasts have a ROF of 1 and a range of 300'. The blasts produce a grenade-like effect, causing 1d6+1 Hit Points of damage in a 15' radius.

LEBENDES GEHIRN: Nazi scientists have developed a way to keep the brain conscious and alive in jars of preservative fluid. Perhaps these brains can intercept wireless radio transmissions. Perhaps they can direct unmanned tanks or aircraft. Or perhaps they can be implanted into giant *totungsroboter* (see below) to create an army of intelligent robots.

PANZERRUSTUNG: This mechanized suit of hydraulic armor stands 8' tall and presents an imposing figure on the battlefield. It is equipped with a number of German armaments including a retractable bayonet, dual medium pistols, a forearm-mounted large rifle, a forearm-mounted MG34, and a shoulder-fired rocket launcher. The suit provides its wearer with AC 3 [16] and has a Movement of 6. It has HD 5, and possesses the Reinforced Hull (x1) Modification, taking only 1/2 damage from personal weapons when attacked from behind. The suit allows the character to perform feats of strength five times (x5) that of a normal man. These feats are beyond the scope of the core rules to define. The player should consult with the *Referee* before a feat is attempted to see if it is possible.

UBERMENSCH SERUM: This serum was developed by HWW geneticists as a blueprint for the Aryan race. It increases the test subject's physical characteristics far beyond normal human limits.

In combat, the character receives +5 *To-Hit* with melee or ranged weapons and +5 damage with melee weapons. The character's HD are multiplied x5 each level and the character regenerates 1d3 hp per *turn*. The character's reflexes are so fast that while able to move, his AC is 0 [20]; otherwise, the character's AC is 6 [13]. In addition, the character can utilize any Class Ability available to the eight standard classes equal to his Experience Level.

The character can perform feats of strength, speed, and agility five times (x5) that of a normal man. These feats are beyond the scope of the core rules to define. The player should consult with the *Referee* before a feat is attempted to see if it is possible. The character should retain his normal Strength, Dexterity, and Constitution scores as a reference in case the character encounters an enemy *Urbemensch*.

The *ubermensch* serum is highly deadly and is tied to the Aryan gene. A full-blooded Aryan injected with the serum has only a 1 in 6 chance of surviving. A partial Aryan has a 1 in 10 chance of surviving. A non-Aryan has a 1 in 20 chance of surviving. Rumors also exist of test subjects who survived, but exhibit horrific mutations.

ZEITMASCHINE: The Nazis have developed a time travel device known as the *zeitmaschine*. The machine is located in a secret underground bunker, protected by *Waffen-SS*. A Tiger tank battalion is on its way to the facility and Hitler plans to send his forces back in time to change history.

SUPERSCIENCE CREATURES

The following new creatures may be encountered in a Nazi Superscience campaign.

CYBORG

ARMOR CLASS 4 [15] (dermal plating and Dex)

HIT DICE 3

TOTAL HIT BONUS +3

ATTACKS weapon

SAVING THROW 17

SPECIAL +1 damage, +2 to Saving Throws

MOVEMENT 12

HDE/XP 3/75

Cyborgs are SS soldiers implanted with state-of-the-art WWII technology, including weapons, armor plating, telescopic vision, radios, sonar, and other devices. They possess enhanced strength and reflexes, giving them a +1 bonus to damage rolls and a +2 bonus to all Saving Throws. Cyborgs are programmed to be loyal—Nazi scientists are quick to terminate cyborgs who begin to question orders or otherwise rebel against this programming. The *Referee* is free to design unique cyborgs to suit the needs of his game.

HYBRID

ARMOR CLASS 6 [13] (natural + Dex)

HIT DICE 2

TOTAL HIT BONUS +2

ATTACKS weapon or natural

SAVING THROW 17

SPECIAL varies

MOVEMENT 15+

HDE/XP 2/30

Hybrids are the result of horrific human and animal experimentation by Nazi scientists. They appear vaguely human, but manifest traits of their animal fusion. Hybrids may be elite Nazi soldiers or perhaps misshapen Jews or other prisoners who have escaped experimentation at a Nazi death camp. Hybrids possess enhanced physical abilities, giving them a +1 to damage rolls and +1 to AC. Hybrids may also possess other near-supernatural abilities. Examples include the ability to track prey by scent (human/dog hybrid), claw and bite attack (human/lion hybrid), improved AC (human/crocodile hybrid), brachiation (human/ape hybrid), or night vision (human/owl hybrid). The *Referee* is free to design unique hybrids to suit the needs of his game.

REPTOID

ARMOR CLASS	7 [12] (natural)
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	weapon or bite (1d3 + special)
SAVING THROW	16
SPECIAL	-
MOVEMENT	12
HDE/XP	1/15

Reptoids are reptilian humanoids who ruled the Earth long ago. They now operate in secret among the human race, manipulating events and fomenting wars. Most Reptoids wear masks and cover their scaly skin with synthetic flesh to hide their true nature, however, a few of the purer Reptoid bloodlines are capable of shapeshifting into human form. A Reptoid's mouth his filled with bacteria that has a 1 in 20 chance of causing death in 1d6 days unless a Saving Throw is made. Reptoids are capable of extreme cruelty and have no regard for human life. There are unconfirmed rumors that Adolf Hitler and high-ranking members of the SS are actually Reptoids in disguise.

TOTUNGSROBOTER

ARMOR CLASS	3 [16] (metal body)
HIT DICE	5
TOTAL HIT BONUS	+5
ATTACKS	medium machinegun x2
SAVING THROW	15
SPECIAL	immune to mind-influence, 1/2 damage from melee attacks
MOVEMENT	6
HDE/XP	5/600

The Totungsroboter are 7' tall robotic automatons developed by engineers and scientists of the Third Reich. Totungsroboter can be controlled remotely or given programmed commands (guard, kill, etc.). They have limited problem-solving ability (similar to that of an animal), but are not intelligent and obey commands without question. Totungsroboter are immune to mind-influencing effects, but they can be captured and reprogrammed by Allied Combat Engineers, at the *Referee's* discretion. Totungsroboter take 1/2 damage from melee attacks. They are equipped with two forearm-mounted MG34s and an ample supply of ammunition.

MINI-SETTING: NAZI OCCULT

"How much more of these Jew swine must I endure? They butcher my men like they were fish bait! I have heard the rumors myself! Soldiers of the Third Reich, who have brought the world to its knees, now pecking and clucking like chickens. Do you know the latest rumor they've conjured up in their fear-induced delirium? The one that beats my boys with a bat. The one they call "the Bear Jew" is a golem!"

— Adolf Hitler, *Inglorious Basterds* (2009)

The Nazi Occult mini-setting focuses on supernatural artifacts and creatures put to use by the German Army. The following are just a few factions, equipment, and story ideas that can be found in a Nazi Occult campaign. Occult elements can be combined with the Nazi Superscience mini-setting to create even more interesting villains and plotlines.

OCCULT FACTIONS

The following new factions may be encountered in a Nazi Occult campaign.

HEERESWAFFENAMT: The Heereswaffenamt (HWA) oversees research and development of weapons, ammunitions, and military equipment of the Third Reich. It is divided into separate branches, with each branch responsible for a different facet of the German war effort (infantry, artillery, signals, tanks, etc.). The Heereswaffenamt *Wissenschaft* (HWW) is in charge of experimental superweapons and devices while the Heereswaffenamt *Okkulte* (HWO) is in charge of supernatural and occult investigations and activities.

AHNENERBE: The Ahnenerbe is a Nazi archaeological and occultist organization that is tasked with preserving the purity and history of the Aryan race. Ahnenerbe agents travel all across the globe, cataloguing folklore, conducting historical research, and initiating excavations designed to substantiate and promote their ideology. A number of its members are deeply involved in Runic Magic and have successfully recovered several mystical artefakts to aid in the Nazi war effort. Although the Ahnenerbe shares many of the same goals as the *Heereswaffenamt Okkulte*, the two organizations seldom collaborate, and often engage in power struggles and intrigue against one another.

THULE SOCIETY: The Thule Society is a secret cabal of prominent German occultists named after the mythical Island of Thule from Greek legends. Its members are primarily aristocrats, wealthy businessmen, and politicians who seek to expand German influence and preserve the purity of the Aryan race through political and mystical intrigue. The Thule Society is said to possess the largest collection of *artefakts* and magic rituals known to man. The Thule

Society was supposedly outlawed and dissolved in the 1930s, however, its members are still secretly active in many levels of the Third Reich.

ALLIED COUNTERSCIENCE EXECUTIVE DIVISION (ACE): The Allied Counterscience Executive Division is a joint SOE/OSS task force created to investigate and disrupt Nazi superscience and occult activities. Its operatives are known as "Aces"; its unnatural foes are known as "Wild Cards". ACE operatives conduct covert missions in every theater of WWII, trying to stay one step ahead of their German counterparts, the *Heereswaffenamt Wissenschaft*, the *Heereswaffenamt Okkulte*, and the *Ahnenerbe*.

OCCULT EQUIPMENT

The following new equipment may be encountered in a Nazi Occult campaign.

ARTEFAKT: Artefakts are items imbued with mystical power. The weakest of these artefakts are potions and "one-shot" magical items that mimic certain spells. Other artefakts include permanent magic items, usually in the form of named family heirlooms such as a *long sword*+1 named *Hackbeil* or a banner emblazoned with a swastika that grants its allies +1 *To-Hit* for six (6) *turns*. The most powerful artefakts include legendary items such as the Ark of the Covenant and the Holy Grail, whose powers only the *Referee* can define.

OCCULT CREATURES

The following new creatures may be encountered in a Nazi Occult campaign.

DRAGON

ARMOR CLASS	2 [17] (natural)
HIT DICE	7
TOTAL HIT BONUS	+7
ATTACKS	bite or claw or tail
SAVING THROW	10
SPECIAL	breath weapon (7d6), immune to fire attacks
MOVEMENT	12/24 (flying)
HDE/XP	9/1,100

Dragons are enormous mythical creatures capable of attacking with a vicious bite, raking claws, or sweeping tail attacks. Dragons do 1/2 damage when physically attacking any type of vehicle, regardless of the vehicle's Modifications. They are capable of breathing fire three times per day. This breath weapon does full damage to vehicles and 1/2 damage to all vehicle occupants because of the intense heat.

According to legends, fire-breathing dragons once filled the skies over ancient Europe. Hunted to near extinction by the Middle Ages, the last dragons sealed themselves deep inside underground tombs and entered a state of hibernation,

hoping to outlive humanity's reign. Agents of the *Ahnenerbe* and *Heereswaffenamt Okkulte* have discovered evidence of their existence and are racing against one another in an attempt to locate one of these hidden resting places.

FAERIE

ARMOR CLASS	8 [11] (natural)
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	by weapon or spell
SAVING THROW	15
SPECIAL	varies
MOVEMENT	12
HDE/XP	3/120

A number of different types of faeries (elves, halflings, pixies, etc.) are said to dwell in the deepest reaches of Europe's mountains and forests, far away from human society. The most powerful faeries are capable of casting Faerie Magic to hide and protect their realms. Some may also possess other powers and abilities (flight, invisibility, etc.), at the *Referee's* discretion. These magical beings sometimes ally themselves with witches and others who respect the Old Ways. In the past, faeries have intermingled with humans and there are more than a few Europeans with faerie blood running through their veins.

GHOST

ARMOR CLASS	2 [17]
HIT DICE	2
TOTAL HIT BONUS	+2
ATTACKS	touch
SAVING THROW	12
SPECIAL	drains 1 level per hit
MOVEMENT	15/30 (flying)
HDE/XP	4/400

A ghost is an undead spirit that is doomed to wander the earth. Ghosts are bound to the place where they died or to a particular object that had special meaning to them in life (locket, diary, etc.). This item or place is known as a Link.

Ghosts can be intelligent and may or may not attack the living. They can become invisible at will (as per the spell) and can only be struck by magical weapons (*artefakts*), holy water, or other items or procedures determined by

the *Referee* (such as completing a task important to the ghost or destroying their Link). A ghost cannot enter hallowed ground.

The touch of an attacking ghost drains one (1) Experience Level unless a Saving Throw is made. If a character is reduced to 0-level by these attacks, he becomes a HD 1 ghost and joins his slayer.

Ghosts typically look like a translucent version of the person at the time of their death. A group of ghosts sometimes manifests as something other than human, leading to the sightings of ghost ships, ghost planes, and even ghost tanks that have begun to surface during the war. The first time a character sees a particular ghost, he must make a Saving Throw to avoid fleeing in fear for 2d6 rounds.

GOLEM

ARMOR CLASS	5 [14]
HIT DICE	4
TOTAL HIT BONUS	+4
ATTACKS	fist (1d6+1)
SAVING THROW	13
SPECIAL	see below
MOVEMENT	9
HDE/XP	4/240

A golem is a humanoid creature of Jewish folklore that is made entirely out of inanimate matter (stone, clay, wood, corpses, etc.). Golem creation involves numerous magical rituals and arcane phrases that are closely guarded by Jewish religious sects. Golems are slow moving, but extremely strong. They take 1/2 damage from all weapons except fire. Golems usually obey their creators, however, a few have been known to rebel. Golems have historically been unleashed to protect the Jewish people from their enemies. It is said that a golem recently engaged Nazi forces in a Polish ghetto, allowing several Jewish religious leaders to escape capture before it was destroyed.

VAMPIRE

ARMOR CLASS	2 [17]
HIT DICE	7
TOTAL HIT BONUS	+7
ATTACKS	bite or by weapon
SAVING THROW	14
SPECIAL	see below
MOVEMENT	12/18 (as wolf)/18 (as bat)
HDE/XP	9/1,100

Vampires are undead creatures of the night who prey upon the blood of the living. Vampires are capable of shapeshifting into a wolf or bat at will, and some are even able to assume a mist-like form. Anyone who looks into a vampire's eyes must make a Saving Throw or fall under the effects of a charm person or mammal spell (see Faerie Magic Spells).

Vampires take damage from normal weapons, but regenerate at a rate of 10 hp/round. The smell of garlic causes a vampire to hesitate for one (1) round, while a strongly presented holy symbol causes the vampire to make a Saving Throw each round before it can attack. Vampires cannot enter hallowed ground.

Vampires sleep during the day and can only wake themselves with a successful Saving Throw. The vampire must make an additional Saving Throw once per turn in order to stay awake.

Vampires can only be permanently harmed and killed by beheading, fire, or sunlight. A wooden stake through the heart paralyzes a vampire until it is removed. A vial of holy water inflicts 1d3 hit points of damage. Partial exposure to sunlight causes 1d6 hit points of damage per round, while full exposure to sunlight kills the vampire in 1d3 rounds. Damage from holy water and sunlight cannot be regenerated. Anyone drained of blood by a vampire becomes a HD 3 vampire minion unless the corpse is cremated before the next full moon.

Vampires have long been a plague upon Eastern Europe. In medieval times, they inserted themselves among the nobility and ruled from lofty mountain castles. Today, only a few of these vampire lords still exist. The rest are weaker vampire minions who roam the ruined villages, countryside, and prison camps of war-torn Europe in search of easy prey.

WEREWOLVES

ARMOR CLASS	5 [14]
HIT DICE	3
TOTAL HIT BONUS	+3
ATTACKS	bite or claw (x2) or by weapon
SAVING THROW	15
SPECIAL	see below
MOVEMENT	12/15 (as hybrid)/18 (as wolf)
HDE/XP	4/120

Werewolves roam the wilderness of Europe, preying upon villagers, soldiers and refugees. Werewolves are able to take three forms at will—human, wolf, and a human-wolf hybrid. On the night of the full moon, a werewolf must make a Saving Throw to avoid going on a mindless killing rampage.

Some say werewolves are humans cursed with the disease of lycanthropy, others believe werewolves are a separate race entirely, while others point to examples of both.

Werewolves take damage from normal weapons, but regenerate at a rate of 6 hp/round. They can only be permanently harmed and killed by fire or weapons made of silver. Anyone bitten by a werewolf turns into a werewolf by the light of the next full moon. Werewolves often serve vampires as minions and slaves.

WITCH

ARMOR CLASS	9 [10]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	by weapon or spell
SAVING THROW	18
SPECIAL	see below
MOVEMENT	12
HDE/XP	4/120

Witches are practitioners of Natural Magic. They can be Romani fortunetellers, Greek seers, or Irish druids, but are almost always female. Witches are healers and potion brewers who sometimes offer their services to the local populace. They tend to gather in secret to avoid social and religious persecution. Witches despise war and dislike soldiers because of the death and destruction they cause. They particularly hate Nazis and may support or assist Allied soldiers, at least until the Nazis have been removed from the area.

OCCULT MAGIC

The following types of magic may be encountered in a Nazi Occult campaign. The *Referee* is free to develop new types of magic based on folklore, religion, or fiction.

FAERIE MAGIC

Faerie Magic is a type of magic that draws upon the mystical power of dreams. It is practiced only by faeries and those of faerie blood. In order to cast a Faerie Magic spell, a character with faerie blood must first learn the art of lucid dreaming. The character then dreams of the spell's effects while he sleeps, after a full night's rest.

A character may dream a number of spells equal to his Experience Level in this manner. Once the spell is cast, another dream is required.

FAERIE MAGIC SPELLS: The following spells are available to practitioners of Faerie Magic. The target of these spells is entitled to a Saving Throw, even if one is not normally allowed for that spell. The *Referee* may incorporate more spells, as needed.

CHARM PERSON OR MAMMAL

This spell makes a human or animal regard the faerie as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures and cyborgs (if they exist) are unaffected by this spell.

The spell does not enable the faerie to control the charmed person as if it was an automaton, but it perceives the faerie's words and actions in the most favorable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or allegiances may be ignored. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the faerie or its apparent allies that threatens the charmed person breaks the spell.

The faerie must speak the person's language to communicate commands, or else be good at pantomiming. Affected humans gain additional Saving Throws at time intervals based on their Intelligence. An Int score of 3-8 grants a new Saving Throw once every month, 9-12 grants a new Saving Throw each week, and 13-18 grants a new Saving Throw once per day. Hybrids (if they exist) receive a -2 penalty to this Saving Throw. Affected animals do not gain additional Saving Throws.

COLOR SPRAY

A vivid cone of clashing colors springs forth from the faerie's hand, causing 1d6 creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. The cone is 5' wide at the origin, 20' long, and 20' wide at its terminal end. A total creature HD equal to the faerie's HD +1d6 may be affected. Each creature within the cone is affected according to its Hit Dice as noted below:

- HD fewer or equal to the faerie: The creature is unconscious for 2d4 rounds.
- HD up to two greater than the faerie: The creature is blinded for 1d4 rounds.
- HD 3 or greater than the faerie: The creature is stunned for 1 round.

Creatures of 6 HD or levels, or with more HD or levels than the faerie, may make a Saving Throw to avoid the spell's effects. Sightless creatures are not affected by color spray.

CONFUSION

This spell causes 3d6 targets to become confused, making them unable to independently determine what they will do. Roll on the following table at the beginning of each round to see what the target does that round.

ROLL 1d6	BEHAVIOR
1	Attack faerie's group.
2-5	Do nothing but babble incoherently.
6	Attack creature's group.

A confused character that can't carry out the indicated action does nothing but babble incoherently. The effects last for six (6) *rounds*.

DANCING LIGHTS

The faerie may create up to four lights that resemble either lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10' radius area in relation to each other, but otherwise move as the faerie desires (no concentration required), forward or back, up or down, straight or turning corners, etc., up to a range of 60'. The lights wink out of existence after one (1) *turn* or if the faerie moves beyond their range.

HALLUCINATORY TERRAIN

The faerie makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect (100 yards per HD or Experience Level). If the illusion comes into contact with an intelligent being who makes a Saving Throw, the spell is negated.

INVISIBILITY

The faerie, or one creature or object touched, becomes invisible, vanishing from sight. If the recipient is a creature carrying gear, the gear vanishes too. If the spell is cast on someone else, neither the caster nor any allies can see the subject, unless they can somehow see invisible things.

Items dropped or put down by an invisible creature become visible. Items picked up disappear if tucked into the clothing or backpacks. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that extends more than 10 feet from the faerie (such as an extension ladder) becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle or walking through flour).

The spell ends if the faerie attacks any creature, but is otherwise of indefinite duration. For the purposes of this spell, an attack includes any weapon (firearms, knives, etc.) or spell targeting a foe or whose area of effect includes a foe (such as a hurled grenade). Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon reinforcements and have them attack, activate an explosive charge while enemies are on the bridge, open a kennel to release attack dogs, etc. If the faerie attacks directly, however, it immediately becomes visible, along with all its gear.

NATURAL MAGIC

Natural Magic is a type of magic that harnesses the power of Nature. It is practiced mainly by witches. In order to cast a Natural Magic spell, a female

character must first learn the proper prayers. The character must then disrobe under the night sky and pray to the Goddess of Nature.

A character may pray for a number of spells equal to her Experience Level in this manner. Once the spell is cast, another night of prayer is required.

NATURAL MAGIC SPELLS: The following spells are available to witches and other practitioners of Natural Magic. The target of these spells is entitled to a Saving Throw, even if one is not normally allowed for that spell. The *Referee* may incorporate more spells, as needed.

ANIMAL COMPANION

A witch may use this spell to attract 2 HD of normal animals (and of ordinary animal intelligence), and befriend them. The witch may train these animals, so long as training takes place within four (4) months of befriending them. A maximum of three specific behaviors may be trained, much like one might train a dog. It takes one (1) week to train an animal to perform one (1) behavior, but if the training is interrupted for more than three (3) days it must be started all over. It takes six (6) *turns* to cast this spell. The witch can only befriend a number of creatures equal to her Charisma score.

CALL LIGHTNING

Immediately upon completion of the spell, and once per *round* thereafter, the witch may call down a vertical bolt of lightning that deals 3d6 hit points of electricity damage (Saving Throw for 1/2 damage). The witch must be outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado. The bolt of lightning flashes down in a vertical stroke at whatever target is chosen within a 360' radius of the witch. Any creature within a 10' radius of the target area or in the path of the bolt is affected. This spell does not function underground, unless there is a clear straight vertical path outdoors.

CREEPING DOOM

When the witch utters the spell of creeping doom, a mass of bugs native to the area (centipedes, ants, scarab beetles, spiders, etc.) is called forth. The swarm occupies a volume of 20' square, and can be commanded to swarm any target within 80'. The swarm moves at 10' per *round*, and consists of (1d20 x50) individual bugs, each of which deals 1 hit point of damage and then dies. If a swarm occupies the same area as a target, as many bugs attack as the creature has hit points (Saving Throw for 1/2 damage). The remainder of the swarm may be commanded to attack a new target in range. If the swarm moves beyond 80' from the witch, 50 of their number wander away. An additional 50 wander away per 10', so that if they are 100' away, 150 have been lost. The swarm lasts for up to five (5) *rounds* before dispersing.

DIVINE WEATHER

A witch may use this spell to divine coming weather conditions within a 5 mile radius. The witch can predict the weather into the future by 2 hours per caster level. This spell only grants knowledge about general weather conditions (rain, snow, fog, wind, temperature, etc.) and cannot detect specific future locations of lightning strikes, tornadoes, etc.

SPEAK WITH ANIMALS

The witch can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The witch can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the witch, it may do some favor or service. The spell's effects last for six (6) *turns*.

SUMMON FAMILIAR

By casting this spell, the witch can obtain a familiar. The casting takes from 1-24 hours (*Referee's* discretion) and uses up rare herbs and other expensive materials. The materials are consumed during the ritual in which they are burned. The *Referee* decides which type of creature is summoned. A familiar is able to grant the witch access to its own senses, and is able to communicate telepathically with the witch. In addition, a familiar is loyal, and follows orders until its death. Familiars are more intelligent than ordinary animals; they have AC 7 and 1d6 hp. A familiar grants the witch additional hit points equal to the familiar's maximum total. However, if a familiar is slain, the witch must subtract the familiar's maximum hp from his own maximum hp. A new familiar may not be summoned for one year.

FAMILIAR	SENSES AUGMENTED
Bat	hearing
Cat	hearing and night vision
Hawk	much improved distance vision
Lizard	improved smell
Owl	hearing, night vision
Raven	improved vision
Toad	180-degree vision
Weasel	hearing, improved smell

RUNIC MAGIC

Runic Magic is a type of blood magic practiced mainly by Nazi occultists. Its roots are steeped in ancient history and require knowledge of special runes and human sacrifices to conjure up. Any character can perform Runic Magic, however, doing so forever taints his immortal soul.

Performing a runic ritual is a vile and complex process. The proper rune must first be learned. This rune must then be drawn, carved, or tattooed onto a living human. This human must then be sacrificed and the corpse set on fire. When this happens, the person who inscribed the rune gains the ability to cast the runic spell. It is said that the most despicable Nazi occultists designed the concentration camps primarily to fuel the power of their runic magic.

A character may possess a number of spells equal to his Experience Level in this manner. Once the spell is cast, another sacrifice is required.

RUNIC MAGIC SPELLS: The following spells are available to practitioners of Runic Magic. The target of these spells is entitled to a Saving Throw, even if one is not normally allowed for that spell. The *Referee* may incorporate more spells, as needed.

ALTER TIME

The caster must announce which of the following two options is being cast. The spell has a 60' radius area of effect.

- Haste: All creatures within the area of effect may move at twice normal speed and attack twice per *round*.
- Slow: All creatures within the area of effect move at 1/2 normal speed and attack once every other *round*.

CLOUDKILL

This spell creates a cloud of poisonous vapors that boil forth from thin air causing 1d6 hit points of damage to anyone within its 30' diameter. In addition, anyone exposed to the gas must make a Saving Throw or fall into a fit of coughing and choking that renders him unable to act. The caster may create the cloud up to a range of 50' distant and direct it with a Movement of 3. The cloud is heavier than air, and thus sinks down any pits, stairs, or trenches in its path. It lasts for one (1) *round* per Experience Level before dispersing.

HOLD PORTAL

This spell magically seals a door, lid, grate, gate, etc., or holds it open for six (6) *turns* per Experience Level. The opening may be still be breached if it is completely destroyed.

KNOCK

This spell magically unlocks and opens all locked doors, lids, grates, gates, etc. within a 30' radius of the caster.

LOCATE OBJECT

This spell gives the caster the correct direction (as the crow flies) and depth (up or down) toward an object the caster specifies with a description, up to a range of 100 yards per HD or Experience Level. The object cannot be something the caster has never seen (either personally or through photographs, drawings, etc.), although the spell can detect an object in a general class of items known to the caster (stairs, gold, firearms, aircraft, etc.).

READ LANGUAGES

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

MINI-SETTING: GALAXY WAR 1939 - SPACE OPERATIONS EXECUTIVE

"Now, he showed promise!"

—Klytus (referring to Adolf Hitler),
Flash Gordon (1980)

The Galaxy War 1939 campaign is based on the premise that at some point in the early 1920's, the secrets of space travel were discovered in the remote highlands of Mongolia. By the mid-1930s, humanity had taken to the stars via a system of "rails" that connected star systems using faster-than-light travel. Humanity didn't just bring their sense of hope and exploration into the galaxy; their politics also followed them. By the end of the 1930s, the people of Earth and the galaxy were aligning along Axis and Allied powers. And on the eve of not only global, but galactic war, the United Kingdom of Planets (UKOP) authorized a shadow organization to fight the Nazis wherever they attempted to overstep the League of Free Worlds' charter.

Thus, the Space Operations Executive (SOE) rocketed out on various missions to disrupt Deutschstern Reich operations, destroy their assets, and organize partisan actions against them. The characters in Galaxy War 1939 are members of this loosely organized commando group, not claimed by any government, but certainly well-paid by the United Kingdom of Planets and relentlessly hunted by the Deutschstern Reich.

The map of the known galaxy is loosely defined—it is merely a sphere for us to drop in World War II-based sci-fi scenarios. However, there are a few certain peculiarities of the milieu that differentiate it from a standard "high science" science fiction setting:

TECHNOLOGY: Technology is in transition. There are computers, laser guns, space suits, and rocket packs, but they're not slick and clean like an episode of Star Trek. They're bulky, experimental, and prone to failure.

SPACE TRAVEL: Humanity can move around the galaxy through an inter-system "rail" network. At current capabilities, spacecraft exit the gravity well of Earth (or other planets), traverse the star system to a rail portal, and then repeat the process on the other end. Longer than that in open space, and bad things start to happen.

ALIENS: There are Aliens, but they're "Secret". The big secret is that space travel came from an alien find in Mongolia. There are other aliens across the galaxy, but all of them are trapped or hidden somehow. This is the "discovery" conceit for the campaign.

ADVENTURE: This is pulp space opera. Go crazy.

GALAXY WAR 1939 FACTIONS

The factions of the Galaxy War include the nation states from history, and other strange entities encountered in deep space.

ALLIED FORCES: Though only loosely allied, the United Kingdom of Planets (UK), the Free Space Forces (US), and the Galactic Republic of China have settlement and mutual protection agreements in place by 1939. As the number of new worlds discovered on the Interstellar Rail System dwindle, all three nations have begun shadow wars against the aggressive expansionist forces of the Axis Powers, a situation that is quickly approaching open war on earth and among the stars.

AXIS POWERS: The Deutschstern Reich (Germany) and Dai Nippon Teikoku (Japan) are the major players in the flight to the stars and the subsequent building conflict. Already, the Reich pushes against the limitations of the Interstellar Rail System, attempting to find new paths to existing systems and those yet discovered. Nippon, in the throes of nationalistic expansionism, is fast-approaching conflict with the Galactic Republic of China and their secret allies, the Soviet Star Republic (Russia).

THE UNALIGNED: Smaller nations and groups of nations have also claimed worlds along the Interstellar Rail System. Most notably, the Soviet Star Republic is currently not aligned with either the Axis or the Allies, choosing to play both sides against each other to their advantage. Their loose alliance with the Galactic Republic of China and a growing relationship with the Deutschstern Reich—both secret—will drive their alignment to a head in the coming days. Other groups like the América Latina Iniciativa De la Exploración (Latin American Exploration Initiative), consist of a collective of countries from Central and South America that have banded together for economic purposes, although their success or failure likely hinges on the outcome of the coming conflict between the superpowers.

THE ENTITIES: Unknown to most, when the campaign begins, soon alien forces—dormant, imprisoned, or otherwise hidden—will come to the fore with their own agendas and burgeoning powers.

GALAXY WAR 1939 TECHNOLOGY

Unlike other "high science" settings, equipment in the Galaxy War 1939 setting is typically what you'd find in historical 1939, with the exception of the starships, radio sets, and a few experimental weapons.

STARSHIPS AND THE INTERSTELLAR RAIL SYSTEM: Starships of Galaxy War 1939 are often re-purposed or redesigned aircraft or ocean-going ships. Strange technology discovered in the highlands of Mongolia was incorporated into these designs, allowing for limited intra-system travel through space and transition between star systems via a "rail system." These rails are actually tears in spacetime, possibly created by an ancient alien force. Movement through these tears is accomplished by using a "rail monitor" to calculate the exact position of the rail-gate and to keep the spacecraft intact during the railjump. Though highly dangerous, these railjumps are the only "faster than light" travel available, which severely limits the scope and capabilities of space travel.

THE RADIO SET: An explosion of innovation occurred after the alien technology discovery, leading to development of primitive computing and communication devices based on short-wave radio technology. The railjump monitor is one of these devices, as are the 3-ton computers that use radio-tape and radio-film technologies to store and retrieve data. The experts at using this technology are called radiohacks and are an integral part of any Space Operations Executive commando team.

WEAPONS: Man-portable laser weapons are almost unheard of, although recent rumors of a Reich breakthrough have begun to circulate. Vehicle- and starship-mounted laser weapons are a new development, but require bulky accessories and power equipment to function properly. Rumors of scientists working for one power or the other, developing superscience weapons such as alien bio-agents and bio-engineered creatures, have also begun to spread. Many of these researchers were associated with work on the original alien find in the Mongolian highlands and are much sought after in this secret war between the superpowers.

GALAXY WAR 1939 THREATS

Within the context of the secret war, each power fields soldiers enhanced with experimental technology. Some of these threats are bio-engineered creatures native to one of the many discovered planets.

THE KRIEGSTIER

The Reich, with the help of Chinese scientist Wang Bao Li, developed bio-engineered alien creatures named Kriegstier. These monsters were used to subjugate the planet Churchill IV—a United Kingdom of Planets possession that the Reich invaded and now occupies. Unfortunately, once the population was suppressed, the Nazis lost control of their creations. Captured intelligence has indicated that the Reich allows off-duty military personnel to hunt the creatures for a bounty. Two of these monsters, the Hissing Cripples and the Chitin Bear, are described below.

HISSING CRIPPLERS

ARMOR CLASS 5 [14] (natural)

HIT DICE 4+4

TOTAL HIT BONUS +4

ATTACKS 2 (leg whips)

SAVING THROW 15

SPECIAL varies

MOVEMENT 12

HDE/XP 4/240

Hissing cripplers are arthropods about the size of a manhole cover with twenty legs arranged radially around a flat, armored body. The two legs that jut from its abdomen are strong, armored hooks used to cripple their prey. Cripplers flatten themselves under rocks and other large objects in order to protect their bodies while attacking with leg whips. Anyone struck by a crippler must make a Saving Throw or their Movement is reduced by 1/2 for 1d6 *turns*. Once their prey is bludgeoned to death, the cripplers devour them.

CHITIN BEAR

ARMOR CLASS 1 [18] (natural)

HIT DICE 6

TOTAL HIT BONUS +6

ATTACKS 2 (claws) and 1 (stinging bite)

SAVING THROW 13

SPECIAL paralysis, 1/2 damage from energy weapons

MOVEMENT 12/climb 12

HDE/XP 6/750

The chitin bear is a bear-sized arthropod with heavy plated armor and a nasty stinging bite. If both claws successfully hit an opponent, the creature automatically bites, injecting a paralytic poison (Save or paralyzed for 1d3 *turns*). The creature's armored shell is resistant to energy-based weapons, sustaining only 1/2 damage from such attacks. Bears often hunt in small groups of 1d4+1, climbing onto overhangs and clinging to other ambush positions. Once a victim is paralyzed, the chitin bear seizes its prey and flees in order to devour the victim in privacy.

RAKETEKOMMANDOS

ARMOR CLASS	4 [15] (armor suit)
HIT DICE	2+2
TOTAL HIT BONUS	+2
ATTACKS	1 (laser pistol) or 1 (submachinegun)
SAVING THROW	17
SPECIAL	paralysis, 1/2 damage from energy weapons
MOVEMENT	12/fly 12
HDE/XP	2/80

The Raketekommandos are an elite commando unit specifically tasked with taking out Space Operations Executive personnel, as well as others from the Allied secret forces, the Raketekommandos field experimental armored space suits equipped with limited ranged rocket packs and experimental man-portable laser weapons.

Raketekommandos are elite units that have trained to fight using rocket packs. Hauptmann Abendroth commands one unit, the Totenkopf, and the men are fiercely loyal to him. The soldiers wear the death's head insignia on their helmets.

Raketekommando armor is more than personal protective gear, but also acts as vehicle and toolkit. Equipped with magnetic boots, pressurized hull, magnetic grapple and sensor package, the suit withstands the rigors of dangerous planetary environments, as well as allowing for survival in open space for up to 24 hours.

NOTE: If a Raketekommando is shot down, the suit is utterly destroyed. For other kills, the suit can be recovered and repaired with 1d3 spare parts and 2d6 hours of work.

GALAXY WAR 1939 VEHICLES

The following new vehicle may be encountered in a Galaxy War 1939 setting.

ME-66 WULFJÄGER

ARMOR CLASS	4 [15]
HIT POINTS	20 (HD 5)
MOVEMENT	30 (flying)
ATTACK	Autocannon or Light Laser Cannon x2 (treat as Autocannon)
MODIFICATIONS	Spaceflight, Communications

The *Raketekommandos* field certain vehicles customized to their secret missions. One of these is the ME-66 Wulfjager, a modified space interceptor with some heavy firepower. The Wulfjager is a modified Vampir interceptor with a rotary cannons mounted on the wings. The vehicle is slower, and more heavily armored. The rotary cannon fires explosive rounds that deal an additional 1d6 damage to anyone in a 30' radius.

WANT MORE GALAXY WAR 1939?

LEGACY OF OROS: Check out the Legacy of Oros now!

Legacy of the Oros Preview: <https://drive.google.com/open?id=0B-DsHlNujnMjZkJVMUUXeG5mTUk>

Legacy of Oros Product: <http://www.rpgnow.com/product/157833/Galaxy-War-1939--Legacy-of-the-Oros>

BUG HUNT: It's 1939. You've been sent by the Space Operations Executive to recover a mysterious doctor, shot down behind enemy lines; only these battle lines are far from home. On Churchill IV, the Deutschstern Reich keeps order over its new conquest with Kriegstier, vicious alien predators gene-built to root out partisans in the planet's highlands. And something else lurks in the broken hills: An alien intelligence bent on escape! Can you find the doctor before the Kriegstier and the Nazi Raketekommandos find you?

Based on a decrypted message from the Deutschstern Reich, agents are sent to investigate bio-engineered alien horrors used to subjugate the population of the conquered planet Churchill IV. This is a One-Page adventure that was the basis for Legacy of the Oros.

Bug Hunt (basis for Legacy of the Oros):
<http://www.rpgnow.com/product/152674/Bug-Hunt-A-SciFi-OnePage-Adventure>

LAST TRANSMISSION: Agents are sent to the frozen Chinese Galactic Republic world of Khalkin Gol to determine the fate of SOE Team Jakob and retrieve their intelligence data stored on radiofilms. But, upon arrival, it's clear that the war between Dai Nippon Teikoku (the Japanese Empire) and the Chinese Galactic Republic has stepped out of the shadows. And why are the Russians there? This is a One-Page adventure that is the basis for a forthcoming Galaxy War 1939 adventure from Mystic Bull Games.

Last Transmission (deals with the Chinese-Russian-Japanese conflict):
<http://www.rpgnow.com/product/153261/Last-Transmission--A-SciFi-OnePage-Adventure>

RADIOTAPES: Radiotapes is a free 'zine expanding the campaign material for Galaxy War 1939. Issue #1 includes two *White Star* compatible classes (the Radiohack and the Smuggler), and starship rules—including starship critical hit charts, cargo rules, and the secrets of the Interstellar Rail System.

<http://mysticbull.blogspot.com/2015/10/radiotapes-intercept-1-more-stuff-for.html>

AFTERWORD

The book you have just read is a game. *WWII: Operation WhiteBox* drops you in the middle of World War II and lets you and your friends play small bands of raiders wreaking havoc behind enemy lines. Look to films such as *Saving Private Ryan* (1998), *The Dirty Dozen* (1967), *Band of Brothers* (2001), *The Big Red One* (1980), and *Inglorious Basterds* (2009) for instant inspiration.

In doing so, however, we must never forget the brave men and women who actually served during WWII. In this day and age, a wealth of information is available to you online and in your local libraries. Look to documentaries for actual footage. Look to books and history for more in-depth coverage of special forces actions, real-world heroes, World War II, and its effect on the world at large. This is a time we must never forget. A time in which the true stories of heroism and gallantry are far more inspiring than anything you'll see on the big screen.

For me, WWII has always held a special place in my heart. My grandfather was a decorated WWII veteran who served in the U.S. Army. According to family members, he was assigned to the 15th Engineer Battalion and was part of Operation Overlord—the Allied landings in Normandy which paved the way for victory in Europe. He undertook several covert missions behind enemy lines, including the destruction of several key bridges, buildings, and military targets (in much the same way your characters will be doing in this game).

However, by all accounts, the horrors of this war, and the death and destruction it left behind affected him deeply. When he returned home, he had some difficulty readjusting to civilian life. He eventually became a professional engineer because he wanted to build things rather than destroy them. He married Carmela Rizzo and sired five children, Anita, Marie, Frances, Regina, and Peter. His death came in the 1970s, when I was very young, but I still have fleeting childhood memories of him, and all of those memories are good.

I realized as I was writing *WWII: Operation WhiteBox*, that I was standing on the backs of giants like my grandfather. This book is a tribute to him. It is also a tribute to the men and women who served with him, and the men and women who serve today. God forever bless our veterans, their families, and the nation they hold dear.



Peter Joseph Radano
a.k.a. "Naunee"
1919 to 1974

WWII: OPERATION WHITEBOX

Personnel File

Name _____ Rank _____

Nationality _____ Profession _____

Class _____ Level _____ XP _____

Attribute	Score	Modifier	Photo
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Strength	----	----	
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Intelligence	----	----
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Wisdom	----	----
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Constitution	----	----
--------------	------	------

Dexterity	----	----
-----------	------	------

Charisma	----	----
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BHB

AC/AAC

Saving Throw

Hit Points

Class Abilities

Languages (F/M/B)

Gear

Weapon Dmg ROF Range



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SOVIET UNION

FINLAND

NORWAY

SWEDEN

DENMARK

NETHERLANDS

GREAT
BRITAIN

IRELAND

EAST
PRUSSIA

BERLIN

GERMANY

POLAND

BELGIUM

LUX.



CZECHOSLOVAKIA

SWITZ.

AUSTRIA

HUNGARY

ROMANIA

YUGOSLAVIA

BULGARIA

ITALY

ALBANIA

TURKEY

GREECE

BLACK SEA

MEDITERRANEAN SEA

SPAIN

PORTUGAL

- AREA CONTROLLED BY NAZI GERMANY
- NEUTRAL NATIONS
- AREAS CONTROLLED BY ALLIED NATIONS

0 500
SCALE IN MILES