

NORMANDY BREAKOUT

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



NORMANDY BREAKOUT

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

CREDITS

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WWII: Operation WhiteBox™ is a roleplaying game of WWII special forces action designed for compatibility with the *Swords & Wizardry WhiteBox*™ roleplaying game.

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ASSAULT ON PILLBOX 12

THEATER: Europe (Western Front)

DATE: June 1944 (D-Day)

LOCATION: Normandy (coast)

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

Assault on Pillbox 12 is also perfect for the optional **Trial by Fire** rules described in the core rulebook. Trial by Fire involves the use of multiple 0-level characters and is designed to introduce new players to gameplay in *WWII: Operation WhiteBox*. If the *Referee* decides to allow standard character classes instead, the characters can be part of an elite unit (determined by the *Referee*) that is assigned to assist Allied infantry forces with securing Pillbox 12.

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

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

BACKGROUND

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

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

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

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

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

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

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

—Dwight D. Eisenhower, D-Day

BRIEFING

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

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

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

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

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

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

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

OBJECTIVE

The characters must take out the German pillbox.

PRE-ASSESSMENT

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

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

INSERTION

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

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

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

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

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

EXECUTION

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

EXTRACTION

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

POST ASSESSMENT

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

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

STORMING THE BEACHES

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

ENEMY FIRE

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

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

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

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

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

ALLIED NPC SOLDIERS

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

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

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

WET SAND BEACH

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

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

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

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

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

BEACH OBSTACLES

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

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

1. BELGIAN GATE

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

2. LOG

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

3. CZECH HEDGEHOG

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

SHINGLE SLOPE

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

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

BANGALORES!

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

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

ROCKY SHELF

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

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

PILLBOX 12

THE BLUFF

7

8

ROCKY SHELF

6

5

4

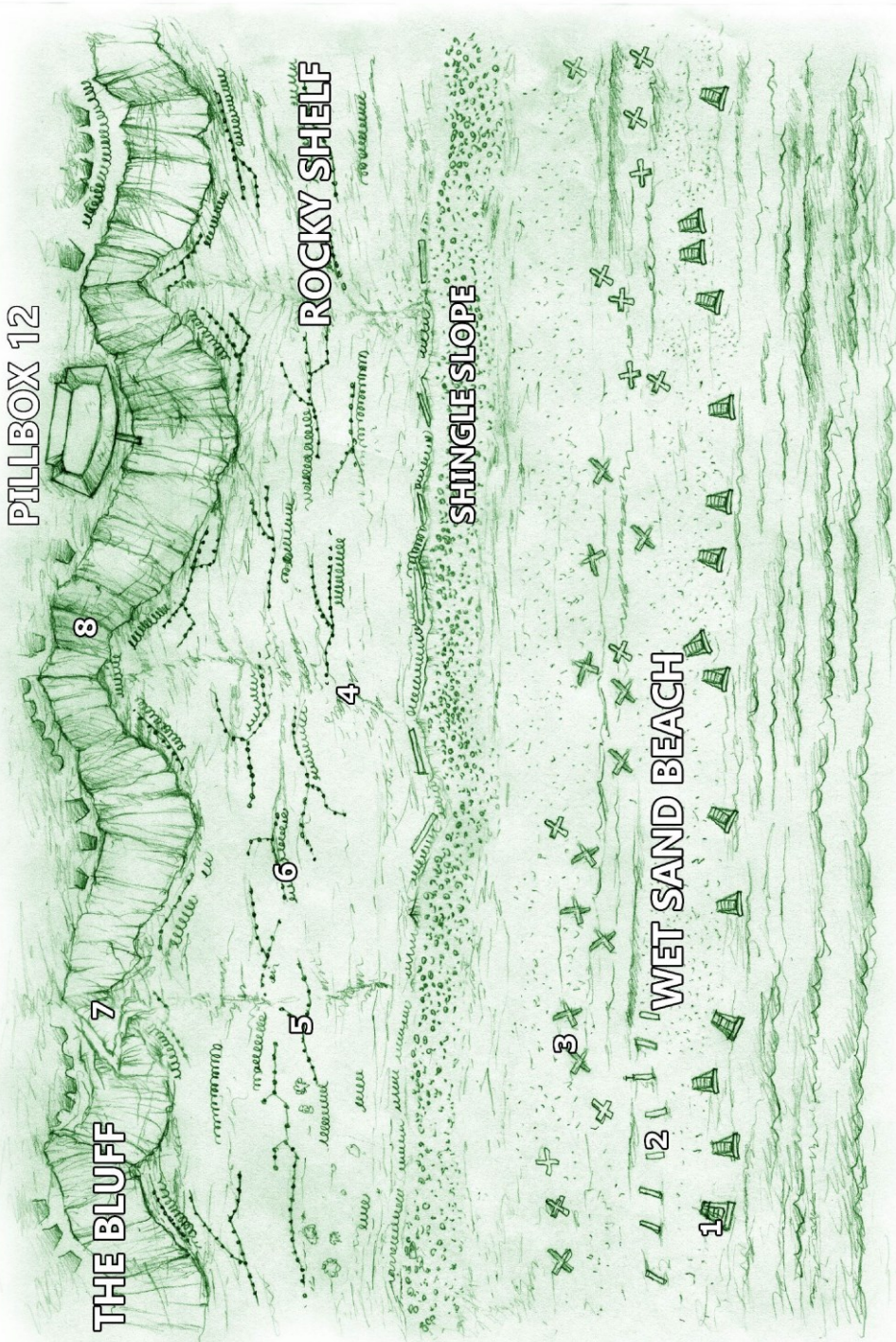
SHINGLE SLOPE

WET SAND BEACH

3

2

1



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

SHELF OBSTACLES

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

4. BANGALORE LANE

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

5. MINEFIELD

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

6. CONCERTINA WIRE

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

THE BLUFF

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

ALLIED SOLDIERS REGROUP

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

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

Note: Traditional combat rounds begin at this point.

SCALING THE BLUFF

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

7. DEADLY PATH

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

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

8. CLIMBING

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

GERMANS ON THE BLUFF

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

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

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

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

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

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

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

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

PILLBOX 12

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

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

Good job, soldiers!

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

German Soldier (6): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k), two (2) grenades, bayonet.

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

APPLES OF WAR

THEATER: Europe (Western Front)

DATE: June-July 1944

LOCATION: Normandy (countryside near the town of Pommetan)

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

BACKGROUND

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

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

ÜBERLÄUFER ON THE ROAD

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

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

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

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

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

BRIEFING

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

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

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

OBJECTIVE

The operatives must capture the Farmhouse.

PLANNING

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

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

INSERTION

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

PRE-ASSESSMENT

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

EXECUTION

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

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

EXTRACTION

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

POST ASSESSMENT

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

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

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

POMMETAN COUNTRYSIDE

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

1. WOODLINE

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

2. ORCHARDS AND PASTURES

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

3. HEDGEROWS

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

4. STONE WALLS

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

5. BRIDGE

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

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

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

6. THE LENORA

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

FARMHOUSE

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

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

a. EXTERIOR DOORS

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

b. WINDOWS

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

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

c. PICKET FENCE

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

d. MACHINEGUN NEST

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



FARMHOUSE AND COUNTRYSIDE

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

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

e. MASTER BEDROOM

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

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

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

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

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

f. BASEMENT

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

g. MOTOR POOL

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

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

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

h. KENNELS

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

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

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

GERMAN RESPONSE

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

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

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

MAJOR FACTIONS AND NPCs

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

WAFFEN-SS SOLDIERS

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

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

LIEUTENANT (OBERSTURMFÜHRER) MAXIMILLIAN WECHSLER

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

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

NAZI STRENGTH AND PRIDE

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

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

BACKGROUND

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

BRIEFING

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

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

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

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

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

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

OBJECTIVE

The characters must kidnap *Hauptsturmführer* Heinrich Panzinger.

PLANNING

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

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

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

INSERTION

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

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

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

PRE-ASSESSMENT

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

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

EXECUTION

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

EXTRACTION

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

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

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

POST ASSESSMENT

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

POMMETAN

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

OUTER DEFENSES

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

GERMAN PATROLS

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

Roll 1d6 to determine the type of patrol:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ALARM!

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

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

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



POMMETAN

SURRENDER *SCHWEINHUND*!

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

PLACES OF NOTE

The following places of note are located in Pommetan.

1. BUILDINGS

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

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

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

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

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

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

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

3. Unoccupied, roll 1d6: 1-4, closed (business) or 5-6, looted (residence).

- 4-6. Occupied by a family of scared Pommetan Townsfolk. They gladly offer food and information to Allied soldiers.

2. POMME CRIQUE

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

3. BRIDGES

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

4. POMMETAN PLAZA

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

5. EGLISE DE ST. CHARLES

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

6. POMMETAN RAIL STATION

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

7. CHATEAU DE LYON

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

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

8. MOTOR POOL

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

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

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

9. HOTEL LAFETE

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

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

PANZINGER'S ROOM

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

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

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

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

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

Gerhard Dittrich: see Major Factions and NPCs for statistics.

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

BOMBS AWAY!

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

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

MAJOR FACTIONS AND NPCs

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

POMMETAN TOWNSFOLK

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

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

PIERRE DE LYON

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

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

CAPTAIN (*HAUPTSTURMFÜHRER*) HEINRICH PANZINGER

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

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

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

DR. DETLEF HOLWECK

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

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

GERHARD DITTRICH

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

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

GESTAPO AGENTS

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

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

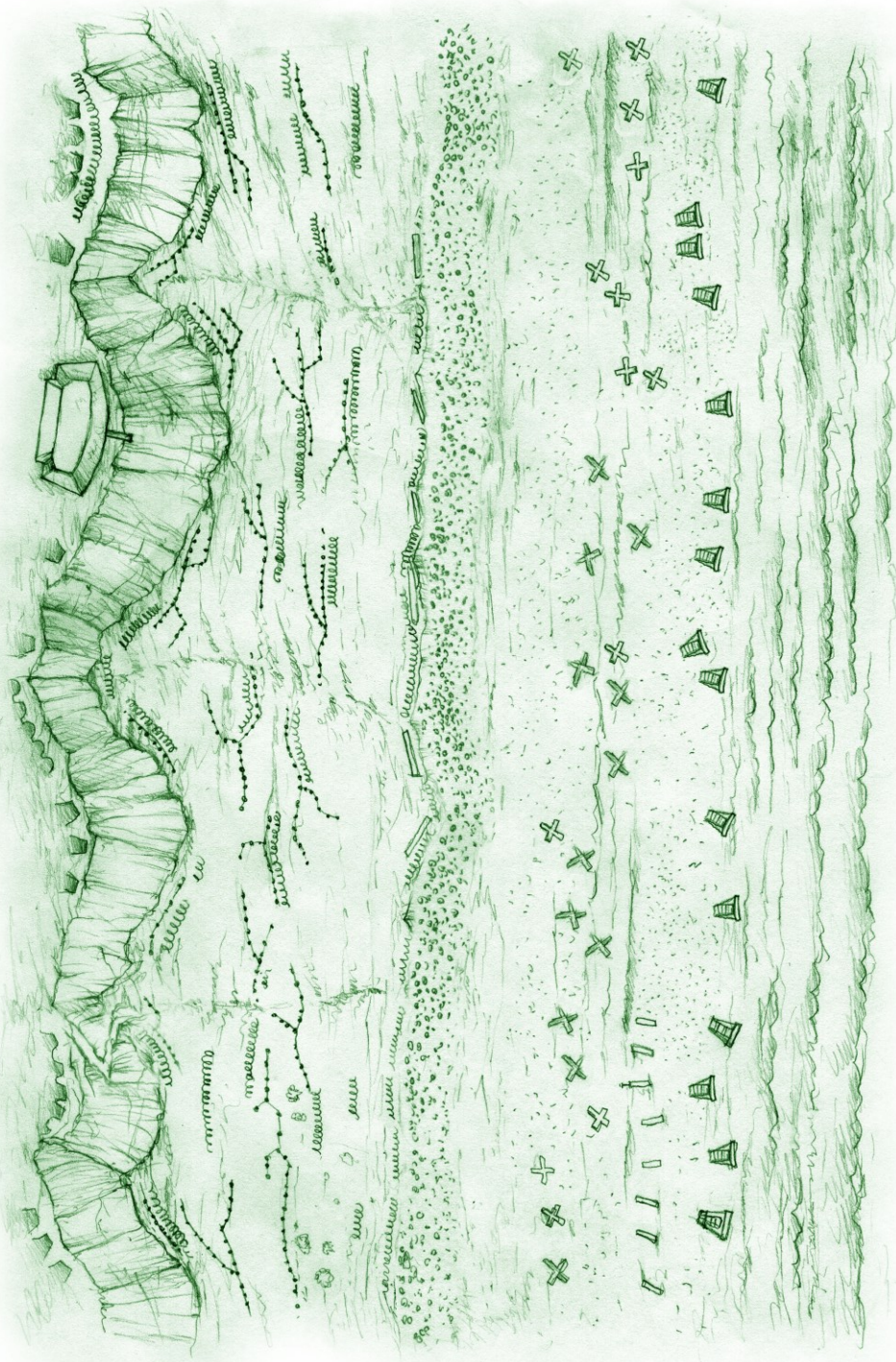
WAFFEN-SS SOLDIERS

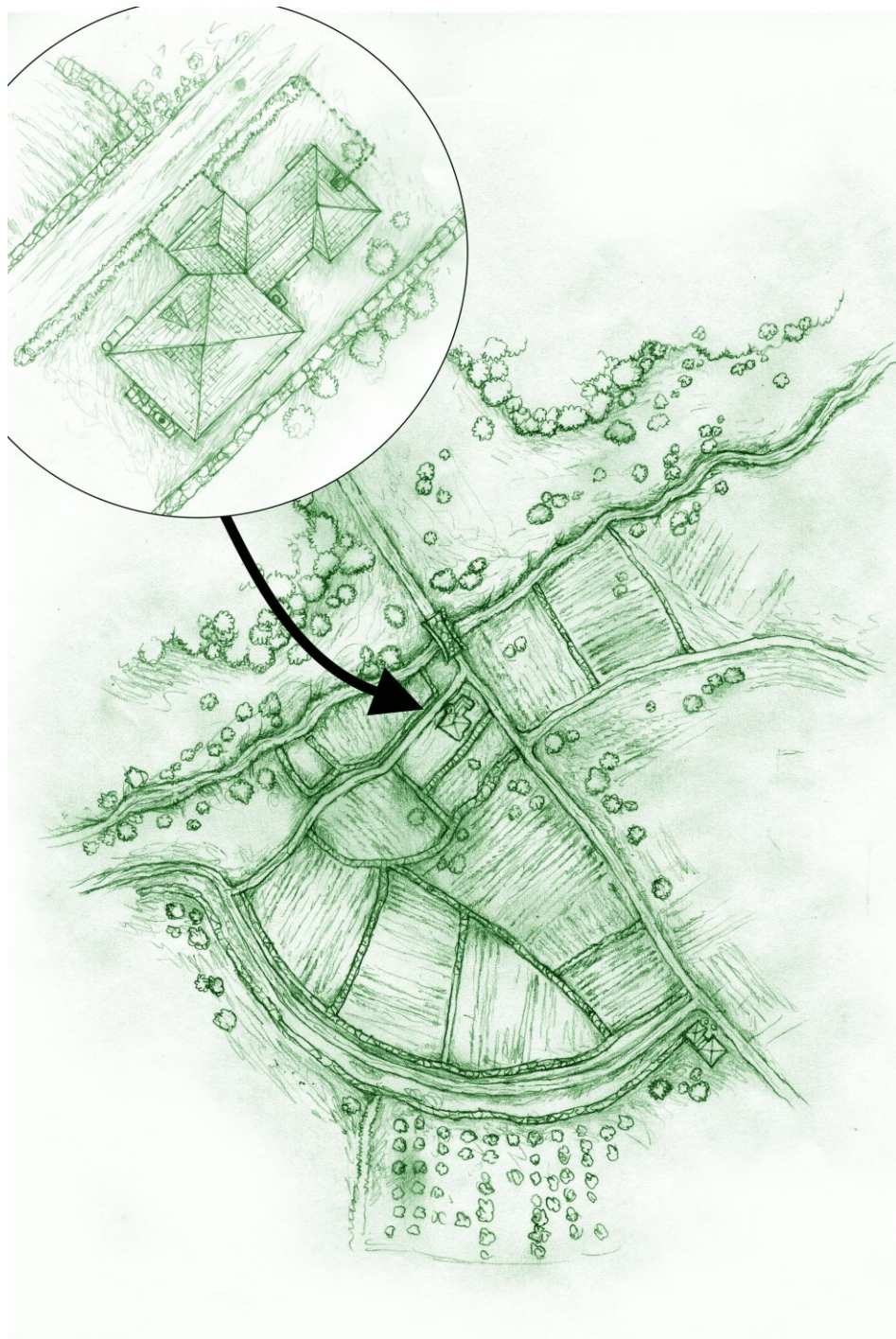
The *Waffen-SS* soldiers stationed in Pommestan are members of the 12th SS Panzer Division (*Hitlerjugend*). They are eager for the coming battle and determined to make the Allies pay for their victory on the Normandy coast.

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

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

INTEL MAPS FOR THE PLAYERS







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