

Office of the Minister of War

orders of the day

hold the fort

As the players wake up in their muddy trench line, they hear a whistling overhead. A heavy barrage begins falling all over the trench line.

When the shelling finally stops, the trenches are quickly attacked by an enemy assault force. The enemy assault force should be at least double the number of players

When the players have driven off the enemy attack, orders come down that they should immediately counter attack.

During the counter attack, enemy artillery tries to drive them off. The enemy positions will be held by ten enemy soldiers

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take the outpost

Players are tasked with overrunning an enemy outpost that is guarding a road through the forest.

They will start out at some existing minor fortifications, under fire from the outpost. They will then have to figure out how to take the position.

The post will be defended by two machine guns and four rifles. Given the amount of cover the defenders have, any attack will be one step more difficult.

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gather intelligence

As the players sit in their trench, passing the time as machine gun fire sporadically hits the dirt above them, and office crawls to their position and orders them across no-man's-land to capture prisoners.

Crossing no-man's-land should involve multiple stealth checks, with failure bringing mg fire down on the squad.

Once in the trenches, they meet minimal resistance and should find an enemy officer to attempt to capture or enemy troop information.

Once they have the prisoner/information they have to sneak their way back to their lines without getting shot. Depending on how quietly they got across the first time, the enemy may be more aware, making stealth checks more difficult.

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