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BOOK 4

FOR USE WITH BEHIND ENEMY LINES

BRITISH COMMANDOS

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BRITISH COMMANDOS

Dedicated to Pferd

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CHARACTER CREATION

Commandos were an elite branch of the British Armed Forces during World War II. Theirs was the job of infiltrating behind enemy lines for missions such as reconnaissance, sabotage, lead elements of large assaults, and leading partisans. This book gives all the information necessary to make **British Commandos** part of **Behind Enemy Lines.** Character generation, special skills, and British equipment are all included. A historical commando mission, **Operation Frankton,** is also included. This mission involved naval sabotage in the occupied French port of Bordeaux and was successfully completed by 12 commandos. It is typical of commando missions and will show the player what was expected of commandos and what they actually accomplished during World War II.

British player characters and NPC's physical statistics are generated in the same manner as American characters in **Behind Enemy Lines Book 1.** Background, as well as basic and acquired skills are also generated in a manner similar to **BEL Book 1,** but in order to reflect some of the unique aspects of British society and history, various changes have been made in the availability of certain skills and new skills have been added.

BACKGROUND SKILLS

Britain in the 1940's had one of the most urbanized populations in the world. Over 18% of its population lived in Greater London alone and four out of five Britons were town dwellers. Britain was also a nation with distinct social classes. These social classes did not manifest themselves in just monetary wealth or status, but even in height! The average height of the English upper class was 5 feet 8 inches, whereas that of the workers was 5 feet 5 inches. The upper class, or gentry, was comprised not only of the members of the aristocracy but also of the wealthy, non-titled segment of the society. This is the class that sent its sons to the public schools and then on to Oxford and Cambridge. This is also the class that led and directed the British Empire for over 200 years. When World War II broke out, the gentry brought with them the skills and leadership that were necessary for success at all levels of the conflict. Sunday yachtsmen soon were paddling down enemy-held rivers to plant explosives on the hulls of sleeping merchant ships; men like the Duke of York, Mad Jack Churchill and Geoffrey Keyes successfully led men on daring and dangerous missions, sometimes at the cost of their own lives. This highly visible social class significantly aided Britain in her hour of need.

To generate the civilian background of a British soldier the player throws 2D and compares the results with the chart below.

2 - character is Gentry
3 - 9 - character is Urban
10 - 12 - Character is Rural

The player then rolls on the Background Skills chart to determine what skills that character brought with him when he entered the Army.

BACKGROUND SKILLS CHARTS

Skill	Urban	Rural	Gentry	Level	Description
Rifle	12	9+	10+	6	Character has had experience with rifles, probably from hunting. Roll 2D to determine levels. 2-8 level 1 9 level 2 10 level 3 11 level 4 12 level 5 13 level 6 Dm +1 for rural or gentry
Pistol	12	7+	9+	6	Character has experience with pistols. Level of experience is determined in the same way as for rifle skill.
Language	10+	12	8+/10+	3	The character speaks one of several languages; French, German or Italian. Gentry also may acquire a second language on a second roll of 10+. Players may also decide that their character is a refugee fighting for the British. In that case, the character is considered fluent in his native language (player's choice) and rolls for fluency in English. Language Levels: Roll 1D 1 Level 1: basics only 2-3 level 2: familiarity 4-6 level 3: fluency
Driving	4+	5+	4+	1	Player can drive cars, trucks, and jeeps.
Swimming	9+	7+	7+	3	Player can swim. Roll 1D for level. 1 level 1: beginner 2-5 level 2: fair 6 level 3: good
Hand to hand	9+	10+	11+	3	Character has learned elements of hand to hand fighting through experience in boxing, fist fights, or pub brawls. Roll 1D for Level. 1-2 level 1: fair 3-5 level 2: good 6 level 3: excellent
Leadership	9+	9+	8+	1	Indicates previous experience leading people.
Demolitions	—	12+	—	1	Indicates previous experience handling high explosives as a miner, construction engineer, etc.
Orienteering	12	9+	9+	3	Ability to read maps and find way through unknown terrain. Allows DM's against becoming lost. Roll 1D for level. 1-3 level 1 4-5 level 2 6 level 3
First Aid	11+	11+	11+	3	See Basic Skills
Small Boats	12	12	10+	3	The character has had experience handling and operating small boats. Allows DM's against capsizing, swamping etc. See Small Boats.

Players are encouraged to develop their character's background fully at this point. If the character is from a rural background with demolition skills, he may be a Welsh coal miner. An urban character with a level 3 language skill could be a school teacher or a refugee determined to liberate his homeland from the Nazis.

A member of the Gentry with no skills could be the spoiled son of a wealthy banker who has joined the Army on a lark. No matter what you decide, giving your character a name and developing a short biography for him will help you play your character and enhance your enjoyment of the game.

BASIC SKILLS

After the background skills have been generated, the characters undergo basic training and receive a skill level 1 in all of the following categories. Note that certain weapons have a range of dates next to them (i.e. 1943-1945), meaning that the characters will receive a skill level of one in this weapon only if the mission or patrol he is in takes place during that time period. Also note that it is possible for a character to obtain more than one skill level in several categories.

BASIC SKILLS

Skill	Max. Level	Description
Rifle	6	The Character has at least basic familiarity with the Rifle No. 1 Mk III* (1939-1942) or the Rifle No.4 Mk I (1943-1945). The player may throw 2D against his Weapons Handling ability to determine how expert he becomes. With each roll of his Handling ability or less, he gains one additional skill level for Riflery, and is allowed to roll 2D once again to increase it one more level. However, on each succeeding roll, 1 is added to the die roll. This is cumulative, making it increasingly difficult to achieve the higher levels of proficiency.
		Civilian rifle skill is divided by 2, fractions rounded down, and added to the final number of levels acquired in Basic Training. Characters with Rifle skill level of 4 or more are considered to be expert marksmen. Characters may not have skill levels greater than 6.
First Aid	3	Character knows how to stop bleeding, bandage wounds and perform elementary field first-aid. Skill level is used as a DM in treating wounds and may be added to civilian skill levels. For both civilian and military first aid training roll 1D.
		1-3 level 1
		4-5 level 2
		6 level 3
Hand to Hand	3	If the character has civilian skill in hand to hand, that skill level will remain unchanged. If the character had no previous skill, roll 1D.
		1-4 level 1
		5 level 2
		6 level 3
		Note that civilian skill levels are not added to those acquired in Basic Training. Characters who go on to join elite groups (Commandos or Paratroopers) may be able to increase their skill in hand to hand.
Bayonet	6	Automatic level 1
Grenade	1	Automatic level 1
Bren	3	Automatic level 1
2 in. Mortar	3	Automatic level 1
Submachine Gun (1942-1945)	3	Automatic level 1 with a Sten
Boys AT Rifle (1939-1942) PAIT (1943-1945)	4 / 3	Automatic level 1 / Automatic level 1
Vickers Machine Gun	2	Automatic level 1

RANK

The following tables are used to determine each character's rank. If the character comes from an urban or rural background, use the Enlisted Ranks table, if the character is Gentry, he is automatically commissioned and rolls on the Officers Table. Players with Sergeants as their characters should roll 2D to determine if the character was commissioned through the ranks. On a roll of 9-10 he is commissioned as a Subaltern, on a roll of 11 he is a Lieutenant, and on a roll of 12 he is a Captain. All Officers and NCO's (Corporals and Sergeants) automatically receive one skill level in Pistol and one Additional Skill level in Leadership. If no NCO's or officers are generated, the GM should feel free to give someone a temporary rank of corporal and allow that character to lead the patrol or mission.

ARMY BACKGROUND AND ACQUIRED SKILL POINTS

To generate the campaigns that the player characters have been in prior to the beginning of a mission, the GM must first designate the year in which the mission is to take place. The player then consults the following chart and rolls 2D. The result gives the earliest major campaign that the character participated in. The character is considered to have participated in that campaign and all of the succeeding campaigns listed above it. Once the number of campaigns is found the player can determine the number of acquired skill points and combat experience points the character has by using the Skill and Experience Point Chart. Some of the campaigns listed took place in the latter half of the year that they appear under; these are marked with an asterisk. If the GM declares that the mission occurs before the starred campaign, use the column for the previous year.

All officers who are commissioned through the ranks roll on the Sergeant row. All Gentry Officers roll on their corresponding enlisted rank row.

Example: The GM declares that the game starts in the latter half of 1943. Corporal Hart rolls on the Army Background Chart on the Corporal/Lieutenant row and the 53 column. The result is a 9. This means that the Corporal has fought in North Africa and Italy or Sicily for a total of 2 Campaigns. Corporal Hart then rolls 2D on the Acquired Skill Points Table. With a roll of 7, the result is 7 + 4 for a total of 11 skill points. One more die is rolled for combat experience and the result is 5 + 4 or 9 combat experience points.

ACQUIRED SKILLS

Any British Character can earn acquired skill points in the same manner as American characters; i.e. every time the character uses a skill he rolls 2D and on a 10+ he gains 1 acquired skill point. Combat experience is won at the rate of one level for every five separate combats. Players may purchase acquired skills from the following list.

First Aid	2 acquired skill points for each level to a maximum of 6. Level 4 or more is considered to be a medic.
Bayonet	4 points for each additional level, to a maximum of 6.
Bren	6 points for each level, to a maximum of 3.
Boys AT Rifle (1939-1942)	6 points for each level, to a maximum of 4.
PIAT 1943-1945)	9 points for each level, to a maximum of 3.
2 in. Mortar	9 points for each level, to a maximum of 3.
Pistol	3 points for each level, to a maximum of 4.
Submachine Gun	3 points for each level, to a maximum of 3.
Rifle	3 points for each level, to a maximum of 4. 4 points for level 5. 6 points for level 6. Character must roll Weapons Handling or less (2D) for each attempt to raise rifle skill by 1. Points are still spent even with an unsuccessful try.
Orienteering	3 points for each level, to a maximum of 6.
Hand to Hand	4 points for each additional level, to a maximum of 3.
Leadership	6 points for one level only.
Swimming	6 points for each level, to a maximum of 3.
Small Boats	6 points for each additional level, to a maximum of 3.
Flamethrower	15 points for each level, to a maximum of 1.
Vickers Medium Machine Gun	9 points for each level, to a maximum of 2.

CAMPAIGNS

Rank	Roll	'39–'40	'41	'42	'43	'44	'45
Private/ Subaltern	2–7	No experience	No experience	No experience	No experience	No experience	No experience
	8–9	No experience	No experience	No experience	No experience	Normandy*	Normandy
	10	No experience	No experience	North Africa	Italy/Sicily*	Italy/Sicily	Italy/Sicily
	11	Career	France/Norway	France/Norway	North Africa	North Africa	North Africa
Lance Corporal/ Lieutenant	2–4	No experience	No experience	No experience	Italy/Sicily*	Normandy*	Normandy
	5–8	No experience	No experience	North Africa	Italy/Sicily*	Italy/Sicily	Italy/Sicily
	9–11	No experience	France/Norway	North Africa	North Africa	North Africa	North Africa
	12	Career	France/Norway	France/Norway	France/Norway	France/Norway	France/Norway
Corporal/ Captain	2–3	No experience	No experience	No experience	Italy/Sicily*	Normandy*	Normandy
	4–7	No experience	No experience	North Africa	Italy/Sicily*	Italy/Sicily	Italy/Sicily
	8–11	No experience	France/Norway	France/Norway	North Africa	North Africa	North Africa
	12	Career	Career	Career	France/Norway	France/Norway	France/Norway
Sergeant/ Major	2–4	No experience	No experience	No experience	Italy/Sicily*	Normandy*	Normandy
	5–7	No experience	France/Norway	North Africa	Italy/Sicily*	Italy/Sicily	Italy/Sicily
	7–9	No experience	France/Norway	France/Norway	North Africa	North Africa	North Africa
	10–11	Career	Career	Career	France/Norway	France/Norway	France/Norway
	12	Career	Career	Career	Career	Career	Career

ACQUIRED SKILL POINTS/COMBAT EXPERIENCE

Acquired Skill Points		Combat Experience	
1 Campaign	2D		1D+1
2 Campaigns	2D+4		1D+4
3 Campaigns	2D+6		1D+6
4 Campaigns	2D+8		2D+4
Career	3D+2 per campaign		3D+2 per campaign

RANK TABLE

ENLISTED RANKS (Urban and Rural)		OFFICERS (Gentry only)	
2–5	Private	2–9	Subaltern
6–9	Lance Corporal	10	Lieutenant
10-11	Corporal	11	Captain
12	Sergeant	12	Major

If the Year is 1945 add 1D to all combat experience points.

COMMANDOS

In June of 1940, the British Expeditionary Force lay scattered throughout England, their heavy equipment and guns rusting on the beaches of Dunkirk. The French Army was retreating southwards and the Wehrmacht stood victorious over all that it surveyed. In these dark hours the Commando concept was born. Remembering the experience of the Boer Wars, where small groups of Boer farmers organized into groups called Commandos were able to tie down a quarter-million British troops, Lieutenant Colonel Dudley Clarke proposed to the Chief of the Imperial Staff that similar groups of lightly armed British soldiers, raiding from the sea, could dissipate the strength of the Wehrmacht. The idea was presented to Churchill, and on the night of the 23rd of June, three weeks after Clarke first made his proposal and the night that France surrendered, 115 raiders landed near Boulogne harbor. From that moment on, members of the British Special Services, or Commandos, were in the thick of things. Reconnaissance, sabotage, spearheading assaults, leading partisans - all were entrusted to the men of the Commandos.

In **Behind Enemy Lines** a British player may attempt to join the Commandos. If, after completing basic training, the character's Endurance and Strength are each 8 or more, he may automatically become a Commando. Alternately, if the year is 1940 or 1941 and the character does not have the necessary Strength or Endurance levels, he may become a Commando on a 2D roll of 11+. DM's of +1 are given for each level of rifle skill above 3, for career status, for any level of swimming skill, and for participation in the France/Norway campaigns. This rule simulates the less than uniform recruitment procedures that the Special Services had prior to 1942.

Commando training will increase each character's Strength, Endurance, Agility and Weapons Handling rating by 1 each with a maximum of 11 for each stat. Commando training will also raise each of the acquired skills on page 8 by 1 level, except in Leadership and Small Boats. If a character does not have a given skill, he receives 1 level in that skill. Skills may not be raised beyond the maximum allowed. Many Commandos also received specialized training in demolitions, climbing and small boat handling. To determine if the player character has had training in these skills and his degree of expertise, roll 2D on the following table , once for each skill.

Demolitions Experience	Small Boat Handling	Climbing
9-10 Level 1	8-10 Level 1	2-8 Level 1
11 Level 2	11 Level 2	9-10 Level 2
12 Level 3	12 Level 3	10-12 Level 3

All civilian skill levels are added to military experience levels to determine total skill level. No skill may be raised above the maximum levels found on page 8 See **Climbing** and **Small Boats** for more detailed explanations of these skills.

Commandos were drawn from the ranks of the British Army and until 1942 were controlled exclusively by the Army. After 1942, the Royal Marines formed their own Commando units and, with their Army counter-parts operated under the control of the Special Service Brigades (numbers 1 through 4). A player character may decide that he is a member of an Army Commando (Numbers 1 through 14, but no number 13) or a Royal Marine Commando (numbers 40(RM) through 48(RM)). Alternately, if the player character is proficient in a foreign language, he can decide that the character is a foreign refugee (see language skill) and join the 10th Inter-Allied Commando. Each Troop of this Commando was made up of a different nationality. French, Dutch, Norwegians, Poles, Czechs, Yugoslavs, Hungarians and Greeks served with the 10th. In addition to normal raids, members of this Commando were drawn to serve as guides and interpreters for other Commando units.

The most interesting Troop of the 10th was No. 3, or X Troop. Made up of Germans and Austrians opposed to the Nazi regime and given false names and backgrounds, this Troop carried out reconnaissance of the Normandy beaches and participated in other clandestine operations that still have not yet been fully declassified.

Except for the above mentioned characteristics, treat Commandos like other British Characters. Commando troop quality is considered to be elite.

CLIMBING

During a mission in **Behind Enemy Lines**, the player characters might have to scale a cliff, glacier or some other vertical surface in order to successfully accomplish their mission. **Book I** gives a very brief description of how to climb cliffs. However, if the players wish to simulate a combat climb in more detail, the following rules may be used.

ASSISTED CLIMBS

An assisted climb is any climb in which ropes or ladders have been already set up against the cliff. The player characters may ascend in movement mode at the rate of 200 feet per 10 minutes, if using a rope, and at 300 feet per 10 minutes if using a ladder. In combat mode the rate is 3 feet per 10 seconds on a rope and 4 feet in 10 seconds on a ladder. Any number of climbers can use a single rope or ladder in climbing a cliff; however if the rope or ladder breaks or slips, all climbers on it are affected. In addition to ropes and ladders, a wide variety of climbing equipment is available and its use is described below.

Scaling Ladders - Tubular scaling ladders in 4 foot sections, with each section weighing 4 pounds, are available for attempts at scaling vertical surfaces. A maximum of 30 of these sections may be put together before the ladder becomes too unstable to use. Using a ladder allows the climbers to ascend the cliff at a rate of 300 feet per 10 minutes and gives a DM of +3 on each event roll.

Toggle ropes - These were 4 foot sections of rope, weighing 1 pound each, with a wooden toggle spliced into one end and an eye spliced in the other end. They may be linked together to form a rope as long as needed. Toggle ropes were also used to build V-shaped bridges. Toggle ropes allow the character to ascend a cliff at a rate of 200 feet per 10 minutes, with no DM's for event rolls.

Rocket Grapnels - These devices would fire a rocket propelled grapnel and rope up to the top of a cliff where it was hoped the grapnel would snag something strong enough to hold the weight of a man. The rocket grapnel came in two basic styles: a hand-held type weighing a total of 45 pounds and capable of lifting 100 feet of rope, and a larger, vehicle-mounted rocket grapnel capable of carrying rope up over a 200 foot cliff. To use a rocket grapnel the character must take 10 seconds to aim and launch the rocket properly. On a 2D roll of 7+ the grapnel has caught hold. If the grapnel did not catch, it falls back to the ground and may not be launched again. The basic roll to determine if the grapnel caught hold may be modified as the GM sees fit, depending on soil conditions on top of the cliff, the presence of wire entanglements on which the grapnel could more easily snag, etc.

Grapnels - These are three to four prong hooks that weigh 10 pounds each and are attached to the end of ropes. Instead of being lofted to the top of a cliff by rocket power, these are thrown by hand. The height to which these grapnels may be thrown is dependent upon the strength of the thrower. For each strength point that the thrower currently has, the grapnel may be thrown 3 feet. If the thrower is not able to throw the grapnel to the top of the cliff or to some rock protrusion on the cliff face, etc., the attempt fails. If the thrower is able to get the grapnel to the top of the cliff, a 2D roll is made in the same manner as with rocket propelled grapnels to see if it has snagged something.

UNASSISTED CLIMBS

Players may attempt to climb the cliffs unassisted by ropes or ladders. For each 100 foot segment in height (or fraction thereof) that must be scaled, the GM rolls 1 die. The result times 10 is how long it will take in minutes for the character to climb that particular 100 foot segment of the cliff. For each 10 minutes spent climbing, one roll on the Event table is made using the proper DM's. The climber may carry a rope up with him and secure it to any handy object, once he has completed the climb, in order to allow his comrades to scale the cliff. Please note that a perfectly flat surface such as a building's wall cannot be scaled in this manner.

Example: Corporal Hart (climbing skill 3) is facing a 300 foot climb unassisted by ropes or ladders. The GM throws 3 dice, one for each 100 foot segment of the cliff. The result is 1,3,5. Therefore the first 100 feet will take only 10 minutes to scale, the next 100 feet will take 30 minutes and the last 100 feet 50 minutes for a total of 90 minutes. Corporal Hart will roll 9 times on the event table with a total DM of 0 (-3 for an unassisted climb plus +3 for his climbing ability).

Pitons - Players with Climbing -3 may use pitons in their attempt to scale a cliff. Pitons weigh ½ pound each. 5 are required for every 10 minutes spent scaling the cliff. In the above example, Corporal Hart would have required a total of 45 pitons for his ascent. However, he would have a had a DM of +2 for his event rolls (-1 for a climb using pitons plus +3 for the corporal's climbing skill). In order to set the pitons, the character must also bring a 2 pound hammer along on the climb.

ENDURANCE LOSSES

For each hour spent climbing, the character loses one endurance point (for characters with no climbing skill, endurance is lost at the rate of 1 point for every 30 minutes); climbers may stop and rest during the climb; however, event rolls still take place every 10 minutes.

At the end of any climb over 100 feet all characters involved in the climb lose 1 endurance point in addition to any other points lost during the climb. (This is similar to the points lost by characters after combat!)

For each lost endurance point, a DM of +1 is

applied when a climber throws against his strength or agility during events in the climb.

A character loses one endurance point for every 10 pounds that he is carrying over his carrying capacity for each 30 minute segment of the climb.

EVENTS

For each 10 minutes spent climbing, each character must roll for an event (see Event Table 13). These throws are made even during periods when the character is resting on the cliff face. Generally speaking, an event will occur when a 7 or less is thrown on 2D. The event throw has the following DM's applied to it; all DM's are cumulative.

Climbing DM's	
	DM
Unassisted climb	-3
Climbing with pitons	-1
Rain or snow falling	-1
Cliff face is covered with ice	-3
for each level of	
Climbing skill	+1
Using ladder	+3
Using rope	0

If, as the result of an event, the character has to make a saving throw against his strength or agility, a -1 DM is applied for each level of climbing skill. Also for each level of endurance that the climber has lost, a DM of +1 is added to roll against strength or agility.

INJURIES

If a character falls, 2D are thrown to see how far he has fallen.

Dice Roll	Distance fallen
2-4	1-2 yards
5-7	3-4 yards
8-10	5 yards
22	6-8 yards
12	to the base of the cliff

These distances indicate how far the character fell or slid down the cliff face until he was stopped by a ledge, rock or possibly a safety line. If the character does not fall all the way to the base of the cliff he is assumed to be lying on some projection out of the cliff. The following table is used to determine the severity of the injuries.

Distance fallen	DM's on Wound Severity Table	Number of wounds
1-2 yards	DM +5	1
3-4 yards	DM +2	1
5 yards	DM -2	1D-3 wounds (minimum of 1)
6-8 yards	DM-3	1D-2 wounds (minimum of 1)
to base of cliff	DM-8	1 wound (but all over body)

Use the wound table on page 14 of **Book 1** of **BEL** to determine the full extent of the damage, applying the DM's to the 2D roll.

RAPPELLING

In most instances it takes just as long to descend a cliff with or without assistance as it does to ascend it (safely, that is). If the player characters wish to descend a cliff, all procedures, event rolls, climbing times, and endurance costs are the same as if the characters were ascending the cliff. However, all characters with climbing skill may elect to rappel down the cliff. Rappelling is essentially sliding down a rope while using one's feet and legs to fend off and/or bounce off the cliff face. To rappel, the climbers must spend 5 minutes in preparation; securing the rope, etc. Toggle ropes may not be used for rappelling. It takes 10 seconds for a character to rappel 100 ft. For every 10 seconds spent rappelling one event roll is made with the normal climbing DMs applying. Unlike climbing up a rope, the character must get "off rappel", i.e. complete his descent, before another character may rappel down the same rope. No endurance points are lost while rappelling.

OPPOSED CLIMBS

It is almost impossible to climb a cliff in the face of a determined enemy. Even the Rangers at Pointe du Hoc, in the most famous climb of World War II, needed the battleship Texas and 19 medium bombers to suppress German fire from the top of the cliff in order to successfully scale it. However, situations might occur where the player characters will be forced to climb while under fire from the enemy. In this case, the player characters will advance up a rope at the rate of 3 yards per combat turn, up a ladder at the rate of 4 yards per combat turn, 1 yard (or less according to the GM's discretion) per combat turn if using pitons or climbing unassisted, and at 100 yards per combat round if rappelling. All enemy grenade and rifle fire is resolved normally against the climbers. Climbing troopers may fire back with a -3 DM to hit, after spending one complete combat turn securing themselves. If the enemy is able to reach the ropes or ladder they will cut them or push them off the cliff in 1D combat rounds. Events are rolled for each climber at the end of each combat turn.

CLIMBING EVENT TABLE

One roll is made for each climber once every ten minutes. If the climbers are under fire, a roll is made at the end of each combat turn for each of the climbers. DM's to the event roll are listed below.

Dice	Event	Description
2	Line parts, or ladder collapses, or handhold gives way.	The climber must throw 2D against both his agility and his strength to keep from falling. If there are other characters on the same line or ladder, each must undergo the same saving throw.
3	Footing is missed	Climber must throw agility or less to keep from falling.
4	Gust of wind catches climber	If making an unassisted climb or using pitons, climber must throw agility or less to keep from falling. If using ropes or ladders he must throw on 2D his agility or less to keep from being slammed into the cliff face and receiving 1 moderate wound. If knocked unconscious, the climber will fall.
5	Line or ladder slips slightly (if unassisted climb treat as a roll of 6-7)	Climber must throw 2D against strength or fall. An additional 2D roll is made. On 11+ the line parts or the ladder collapses.
6-7	Rocks give way under the climber's foot or climber slips through rung of ladder and dislodges rocks	Climber must throw agility or less on 2D t keep from falling. Climbers under him will be struck by falling rocks on a 2D roll of 11+ and receive 1 moderate wound on an additional roll of 10+.
8-12	No event	

Saving throw modifiers:
+1 DM for each level of climbing skill
-1 DM for each level of endurance lost.

Event throw modifiers:

Unassisted climb	-3DM
Climbing with pitons	-1DM
Rain or snow falling	-1DM
Cliff is covered with ice	-2DM
Each level of climbing skill	+1DM
Using rope	0DM
Using ladder	+3DM

Any event in which the rope or ladder slips or parts causes everyone using that rope to make saving throws.

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SMALL BOATS

World War II saw the first systematic use of small boats (kayaks, canoes, dories, etc.) in support of a war effort. By 1942, the British had formed special beach reconnaissance units, or COPPs (Combined Operations Assault Pilotage Parties), that utilized two-man canoes, dories, and rafts to bring swimmers within reach of the shore. The COPP canoe would be launched from a submarine or Motor Torpedo Boat well off the beach that was to be reconnoitered. The canoe would then be paddled up to within a few hundred yards of the beach where one member of the crew would slip into the water and swim to the beach. After reaching the shore, the swimmer would collect soil samples, measure and survey beach obstacles, locate enemy troop positions, etc. He would then swim back out to the canoe, where one of the crew members would signal the sub or MTB for pick-up. By 1944, a refinement of this scheme used motorized dories. Launched from an MTB, the dories would approach to within a 1000 yards of the shore and then launch a fourman pneumatic raft that would be paddled to the shore or be used to launch a swimmer.

The British Army had its own unit devoted to the use of small craft; the SBS, or Special Boat Section, Troop 101, Sixth Commando. First formed in 1941, the SBS used two-man canoes and midget submarines to attack enemy shipping in Boulogne, Benghazi and Singapore harbors. This unit was also sent in to raid airfields, bridges, and other strategic targets near the coast. In 1942, the SBS lost its distinctive identity when it was merged with the COPP under joint command.

All the services recognized the value of small boats for special missions. The Royal Marines also had its variation of the small boat unit — the Boom Patrol Detachment. These men ostensibly were trained to protect British ships in the harbor from offshore raids by enemy commandos attempting to plant explosives on the ships' hulls, but were actually learning to do the same thing themselves, using small craft. The Boom Patrol Detachment's members saw action against the enemy in France, Norway, the Aegean Sea, and North Africa. The detachment's most famous raid, an attack on shipping in Bordeaux in December of 1942, is covered as an adventure in the second half of this book. The following rules are used to simulate the employment of small boats in **Behind Enemy Lines**.

Movement — For most small boats, movement is achieved through the use of oars or paddles. The small boat movement table lists various types of boats available to British and American players. Each boat is assigned a minimum strength value, a speed regulating how fast the boat may travel when it is in movement mode, and a speed defining how fast it may travel while in combat mode. If the combined strength of the paddlers is less than the minimum strength value for that particular boat type, then the boat's speed is reduced. For every 4 strength points, or fraction thereof, less than the minimum strength value, the top movement mode of the boat is reduced by 500 yards and the combat mode speed is reduced by 5 yards.

Sea conditions (chosen by the GM at the start of the operation) will also reduce boat speed. In light seas, movement mode speed is reduced by 500 yards and 5 yards in combat mode. Moderate seas slow speeds by 1,000 yards in movement mode, 10 yards in combat mode; and heavy seas reduce speed by 2,000 yards in movement mode and 15 yards in combat mode. All speed reductions are cumulative. For example, two men, Corporal Hart (St 7) and Captain Lansing (St 8), are paddling an LCR(L) inflatable in moderate seas. Under normal conditions, the movement mode speed is 3000 yards per 30 minute turn. However, the sea conditions reduce that to 2000 yards per turn. Additionally, Corporal Hart's and Captain Lansing's combined strength is 15, three less than the minimum strength necessary. Therefore, the speed is reduced another 500 yards per turn, for a total speed reduction of 1,500 yards per turn. The LCR may move at 1,500 yards per turn in movement mode (3000 - 1500) and will have any of its combat mode speeds reduced by 15 yards (10 + 5). Note that this means that the boat may not utilize slow speed while in combat mode.

Boat speed may be increased while in movement mode by 1000 yards per 30 minute turn with the expenditure of 1 additional endurance point per turn, per man. This is analogous to the sprint speed in combat mode and is in addition to normal endurance losses.

Heavy sea conditions will only be found when the characters are out on the open sea; on lakes, rivers, and estuaries, the roughest sea conditions that will be encountered will be moderate.

Endurance: For each hour that the characters paddle, one endurance point is lost. If a 10-minute break is taken every hour, speed is reduced by 15%, but only one endurance point is lost every 4 hours instead of one point every hour. While in combat mode, for every turn the crew sprints, each member most throw 2D against his current endurance. If he throws higher than his current endurance level, he immediately loses 1 endurance point. A DM of +1 is used if sea conditions are moderate and +2 if sea conditions are heavy.

Small Boat Skill: Small boat skill is used as a modifier in many situations; however, unlike other skills, the DM is figured by taking an average of the small boat skill of all crew members actively rowing or paddling the boat. If the boat is a motorized dory and operating under power, then the small boat skill level is that of the coxswain.

Events: Event rolls on the appropriate table are made each hour while in movement mode. DMs due to sea conditions affect the probability of certain event occurring. Note that if the GM decides to make his own event table, he should place the encounters with enemy troops in the 2 through 6 range and the encounters related to sea conditions in the 7 through 12 range. This arrangement takes into account the fact that once a squall hits, it is very unlikely that visibility will allow one craft to spot another and that the necessity of keeping the boat afloat will prevent anyone from spending much time acting as a lookout.

Sighting: In terms of sighting, all small boats are considered to be cars. Sea conditions have effects similar to terrain effects found on Sighting Table II and are added to the appropriate base number on Sighting Table I.

SEA CONDITIONS SIGHTING TABLE				
	Still or	Boat Speed		
Sea Conditions	Drifting	Slow	Cruising	Sprint
Calm	0	-1	-3	-4
Light	+1	-1	-2	-3
Moderate	+4	0	-1	-2
Heavy	+5	+1	0	-1

All other sighting modifications are in effect. This includes camouflage when appropriate.

Combat: Combat is possible in small boats; however, because of the inherent instability and frailty of the craft involved, it is difficult. When firing a weapon (small arms only, no MMGs, HMGs or mortars) from a small boat, a +3 DM is added to the hit number if the seas are light, +5 if moderate, and +8 if the seas are heavy. These DMs are in addition to all other standard modifiers.

At the end of each combat turn, 2D are rolled and on a result of 8+, the boat has capsized (see Capsizing). For each level of Small Boat Skill that the crew as a whole possesses, found by averaging the level of this skill for the individual crew members and rounding fractions up, a DM of -1 is added to the roll. A second 2D are rolled at the end of each combat turn to see if the boat is taking on water. On a 10+ the boat has been hulled and is sinking. It will sink in 6D minutes.

Landing/Launching: Whenever a boat lands from the open sea onto a beach there is the danger that the shore surf will capsize it. Any attempt to land is accompanied by a 2D roll to see if the boat capsizes in the surf. On a result of 12+, the boat has capsized. DMs for sea conditions are as follows: calm, 0; light, +2; moderate, +3; heavy, +6. A -1 DM is also included for each level of the crew's average small boat skill. When launching small boats, the same rolls with the same modifiers are used.

No capsize rolls are taken for landings/launchings in protected bays or on river banks.

Capsizing: If a boat capsizes, all equipment that has not been secured to the boat is lost. Equipment and provisions that have been secured may also be lost or damaged in a capsize. Secured ammunition and food are considered lost or ruined on a 2D roll of 6+. Separate rolls of 2D are made for each major item of special equipment (radios, crew served weapons, demolition charges, etc.). On a roll of 7+, each of these is also considered lost. Damage or loss will occur for ammunition, food, and special equipment only on a 2D roll of 10+ (rather than 6+ or 7+) if the material has been specially protected. However, because of the wrappings, etc., needed for this special protection, no material so protected is available for immediate use.

One attempt to right the boat may be made. On a 2D roll of 8+, the boat is successfully righted and, after 10 minutes of bailing, will be able to proceed normally. A DM of +1 is given for every level of small boat skill in the righting attempt. If unsuccessful, the boat and all the gear aboard it is lost. Everyone who participates in the righting, even if it is unsuccessful, loses one endurance point immediately.

If the boat capsizes during a landing or launching attempt, more than one righting attempt may be made; it is assumed that the boat was thrown back onto the beach or at least is in shallow water. The first righting attempt is successful on a 2D roll of a 6+, the second at 8+, the third at 10+, etc. After each attempt, one endurance point is lost.

If an attempt to right a capsized motorized craft is successful, the motor is considered damaged and can no longer be used.

SWIMMING

At times, the characters may wish or be forced to swim. Only characters with swimming skill may swim Non-swimmers without flotation devices must roll 3D each 1 minute against their Agility to keep afloat. Failure to make this roll means that the character has drowned.

A swimmer with skill level 1 may cover 250 yards in 10 minutes. Light seas will reduce this speed to 200 yards in 10 minutes, moderate seas to 100 yards, and heavy seas to 50 yards in 10 minutes. Swimming skill 2 adds 50 yards to each of these speeds and swimming skill 3 adds yards to each of these speeds.

After each 10 minutes of swimming, the swimmer must roll 2D against his current endurance. Rolling less than his endurance results in the character losing one endurance point. DMs of +1 are added for each level of swimming skill. Additionally, if the swimmer is in water that is less than 60 degrees, hypothermia will set in. If the temperature is between 40 to 60 degrees the swimmer will lose 1 endurance point very 10 minutes. If the water's temperature is less than 40 degrees the swimmer will lose 1 endurance point every 5 minutes. These losses are in addition to any other endurance losses the swimmer suffers.
(Special suits are available to offset this factor; see equipment.)

Swimming endurance rolls are made only if the character has no flotation device. If such devices are available, then endurance losses occur only when hypothermia sets in (after 1 1/2 hours in the water), If a character's endurance drops to zero, he has drowned.

Characters may carry up to 1/4 of their normal equipment weight without endurance losses. For every 5 lbs. of extra equipment a -2 DM is added to the endurance roll.

Characters may support or drag non-swimmers and unconscious characters. A +1 DM is made for each endurance roll and speed is reduced by 50%.

All unprotected ammo, rations, explosives, etc. are ruined on a 2D roll of 6+ after being immersed in water. Specially protected equipment is ruined on a 2D roll of 10+.

SEA CONDITIONS EFFECTS

Sea Condition	Movement Mode	Combat Mode	Event Roll(DM)
Calm	no effect	no effect	-I
Light	-500 yds/30 min	-5 yds/10 sec	+1
Moderate	-1000 yds/30 min	-10 yds/10 sec	+2
Heavy	-2000 yds/30 min	-I5 yds/10 sec	+3

Reduction in movement due to sea conditions is added to reductions in movement due to lack of strength.

Boat Movement Table

British Craft	Min Combined Strength	Movement Mode Speed (yds/30 min.)	Combat Mode (yards 10 sec)		
			Slow	Cruising	Sprint
CN1	28	4000	5	25	45
SN6	30	4000	5	25	45
(motorized)	—	7000	5	40	50
Cockle Mk II	14	5000	5	30	50
Inflatable LCR (L)	18	3000	5	20	30
American Craft					
M1 Assault Boat	2	4000	5	25	45
(motorized)	—	7000	5	40	50
M2 Assault Boat	40	4000	5	25	45
(motorized)	—	7000	5	40	50
Pneumatic Recon Boat	16	3000	5	20	30

Swimming Table

Distance covered in 10 minutes (yards)

Skill Level	Calm Seas	Light	Moderate	Heavy
1	250	200	100	50
2	300	250	150	100
3	350	300	200	150

Use of swim fins will increase all distances by 20%.

WEAPONS

British forces may use any of the weapons listed below (if the weapon is available in the time period that the mission takes place). Moreover, British forces can "acquire" American weapons and use them on a 2D roll of 11+. A +2DM is applied to this roll if the characters are going on a special mission or are commandos.

Silenced Weapons

The Sten Mark II, the De Lisle Carbine, and most pistols were or could be silenced. Silencing reduces the range of the weapon, but also reduces the muzzle flash.

Ranges for the silenced version of the Sten and the De Lisle Carbine are given on the weapons chart. Ranges for silenced pistols are reduced by 1/3. Pistol silencers weigh 1 pound.

Shots fired from silenced weapons can be heard 2Dx2 yards away; there is a DM of +1 for every yard less than a 15 yard range that the possible hearer is from the shot. A DM of -5 is applied if there is background noise, such as engines, loud conversation, aircraft passing overhead, etc. Successful hearing of the shot means that the individual both heard the shot and recognized it for what it was.

Because of the reduced muzzle flash of silenced weapons, the modification for sighting a silenced weapon by day is -1 and -3 by night.

Silenced weapons are only available for special operations. They will not be issued for use during regular patrols.

MEDALS

British troops, like their American counterparts, are able to win medals as an indication of their bravery against the enemy. The procedure for determining which members of the patrol or mission are awarded medals is the same as the one described for American troops, on page 72 of **Book I** of **BEL**. The value differences between medals is the same for both British and American awards. The point value for British medals and awards are listed beside the Medal.

Victoria Cross	21+
Distinguished Service Order	15+
Distinguished Conduct Medal	12+
Military Medal	10+
Mentioned in Dispatches	8+

Only the Victoria Cross or a Mentioned in Dispatches may be won posthumously. The British had no equivalent of the Purple Heart.

WEAPONS							
Weapon	8+ Close	10+ Medium	12+ Long	14+ Extreme	Rate of Fire	Rounds	Year Available
Pistols							
.455 No. 1 Mk VI	20(-2)	60	120	160	1	6 per cylinder	'39
Enfield No. 2 Mk I*	20	65	125	160	1	6 per cylinder	'39
Carbines							
De Lisle (Silenced)	20	60	100	200	½ sec	10 rd. Mag.	'41
Rifles							
Rifle No. 1 Mark III* (SMLE)	75	250	500	800	½ sec	10 rd. Mag.	'39
Rifle No. 4 Mark I	80	275	550	880	½ sec	10 rd. Mag.	'41
Submachine Guns							
Sten Mark II	20	70	100	150	AUTO	32 rd. Mag.	'41
(Silenced)	15	50	75	125			
Lanchester Mk I	20	50	100	170	AUTO	50 rd. Mag.	'42
Machine Guns							
Bren	70	200	400	600	AUTO	30 rd. Clip	'39
Vickers	75	225	450	750	AUTO	250 rd. Clip	'39

WEIGHTS		
Weapon		Ammo
Pistols		
.445 No. 1 Mk VI	2 lbs. 7 oz	1 lb for 20 rds
Enfield No. 2 Mk I*	1 lb. 11 oz	1 lb for 20 rds
Carbines De Lisle	7 lbs 8 oz	1 lb for each 20 rds.
Rifles		
Rifle No. 1 Mk III*	8 lbs 9 oz	1 lb for each 20 rds.
Rifle No. 4 Mk 1	9 lbs 2 oz	1 lb for each 20 rds.
Submachine Guns		
Sten Mk II	6 lbs 8 oz	1 lb for each 10 rds.
(Silenced)	8 lbs 12 oz	
Lanchester Mk I	9 lb 10 oz	1 lb for each 5 rds.
Light Machine Guns		
Bren	22 lbs 5 oz	1 lb for each 5 rds.
Vickers	90 lbs	10 lbs per belt

A. T. Weapons	Close	Med	Long	AP	Crew	Rate of Fire	Year Available
Boys Mk I A. T. Rifle	100 (8+)	300 (10+)	600 (12+)	2	1	1 sec (5 rd. clip)	'39

Note: May be used against individuals. Apply a -3 on wound table if struck. Weapons may only be fired from a supported or prone position.

	Close	Med	Long	AP	Crew	Rate of Fire	Year Available
PIAT	40	100	500	10	2	1/5 sec	'43
Roll to hit	(6+)	(8+)	(11+)				

Note: Use all Bazooka target DMs. There is no backblast associated with the PIAT. If the weapons jams, the crew must recock the PIAT before attempting to refire it. To recock the PIAT, a combined strength of 9 must be applied to it; two individuals may attempt to recock the weapon together. Individuals attempting to recock the PIAT must do so standing up. One turn (10 sec) is necessary. The PIAT does not have to be recocked after each firing; only after the weapon jams.

Mortars	Min	Close	Med	Long	Rate of Fire	Year Avail.
M.L. 2 in. Mortar	50	120	350	600	½ sec	'39

Flamethrowers		Close	Medium	Long	No. of Shots	Year Avail.
Lifebuoy		10	20	30	12	'43
Roll to hit		5+	7+	9+		

WEIGHTS		
	Weapon	Ammo
Boys Mk I	36 lbs.	2 lb for each clip
PIAT	32 lbs	3 lbs
Lifebuoy	64 lbs	—
2 in. Mortar	23 lbs	2 lbs 4 oz

Pistol, Revolver, .455 No. I Mark 6 — First introduced in 1887, this pistol underwent numerous modifications until the final Mark 6 version reached the British Army in 1915. During World War I, the No. 1 Mark 6 proved its worth as a powerful man-stopper. Its recoil and weight, however, made it difficult for untrained troops to be accurate with it. By 1939, the decision to replace the No. 1 with a .38 calibre pistol was made; but with the outbreak of the war, the No. 1 was pressed into further service and was issued to the Home Guard and numerous regular units.

Data

Calibre	.445
Weight	2 lbs 7 oz
Feed	6 round cylinder
Effective range	60-70 yards

Pistol, Revolver, No. 2 Mark 1* - The replacement for the No. 1, the No. 2 was well over a half-pound lighter and fired a .38 calibre. However, its long-range accuracy suffered because its trigger was only double action. The No. 2 was widely used throughout the British and Commonwealth Armies.

Data

Calibre	.38
Weight	1 lb 11 oz
Feed	6 round cylinder
Effective range	65-110 yards

De Lisle Carbine - Designed for special operations, the De Lisle Carbine was based upon the No. 1 Mark III* rifle. The bolt was modified and the barrel shortened and rechambered to accept the American .45 calibre round. Silencing was achieved by encasing the barrel in a very heavy and effective sound baffle. Issued for commando and other clandestine operations, little data on its use in action or other specifications remain.

Data

Calibre	.45
Weight	7 lbs 8 oz (Approx.)
Feed	10 round magazine, bolt action
Effective range	70-100 yards

Rifle No. I Mark III* - Also designated as the Short Magazine Lee-Enfield (SMLE), this rifle first saw action in World War I. Produced not only in England but also in India and Australia, the SMLE was one of the finest rifles ever made and saw extensive service throughout World War II. The British, however, began to phase it out of service in 1941 in favor of the No. 4 Mark I.

Data

Calibre	.303
Weight	8 lb 7 oz
Feed	10 round magazine, bolt action
Effective range	400-500 yards

Rifle No. 4 Mark I - Appearing first in 1931, the No. 4 was not put into production until 1941 due to production and financial difficulties. A longer sight base and a heavier barrel gave the No. 4 slightly improved accuracy in comparison to the SMLE. Sniper versions (No. 4 Mark I (T)) were also issued with a telescopic sight and cheek stock.

Data

Calibre	.303
Weight	9 lbs 2 oz
Feed	10 round magazine, bolt action
Effective range	450-550 yards

Sten Mark II - Issued first in 1941, the Sten saw five different Marks with more Mark II's being produced than any other. Over 2 million of these rugged, cheap, and effective submachine guns found their way into the hands of soldiers, commandos and partisans. In 1943, a silencer was developed and the Mark II became the first silenced submachine gun to be accepted into service. However, there were jam problems with the magazine and the trigger was very sensitive, causing the weapon to be unintentionally fired many times. These characteristics did not endear the Sten to the troops, who would trade it for a Thompson in a flash. Interestingly, the Sten impressed the Germans to such an extent that they produced their own version known as the MP 3008.

Data

Calibre	9mm
Weight	6 lb 8 oz
Silenced	8 lb 12 oz
Feed	32 round magazine
Effective Range	70-90 yards
Rate of Fire	550 RPM

Lanchester Mark I - While the Germans were copying the Sten, the British were copying the MP 28. Because Sten production was exclusively assigned to the British Army, the Royal Navy sought an alternative submachine gun design for their own use. The new design chosen just happened to be an exact copy of the MP 28. 100,000 were delivered to the Royal and Commonwealth Navies before the war ended.

Data

Calibre	9mm
Weight	9 lbs 10 oz
Feed	50 round magazine
Effective Range	50-70 yards
Rate of Fire	600 RPM

Bren - This light machine was one of the finest ever produced. It was the standard light MG for the British Commonwealth forces throughout WW II. It was sturdy, easy to operate, had few moving parts and, with the exception of being prone to a feed stoppage that was easily cleared, remarkably trouble free. Originally, all Bren guns were equipped with clumsy and heavy tripod mounts, but most of these were lost at Dunkirk and never replaced. The Bren was extremely popular with the troops who used it, arousing in them a peculiar and fierce loyalty. The Bren remained in service with the British army until 1960.

Data

Calibre	.303
Weight	22 lb 5 oz
Feed	30 round magazine
Effective Range	400-500 yards

Rifle, Anti-Tank, .55 in. Boys Mk I - The standard platoon anti-tank weapon until 1943, the Boys Anti-Tank Rifle fired steel core bullets designed to penetrate up to 21 mm worth of armor. Heavy and cursed with a fierce recoil, this weapon was never popular with the troops and even less so after 1940, when it was found to be ineffective against all but the thinnest skin AFVs. The Boys was finally withdrawn in 1943 and replaced with the PIAT.

Data

|	
Calibre	.55 in
Weight	36 lb
Feed	5 round Clip, bolt action
Effective range	250-300 yards

Projector, Infantry, Anti-Tank, Mk I (PIAT) - The PIAT was introduced in 1943 as a replacement for the Boys Anti-Tank Rifle. The PIAT fired a spigot shaped supported charge from an open trough and used the recoil forces to re-cock the weapon. On the whole, the weapon was quite effective, being accurate up to 100 meters and capable of penetrating over 100 mm of armor. However, the initial cocking of the weapon at times required the combined efforts of 2 men and even then, the attempt was not always successful. If, during combat, the shaped charge failed to fire and thus recock the weapon, the projector became almost useless.

Data

Weight	32 lb
Effective Range	100 yards
Weight of Ammo	3 lbs

Ordinance, M.L., 2 inch Mortar - Put into production in 1938, the 2 inch Mortar provided limited indirect fire power for British Sections equivalent to U.S. Platoons). The weapon consisted of a base plate and the mortar tube itself. The mortar tube was held by hand at the proper elevation and azimuth and the round fired by a trigger mechanism. This trigger firing allowed the weapon to be fired horizontally and was very useful in houseclearing. In 1974, the latest marks of the 2 inch mortar were still in service.

Data

Calibre	2 in
Weight	23 lbs
Min/Max Range	50-600 yards
Bomb Weight	2 lbs 4 oz
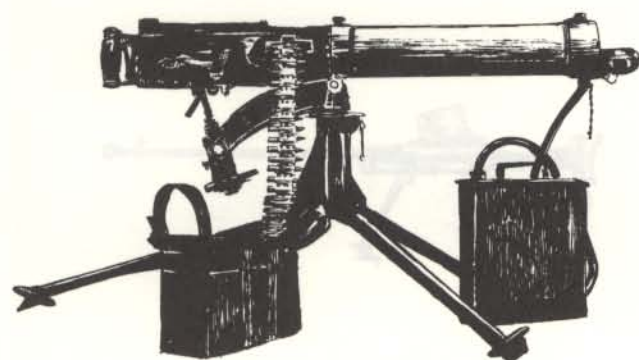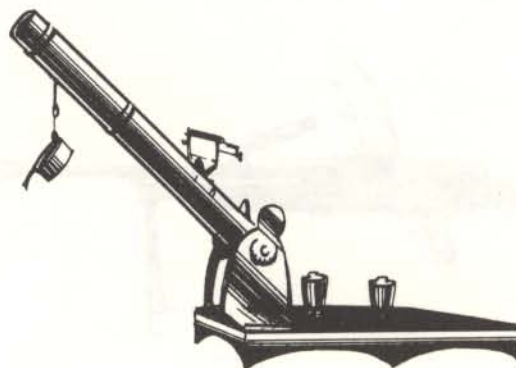
.303 inch Vickers Machine Gun - First introduced in 1912, the Vickers was a water-cooled, tripod mounted machine gun that remained in service with the British Army until 1965. Even though the gun was quite heavy and water for cooling was not always available, the Vickers was well loved by the troops who manned it because of the weapon's phenomenal reliability. One Vickers was continuously fired for 7 days straight! In World War I a section of 10 guns fired over 1 million rounds in 12 hours, with one of the guns averaging over 10,000 rounds an hour.

Data

Calibre	.303
Weight	Gun-40 lbs Tripod-50 lbs
Feed	250 round belts
Rate of Fire	450-550 RPM
Effective Range	550-600 yards

Flame Thrower, Portable, No. 2 Mk II - In 1943, the Mark II "Lifebuoy" was issued to the troops. Similar to a German 1940 design, the fuel container was in the shape of an inner tube with a spherical pressure tank located in the center. Production of the Lifebuoy stopped in July of 1944.

Data

Weight	64 lbs
Range	30-40 yards
Fuel	4 gallons

1 sq. = 100 yds.

lighthouse

lighthouse

Le Verdon

Destroyers (40 ea.)

Map of Pte de Grave and Le Verdon.

1 sq. = 2500 yds.

Dordogne

Garonne

gnac

St. Genes

Foure

Blaye

Bordeaux

I. de Cazeau

"Desert Island"

Margeaux

St. Julien

Pauillac

Le Jordan

Farmland

Fasaville

LEGEND

.... grass

.... forest

.... dense forest

.... swamps

.... rough

.... rivers

.... houses

.... secondary roads

.... roads

Cities: Ruffec, Mansle, Cognac, Jarnac, Angouleme, Jonzac, Barbezieux, Bargnes, Blaye, Bordeaux
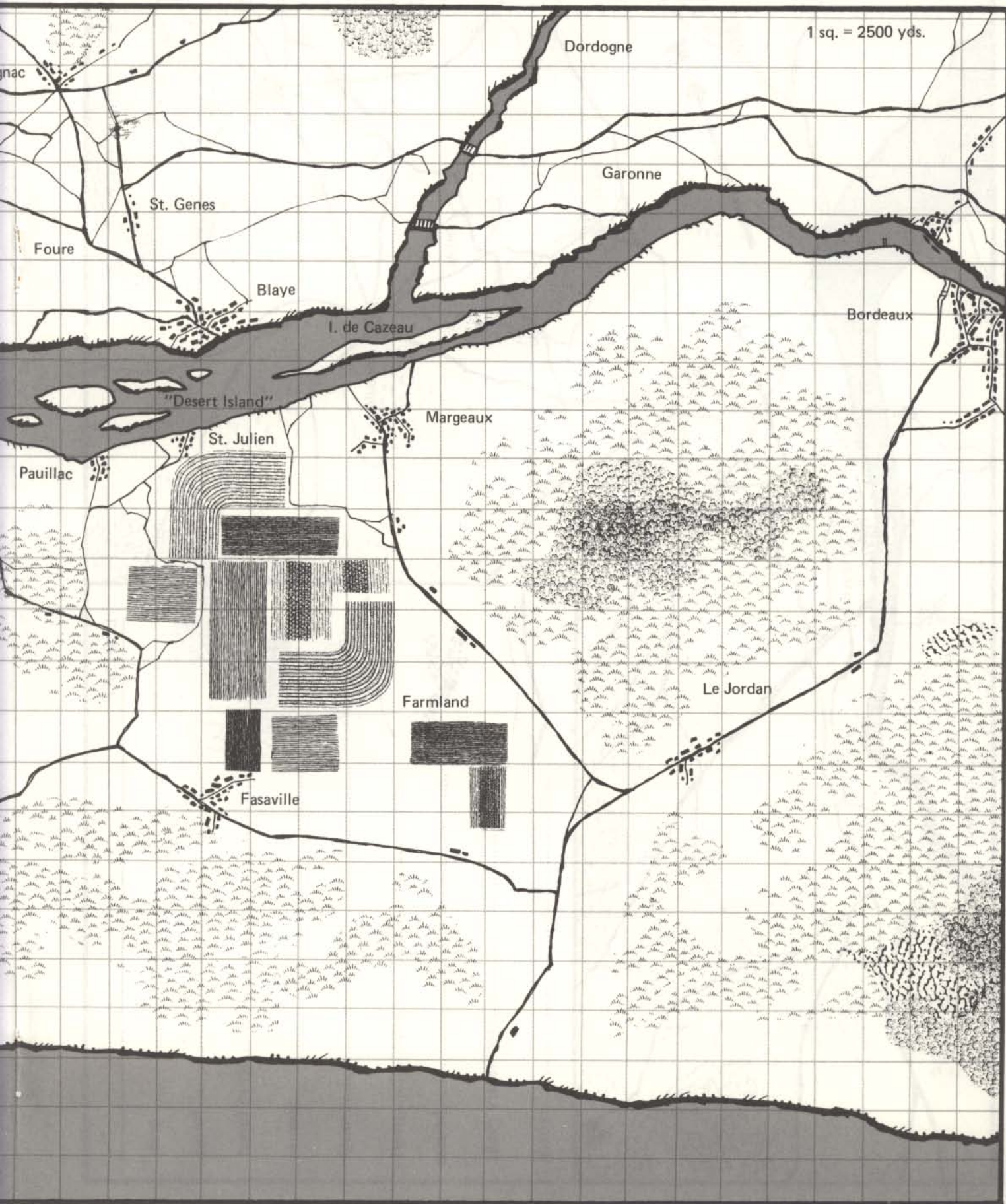
Limpet MkII Mines - Used by the SBS and the Boom Patrol Detachment in their anti-shipping raids, the Limpet mine was 2 pounds of plastic explosive held to the hull of a ship by six powerful magnets. The mines were placed on the hull six feet below the water line by means of a long metal rod. When the limpet was properly placed, it could tear a 6 foot hole in the side of a merchantman. The charge was set off when acid, released several hours earlier, ate through a washer that was restraining a firing pin.

Data

Weight	10 lbs (Basically the same as 4 sticks of Dynamite)
Primary blast radius	4 yards
Secondary blast radius	10 yards
Time delays available	9 hours, 6 hours and 3 hours

These are what the manual says the time delays for each ampoule of acid is; to find the true time, delay the GM rolls one die. On a 1, the explosion takes place at the proper time. On 2-3, the explosion occurs 1 hour earlier. 4-5 means the explosion is 1 hour later and on a 6 the explosion is 2 hours later.

Magnetic Holdfast - Essentially a Limpet mine without the explosive charge, the holdfast was used by one man to hold the boat steady and close to the ship while the second man placed the limpet at the proper depth. Whenever players attempt to place limpet mines on the hull of a ship from a small boat and they do not use a holdfast, increase the demolition value of the target ship by 10.
Weight: 8 lbs.   Available in 1942.

Limpet mine demolition kit - Contains a set of 24 acid ampoules (8 9-hr., 8 6-hr.,and 8 3-hr. ampoules), spanner and placing rod.
Weight: 10 lbs. Available in 1942.

Small Boat repair kit - Contains enough materials to plug up small leaks in the hull of a small boat. Such repairs can normally be done on land.
Weight: 5 lbs. Available in 1939.

Escape Kit - These were standard issue to airmen and Commandos.   Each kit consisted of several small toy compasses, a silk escape handkerchief with a map of the country printed on it, books with the V-sign printed on them, toilet paper, and some malted milk tablets. The possession of such kits was proof that the soldier was English.
Weight: 1 lb., Dimensions: 3" x 6" x 1"

COPP Swimmer gear

" COPP Suit" - Available in 1942, this was a specially designed rubber suit that protected the swimmer from hypothermia. It had special pouches to enable the swimmer to store samples, a built-in waterproof holster for a revolver and rope-soled boots. A special valve was located on the chest to allow the swimmer to inflate the suit at will so that he could float when desired and swim under the water when necessity demanded. In **BEL**, any swimmer wearing a " COPP Suit" will not suffer from hypothermia until after 4 hours in the water. Moreover, he will roll against endurance loss only every 30 minutes rather than every 10 minutes. If the suit is cut at any time, these bonuses are lost and the swimmer is treated as a normal swimmer.

Flippers - While not common in World War II, flippers were available after 1942. Any swimmer wearing them will increase his speed by 20%. They cannot be worn, however, with the COPP   Suit because of the boots.

IR Signaling Gear - Available first in 1943 and highly secret, this gear consisted of a 3-pound viewer. On a clear night, the beam would be visible over 8000 yards. Waterproofed and carried by many swimmers to signal for pick-up, its performance in the field left something to be desired.

Small Boats

CN1 - A West African-type dory made of plywood, this well-made small craft was the first of a series of small boats and canoes designed especially for military work. Even though quite dry and buoyant, it had a sad tendancy to become swamped in heavy surf.

Data

Length	18 ft
Beam	5 ft 8 in
Weight	504 lbs
Cargo Weight	2200 lbs
Crew	4
Additional passengers	6
Available	1941

Cockle MkII - A 2-man kayak, the "Cockleshell" was the means by which the SBS, the Boom Patrol Detachment and many of the COPP raids were carried out. Made of wood and canvas, the boat was light and strong, and more than capable of handling the roughest sea.

Data

Length	16 1/2 ft
Beam	2 ft 4 1/2 in
Weight	90 lbs
Cargo Weight	150 lbs
Crew	2
Additional passengers	0
Available	1941

SN6 - This 675-pound dory was equiped with a 8 hp 2 cylinder engine giving it up to 6 knots worth of speed. Specially designed to handle well in surf, the SN6 was a fine example of a small raiding dory.

Data

Length	20 ft
Beam	5 ft 4 in
Weight	672 lbs
Cargo Weight	2100 lbs
Crew	4
Additional passengers	10
Available	1942
Cruising range while under power	50 miles

LCR(L) Inflatable - An 8-man rubber raft, the LCR(L) could be paddled or it could have an outboard motor fitted on it.

Data

Weight	100 lbs
Length	10 ft
Beam	5 ft
Crew	8 men
Cargo weight	500 lbs
Additional passengers	0
Available	1942
Cruising range while under power	20-30 miles

Notes: Cargo weight measures how much weight in addition to the passengers that the craft may carry. Carrying any extra weight will cause the craft to flounder in any but the calmest seas. Crew shows how many men can be actively rowing the boat at any one time. Additional passengers show how many extra people may be carried above the crew number.

Other small craft can be used as the GM sees fit. Smaller 4-man rafts, kick boards, submersible canoes, etc. were also used during World War II. Use the above descriptions and data as a guide when deciding the capabilities of such craft.

OPERATION FRANKTON

Classification: TOP SECRET　　　　**24 November 1942**

From:　Combined Operations Headquarters
　　　　1A Richmond Terrace
　　　　Whitehall S. W. 1
　　　　Admiral the Earl Mountbatten of Burma
　　　　　Commanding

To:　　Major Henry Hasler
　　　　Royal Marine Boom Patrol Detachment
　　　　Eastney Barracks
　　　　Southsea

Movement Orders:　　Upon receipt of these orders Major Henry Hasler and Section One of the Royal Marine Boom Patrol Detachment are to proceed to the submarine *HMS Tuna* located in the Firth of Clyde. The *Tuna* will set sail on 30 November to map coordinates 22x located in the Bay of Biscay. Major Hasler is authorized to brief the Section upon the nature of this operation only after being at sea for 3 days.

Nature of Operation: Section One of the Royal Marine Boom Patrol Detachment (RMBPD) will disembark from the *HMS Tuna* on or about the 6th of December, 9 miles south of the mouth of the Gironde Estuary at map coordinates 22x The last possible night for deembarkation is 12 December. Using Cockels Mark II, the Detachment will paddle up the Gironde Estuary to the Bassens - Bordeaux area. Once there the Detachment will carry out a Limpet mine attack on any blockade runners in the port. The party will then escape overland to Spain.

Target Priorities:　　1)　Cargo Ships
　　　　　　　　　　　　　　2)　Liners
　　　　　　　　　　　　　　3)　Tankers
　　　　　　　　　　　　　　4)　Military vessels

Information:
a) General - Maps, tidal charts of the Estuary, chart traces of Allied marine mine fields and locations of possible daytime hides are available from Combined Operations Headquarters (COHQ).
b) Enemy Forces (Naval) - 1) 3-5 armed trawlers are on patrol at estuary mouth.
2) 6-12 armed trawlers stationed at Royan.
3) U-boats may be encountered approaching or leaving Le Verdon.
4) Craft of unknown type and number are assumed to be patroling the estuary.
5) 5 to 12 blockade runners are expected in port at Bordeaux and/or Bassen.
c) Enemy Forces (Ground) - 1) The 267th Coastal Defense Division is headquartered in the Bordeaux/Bassen area. Major garrisons are located at Bordeaux, Margeaux, Blaye. Minor garrisons (company strength or less) are assumed to be located in all other towns.
2) The 174th Anti-Aircraft Regiment is assigned to protect the Bordeaux area. The islands north of the Isle de Cazeau are reported to have at least one battery of light flak guns stationed on each. The rest of the regiment is reported to be stationed immediately around Bordeaux.
d) Enemy Forces (Air) - Numbers and unit designation or air units operating in the Bordeaux area are unknown. However, Me 110s, Me 109s, Ju 88s, and Dornier 18s, have been reported patroling the Bay of Biscay and the Gironde Estuary.

Evacuation - 1)   After the mission is accomplished, the Section is to break up into 2-man parties and proceed to RUFFEC.

2)   **Contacts:**   The Marquis organization at RUFFEC has been informed of possible contact by your team. Contact point in RUFFEC is the *Cafe de Paris*. Pass phrase is "I do not have my ration card, may I have the soup?" Counter is "The soup has meat in it, you may only have bread." (Translated from French). If contact is not made with the Marquis proceed to LYONS. Contact point is a watch repair shop at 172 Rue de Petain. Pass phrase is "My watch has stopped at 12:31." Counter is "The mechanism has rusted through, come back Thursday." If no contact is made in LYONS, the party is to proceed to the Spanish frontier in any manner it deems best.

3)   **Note:**   The Hague Regulations dictate that a combatant may wear civilian clothing while escaping only if the combatant is not carrying weapons and has some form of identification on his person (I.D. tags, military pay book, etc.)   The combatant may not engage in any form of espionage or sabotage. When carrying out acts of aggression, the combatant must wear garments with military badges or be considered a saboteur who is subject to execution.

4)   The German High Command under the orders of Adolf Hitler has declared that all Commandos are saboteurs and will be treated as such. His Majesty's Government rejects this contention and declares that all properly attired Commandos are entitled to the protection of the Hague Regulations.

Administration: Special clothing and equipment, demolitions, rations and medical stores will be available on request through COHQ.

Report: Upon completion of the operation a full report by Major Hasler will be submitted in triplicate to COHQ, Flag Officer Submarines, and HQ Special Service Brigade. Reports in duplicate will be submitted to HQ MNBDO, MO9, SOE and the Foreign Office.

GAME MASTERS INTRODUCTION

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        1           2          1        2
      ┌─────────┐              ◇
   3  │         │  4        3  ◇  ◇  4
      └─────────┘              ◇
        5           6          5        6
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Operation Frankton is a full length mission intended for use with **FASA's Behind Enemy Lines** and the **British Commando** rules given in the first half of this book. The mission is designed for at least two and no more than 12 players.

Operation Frankton is based upon a British attack 1942 by Section No. 1 of the Royal Marine Boom Patrol Detachment (RMBPD) on the harbor of Bordeaux in France. The names and biographies of the characters used in this Mission are based upon the actual men who undertook this extremely dangerous mission. These biographies have not been embroidered to provide the additional color or interesting personalities that make role playing easier for the player. The "ordinariness" of many of the individuals may be attributed to the fact that these men actually existed and are not the invention of the author's imagination.

The Game Master should not feel restricted only to the characters listed for the Mission. Any team of characters who have Small Boat skill can be used. Moreover, the GM should feel free to add color or change the given biographies if he feels it will enhance the play of the game. For example, it is possible that one of the men might freeze when he first comes under fire even though he performed splendidly in training. Or one of the characters could be French and see his brother in a German SS uniform in Bordeaux.

The Game Master should allow the players to first read the Operations order from Combined Operations Headquarters. The players should then choose characters from the list provided with the Mission or use their own characters. Six Cockels will go on the Mission, so any boats that are not filled up with player characters must be filled with NPC's. If at all possible, a player should be teamed with another player character.

When using the historical characters it is up to the Game Master to decide whether to have each of the boat crews remain together or to allow the player characters to rearrange the crew assignments.

Once the players have chosen their characters, they should assemble what equipment they need. They can use any of the equipment listed in **BEL** or **British Commandos** (given, of course, that the equipment was available in 1942). However, the Cockels have an extremely limited cargo capacity that cannot be exceeded. The GM should recommend that the characters take at least 4 days of rations, a camouflage net, 2 sets of paddles, 2 gallons of fresh water (the Estuary is full of sea water), a compass, 5 limpet mines, and a limpet demolition kit (containing placement rod, spanner, and acid ampoules).

In the players' operations orders, they are informed that they can receive, upon request, tidal charts for the Estuary, locations for possible daytime hides and Allied mine field traces (these have no effect on play or movement by the Cockels, but if questioned by the players, the GM can tell them only the area map of the Gironde Estuary. If they do request this information, allow them to see the tables on page 48.
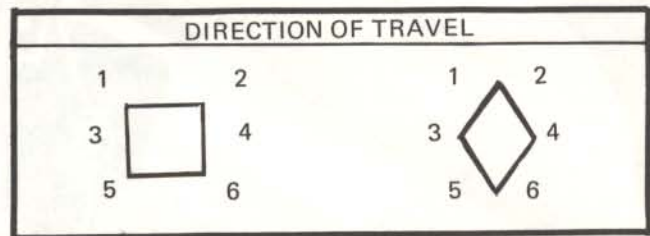
Once the preliminaries are done, inform the players that they left the Clyde on the submarine *HMS Tuna* on 30 November 1942, and made for the Bay of Biscay. The first attempted deembarkation on the night of the 6th of December was called off due to poor weather conditions. Submerged during the day of the 7th of December, the skipper Lieutenant R. P. Raikes reports heavy air activity in the form of Me 110s and Ju 88s. It is now 1937 hours and the *Tuna* has just surfaced, at map location 22X very near a British mine field. Lieutenant Raikes informs them that the sea conditions are light and that it will take 45 minutes to launch all of the canoes.

Tides - The tides coming in and out of the Gironde Estuary moved at a speed of over 4 knots and caused very heavy and dangerous seas as it raced over the sandbars and rocks that dotted the southern approaches to the Gironde. In **Operation Frankton**, tides have two effects.

The first effect is upon the speed of the Cockels. Once the party has entered the Estuary proper, the Cockels may be sped up or slowed down due to the tides. If the Cockels are going against the tide, their speed is reduced by 2000 yds/30 minute turn while in movement mode and by 10 yds/10 second turn while in combat mode. If the Cockel is going with the tide its speed is increased by 1000 yds/30 minutes turn and by 5 yds a turn in combat mode. Times for Flood and Ebb tides are given on page 48. The player should be informed about the effects of the tides on boat speed.

The second effect tides have is the creation of tide races. Tide races are breakers caused by the sea speeding over stretches of shallow water. There are 6 tide races near the entrance to the Gironde Estuary. One each is located at 21M, 22M, 18I, 19I, 17G and 18G. The players should not be given the location of any of the tide races. If at any time the canoeists enter these areas, the GM should first inform them that they hear breakers. If they continue, the players should be told that the sea is getting rougher and that they see very large waves ahead. If they continue through the tide race, each canoe should roll vs. capsizing. (The GM rolls for NPC crewed canoes.) On a roll of 7+ the canoe capsizes. A -1 DM is allowed for each level of the crew's averaged Small Boat Skill. If the canoe capsizes, the crew must cling to the canoe until it is out of the tide race (2D minutes) before they may attempt to right it. Additionally, the capsized canoe will probably become separated from the party and 2D roll of 6+ indicates that the capsized canoe comes out of the tide race out of sight of the rest of the Section. If the Section wishes, they may search for the capsized canoe. For each 10 minutes spent searching, roll 2D. On a roll of 9+ the capsized canoe has not been found.
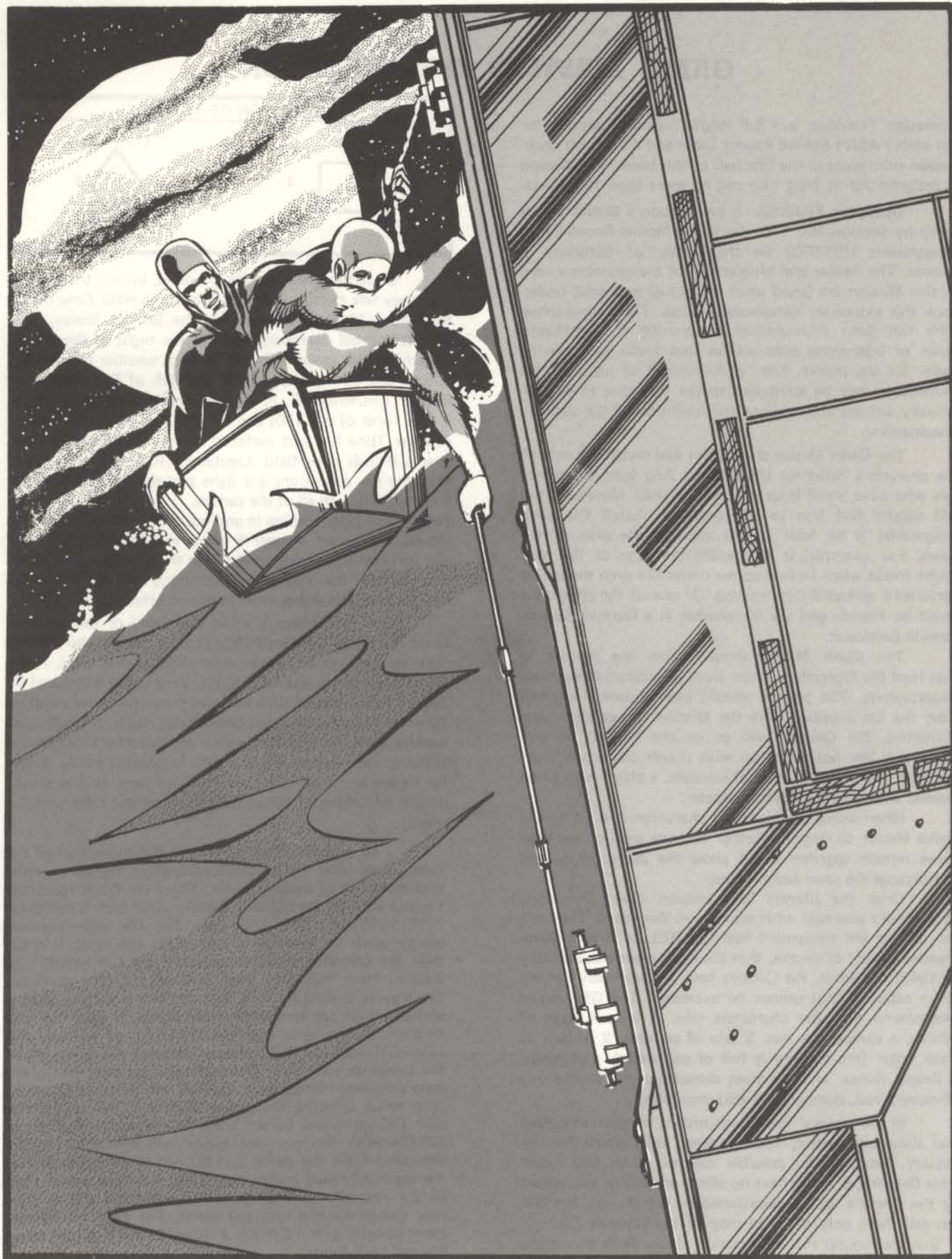
Attack by limpet. Section view showing No. 1 lowering the mine on the placing-rod
while No. 2 clings to the hull of the enemy ship with his magnetic hold-fast.

Navigation - The GM should not show the players exactly where they are on the Situation Map but rather describe to them what they see as they travel along. At night, as long as the players keep within 2000 yards of the coast or Estuary bank, they will be able to see that segment of coast. The GM should describe to them what they see, i.e. "The shore line directly to starboard is still running north/south," or "The coast is running northeast/ southwest and you see the lights of a town about 3000 yards ahead." Players will be able to see towns from a distance of 4000 yards (the Germans did not strictly enforce blackout regulations in 1942). During the day, as long as the players are located on the Situation Map, they will be able to see any appropriate shoreline from their boats.

If the players get out of sight of land, they must roll to see if they become disoriented. As they enter each new square the GM should roll 2D. On a 7+ the characters are heading off in a direction they did not intend. DM's of -1 can be applied to this roll for every level of orienteering skill that the player character possesses. Only one individual may apply his skill to the dice roll (normally the senior player character present). If the players become disoriented, the GM should roll on the chart below to find out in what direction they went.

Disposition of Enemy Forces - The 267th Coastal Defense Division is stationed entirely in the Bordeaux/Bassen area. Another division, the 286th Infantry, has been assigned to defend the Gironde Estuary. All towns have been occupied by at least one battalion of infantry. The troop quality, however, is mostly 2nd and 3rd rate. As reported, the 174th Flak Regiment is stationed in the area. Its bulk (2 battalions) is in Bordeaux with its remaining battalion stationed on the islands north of the Isle de Cazeau. On each of these islands is a permanent flak battery consisting of 24 men and one officer. These troops serve 2 37 mm flak guns that are implanted in concrete revetments. Small arms include 2 MG 34s, 4 MP 28s, 19 Kar 98Ks. Ammo quantity is unlimited and troop quality is second rate.

On Isle de Cazeau there is a flak battery emplacement under construction at Z8 . 30 French labourers with 10 guards are landed on the island from Blaye each day at 9:30 and are taken off each night at 6:00. See Special Events if the players attempt to put up for the day at this location.

Special Events - There are 6 locations on the map where Special Events occur. If the players enter them, no event roll is made for the first hour, however the event listed below automatically occurs. The event at 17G will occur even if the players do not enter the area.

Tide Races, (see Tides)

17G   **The Point de Grave lighthouse** - Normally darkened and only visible from a distance of 2000 yards at night, as is the lighthouse on the Isle de Cordovan, it will be turned on at 0200 hours on the morning of the 8th of December. When lit, the light will be visible from a distance of 30000 yards. An area 10000 yards around the light house will be illuminated as if a full moon was out. (This affects the event at I5).

16H **German Chasseurs** - Unknown to British intelligence, 3 Chasseur type destroyers have anchored off the Le Verdon mole awaiting inspection by a German Admiral the next day (see map). The destroyers are armed with a 75 mm gun forward, 2 20 mm flak guns, one on either side of the superstructure, and 4 light machine guns, 2 on either side of the superstructure (treat as MG 42s). Ammo is available in unlimited quantities. At night each Chasseur mounts a watch with an alertness value of 4. Sighting rolls from each ship should be made every 10 minutes. If a canoe is sighted it will be illuminated by a search light from the spotting vessel and engaged by as many MGs as can be brought to bear. In 2D combat turns the 20 mm will come into action and in 2D +5 combat turns the 75 mm cannon will engage the canoe. The other two vessels will also illuminate the same general area for a 2D combat round with search lights. Each combat turn the GM rolls 2D for each non-illuminated canoe. On a 9+ the search light has illuminated the canoe. Roll on the sighting table (no modification for darkness) to see if the Germans were able to recognize the canoe for what it is. If the Germans do spot the canoe it also will be engaged with MG's 20 mm flak guns and the forward 75. If the Chasseurs are unable to locate another canoe by the end of their time limit, they will engage the sighted canoe(s) with all armaments. The search lights are effective for a distance of 2000 yards.

13M   **Pointe Aux Oiseaux** - This area has been listed as a potential hide for the party. However stakes have been driven into this section of the bank about 200 yards off shore. If the party attempts to cross these stakes, each canoe must roll 2D. On a 5+ the canoe is holed and cannot be repaired. Up along the bank is one area where they can find some cover. It is a small sandy promontory just west of the creek. If the players stop here for the day at about 0800 hours they will see about 30 French fishing boats come out of the creek and head down the Estuary. 10 of the boats will drop out of the fleet and beach themselves on the promontory. 15 men will get out and be met by 7 women coming down the track carrying breakfast for them. The fishermen are taking their boats out of the creek before it becomes too shallow to navigate due to the ebbing tide. Their wives have met them on the promontory with breakfast so that they can have something to eat before heading out for a full day's work.

It will be obvious to the players that the Frenchmen have spotted them in the bushes. The fishermen will be looking out of the corners of their eyes, making guarded remarks to one another, etc. They will not approach the players. If the players don't approach them roll 2D. On a 7+ the French men will inform the local military government and the Germans will be placed on Alert and send a 10-man patrol (armed as the GM sees fit) to the area in 4 hours. (See Alert.)

If the players approach the fishermen they will not give any aid to the canoeists. Some of the Frenchmen will think that the players are Germans trying to trick them. If the players appeal to them only not to tell anyone that they have seen the players, the Frenchmen will comply. The fishermen will become quite agitated if the players are persistent in asking for information or aid. They will become more and more certain that the players are Germans attempting to trick them. If the GM feels that the players have antagonized the fishermen, he should roll 2D. On a 5+ the Frenchmen will go to the Germans and the Germans will be placed upon Alert.

8Z Isle de Cazeau - (see map) On the southern tip of this island there is a German flak emplacement being built. Each day at 9:30, 30 French labourers are brought here by boat from Blaye and are taken off at 6:00 each evening. The labourers are guarded by one NCO and 9 privates. The NCO is armed with an MP28 with 5 32 round clips and with 3 grenades. The privates are armed with GEW 98s with 50 rounds each. The troop quality is second rate and their alertness is 3.

If after landing the players make a reconnaissance, they should easily find the construction site. However, if they do not leave the area, the construction party will arrive at 9:30. The guards will be posted singly around the work site. Two guards will rove around the site. On a 2D throw of 9+ each hour, the roving sentries will pass within 1D x 10 yards of the players' hide. The GM should roll to see if the sentries sight the players.

If the roving sentries spot the party they will shout for reenforcements. 2 men will stay with the labourers and the rest will come to the roving sentries' aid in 2D combat turns.

At 6:30 the workers will be taken off the island by boat.

Hides - In the operations orders there are map coordinates given for various potential hides along the Estuary. Hides are locations that, according to British Intelligence, are lightly patroled and possess enough natural cover to protect the party from observation. A typical hide would consist of a shallow area of the Estuary that is covered by tall reeds and is about 200 to 250 yards away from the nearest dry land. At 30 minutes before the end of high tide and 30 minutes after the tide has begun to ebb the Cockelshells will be able to float into these areas. After that time the boats must be dragged into the area, the boats can be considered like a stretcher when calculating endurance losses. While in such a hide the party automatically receives a camouflage bonus.

If the party decides to put up for the day in a location not designated as a hide, the GM should roll 2D to determine the terrain immediately near the bank.

Terrain Chart	
Roll	**Terrain**
2-6	Open terrain, very little cover. At low tide there is 2D x 10 yards of mud flats between shore and river.
7-10	Knee high sea grass. At low tide there 2D x 5 yards of mud flats between the shore and the estuary.
11-12	Heavy tree and undergrowth. At low tide there is 2D x 5 yards of open sand between the shore and the Estuary.

If the party must drag their canoes across mudflats, they will lose Endurance at twice the normal rate. Players may drag their canoes at the rate of 25 yards per minute.

Alert Status - If during the game the Germans are alerted to the presence of the players, all of the forces in the Gironde Estuary will be placed upon alert. When on alert, all German forces have their alertness values increased by one and all German land forces will be encountered in twice the number given in the event tables.

The following circumstances will cause the German forces to be placed on Alert at the following times indicated:

1) 2 hours after any German naval vessel is sunk by the RMBPD's presence;

2) 4 hours after the Germans are informed by French Civilians of the RMBPD's presence;

3) 3 hours after the RMBPD is sighted by German aircraft;

4) 2 hours after an RMBPD canoe is sighted by German land or naval forces if this sighted unit escapes being captured or destroyed. The Germans will not go on Alert if the sighted unit is captured or destroyed.

If the Germans are placed upon alert by French civilians or German land forces, a 10 man patrol, armed as the GM sees fit, will be sent to the area within four hours.

Additionally, once placed upon alert, one armed trawler will be patroling the docks near Bordeaux. At night it will be randomly shining a searchlight around the docked ships. The trawler will move in the middle of the channel at a speed of 30 yds/10 sec. (max. speed—60 yds/10 sec.). When a canoe is within 500 yards of the trawler, the GM rolls 2D. On a 9+ the canoe has been illuminated by the searchlight. Then roll on the sighting table to see if the trawler's crew has spotted the canoe. If the canoe is sighted, it will be engaged by two Spandaus and one 20 mm flak gun. The trawler will move within 100 yards of the canoe and continue to fire. All alertness values for the guards aboard the ships will go to 6 and the men from the Bordeaux and Bassen garrisons will supplement the shipboard guards, as described in **The Attack.**

The Attack - When the characters arrive in the dock area they should be shown the map of the area. There are a total of 9 ships in the quay area; 2 on the East bank and 7 on the West bank. Type and Demolitions value for each of these ships are indicated on the map. Note that these demolitions values take into account that the explosion of the limpet mines will be tamped by the surrounding water, thus increasing the mines' effectiveness.

At night the dock areas are brightly illuminated by lamps both aboard the ships and on the quays themselves. Also the area near the lock entrance is very brightly illuminated. For game purposes, consider an area within 100 feet of the Lock entrance as being fully lit and the rest of the map as being moonlit.

Each ship will have four guards on it, armed in the following manner:

> 4 KAR 98s with 5 clips
> 2 Grenades
> Alertness: 2
> Troop Quality: 2

Every five minutes the GM should roll 2D. On an 8+, one guard on the ship nearest to the players will be in a position to spot the player. (If the players are alongside a ship the GM should tell the players that they hear a guard overhead and give them ample time to stop any activity they are doing and drift). One roll is made for each canoe if the players have split up. If the guard sights the players he will engage them and all other guards' alertness values will go to 6. Within 1D +2 combat rounds the other 3 guards from the ship will join the first guard in attacking the canoeists. The other guards on the other ships will start to look for other canoes. Roll 2D each combat round for each unengaged canoe. On a 9+ a guard is in position to sight that canoe.

15 minutes after the shooting starts, 10 men from the Bordeaux and Bassen garrisons will board each of the ships. They will be armed as follows:

> 1 MG 34 with 5 belts
> 9 KAR 98s with 5 clips each
> 2 Grenades each
> Alertness: 6
> Troop Quality: 2

These troops will position themselves so that someone will always have a possible view of the canoeists. Roll for each canoe every combat turn to be spotted from the closest ship.

In 1/2 hour an armed trawler will appear from downstream and will begin to sweep the area with search lights in the same manner as the trawler described under Alert Status.

The Escape - Once the Section has completed its mission, it must break up into small parties to make good an escape. If the Section has brought escape kits or maps with them, they may be shown the map of the area between Bordeaux and Ruffec. If they have not brought escape kits or maps, they should only be told that Ruffec lies about 100 miles Northeast of Bordeaux and that they will have to ask for directions along the way. The players should inform the GM if they are traveling by primary roads, secondary roads or cross country (see **BEL Book 1** page 16 for speed). Events should be rolled for every hour and whenever the players enter a new square.

There is also a possiblity that the party will become lost. Every time the party enters a new square the GM should roll 2D. On a 6+ the party heads off in the wrong direction. Roll on the chart on page   to determine direction. If the party is travelling by road only make the roll when they come to a crossroads. -1 DM's are given to the party for having a compass and for each level of orienteering skill the ranking man has. +4 DM's are given if the party is traveling at night.

If the party is in uniform and is spotted by Germans, the Germans will automatically pursue them. If the party is in civilian clothes and is spotted, the Germans must roll their alertness number again or less. If the Germans make this roll, they will approach the party and ask for ID. The GM may resolve this encounter in any manner that he sees fit.

When the party encounters French civilians they may attempt to contact them in order to obtain food, clothes, shelter, or directions. Roll on the Reaction Table to determine the civilian's reaction to the players and the level of aid given.

Reaction Table (1D)	
1	Unfavorable - demands to be left alone
2	Very nervous - will only give directions
3	Nervous - will give a small amount of food and directions
4	Favorable - will give food, clothes and directions
5	Favorable - will give food, clothes, directions and shelter for the night.
6	Highly Favorable - will give food, clothes, directions shelter and provide transportation if possible (GM's option).

A DM of -2 will be given if the party does not have someone who speaks some French.

Once at Ruffec, the party must find the *Cafe de Paris*. Their maps have street directions to the Cafe and the party can locate it on a 2D roll of 8+ (orienteering skill can be applied as positive DMs). If the party does not have maps, they must rely on the directions of the civilians there in town. Once at the *Cafe de Paris,* the party must give the proper sign and countersign to any of the employees there. If they do, the party has made contact with the Marquis and the mission is over.

Victory Conditions - Levels of victory can be given in this mission unlike most role playing games. At the end of the game the Game Master should reward points for each of the following events:
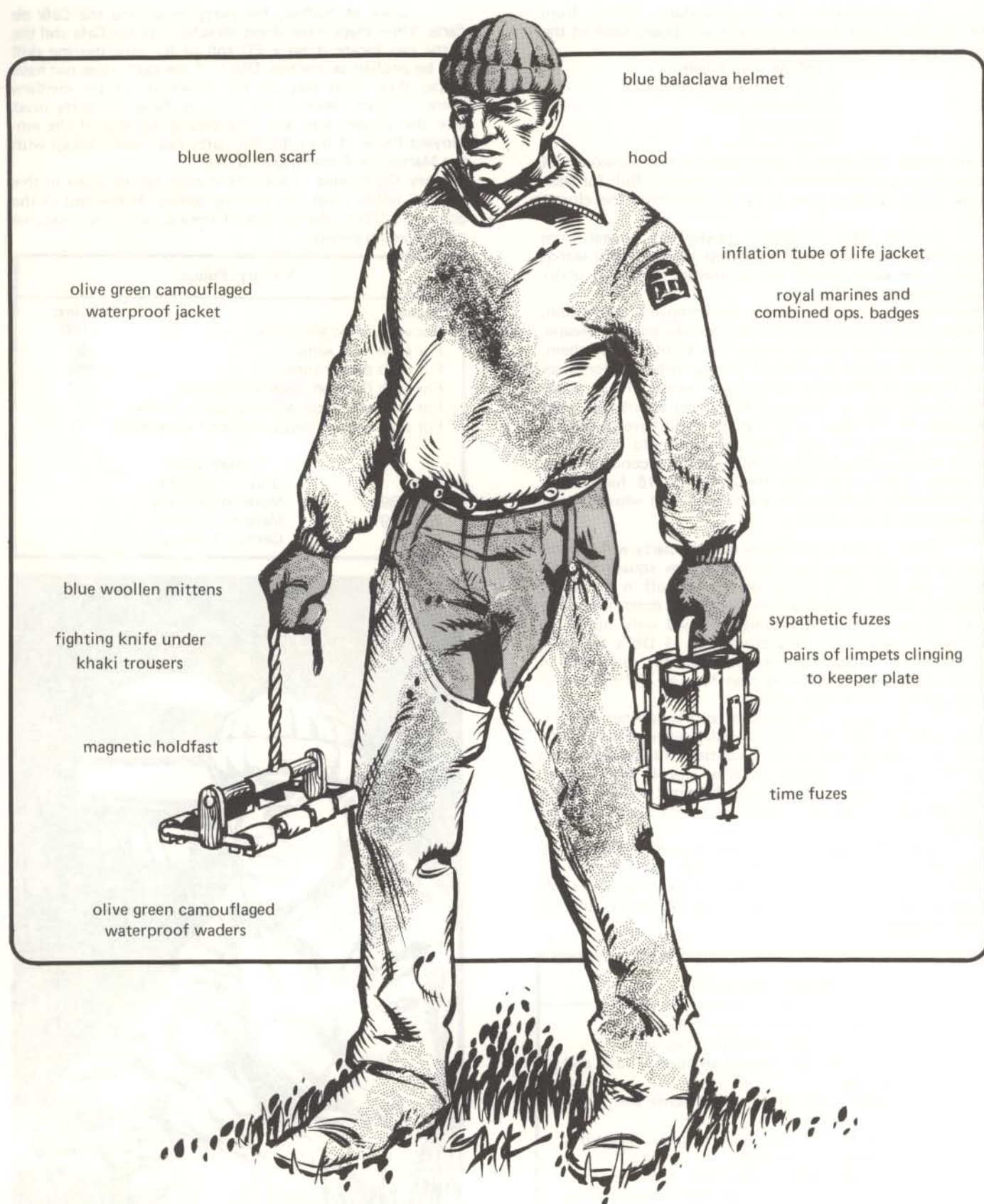
Victory Points	
Events	**Points**
For each cargo ship sunk	+100
For each liner sunk	+80
For each tanker sunk	+60
For each German naval vessel sunk	+10
For each character who escapes to Ruffec	+5
For each Cockel destroyed prior to escaping	-10
Victory Level	
600+	Decisive Victory
400-599	Moderate Victory
200-399	Marginal Victory
199-	German Victory

blue balaclava helmet

hood

blue woollen scarf

inflation tube of life jacket

olive green camouflaged
waterproof jacket

royal marines and
combined ops. badges

blue woollen mittens

sypathetic fuzes

fighting knife under
khaki trousers

pairs of limpets clinging
to keeper plate

magnetic holdfast

time fuzes

olive green camouflaged
waterproof waders

A 'limpeteer' as equipped for the Bordeaux raid.

As Section No. 1's canoes were being loaded off the *Tuna*, the French coast lit up with searchlights. Lieutenant Raika informed Major Hasler that the *Tuna* had probably been picked up by the German radar station on Cordovan. Nevertheless, the launching operation continued. It was in the darkness and the haste that the first disaster occurred. As *Cachalot* was being passed up through the forward torpedo hatch, she snagged on a clamp and long slit was torn in her side. Marines Ellery and Fisher were scrubbed from the mission before it had started.

The five remaining canoes paddled off into the night towards the mouth of the Gironde. After an hour, they came upon the second of the night's disasters. The roaring of breakers heralded the first of 3 tide races. They lost *Coalfish* in the first one. Sergeant Wallace and Marine Ewart were washed up on the shore half-drowned and they readily fell into the hands of the Germans. *Conger* capsized in the second tide race but Sheard and Moffat were able to swim to the safety of the other canoes. They clung to the sterns of *Catfish* and *Cuttlefish* as the greatly reduced force shot through the third and final tide race. Near the Pointe de Grave, Sheard and Moffat struck out toward the beach. Moffat's body washed up on a French beach on the 17th of December. Sheard's was never found.

Towing the two men had cost the remaining three boats time and the safety of a long night. The in-rushing tide drew and held them close to the shore. As they approached Le Verdon they saw 3 Chasseurs at anchor a few hundred yards off the jetty. Passing in single file between the Chasseurs and the jetty, *Catfish* with Hasler and Sparks, along with *Crayfish* with Mills and Laver, got through safely. However, Mackinnon in *Cuttlefish* was separated from the group and continued on the mission alone. His attempt ended on the 10th of December when *Cuttlefish* was wrecked on an obstruction near the Dordogne.

Catfish and *Crayfish* continued up the Gironde and put in at Pointe Aux Oiseaux for the day. It was there that they encountered a group of French fishermen who thought that the British canoeists were Germans. However, Major Hasler in his halting French was able to persuade them that they were English and not to tell the Germans about the canoeists.

The 9th of December's daylight hours were spent on the east bank of the Estuary in a dry ditch between two hedges. The only soul who saw them was a French farmer who was very disappointed that Hasler and his men could not come to his farm house and have a glass of wine.

On the 10th of December they attempted to hide on the southern tip of the Isle de Cazeau, but a quick re-connaissance by Major Hasler revealed a flak battery under construction. The two canoes raced the coming daylight trying to find a suitable location. They finally spent the day crouched in their canoes in the middle of a marsh on the northern tip of Cazeau, their only cover being their camouflage nets and a few handfulls of grass.

That evening *Catfish* and *Crayfish* snaked their way up to their last hide. From there they could see their targets for the night. The limpets were fused, confidential materials burned and last minute instructions were given.

Laver and Mills took the east bank. There, two blockade runners took on *Crayfish's* cargo of 8 limpets. Once the limpets were planted, Laver and Mills took off on the ebbing tide northwards.

Halser and Sparks laid their limpets on 4 ships, a Sperrbrecher, 2 Cargo ships and a Tanker. As they were attaching the limpets to the Sperrbrecher, a sentry's flashlight lit up and caught them in the beam. Hasler and Sparks froze. *Catfish* began to drift slowly downstream and the sentry just as slowly paced along the deck, keeping his light on them. They drifted under the flare of the Sperrbrecher's bow and were temporarily out of sight. Sparks rolled their magnetic hold fast onto the hull and stopped the boat's movement. The sentry's light played across the water looking for its target. After what seemed like ages, the sentry's footsteps could be heard moving away.

Hasler and Sparks finished laying their limpets and then headed north. They met Laver and Mills a mile or two north of Blaye where both *Crayfish* and *Catfish* were scuttled. Laver and Mills left Hasler and Sparks who headed off on their own toward Ruffec. Lavers, Mills, Lieutenant Mackinnon, Sergeant Wallace, Conway and Ewart were executed on March 23, 1943 under Hitler's infamous "Commando Order". Major Hasler and Marine Sparks eventually made it to Spain and subsequently to Gibraltar. Of the five cargo ships mined, all were sunk. The damage to the Sperrbrecher and the Tanker is unknown. Major Henry Hasler was admitted to the Distinguished Service Order and Marine Sparks received the Distinguished Service Medal. Corporal Laver and Marine Mills both received the oak leaves of Mentioned in Dispatches.

SECTION 1 ROYAL MARINE BOOM PATROL DETACHMENT

Major Henry "Blondie" Hasler

Strength: 9
Endurance: 11
Weapons Handling: 8
Agility: 9
Stamina: 10
Weight: 190
Civilian Background: Gentry
Military Background: Norway/France, Career, 10 years
Position: Commanding Officer RMBPD, No. 1 CATFISH
Age: 28
Combat Experience: 10

Skills: Leadership-1, Small Boats-3, Rifle-3, First Aid-2, Hand to Hand-2, Orienteering-4, Swimming-2, Demolitions-3, SMG-2, Languages: French-2, German-2

Major Henry Hasler - son of an Army lieutenant who was killed in World War I, and the product of the public schools - has had a passion for boats since the age of 12 when he built his first canoe. When he was sent to Wellington at the age of 14 he built a sailing punt out of matchwood and iron fittings. Four years later, when Hasler was 18, he entered the Royal Marines as a Second Lieutenant and bought, rather than built, a 12 foot sailing dinghy and took it on a cruise of 180 miles on the open coast.
Serving with the British Forces in Norway, then Captain Hasler landed at Narvik with a detachment of French tanks. The French were successful in forcing the Germans back to the Swedish Frontier, but right before the final blow fell, the French were ordered to withdraw and return to France; the Germans had just broken through to the Channel. Halser and his party also withdrew and they were the last British troops to leave Norwegian soil.
In 1942 Hasler was attached to the Combined Operations Development Center and was assigned to study various methods of attacking enemy ships in port. He proposed using two-men canoes to slip sabotage parties through the harbor defenses. When the Earl Mountbatten, head of Combined Operations at the time, was presented with the plan he not only approved it, but also assigned Hasler as the unit's first CO. On 6 July 1942 the Royal Marine Boom Patrol Detachment was formed and Hasler began to seek volunteers.

Lieutenant Jack W. Mackinnon

Strength: 9
Endurance: 10
Weapons Handling: 9
Agility:9
Stamina: 10
Weight: 180
Civilian Background: Urban
Military Background: Career, Up from the ranks
Position: No. 1 Section Leader, No. 1 CUTTLEFISH
Age: 24
Combat Experience: 8

Skills: Leadership-1, Small Boats-3, Rifle-4, First Aid-3, Hand to Hand-2, Orienteering-5, Swimming-3, Pistol-2, Demolitions-3, SMG-2, Languages: French-2

Lieutenant Mackinnon comes from Glasgow and originally enlisted in the Royal Marines as a private. "Mac" came up through the ranks, coming out of officer training school almost at the top of his class. Highly imaginative and quite tough on the troops, he would take recruits out to sea in an assault boat and order them over the side, whether they could swim or not.

Marine Bill "Ned" Sparks

Strength: 8
Endurance: 10
Weapons Handling: 8
Agility: 11
Stamina: 10
Weight: 140
Civilian Background: Urban
Military Background: None
Position: No. 2 CATFISH
Age: 21
Combat Experience: None

Skills: Small Boats-3, Rifle-4, First Aid-2, Hand to Hand-2, Orienteering-3, Swimming-3, Demolitions-2, SMG-2, Pistol--1, Driving-2

Ned Sparks is a small Cockney who is the unit grumbler when things are going good but is always ready with a joke when things look blackest. When first interviewed by Major Hasler, Sparks did not seem to possess the necessary physical strength to accomplish the tasks envisioned for the Royal Marine Boom Patrol Detachment. However, Hasler was impressed with Sparks' determination and obvious competency. Hasler therefore accepted Sparks on the condition that he keep up during training. 50% of Hasler's initial recruits washed out during training; Sparks was not one of them.

Marine James Conway

Strength: 11
Endurance: 10
Weapons Handling: 9
Agility: 10
Stamina: 10
Weight: 180

Civilian Background: Rural
Military Background: None
Postion: No. 2 CUTTLEFISH
Age: 20
Combat Experience: None

Skill: Small Boats-2, Rifle-5, First Aid-2, Hand to Hand-3, Orienteering-4, Swimming-3, Demolitions-2, SMG-3, Pistol-1, Driving-3

Quick witted and well liked, Conway is Mackinnon's Number 2 man. He is from Stockport in Cheshire and in civilian life, a milkman.

Sergeant Samuel "Sailor" Wallace

Strength: 10
Endurance: 10
Weapons Handling: 9
Agility: 10
Stamina: 11
Weight: 185

Military Background: Career (12 years)
Position: Senior NCO Section No. 1, No. 1 Coalfish
Age: 29
Combat experience: 10

Skills: Leadership-1; Small Boat-2, Rifle-5, First aid-2, Hand to Hand-2, Swimming-3, Orienteering-4, Demolitions-3, SMG-3, Pistol-2, Driving-2, Languages: French-1.

"Sailor" Wallace is the epitome of the perfect NCO. With the bearing of a professional soldier, he excels in instructing the other members of the RMBPD in drill and weapons training along with being able to maintain the high level of discipline that such a unit needs. The men look up to Sergeant Wallace with respect and he, in turn, admires Lieutenant Mackinnon and Major Hasler, of whom he once said, "...I would follow him anywhere in the world."

Always keen on doing his best for the unit and a bit impulsive, he once jumped into the sea in complete combat gear, when someone from the Admiralty was casually speculating how long a soldier could tread water while in full marching order. Wallace kept his head above water for 5 minutes before the weight of his rifle, steel helmet, and pack pulled him under.

Marine Robert Ewart

Strength: 10
Endurance: 10
Weapons Handling: 9
Agility: 10
Stamina:10
Weight: 165
Civilian Background: Urban
Military Background: None
Position: No. 2 COALFISH
Age: 21
Combat Experience: none

Skills: Small Boats-2, Rifle-4, First Aid-3, Hand to Hand-3, Orienteering-3, Swimming-3, Demolitions-2, SMG-2, Driving-2.

Robert Ewart is from Scotland and gave up a draft-exempt job in a munitions factory to join the Royal Marines. Bored with his garrison duties at Orkney Islands he jumped at the chance to join the RMBPD. He is a bit headstrong and impatient with "Standard Operating Procedures" especially when SOP seems ludicrous. After an air raid had sealed off the entrance to a shelter, Ewart physically threatened an air raid warden who tried to stop his rescue efforts with a quote from the regulations; "...all rescue work can only be done by the civil defense bodies."

Corporal Albert F. Laver

Strength: 9
Endurance: 11
Weapons Handling: 10
Agility: 9
Stamina: 10
Weight: 155
Civilian Background: Urban
Military Background: Career (3 years)
Position: No. 1 CRAYFISH
Age: 22
Combat Experience: 9

Skills: Leadership-1, Small Boats-3, Rifle 4, SMG-3, Pistol-1, Hand to Hand-2, Orienteering-6, Demolitions-3, Driving-1, First Aid-4.

Even though a career soldier, Corporal Laver did not join the Royal Marines until a few months before the German invasion of Poland in 1939. First posted aboard the *HMS Rodney* with one of the gun crews, he was present at the sinking of the *Bismark* in 1941. After joining the RMBPD he has proved to be one of the best navigators in the Detachment as well as one of the best seamen.

Marine Bill H. Mills

Strength: 10
Endurance: 10
Agility: 9
Stamina: 10
Weapons Handling: 8
Weight: 180
Civilian Background: Urban
Military Background: None
Position: No. 2 CRAYFISH
Age: 20 Combat Experience: None

Skills: Small Boats-2, Rifle-4, First Aid-4, Hand to Hand-2, Orienteering-4, Swimming-3, Pistol-2, Demolitions-3, SMG-3.

Marine Mills is from Kettering in Northhamptonshire in central England. A good swimmer and well educated, he is well-liked and always knows what to say or do to lift his section mates' spirits. He serves as an excellent counterweight to Corporal Laver's reserved attitude.

Corporal George J. Sheard

Strength: 10
Endurance: 11
Agility: 9
Stamina: 11
Weapons Handling: 10
Weight: 190
Civilian Background: Urban
Military Background: None
Position: No. 1 CONGER
Age: 21
Combat Experience: none

Skills: Leadership-1, Small Boats-3, Rifle-5, Pistol-2, Orienteering-2, Swimming-3, First Aid-2, Demolitions-3, SMG-2, Hand to Hand-2.

Corporal Sheard is from Devonshire and possesses a tremendous amount of drive and determination. As an NCO, he has proved to be an excellent leader and does well in all aspects of his job, except navigation. He has never seemed to master the intricacies of that art. During one night excercise, he paddled his canoe off into the high seas thinking he was following the guiding "gull" whistle signals of Major Hasler in the lead canoe. It turned out to be a real sea gull.

Marine David Moffat

Strength: 9
Endurance: 10
Agility: 9
Stamina: 10
Weapons Handling: 9
Weight: 170
Civlian Background: Urban
Military Background: None
Position: No. 2 CONGER
Age: 20
Combat Experience: None

Skills: Small Boats-2, Rifle-6, First Aid-2, Hand to Hand-3, Orienteering-3, Swimming-3, Pistol-2, Demolitions-2, SMG-2.

David Moffat is the unit clown. He was born in Belfast and grew up in Halifax. His sense of humor is, to say the least, lively. At the rooming house where he is billited with the rest of the Section, he is fond of donning a parson's collar and delivering very solemn and sometimes very sarcastic sermons on the sins of drink and women and human folly in general. He also enjoys baiting the junior NCOs, an activity that has cost him more than a few punishment details.

Marine William A. Ellery

Strength: 9
Endurance: 9
Agility: 10
Stamina: 11
Weapons Handling: 9
Weight: 180
Civilian Background: Urban
Military Background: None
Position: No. 1 CACHALOT
Age: 23
Combat Experience: None

Skills: Leadership-1, Small Boats-2, Rifle-4, Pistol-2, First Aid-3, Orienteering-4, Swimming-3, Demolitions-3, SMG-3.

A Londoner, Marine Ellery is the only man without rank to command a Cockelshell in Section No. 1. He is the best swimmer in the Detachment, but on the surface only. When under water for any length of time he becomes immobilized by claustrophobia and can make little headway.

Marine Eric Fisher

Strength: 9
Endurance: 10
Agility: 11
Stamina: 10
Weapons Handling: 8
Weight: 160
Civilian Background: Urban
Military Background: None
Position: No. 2 CACHALOT
Age: 20
Combat Experience: None

Skills: Small Boats-2, Rifle-5, First Aid-3, Hand to Hand-3, Orienteering-5, Swimming-1, Pistol-2, Demolitions-2, SMG-2, Driving-3

Marine Fisher comes from West Bromwich and, before the war, worked in a printing shop. A non-swimmer when he joined the unit, he never improved much even under Lieutenant Mackinnon's unique methods of instruction. However, after the "Frogman" suit was fully developed, Fisher would prove to be a first-rate underwater swimmer, a skill he will put to good use in a raid against Leros.

In addition to the listed skills, each character has a skill level of two in all skills taught during basic training except where otherwise noted.

The position noted for each individual lists first the character's position in the RMBPD, i.e. Commanding Officer, etc., if applicable, and the name of the canoe and the position held on that canoe during the raid.

Material for the biographies came primarily from Lucas Phillips's book, *Cockleshell Heroes* published by William Heinenmann Ltd., London, England, 1956.

How the cargoes were stowed for the attack.

Number 1

Magnetic holdfast
One No. 69 grenade
Bailer and spong
Paddle handgrip
Placing-rod
4 limpets
1 spanner
Half No. 2's spare clothes

Number 2

Box of small gear
Matches
Cooker
Placing-rod
4 limpets
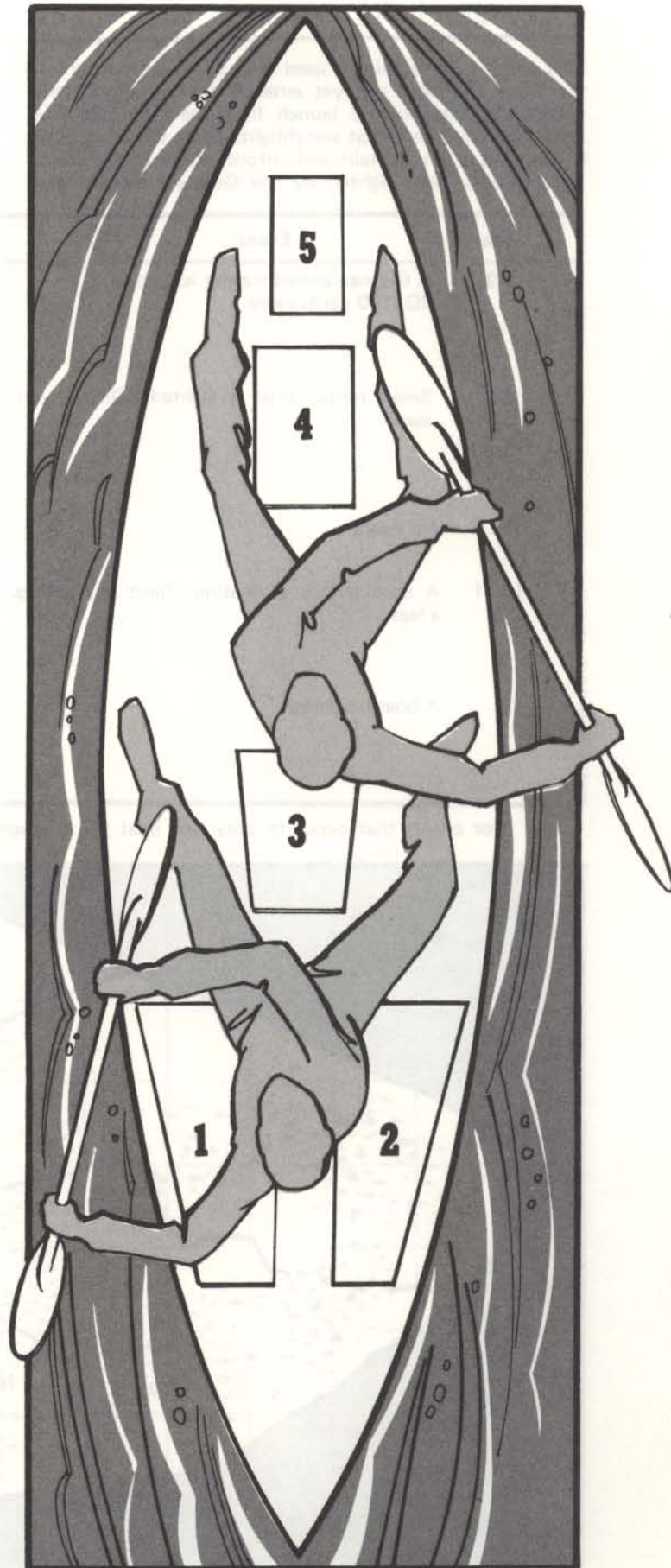Half No. 2's spare clothes

Number 3

Rations
Water-cans

Number 4

Camouflage net
50-ft codline
Repair bag
Navigating gear
Paddle handgrip
Sounding reel
Torch
Benzedrine
One No. 69 grenade

Number 5

No. 1's spare clothes
2 fuze boxes
2 cups
Soap
4 escape boxes

EVENT TABLE I: THE OPEN SEA

This event table should be used once the players have left the *Tuna* and have not yet entered the Estuary. As the players are beginning to launch from the *Tuna*, the GM should inform them that searchlights along the coast have lit up. The sub's captain will inform them that the sub has probably been sighted by the German radar station on Cordovan. There is no danger that the search lights will pick out the *Tuna,* but the players do not know this. At about 1015 all of the Cockels will have been launched and the *Tuna* will submerge. 10 minutes later, the search lights will go out. There is no moon and the sea conditions in the Bay of Biscay are light. Sea conditions in the Estuary are calm and the water temperature is 43 degrees. These conditions will hold throughout the mission.

Die	Event	Tactical Notes
2-3	A German armed trawler is sighted 3Dx100 yards away	Crew alertness is 3. The trawler rolls each of the canoes once. If sighted, the trawler will attack the canoes with 2 Spandaus and one 20 mm flak gun. Ammo is unlimited. Maximum speed of the trawler is 60 yards/10 sec. turn.
4-5	Small motor boat is sighted 3Dx100 yards away	It is a French fishing boat. The crew's alertness is 2. The fishing boat rolls once to sight each of the canoes. If they sight them, roll 2D. On a 9+ the boat's captain will report the canoes' presence to the Germans once they dock. On a 2D roll of 8+ the Germans will be placed upon alert.
6-9	No Event	
10-11	A boat strikes a floating object and springs a leak.	Once every hour the boat must stop for 10 minutes and be bailed out. There is no chance to rest while bailing. If the players do not stop and bail, their speed is reduced by 1000 yards for each hour they miss.
12	A boat broaches	The boat has been struck sideways by a wave and is in danger of capsizing. Roll 2D. On a result of 7+, the boat capsizes. -1DMs are applied for each level of averaged Small Boat Skill.

For events that occur to only one boat (10 through 12), the GM should choose the affected boat randomly.

5 yds.

Gironde

German pill boxes

North side of I. de Cazeau
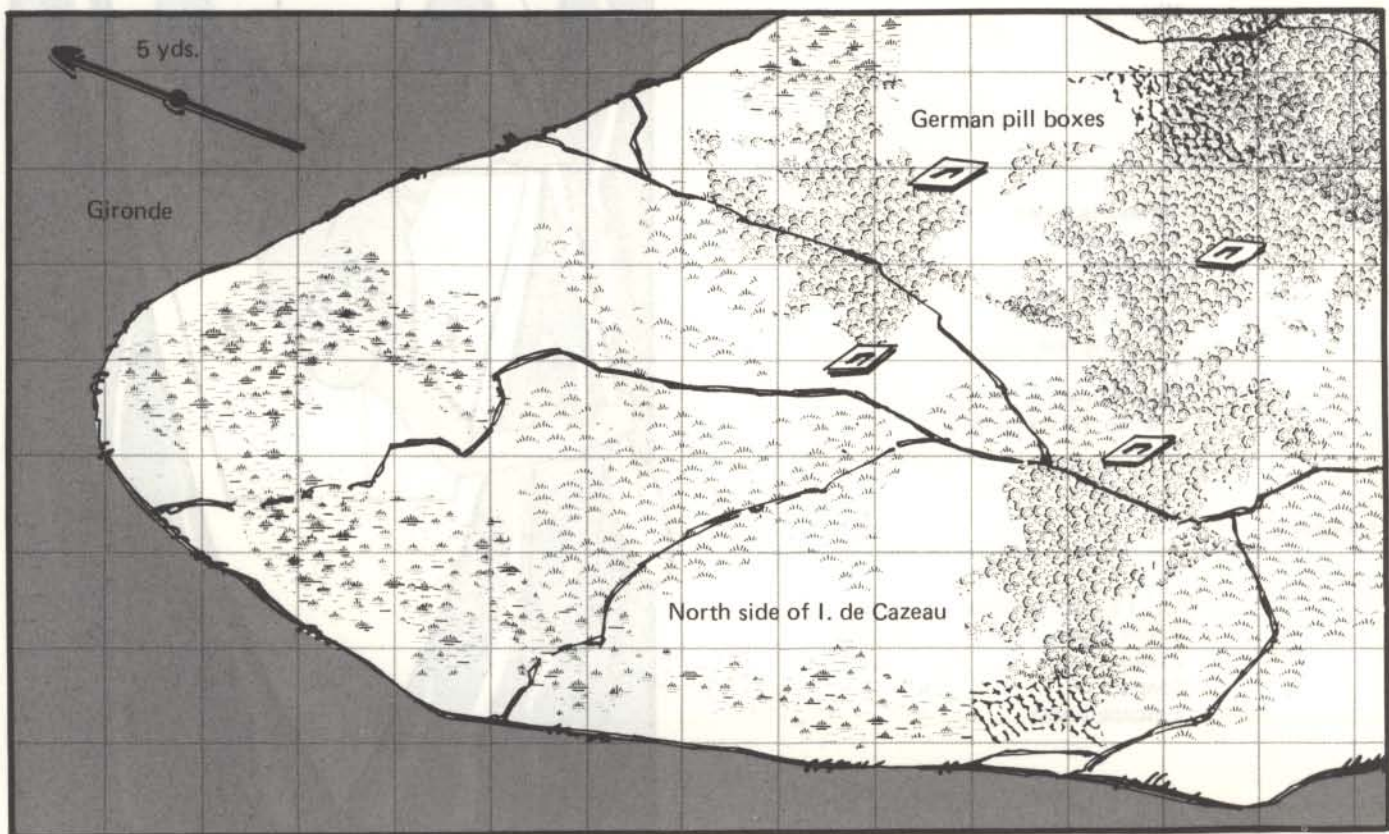
Once the players have passed to the Gironde Estuary, this table is used. The GM should roll once each hour or whenever the players enter a new square.


Die	Event	Tactical Notes
2	Aircraft flies overhead	A German aircraft (GM's choice) will fly over the party at a height of 800 yards. The aircraft's crew alertness is 1D (but at least a 2). Roll to sight each canoe. If the aircraft sights a canoe it will attack it by strafing. It will make 1D passes. Each crew member of the attacked canoe will receive 1 hit on a roll of 10+ for each pass. Each attack takes one combat turn. The crew members cannot effectively engage the aircraft.
3	Small motor boat is sighted 2Dx100 yards away	It is a French fishing boat. The crew's alertness is 3. The fishing boat rolls once to sight each canoe. If the canoes are sighted, roll 2D. On a 9+ the boat's captain will report the canoes presence to the Germans. On a 2D roll of 8+ the Germans will be placed on alert.
4-5	German armed trawler is sighted 3Dx100 yards away	Crew alertness is 3. The trawler rolls once for each canoe. If it sights a canoe, it will attack it with 2 Spandaus and one 20 mm flak gun. Ammo is unlimited. If the encounter takes place at night, the trawler will be using searchlights. For each canoe within 500 yards of the trawler, roll 2D. On a roll of 9+, the trawler will illuminate the canoe with the searchlight. Roll on the sighting table to see if the trawler identified the canoe for what it is. There will be no modifications for darkness while using a searchlight. The trawler is moving at a speed of 30 yds/10 sec. maximum speed is 60 yds/10 sec.
6-9	No event	
10	A boat strikes a mudflat	The boat has struck a mudflat and is stuck. It will take 2D minutes to float the canoe and each crewman loses 1 Endurance point in the process.
11	A boat strikes a floating object and springs a leak	Once every hour the boat must stop for 10 minutes to be bailed out. There is no chance for rest while bailing. If the players do not stop and bail, their speed is reduced by 1000 yards per turn for each hour's worth of bailing missed.
12	A boat broaches	The boat has been struck sideways by a wave and is in danger of capsizing. Roll 2D. On a result of 7+ the boat capsizes. -1 DMs are applied for each level of averaged Small Boat Skill.

-2DM is applied as the patrol enters I2 and I3.

For events that occur only to one boat (10-12), the GM should choose the affected boat randomly.

1sq. = 5 yds.

Track

Mud

Path

Dyke

Stakes
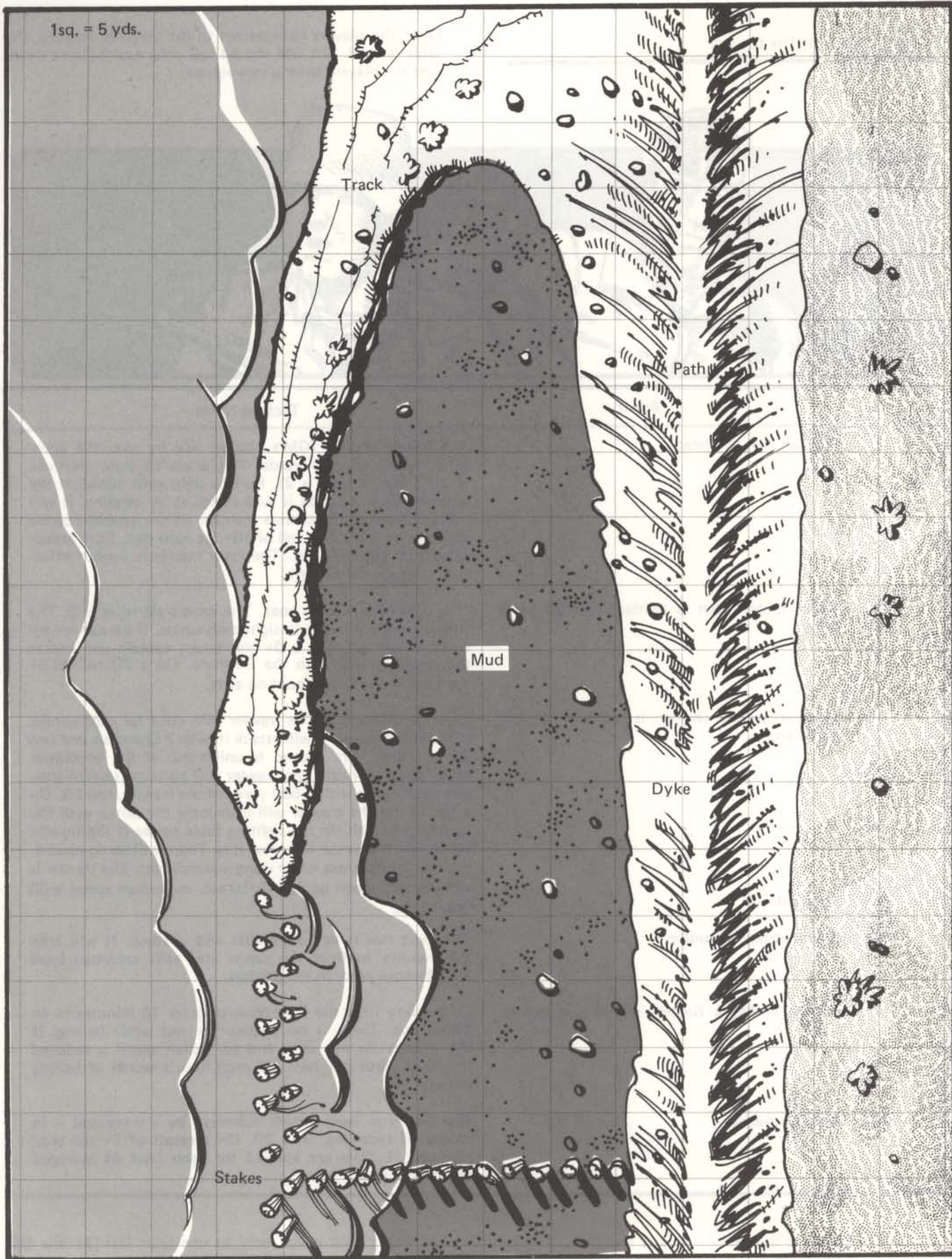
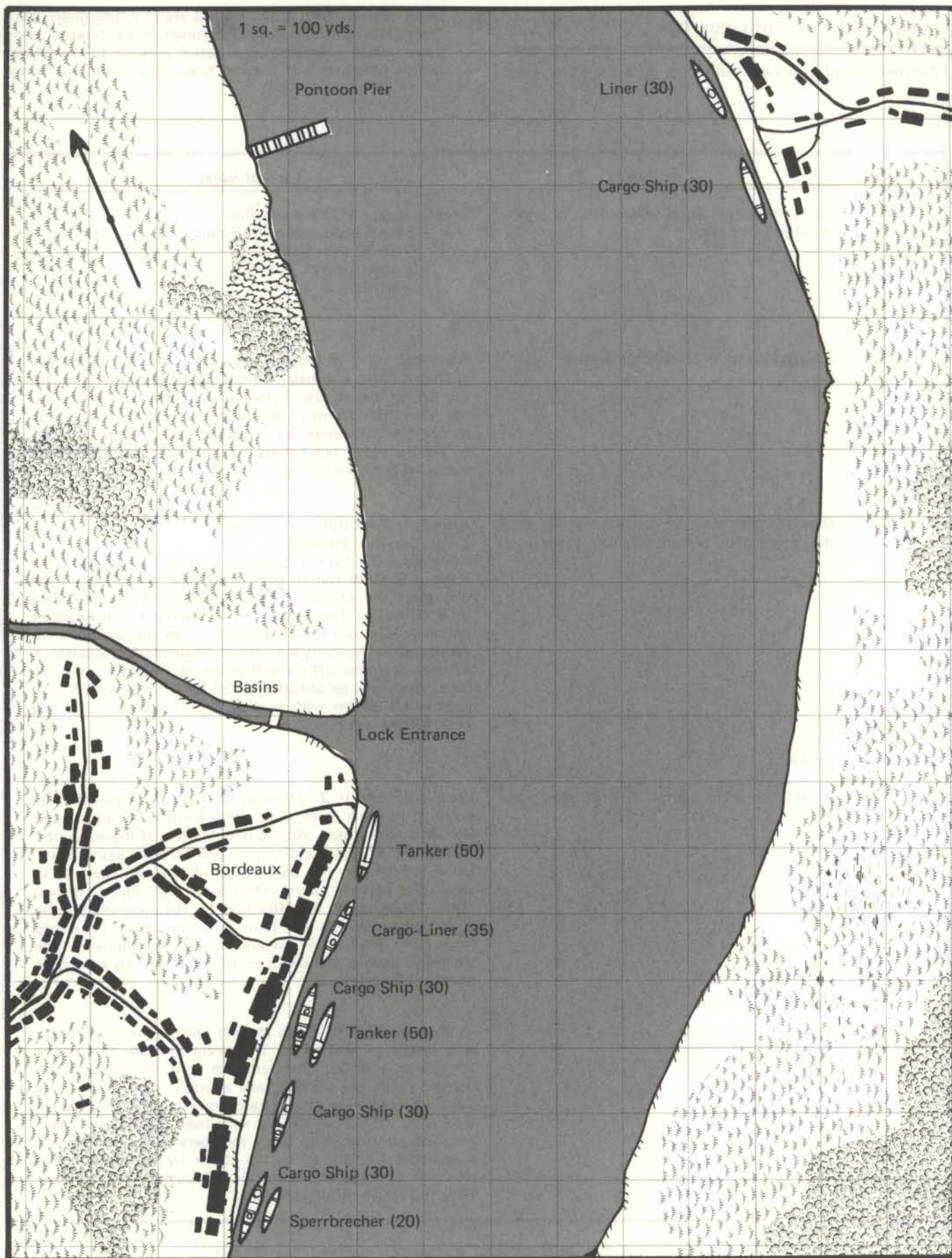Plan of the 'hide' at Pte aux Oiseaux.

event table is used. If the players are in a hide given in the Operations Order, events 2 through 5 are treated as no event. When encountering a patrol it is up to the GM to decide whether it is moving towards or from the party.

Whenever the players have pulled up onto the shore, this

Die	Event	Tactical Notes
2	German patrol along shore line is sighted 2Dx100 yards away	3 men and one NCO armed with: 　　3 KAR 98Ks each with 5 clips 　　1 MP 38 with 5 clips 　　Troop Quality: 2nd Rate 　　Alertness: 3
3	French Peasant is 2Dx100 yards away	Alertness: 3. If the Peasant sights the players he will approach them and begin to talk about his admiration for the British and of the shameful occupation of France and the Vichy government. He will even try to get the party to come to his home for a glass of wine. He can do little to aid the party but knows that there are about 200 men stationed in the nearest town.
4-5	German with dog is sighted moving along the shore line about 2Dx100 yards away	Armed: 1 KAR 98K with 5 clips Troop Quality: 1st rate Alertness: 3. Even though the guard's alertness is 3, the dog's is 6. Both roll to see if they spot the canoes. If the dog spots the canoes he will become very agitated; then on a 2D roll of 8+ the guard will be alerted to the canoe's presence. The guard will attempt to escape and alert his command to the party's presence. If successful, a patrol of 20 men and one officer will arrive in the area within an hour. They will be armed with 20 KAR 98Ks with 5 clips each and 1 Walter with 6 clips. Troop quality is 2nd rate with Alertness at 6.
6-9	No Event	
10-11	Armed Trawler is sighted 2Dx100 yards away	Crew Alertness is 3. The trawler rolls once to sight the party. If it sights them, it will attack with 2 Spandaus and one 20 mm flak gun. Ammo is unlimited. If the encounter takes place at night, the trawler will be using searchlights. On a roll of 7+, the trawler has illuminated the area in which the party is hiding. The normal sighting roll is then done. There are no modifications for darkness while using a searchlight. Within one hour after the attack the patrol from event 2 will be in the area looking for survivors. The trawler is moving at a speed of 30 yds/10 sec. Its maximum speed is 60 yds/10 sec.
12	Aircraft flies overhead	A German aircraft (GM's choice) will fly over the party at a height of 800 yards. The aircraft's crew alertness is 1D (but at least 2). Roll once to sight the party. If the aircraft sights the party it will attack it by strafing. The plane will make 1D passes. Each party member will receive 1 hit on a 2D roll of 10+ for each pass. Each attack takes one combat turn. The party members cannot effectively engage the aircraft. After the attack by the aircraft, the area will be searched by the 4 man patrol from event 2. They will arrive within one hour.

A -2DM is applied if the hide is within 3000 yards of any town or German Flak position.

1 sq. = 100 yds.

Pontoon Pier

Liner (30)

Cargo Ship (30)

Basins

Lock Entrance

Tanker (50)

Bordeaux

Cargo-Liner (35)

Cargo Ship (30)

Tanker (50)

Cargo Ship (30)

Cargo Ship (30)

Sperrbrecher (20)

Targets at Bordeaux Docks and Bassens South.

Once the party has begun their trip overland to Ruffec the GM should use this table. Roll 2D each hour or when they enter a new square. The players should have broken up into 2-man groups so the GM will have to run each group seperately.

Die	Event	Tactical Notes
2-6	No event	
7	Farm House	On a 2D roll of 7+, it will be occupied by the owner or his wife. Roll on the reaction table to determine what aid they will give the Marines.
8	Frenchman working in the fields or in a town	The Frenchman has an alertness of 2. If he spots the Marines and rolls his alertness level or less on 1D (or if they are still in uniform), and he rolls a 1 or 6 on his reaction roll, he will approach the Marines and engage them in conversation. More than likely he will find out that they are not French, but escaping Englishmen. If his reaction roll was 1, he will try and take them to his farm or home with a promise of food. He will then call the police. In one hour the Vichy policemen from No. 9 below will arrive to arrest the Marines. If the Frenchman's reaction is 6 he will aid the Marines in any way he can.
9	Vichy Policeman	A Vichy Policeman is moving toward the group and is about 2Dx5 yards away. He is armed with a Walter P38 and has 5 clips. Alertness is 4. If he spots the group roll one dice and ask for identity papers. It is very likely that the policeman will discover that they are English. Once he does, roll on the reaction table. On a 6 the Policeman will let them go; on any other result he will take them in.
10	2 German trucks moving down the road	Each truck carries 15 men armed with a variety of weapons. Troop Quality: 2nd Rate Alertness: 2
11	Column of German troops marching down the road	3Dx5 German troops moving to the Estuary area as re-enforcements, armed with a variety of weapons. Troop Quality: 2nd Rate Alertness: 2
12	German Security unit checking papers (town only)	5 men and 1 NCO stopping people and checking papers. They are looking for the Marines. Armed: MP28 with 5 32 round clips Alertness: 4 Troop Quality: 2nd rate

DM's: −1 if traveling cross country
+1 if the party did not sink or hide their canoes before leaving them.

+2 if traveling on a primary road
+2 if the party is made up of more than two members
+3 if passing through a town

| | | Sunrise and Sunset (Western France) | | | | Tides in Gironde Estuary | |
		Sunrise	Sunset	Flood	Ebb	Flood	Ebb
7	December	0742	1642	2330-0530	0530-1130	1130-1730	1730-2230
8	December	0743	1642	2230-0530	0530-1130	1130-1730	1730-2230
9	December	0743	1641	2330-0530	0530-1130	1130-1730	1730-2230
10	December	0743	1641	2330-0530	0530-1130	1130-1730	1730-2230
11	December	0742	1640	2330-0530	0530-1130	1130-1730	1730-2230
12	December	0742	1640	2330-0530	0530-1130	1130-1730	1730-2230
13	December	0742	1639	2330-0530	0530-1130	1130-1730	1730-2230
14	December	0741	1639	2230-1530	0530-1130	1130-1730	1730-2230
15	December	0741	1638	2230-1530	0530-1130	1130-1730	1730-2230

British Mine Fields
British Mine Fields are located in the following areas;
23W, 24W, 20C, 2D, 16G, 16F, 16E, 16D.

Hide Locations
Hides are located in the following areas;
13M, 8Z (island), 7R, 6NN, 11H, 4KK.

COMMANDOS

TM 004-82