

OPERATION PEARDDROP

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



WWII OPERATION
WHITEBOX
COMPATIBLE

OPERATION PEARDROP

OPERATION PEARDROP is a support mission designed for *WWII: Operation WhiteBox™*. Take your British Commandos into France and wreak havoc on the occupying German forces. Fly the bloody flag!

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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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FOREWORD

Operation Peardrop is inspired by real events. When I run tabletop games depicting real world conflicts, I tend to lean toward a black-and-white movie or “Commando” comic book style depiction of the action, keeping some of the harsh realities of war at arm’s length, whilst aiming to provide a few hours entertainment.

This mission has seen action at Gary Con and the UK Games Expo, and the players have made it a memorable event. That said, I feel it is important for us to acknowledge the sacrifice and loss of life on all sides of the conflict of 1939-1945 for the better world we live in today.

Lest We Forget,



—Bruce Cunningham

OPERATION PEARDROP

THEATER: Europe (Western Front)
DATE: August 1941
LOCATION: Pas-de-Calais, France

The Germans have settled into the occupation of France and have cast their eyes further abroad. Across the English Channel, Great Britain still reels from the retreat at Dunkirk and the chaos of the Battle of Britain. At sea, German U-boats prey upon military and civilian vessels alike while in North Africa, British forces are beset. Morale is at an all-time low.

Into this fray come the British Commandos, an all-volunteer unit made up of some of the toughest and bravest fighting men the world has ever known. The time has come to unleash you upon the enemy. Can you infiltrate German-occupied France undetected and wreak havoc? Or will this be another black eye for England at the hands of the despicable German Reich?

Operation Peardrop is a short WWII: *Operation WhiteBox* mission designed for three to six characters of 1st-3rd level. The characters are assumed to be newly formed British Commandos training for covert missions in German-occupied France. The mission involves opportunities for subterfuge, stealth, and combat, so a good mixture of Classes is recommended.

Operation Peardrop takes place just after the Germans have secured their occupation of France. The mission is designed as a "mini-sandbox", with many possible courses of action, so the *Referee* must be able to think quickly and make changes "on the fly". Although presented as a standalone mission, *Operation Peardrop* can be combined with other early war missions published by *Small Niche Games* such as *Norway Ablaze*.

BACKGROUND

The British Commandos were formed in 1940, by order of Prime Minister Winston Churchill who called for specially trained troops that would "develop a reign of terror down the enemy coast". Initially a small force of volunteers that carried out raids against enemy-occupied territory, the commandos developed into a formidable special forces unit and a precursor to the modern Royal Marine Commandos, Special Air Service, and Special Boat Service.

Operation Acid Drop: In August 1941, two groups of British Commandos carried out raids on the beaches of Hardelot and Merlimont in the Pas-de-Calais region of France with the objective of harassing the garrison, carrying out reconnaissance, gathering intelligence, and capturing a German soldier, if possible. In reality, with only 30 minutes ashore, neither group of commandos encountered the enemy and both returned empty handed.

Operation Peardrop: This mission takes place in our “alternate history” and mirrors the events of Operation Acid Drop. Who knows what will transpire when our own brave group of commandos head ashore?

BRIEFING

Dover Castle in Kent, England, was built in the 11th century and has been on the front lines of England’s defenses ever since. The castle was pressed into service once again in 1939 and it was here that Operation Dynamo (the evacuation of Dunkirk in 1940) was planned. Today’s briefing is held in a freshly painted secure operations room in one of the labyrinths of tunnels dug into Dover’s famous chalk cliffs.

Major Harry Kerton relays the following information:

“Good afternoon, Gentlemen, Combined Operations Command requires us to carry out an intelligence gathering operation in the Pas-de-Calais—that’s what the French call the Dover straits, you know?

Since Jerry invaded in the spring of 1940 troop strength and composition in the area have been difficult to accurately assess and the bigwigs at HQ have decided, in their infinite wisdom, that the best way to carry out an appraisal is for you chaps to pop across and have a look firsthand!

Whilst I appreciate you may be used to operating in a larger section of men, it’s thought that a small squad of say, half a dozen commandos, might find it easier to move about undetected.

With assistance from the Royal Navy you’ll go ashore in an ALC at one of three beaches shortlisted by the bods at Combined Operations Command. From there you will essentially be acting on your own to achieve the following objectives:

Assess the enemy’s strength and presence in the town of Allmont-sur-Mer and provide Intelligence on key locations marked on the map. If you have the opportunity to capture an enemy NCO or Officer and bring him back to Blighty for interrogation, do so!

Identify anti-aircraft artillery sites around the town. We’ve lost several planes to flak in that region. The RAF wallahs are keen to know what sort of threat they are likely to face should they be required to operate more vigorously in the area. Recent attempts at aerial reconnaissance have been inconclusive due to unseasonably poor weather.

Do try to make contact with the local resistance. I understand our friends at the “Ministry Of Ungentlemanly Warfare” would like to drop an agent into the area, but they need the support of the local resistance group first.

And finally: Fly the bloody flag! This is primarily an intelligence gathering operation, but we want to keep Jerry on his toes. If you have the opportunity to carry out any meaningful act of sabotage or attack you are free to do so, provided it does not compromise the security of the operation. It might buck up the civilians and perhaps stir up some more resistance activity.

You'll be heading out at 2000 hours gentlemen. We expect you to be on French soil by 2200 and back in the water before dawn. Get your gear together and then get some rest. Good luck, and God save the Queen."

OBJECTIVE

Reconnoitre Allmont-sur-Mer and its environs in order to:

- Assess German military strength in the area.
- Identify AA sites.
- Make contact with the French Resistance.
- Capture or kill German soldiers!

PLANNING

The characters are given a photograph and a brief description of their French Resistance contact, Causette Berber (to be destroyed after reading). They are also issued a few maps, pre-war aerial photographs, and other information about Allmont-sur-Mer and the surrounding countryside to study before the mission begins.

Allow the PCs to select items from the standard equipment list within reason. Great Britain had few resources to expend on the risky and unproven commando program, so commando units did not have a "blank check" to use on matériel. Remind them that commando raids require both stealth and speed, and explain the effects of encumbrance on movement rates.

Typical weapons include a Submachinegun (Sten or Thompson) or Large Rifle (Lee-Enfield .303), Medium Handgun (Webley revolver) or Small Handgun (Savage M1907 with silencer). Every Commando is also equipped with the Fairbairn-Sykes fighting knife (treat as bayonet, but the PCs receive an additional +1 to-hit and +1 damage because of their extensive Commando training with it).

Heavy weapons may be issued, at the *Referee's* discretion. Antitank weapons such as PIATs and bazookas did not exist in this stage of the war. British infantry had mainly the anti-tank rifle (Boys rifle) when up against armour. A Light Machinegun (Bren) is also available. All of these weapons are heavy and bulky.

The commandos are given up to eight (8) grenades (Mills bomb) each, two (2) satchel charges (eight (8) for Combat Engineers) with pencil detonators with ten-minute to two-hour time delays, and enough ammunition to support the standard mission length. As they prepare, the PCs may want other useful items such as flashlights, wire cutters, toolkits, "goody bags", and civilian clothing. The German soldiers stationed in the area are part of the 570th Infantry Regiment and German uniforms are available from the Quartermaster on request. Each commando is also given a French phrase book and some local currency (about \$20 worth) to assist them in dealing with the locals.

In addition, as the group is gearing up, the Quartermaster stops them and adds a bulky suitcase containing radio components to the group's responsibilities with the explanation that this is to be delivered to the French Resistance, if possible. This radio weighs in around 30 lbs. and adds further challenges and complications. Be sure to track who is carrying it, especially if they end up overboard in the landing craft!

INSERTION

The characters are transported across the English Channel aboard the *HMS Princess Astrid*. About two (2) miles offshore, they board an Assault Landing Craft (ALC) crewed by four (4) Royal Navy personnel and are lowered into the water. The characters may pick the landing point from the following choices:

- A. A small beach; hard to find in the dark but unlikely to be heavily defended. Access to the road by a steep, single tracked sandy path which zigzags up the cliff face. Unguarded approach. Approximately one (1) mile from Allmont-sur-Mer.
 - **COMPLICATION:** Craft hits unseen obstruction and founders, PCs forced to swim ashore, abandoning larger/heavier kit and losing random equipment and weapons in the water. Have the character carrying the radio component suitcase make a Saving Throw—failure means the kit is lost or damaged OR the character loses his primary weapon (player's choice). The Royal Navy crew remains on the shore and signals the boat for pickup.
- B. A large open beach. Barbed wire and "Czech Hedgehog" style antitank defences have been spotted from the sea. Approximately 3/4 mile from Allmont-sur-Mer. There is a high probability that the beach is defended with land mines.
 - **COMPLICATION:** Mines. A Combat Engineer can lead the PCs safely through the mines. Otherwise, each character has a 1 in 10 chance of stepping on a mine. Mines cause 2d6+2 damage (Saving Throw for 1/2). A German Patrol (see below) arrives in one (1) *turn* to investigate.
- C. A medium-sized cove with a stony beach and an ancient stone jetty used by fishing boats. Regularly patrolled by guards and dogs and overlooked by a guard post. Approximately 1/2 mile from Allmont-sur-Mer.
 - **COMPLICATION:** A drunk fisherman is sleeping on his boat. He becomes angry if disturbed and there is a 1 in 6 chance per *round* that his raised voice alerts a German Patrol (see below).

PRE-ASSESSMENT

The characters are conducting this mission “blind” for the most part which means there is little to assess. British Commando operations are in their infancy at this point in the war, so their superiors just want to see if the commandos can stir up trouble and return unharmed.

The smartest thing for the PCs to try to do is seek out the Resistance for Intel. Failing that, the characters can set up in or near Allmont-sur-Mer and monitor German activity in the area. If they enter town and mingle with civilians, they overhear talk about the odd activity happening at Anders Cannery. The characters may also skirt the town and scout out the flak gun emplacements around the cannery. Killing and capturing Germans along the way makes for great propaganda later.

EXECUTION

This adventure is set up as a freeform sandbox, with several different paths available. The PCs can attempt to make contact with the Resistance, scout the village, or search for the hidden anti-aircraft batteries. Each path comes with its own complications and targets of opportunity. It is unlikely the characters can tackle all of their objectives, leaving the others for another mission.

EXTRACTION

Predetermined pickup by ALC from either of the three insertion points. Allow the party to decide at what time they will be picked up or arrange for pickup with flashlight or radio signals. The operation is expected to be a “hit-and-run” affair, so convoluted plans involving the squad hiding up for days can be vetoed on that basis, if the *Referee* wishes. Contingencies are limited, but can be discussed during mission planning. Consider that on extraction, the squad may include injured and/or prisoners.

POST ASSESSMENT

The mission is considered a success if the characters achieve any of their objectives. Their superiors use the after action report for propaganda, creating a press release that paints a picture of heroism and daring. The story lifts the morale of the British people and infuriates Adolf Hitler. The glory of the British Commandos has only begun!

MAJOR FACTIONS AND NPCs

The following factions and NPCs may be encountered in *Operation Peardrop*.

FRENCH CIVILIANS

The French civilians in the Allmont area had grown accustomed to the German occupation and were not looking to make trouble for themselves. This all changed when the Gestapo agents moved in and began taking people away in the dead of night. French civilians who encounter British Commando PCs start with a Reaction Result of Neutral (8).

French Civilians: Unless otherwise noted, the French Civilians are noncombatants who prefer to flee or surrender if attacked.

GERMAN FORCES

The German soldiers in the area are part of the 570th Infantry Regiment. A few weeks ago, they helped the Gestapo locate and wipe out a French Resistance cell that had been trying to stir up dissent in the area. The soldiers have otherwise had an easy time during the occupation and are not expecting trouble.

German Officer (10): AC 8 [11]; HD 1; hp 5; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, medium handgun (Walther P38), two (2) grenades, bayonet.

German NCO (15): AC 8 [11]; HD 1; hp 4; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, helmet, submachinegun (MP 40), two (2) grenades.

German Soldier (100): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

Guard Dog (6): AC 7 [12]; HD 1+1; hp 4; THB +1; ATT 1 bite (1d6-2); ST 18; MV 15; HDE/XP 1/10. These German Shepherds are trained to track and bite.

GERMAN VEHICLES

The following German vehicles may be encountered during this mission.

Small Truck (Kübelwagen): AC 8 [11]; HP 12 (HD 3); MV 21; ATT -; MOD none.

Large Truck (Opel Blitz): AC 8 [11]; HP 16 (HD 4); MV 15; ATT -; MOD Cargo. These trucks are outfitted for troop transport.

Armoured Car (Leichter Panzerspähwagen): AC 6 [13]; hp 10 (HD 5); ATT heavy machinegun (PIN); MV 15; MOD Communications, Reinforced Hull (a), Tracked.

Armoured Personnel Carrier (Sd.Kfz. 250): AC 6 [13]; hp 20 (HD 2); ATT heavy machinegun (TR3); MV 18; MOD Communications, Reinforced Hull (a), Tracked.

GERMAN PATROL

German Patrols routinely check the area of Allmont-sur-Mer. There is a 1 in 10 chance every hour the characters spend on land that they encounter a German Patrol (1 in 6 inside town). The patrol makes no attempt at stealth and is usually easy to spot and avoid.

Roll 1d6 and check the results below any time a German patrol is encountered.

1. Four (4) German soldiers in an armoured car (*Leichter Panzerspähwagen*).
2. Six (6) German soldiers in an armoured personnel carrier (Sd.Kfz. 250).
3. Three (3) German soldiers in a small truck (*Kübelwagen*).
4. Twelve (12) German soldiers on foot. Two of the Germans are a medium machinegun team.
5. Six (6) German soldiers and one (1) German NCO on foot. One of the soldiers leads a trained guard dog.
6. Six (6) German soldiers and one (1) German NCO on foot.

GESTAPO

A team of four (4) Gestapo agents has been assigned to target dissidents in this area. They prefer to capture prisoners for "interrogation" and are not happy that the German soldiers opened fire during the Berber Farmhouse raid. The soldiers think the Resistance was eliminated, but the Gestapo believe that some of its members might have escaped and that sympathizers still lurk in Allmont-sur-Mer.

Gestapo Agent (4): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; uniform and trenchcoat, medium handgun (Walther P38), knife.

Small Truck (Gestapo Van): AC 8 [11]; HP 12 (HD 3); MV 21; ATT -; MOD Communications. The van is equipped with a Nachfelder P57N direction-finding radio that is used to detect illegal radio signals.

ALERT!

If the Germans are alerted to the presence of Commandos (i.e. sightings, machinegun fire, explosions, etc.), German Patrols begin patrolling the roads and scouring the countryside. There is a 1 in 6 chance every hour the PCs encounter a German Patrol (1 in 3 inside town). Prolonged combat brings another German Patrol in one (1) *turn*. Any attempt at Extraction once the Germans have been alerted should make for a harrowing escape, with bullets flying, men shouting, and German whistles piercing the air.

ALLMONT BEACH AND COUNTRYSIDE

The following important locations are found in the countryside around Allmont-sur-Mer. A number of other farmhouses and beachside cottages are not shown on the map, but may be placed as needed. The coastal waves partially mask the sound of gunfire in the Allmont countryside, however, prolonged combat is sure to draw the attention of a German Patrol.

WRECKED BOMBER

The burnt-out remains of a Bristol Blenheim light bomber. Searching the wreck provides little Intelligence. The bodies of the pilot and gunner have been taken away by German forces. A surviving crew member, the navigator/bombardier, is in the care of the Resistance (see **Berber Farmhouse**, below). A Combat Engineer can recover and repair a single heavy machinegun (Vickers K) and one-hundred (100) rounds of ammunition, at the *Referee's* discretion.

BERBER FARMHOUSE

This simple farmhouse is the last known location of the only French Resistance cell in the area. No comms have been received for several weeks.

The farmhouse is dark and looks empty at a glance. The windows are broken, the front door has been kicked in, and bullet holes riddle the walls.

The farmhouse was attacked by German soldiers and most of the Resistance members were killed. Causette Berber and Emil Travers were away scouting the sardine cannery (see **Anders Cannery**) when the attack occurred. They have been hiding out in the cellar ever since. Tonight, they are taking care of an unconscious crew member from the Blenheim (see **Wrecked Bomber**).

Emil keeps watch from inside the farmhouse. The PCs are special forces operatives so there is only a 1 in 20 chance he notices their approach. The characters see him moving around inside the ruined farmhouse. He surrenders if taken by surprise, but only reveals Causette's hiding place if convinced the PCs are not Germans.

Causette is happy to see the PCs. She relays the following information:

- The Resistance was identified by the Gestapo a few weeks ago and the farmhouse attacked. Their radio was destroyed and most of the cell's members killed in the raid. Causette and Emil are the only survivors.
- A bomber was shot down by AA guns a few nights ago. Causette and Emil were able to rescue the unconscious navigator and bandage his wounds, but he is feverish and needs proper medicine. He is usually unconscious, however, he may be used to drop hints about the sardine cannery installation outside the village, at the *Referee's* discretion.

- Dr. Gerald Gagne or Father Renee Bastion are the only people in town with access to antibiotics. Both are friends of the Resistance.
- There has been recent activity at an old sardine cannery (see **Anders Cannery**) east of town. For the past few weeks, civilian staff are bussed in and out daily. It is protected by German machinegun nests, guards, and guard dogs.
- The old couple who runs the Croussard Café has information about the cannery, but Causette and Emil have not dared return to town since the Germans raided the Berber farmhouse.
- There are four AA gun emplacements surrounding the cannery. Each contains one (1) 88 mm gun guarded by a half dozen German soldiers. The Resistance knows the general locations of the emplacements.
- If the PCs mention they are looking to capture prisoners, Causette tells them about the German officer who frequents the Legrands.

Causette Berber (2nd-level Maquis): AC 6 [13] (thick clothes + spec-ops training); HD 2; hp 7 (T) or 14 (H) or 21 (I); THB +0; ATT 1 (weapon); ST 14; MV 12; SA Wis 17, Cobble, Conceal Items, Contacts; HDE/XP 2/60; submachinegun (MP40), knife.

Emil Travers (French Resistance): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; thick clothes, small rifle (French hunting rifle), knife. Emil is a teenager whose parents were taken by the Gestapo.

Sergeant John Wellmund (British Airman): AC 9 [10]; HD 1d6-1; hp 3 (currently 1); THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10.

LEGRAND FARMHOUSE

A simple two-storey farmhouse owned by the Legrands, one of the wealthier French families in the area. The family was quick to accept the invaders and the daughter Sofia is having a relationship with a German officer.

A *Kübelwagen* is parked outside with two (2) German soldiers standing nearby, smoking cigarettes and talking about a girl in town. Hauptmann Hans Lepzig is inside being entertained at dinner. He leaves at approximately midnight. If captured, Lepzig expects to be treated as a Prisoner of War.

A small stone grave marker in the yard serves as a memorial for a fallen British officer, perhaps from the Great War.

Legrands (5): AC 9 [10]; HD 1d6-2; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/5. The Legrands are noncombatants. Sofia Legrand has Cha 15.

Hauptmann (Captain) Hans Lepzig: AC 8 [11]; HD 1; hp 6; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, medium handgun (Walther P38), bayonet.

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

Small Truck (Kübelwagen): AC 8 [11]; HP 12 (HD 3); MV 21; ATT -; MOD none.

ANDERS CANNERY

This old sardine cannery is closed at night, but guarded by German soldiers. The Resistance is aware of increased activity in this location. Recently this building has been repurposed to become some kind of manufacturing facility.

The facility is developing a new experimental smoke screen formula. The smoke is pumped out through the factory chimneys creating a haze that hangs just above the tree line. This is the reason that aerial reconnaissance has been difficult to obtain.

Destroying the facility is likely beyond the scope of this mission. Obtaining information about the factory and marking its location for bombing is the better approach. However, any bombers must still contend with the AA guns (see **Flak 37 Emplacements**, below).

If the PCs try to stealthily enter the factory, there is only the normal 1 in 20 chance they are spotted. Inside, they can uncover plans for the smokescreen and even some samples if they wish. Any gunfire at the factory alerts a German Patrol that arrives in one (1) *turn* to investigate. Continued fighting puts the remainder of the German forces in the area on alert (see **Alert!**).

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

Guard Dog (2): AC 7 [12]; HD 1+1; hp 4; THB +1; ATT 1 bite (1d6-2); ST 18; MV 15; HDE/XP 1/10. These German Shepherds are trained to track and bite.

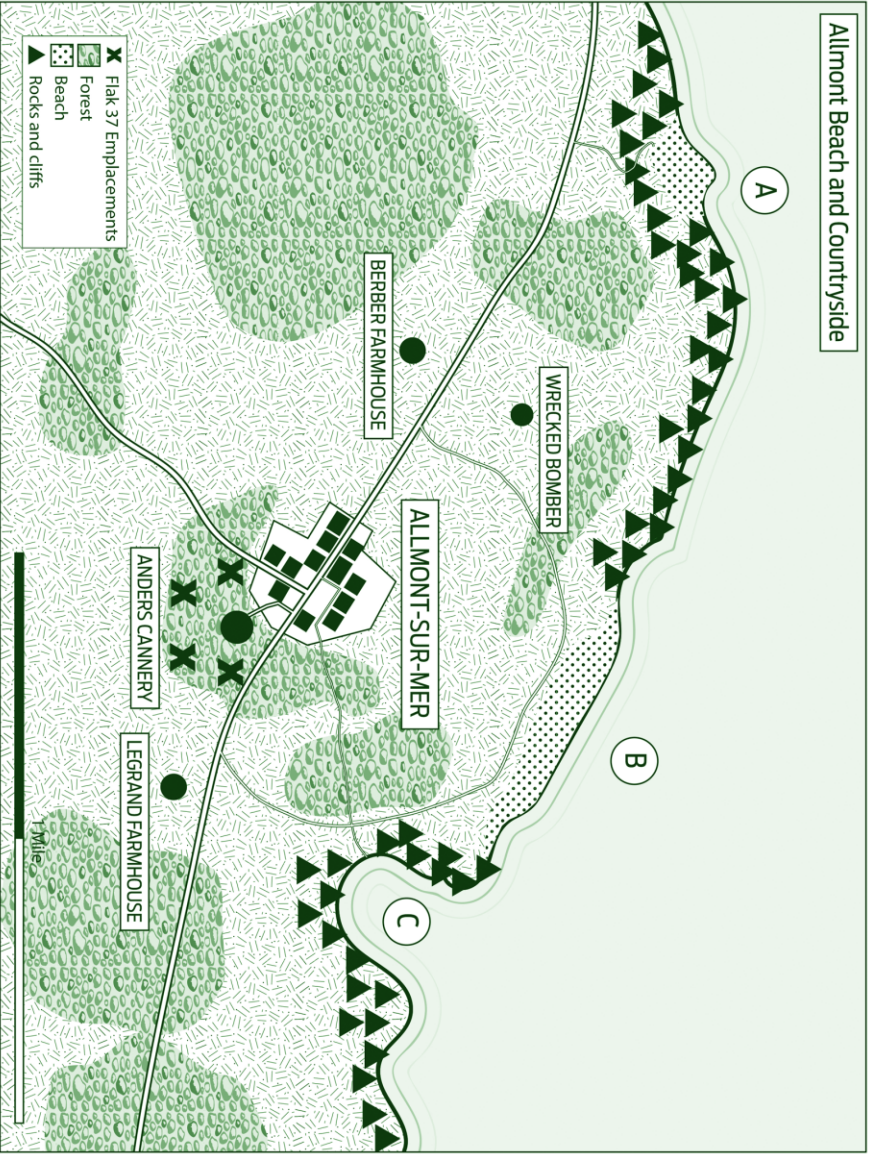
FLAK 37 EMPLACEMENTS

The Flak 37 emplacements surround Anders Cannery and are depicted by an **X** on the map. The Resistance knows the general location of the emplacements and can lead the PCs to the area. The exact location of these guns must be discovered by reconnaissance.

Each 88 mm gun is manned by a crew of six (6) German soldiers. One (1) German soldier patrols each emplacement; the rest are asleep in a nearby cottage or command tent. If the PCs try to destroy the guns with satchel charges and pencil detonators, there is only the normal 1 in 20 chance they are spotted. Gunfire at any of the Flak 37 emplacements alerts a German Patrol consisting of four (4) German soldiers in an armoured car (*Leichter Panzerspähwagen*) that arrives in one (1) *turn* to investigate. Continued fighting puts the remainder of the soldiers on alert (see **Alert!**), which may lead to a harrowing chase back to the coast.

There is a 1 in 6 chance that additional vehicles may be present at each emplacement. Roll 1d6 (1-2 small truck (*Kübelwagen*), 3-4 large truck (Opel Blitz), 5-6 armoured personnel carrier (Sd.Kfz. 250 halftrack).

German Soldier (24): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.



ALLMONT-SUR-MER

This small coastal French village in the Pas-de-Calais region is occupied by elements of the German 570th Infantry Regiment. The town is built around a central square with fishermen's cottages along the coast, rowhouses and shops near the town centre, and cottages and farms on the outskirts. Tourists usually come to enjoy the beaches of Allmont-sur-Mer during the summer months, but the Germans have mined the beach and taken control of the town's only hotel.

There is an 8:00 p.m. curfew that is rarely enforced. German patrols consisting of two (2) German soldiers patrol the streets after dark. They rarely stop anyone who looks like they belong and are not acting suspiciously. The Gestapo also prowls the streets after dark, searching for illegal radio signals in a black van.

1. VILLAGE SQUARE

The square contains a sentry box manned 24/7 by two (2) German soldiers although traffic is rarely stopped during the day. Civilian traffic tends to be stopped at night only when the guards do not recognise the vehicle or driver.

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, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

2. CHURCH OF ST. JUDA

This old church sits just off the town square. Father Renee Bastion resides in the rectory next door. Father Bastion is a pacifist who believes that cooperating with the Germans will save lives. It was he who betrayed Causette and the French Resistance after they approached him for help.

Father Bastion is at the church preparing for morning mass. If the characters make contact with him about medicine, he tells the PCs to wait while he goes to fetch it. Father Bastion alerts the German soldiers to the PCs' presence as soon as he can. While he is away, a teenage altar boy named Stefan Parte whose friend was killed in the Berber Farmhouse raid warns the characters of the priest's betrayal.

If the PCs remain at St. Juda's, German soldiers surround the church 30 minutes later. The German force consists of three (3) German soldiers in an armored car (*Leichter Panzerspähwagen*), one (1) German officer and two (2) German soldiers in a small truck (*Kübelwagen*), and six (6) German soldiers and one (1) NCO in an armoured personnel carrier (*Sd.Kfz. 250*).

The Germans offer the characters the chance to surrender before they attack. Father Bastion protests any violence or damage to the church, but the Germans ignore him. Continued fighting brings (1) German Patrol every five (5) rounds.

Father Renee Bastion (Catholic Priest): Father Bastion carries a Bible and rosary at all times. He is a noncombatant who surrenders or flees if attacked.

Stefan Parte (Altar Boy): AC 9 [10]; HD 1d6-2; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/5; rosary. Stefan may be convinced to join the Resistance, at the *Referee's* discretion.

3. CROUSSARD CAFE

The cafe owners (a couple in their late 50s) are known to the Resistance. 1d6+1 German soldiers patronise the café which stays open until after midnight. They are here to unwind and ignore the characters unless the PCs draw attention to themselves.

The owners have a radio hidden in their cellar, but have been afraid to use it because of the Gestapo radio detection van that roams the streets. The radio can be used to contact the *HMS Princess Astrid*, but there is a 1 in 3 chance of alerting the Gestapo with each use.

Etienne and Aimee Croussard: Etienne and Aimee Croussard are an elderly couple who surrender or flee if attacked.

4. DOCTOR'S FLAT

This is a modest two-storey rowhouse apartment. Dr. Gerald Gagne lives here by himself. He retires early, only waking after several knocks. Dr. Gagne comes to the door in his nightclothes, fearful the PCs might be the Gestapo. He gathers his medical bag and leaves with the characters as soon as they tell him about the injured airman.

Dr. Gagne has antibiotics, painkillers, and other medicines, and can apply First Aid to any injured PCs (even if they have already received First Aid).

Dr. Gerald Gagne: Dr. Gagne is a noncombatant who attempts to flee or surrender if attacked.

5. HOTEL LEBLANC

This small, three-storey hotel normally has a 25 bed capacity. It has been turned into the German HQ. Access to the second and third floors is restricted. A checkpoint manned by (2) German soldiers watches the stairs and lift on all three floors.

The first floor is open to the public and contains a small bar and café. The second floor contains fifteen (15) rooms and houses German soldiers who are not on duty and could not make other arrangements in town. The third floor contains ten (10) rooms and houses German officers and NCOs.

If the PCs spend an hour or so surveilling the town and hotel, they can estimate that the German force in Allmont-sur-Mer numbers approximately one hundred (100) soldiers.

German Officer (4): AC 8 [11]; HD 1; hp 5; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, medium handgun (Walther P38), two (2) grenades, bayonet.

German NCO (5): AC 8 [11]; HD 1; hp 4; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, helmet, submachinegun (MP 40), two (2) grenades.

German Soldier (50): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

French Civilian (6): The civilians are hotel staff (desk clerks, servers, etc.). They are noncombatants who prefer to flee or surrender if attacked.

6. ENRI'S GARAGE

This garage has been converted to a motor pool. It contains one (1) armoured car (*Leichter Panzerspähwagen*), two (2) armoured personnel carriers (*Sd.Kfz. 250*), one (1) large truck troop transport (*Opel Blitz*), and three small trucks (*Kübelwagen*). Three (3) German soldiers (mechanics) live at the garage. They are asleep at night.

German Soldier (3): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), bayonet. The mechanics are typically armed with a tool (hammer, wrench, etc.) which is treated as an improvised weapon.

Small Truck (*Kübelwagen*): AC 8 [11]; HP 12 (HD 3); MV 21; ATT -; MOD none.

Large Truck (*Opel Blitz*): AC 8 [11]; HP 16 (HD 4); MV 15; ATT -; MOD Cargo. These trucks are outfitted for troop transport.

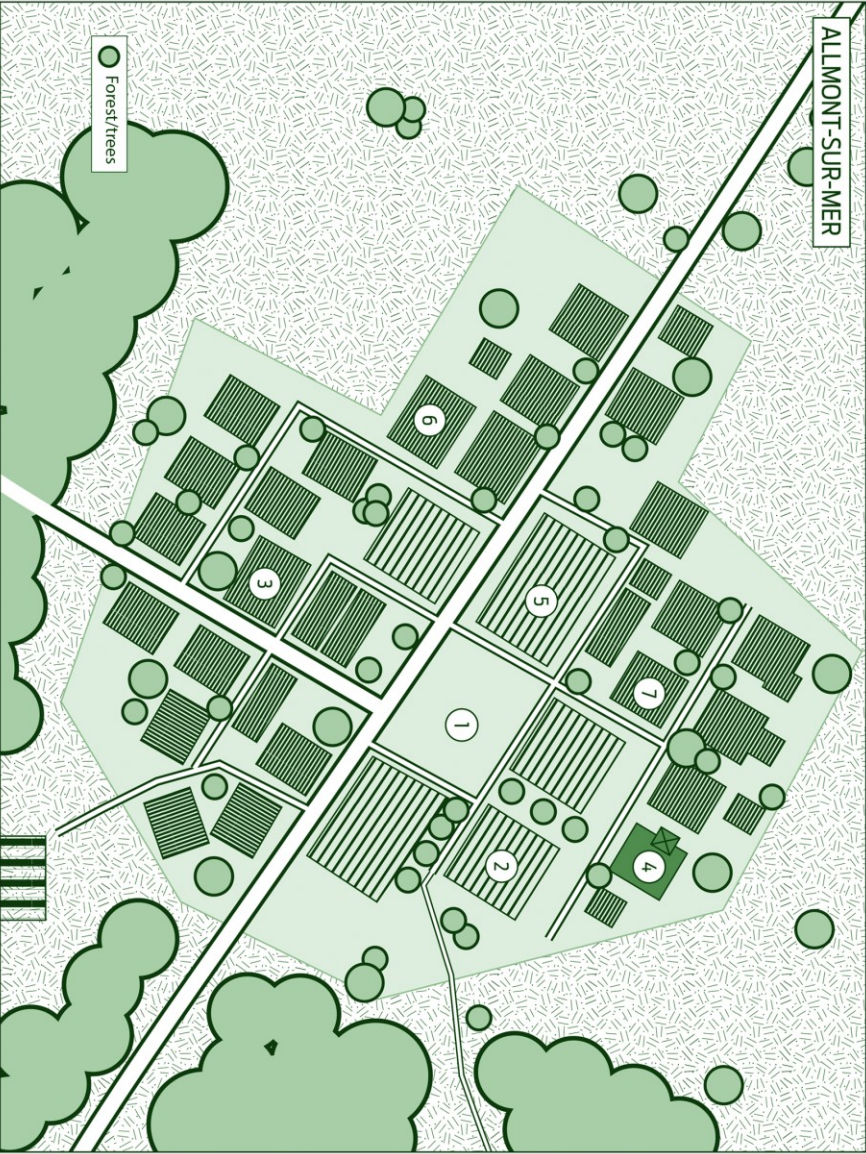
Armoured Car (*Leichter Panzerspähwagen*): AC 6 [13]; hp 10 (HD 5); ATT heavy machinegun (PIN); MV 15; MOD Communications, Reinforced Hull (a), Tracked.

Armoured Personnel Carrier (*Sd.Kfz. 250*): AC 6 [13]; hp 20 (HD 2); ATT heavy machinegun (TR3); MV 18; MOD Communications, Reinforced Hull (a), Tracked.

7. GESTAPO FLAT

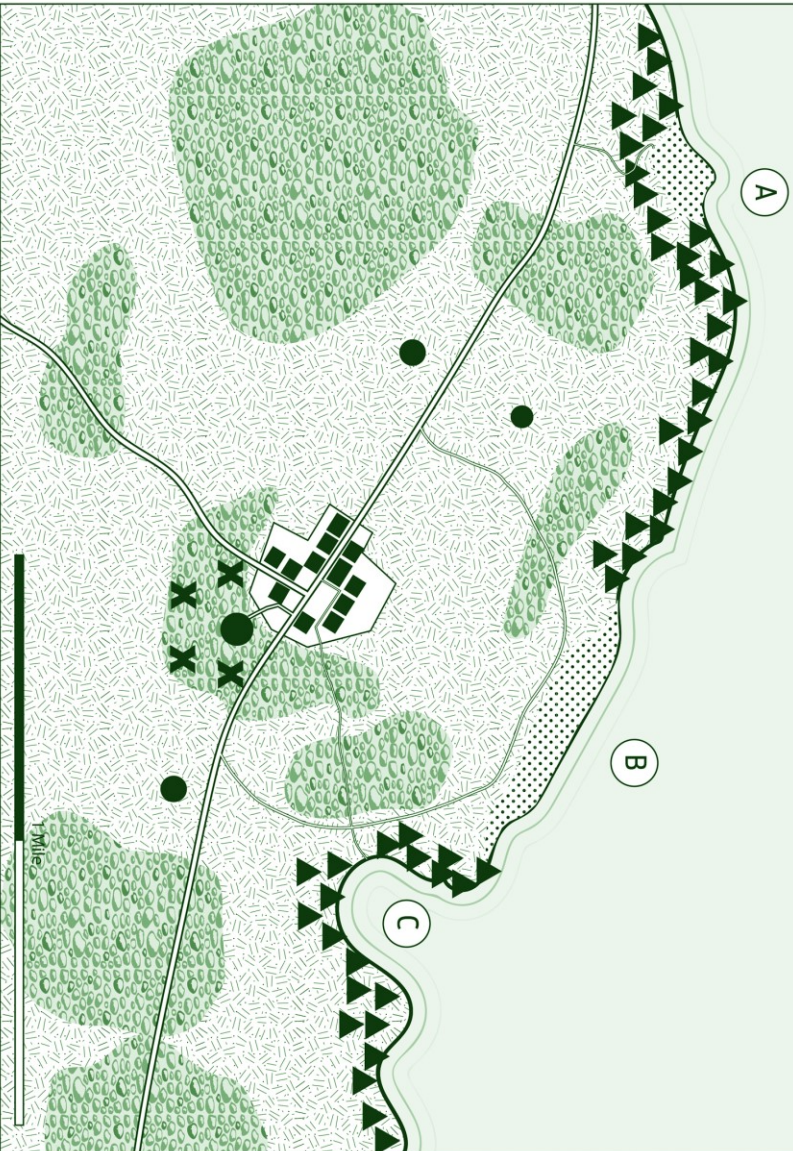
The Gestapo have taken over a rowhouse apartment. The apartment contains a telephone hardwired to Berlin and a file cabinet filled with information on all of the townsfolk. At night, one (1) Gestapo agent remains in the apartment while the other three (3) Gestapo agents prowl the streets in the radio detection van.

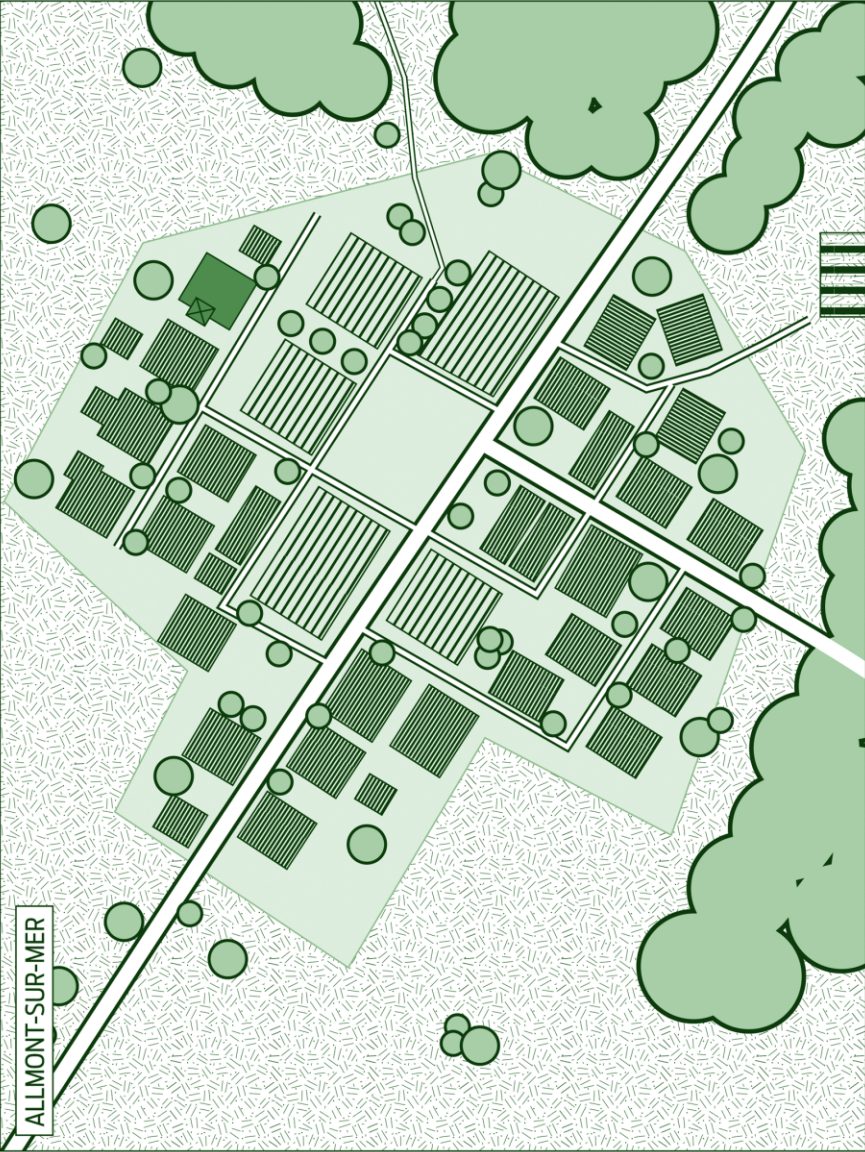
Gestapo Agent: AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; uniform and trenchcoat, medium handgun (Walther P38), knife.



INTEL MAPS FOR THE PLAYERS

Allmont Beach and Countryside





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