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# TANKBUSTER TERROR

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*Tankbuster Terror* is a short, systemless encounter designed for characters of any skill level. The encounter is set after D-Day, in the hedgerows of Normandy. However, with slight modification it can be dropped anywhere into Europe.

### **SETUP**

The characters are sent with a Sherman tank and two M3 halftracks to scout the Allied route through the bocage. The PCs come across a ruined cottage just as night begins to fall. As the PCs approach the cottage, a camouflaged 88 mm anti-tank gun opens fire.

- 1. **ROAD:** This old road is made of hard packed earth. The trees of the hedgerows form a canopy overhead.
  - 2. FIELDS: These crop fields are untended and overgrown.
- **3. HEDGEROWS:** The hedgerows consist of a 3' tall earthen berm with another 6' of hedges and vegetation on top. The hedgerows provide partial cover to anyone firing from behind. It takes a full round to cross through the tangled hedgerows, during which time no other action may be taken.
- **4. STONE FENCE:** This stone fence is approximately 4' tall. It provides partial cover to anyone firing from behind.
- **5. RUINED COTTAGE:** This ruined cottage is made of stone. It provides partial cover to anyone firing from inside.
- **6. ANTI-TANK:** This 88 mm anti-tank gun is camouflaged behind the hedgerow. It is manned by a crew of five (5) German soldiers and one (1) German officer. The 88 is positioned to take out the lead tank or other armored vehicle as it rounds the bend in front of the Ruined Cottage.

German Soldier (5): Kar-98 bolt-action rifles, two (2) grenades, bayonet.

German Officer: MP40, Walther pistol, bayonet.

#### **OPTIONAL COMPLICATIONS**

- The first vehicle struck by the 88 explodes.
- The hedgerows to either side of the road are mined. (These mines can be used to remove a lot of Allied NPCs)
- A squad of six (6) German soldiers with two mortars is positioned in the northwest field. They open fire once the PCs take cover.

## SUPERNATURAL/WEIRD

- The Germans are hopped up on a superscience serum that makes them immune to pain. They must be hacked apart or blown to bits in order to kill them.
- The former residents of the Ruined Cottage are vampires who rise up from the cellar after night falls and attack anyone in the area.
- The cottage belonged to a witch that was killed by the Germans. The characters find several magic potions inside the Ruined Cottage.

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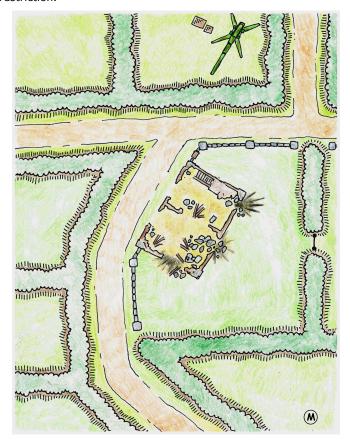
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