

THE LIBERATION OF GUERRIERVILLE



WWII OPERATION
WHITEBOX
COMPATIBLE

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THE LIBERATION OF GUERRIERVILLE is a support mission designed for *WWII: Operation WhiteBox™*. Sneak into town and link up with the Resistance, go house to house with the U.S. Infantry, or jump in a tank and rumble through the streets on your way to liberate the town of Guerrierville!

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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THE LIBERATION OF GUERRIERVILLE

THEATER: Europe (Normandy)
DATE: July 1944
LOCATION: Guerrierville, France

The Liberation of Guerrierville is a *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. It is set in the fictional town of Guerrierville which is occupied by a substantial German force. The mission involves liberating the town from the German invaders, providing ample opportunities for roleplaying, stealth, and combat, so a variety of classes is recommended.

The Liberation of Guerrierville is designed to be used with the Mass Combat rules described in the *WWII: Operation WhiteBox* core rulebook. It supports three different styles of play—covert operatives (**COV**), traditional military infantry (**INF**), and vehicular combat support (**VEH**). Each style of play has its own set of encounters and objectives. It is up to the Referee to decide how to involve the PCs and what role they are to play in the coming battle.

Note: A large number of small towns and villages were liberated during the Normandy Breakout of WWII as the Allies began the long march from France to Berlin. The Referee is free to use this mission as a model for these battles. Because the PCs are allowed to choose how they wish to participate in liberating the town of Guerrierville (**COV, INF, VEH**), the Referee can incorporate any unused encounters into future Allied assaults.

BACKGROUND

The characters are assigned to a Forward Operating Base (FOB) named Camp Rhino located in Normandy, just near the coast. The camp is abuzz with activity as troops form up for maneuvers, trucks arrive and depart, and aircraft buzz by overhead. Crates of supplies are unloaded and distributed while mechanics service dozens of tanks, armored personnel carriers, and jeeps as the soldiers await orders for the Allied breakout. Although many are nervous about the days ahead, morale is high and victory against the Nazi regime seems certain. With any luck, the war will be over by Christmas!

BRIEFING

The characters are summoned to the command post by their superior, Lt. Colonel Matt Ingram, and given the following information:

"Welcome, gentlemen. I hope you've had a chance to rest and recuperate. We're about to enter the next phase of the war.

Operation Cobra is a go. Tonight, Allied bombers and coastal artillery will target strategic locations throughout France. In the morning, Allied forces will begin the breakout of Normandy. Your mission is to liberate the town of Guerrierville where elements of the 12th SS *Panzer* Division are entrenched.

The order of attack will proceed as follows:

The U.S. First Army will roll into town just after dawn. The infantry will clear the streets, moving house to house and eliminating any German soldiers they encounter. You can expect Jerry to be dug in with machinegun nests, mines, and snipers, so the men will have to keep their eyes open.

Armored units will follow close behind, providing cover and extra firepower for the infantry where needed. Intel reports several German *panzers*, tank-destroyers, and armored cars in town. If our boys on the ground can't get close enough to take them out, it'll be up to our own tanks and armored vehicles to handle the job.

The French Resistance is also active in the area. Tonight, covert Allied operatives will slip into Guerrierville and make contact with the Resistance leaders. Tomorrow, when the attack begins, these partisans will join the fight, creating havoc and confusion behind German lines.

You men are elite special forces operatives, so we're doing something a little unconventional here. Allied Command has agreed to let you decide how you want to participate in the liberation of Guerrierville. You can sneak into town tonight and link up with the Resistance. Or, if you'd prefer to meet the Germans head on, I can attach you to an infantry unit. Those boys will be taking the brunt of the fighting and could really use your training and expertise. Otherwise, you're free to take command of a vehicle and support the infantry that way.

Whatever you decide, I expect this battle to be extremely bloody. The commander of the German garrison is a vile Nazi colonel named Brandon Göeringer. Some of you may have heard of him. He was responsible for the Massacre at the Rousseaux Station in which some 50 British soldiers awaiting transport to a POW camp were executed. The people of Guerrierville have suffered similarly under his Nazi rule. Göeringer knows we're coming and has promised to burn Guerrierville to the ground rather than let it fall into Allied hands. He must be eliminated at all costs.

Good luck men, and God be with you all."

OBJECTIVE

The characters must assist the United States First Army in the liberation of Guerrierville. This involves killing, capturing, or driving off the German forces occupying the town.

PLANNING

The characters are elite special forces operatives which grants them a lot of leeway. Camp Rhino is well supplied, so the PCs may choose any type of gear, weapons, or vehicles they desire. The type of equipment they request should reflect the role they are to play in the coming battle.

Covert operatives (**COV**) must slip behind enemy lines to organize the Guerrierville Resistance. This style of play is perfect for the Charmer, Maquis,

Sniper, or Überläufer classes. The PCs should probably travel light, but it might be smart to take a few extra weapons to distribute to the Resistance in town.

Any traditional military infantry (**INF**) unit would be happy to have the characters along. The fighting will be thick, so Combat Engineers, Grunts, Snipers, and Tacticians are recommended. Machineguns and heavy weapons such as medium rocket-propelled grenades (bazookas), explosives, and hand grenades are all available.

If the characters commandeer a vehicle (**VEH**) to support the infantry, they should have at least one (1) Wheelman to operate it, although this is not required. Available vehicles include a light truck (Willys Jeep), armored personnel carrier (M3 Halftrack), or medium tank (M4 Sherman). See Allied Vehicles (below) for more information on the weapons and capabilities of these vehicles.

INSERTION

How the PCs get into Guerrierville depends largely upon the focus of their mission.

- (**COV**) Covert operatives sneak across the Ventfort River under cover of darkness and meet with the Resistance leader, Sophie Lamorte in the Jules Tavern. This should be handled “off screen” unless the Referee wants to roleplay the Insertion. The PCs and the Resistance then “hunker down” in the tavern’s basement as bombs and artillery shells rain down on German-occupied positions in town.
- (**INF**) PCs who are part of a traditional infantry unit advance over the Ventfort Bridge in the morning and immediately come under fire from the first (**INF**) encounter.
- (**VEH**) PCs traveling by vehicle follow close behind the infantry, providing support where needed. They immediately come under fire from the first (**VEH**) encounter.

PRE-ASSESSMENT

Since the characters are participating in a major battle, any pre-assessment of targets must be done “on the fly”. This pre-assessment is usually tied to the individual Guerrierville Encounters (see below). The Referee must work out the details of these battlefield assessments, based on the particulars of each encounter.

EXECUTION

The Liberation of Guerrierville is presented as a mini-sandbox. The Allies launch a determined attack, but the Germans are equally determined to hold their position. The Referee should describe the chaos of the battle—explosions, machinegun fire, smoldering vehicles, etc.

While all of this is happening in the background, a number of Guerrierville Encounters are set up for the PCs to participate in. These encounters are different for each style of play (**COV, INF, VEH**). The PCs are free to engage the Germans in these encounters as they see fit.

After every encounter, the Referee makes a Mass Combat Roll. Details of this roll are included in the Battle of Guerrierville section later in the text.

EXTRACTION

There is no Extraction. The characters either liberate the town or are killed, captured, or forced to retreat along with the rest of the U.S. First Army.

POST ASSESSMENT

The success of this mission is ultimately determined by the Mass Combat rules found in the *WWII: Operation WhiteBox* core rulebook. Conditions specific to this battle are located in the Battle of Guerrierville section (see below). The PCs can influence the outcome of the Mass Combat Rolls by resolving the Guerrierville Encounters.

If the town is liberated, the people of Guerrierville throw a huge celebration in honor of the Allied victory. The PCs and other Allied soldiers are treated as heroes. The remaining German soldiers are rounded up and sent to a POW camp.

If the Allies are defeated, Göeringer executes any member of the Resistance left in town and ships captured Allied soldiers off to a POW camp. If the PCs are still in town, they must find a way to escape.

ORDER OF EVENTS

The following order of events is presented as a rough outline to help the Referee keep track of action going on behind the scenes.

- After midnight, covert operatives (**COV**) slip into Guerrierville under cover of darkness.
- Just before dawn, Allied bombers knock out several key buildings and defenses in and around Guerrierville. The German command staff is forced to relocate to the Train Station.
- As dawn breaks, Allied infantry (**INF**) units cross the Ventfort River into Guerrierville.
- Allied armor and other vehicles (**VEH**) follow close behind.
- The PCs experience their first Guerrierville Encounter.
- The Referee makes the first the first Mass Combat Roll.
- The PCs experience their second Guerrierville Encounter.
- The Referee makes the second Mass Combat Roll.
- The PCs experience their third Guerrierville Encounter.
- The Referee makes the third Mass Combat Roll*.
- The PCs experience their fourth Guerrierville Encounter.
- The Referee makes the fourth Mass Combat Roll*.
- The PCs experience their fifth Guerrierville Encounter.
- The Referee makes the fifth Mass Combat Roll*.

**If the result of the Mass Combat Roll results in an Allied victory, the Referee skips to Showdown With Göeringer to end the mission.*

GUERRIERVILLE

The town of Guerrierville (pop. c. 15,000) lies along the banks of the Ventfort River in southern France. It has been occupied by German soldiers for the past two years. Guerrierville was once a hotbed for partisan activity, but much of this ceased after the despicable *Standartenführer* (Colonel) Brandon Göeringer took command last year.

1. VENTFORT RIVER

This swift-moving river flows roughly east-west past the town of Guerrierville.

2. VENTFORT BRIDGE

This modern bridge crosses the Ventfort River. It is strong enough to support vehicles, including tanks. The German defenses on the south side of the riverbank were reduced to rubble (see Ruined Buildings, below) by last night's Allied bombing and shelling.

3. RUINED BUILDINGS

This area was once the location of the German HQ. Allied bombing last night has left the area in ruins, forcing the command staff to relocate to the Train Station. The ruins may still contain ambushes described in the Guerrierville Encounters section, at the Referee's discretion.

4. RESIDENCES

The residences of Guerrierville are a combination of single-family cottages and tall, row-style apartment buildings that house a few dozen families. Most buildings are made of wood or stone, with pitched or mansard roofs. There is a 3 in 6 chance that any given residence is occupied by a family of Guerrierville townsfolk who have taken shelter in the basement. They welcome the PCs with food, water, and whatever medical aid they can render. A few of the homes have been commandeered by the *Waffen-SS* and contain uniforms and personal effects. These Germans are currently occupying fortified positions throughout town, awaiting the Allied advance.

5. BUSINESSES

Several small businesses (bakery, butcher shop, cobbler, etc.) are located in Guerrierville. These businesses are closed during the battle. Many contain upstairs apartments and basements that are occupied by the business owners and their families. These are noncombatants who help the PCs, as above.

6. SEWERS

A dank, smelly sewer system runs beneath Guerrierville. It is a combination of natural caves and cramped, manmade passages. The sewers are used by the Resistance to hide people, weapons, and gear. The PCs may use the sewers to move about, but the Guerrierville Encounters only occur above ground unless the

Referee wishes to alter the text. Characters who travel through the sewers suffer a -1 to all Reaction Rolls because of the smell that clings to their clothes.

7. CHURCH OF ST. MICHAEL

The Church of St. Michael is a large stone church on the west side of town. The church is tended by Father Simon Dubois and is currently home to sixteen (16) Guerrierville townsfolk that the Germans have evicted from their homes. A small cemetery is located out back. This cemetery is often used as a drop point (food, letters, meds, etc.) for Resistance members living in the surrounding hills.

8. JULES TAVERNE

This tavern is a favorite haunt of the *Waffen-SS*. During the battle, it is locked and occupied only by the burly tavernkeeper, Jules Tomas. Jules is a member of the Guerrierville Resistance. The Resistance leader, Sophie Lamorte, is waiting in a secret room in the tavern's basement. If the PCs are acting as covert operatives (**COV**), Jules and Sophie welcome the characters and provide them with whatever they ask. They then anxiously await dawn as bombs begin to fall all around town. See Major Factions and NPCs (below) for more information on Jules Tomas and Sophie Lamorte.

9. COLLINE SOLDAT

This tall hill overlooks the town of Guerrierville. It is covered with weathered cairns that mark the final resting place of the ancient defenders of Guerrierville.

10. GERMAN MOTOR POOL

This small, walled garage compound is used to store and service German vehicles. It contains two large trucks (Opel Blitz) with covered beds that are used to transport troops and supplies. Two (2) *Waffen-SS* soldiers stand guard inside the garage. They fire at any Allied troops approaching the compound.

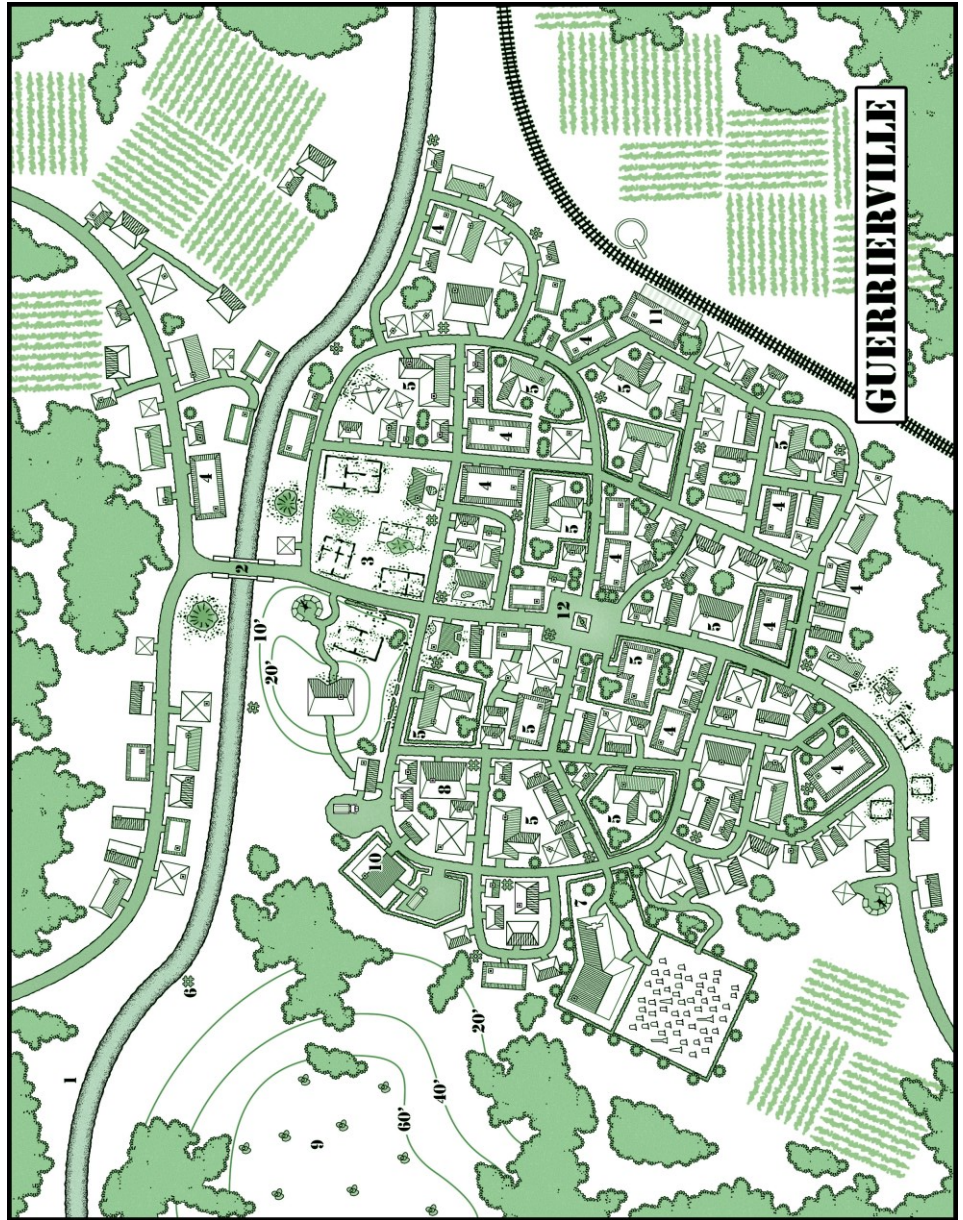
Waffen-SS Soldier (2): AC 8 [11]; HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k), two (2) grenades, bayonet.

11. TRAIN STATION

After last night's bombings, the German HQ was hastily relocated to the Guerrierville Train Station. The station is crawling with Germans. A train with a smoking engine has just arrived to take the command staff to safety, if the Battle of Guerrierville goes badly. The conductor does not know that the trestle east of town has been blown to bits by Allied bombing.

12. STATUE OF WARRIORS

This tall statue is that of an armored knight named L' Argent Chevalier. The statue is decorated with photographs, personal mementos, and letters to missing loved ones. A sewer grate is located near the base of the statue. Townsfolk kneeling and praying at the statue often slip food and other supplies through the grate to Resistance members hiding in the sewers.



GUERRIERVILLE ENCOUNTERS

The following encounters are designed to take place during *The Liberation of Guerrierville*. Although the encounters are divided between the different styles of play (**COV**, **INF**, **VEH**), they can be mixed and matched, at the Referee's discretion.

These encounters take place largely in the "Theater of the Mind" as the battle rages around the PCs, so Referees are encouraged to watch old war movies to get a better feel for how WWII combat might unfold. If needed, the Referee can incorporate drawings, miniatures, or battle mats to help keep track of fights.

The PCs should experience at least three (3) encounters before the battle ends. These coincide with the Mass Combat Rolls (see Order of Events, above). The Referee is free to pick the encounters or roll them randomly. After the last encounter is resolved, the Referee should skip to Showdown With Göeringer to finish out the scenario.

COVERT OPERATIONS (COV)

The PCs are covert operatives who snuck into town under cover of darkness and made contact with Sophie Lamorte and the Guerrierville Resistance. The twenty-six (26) partisans that make up the Resistance gather at the Jules Tavern just after dawn. They are more than happy to help the PCs during the attack, however, for the most part they are untrained combatants. Several of the women and teenagers must be shown how to operate firearms. The old men are game to fight, but slow and infirm.

WINDOW DRESSING: The partisans should be roleplayed mainly as "window dressing" as they shout curses and fire at German soldiers in each encounter. The Referee should introduce the occasional Nazi or two and allow the townsfolk to take them out, but should also describe the partisans being killed by explosions or riddled by machinegun fire. It is ultimately up to the PCs to successfully resolve each Covert Operations (**COV**) encounter.

The Referee must decide how the PCs come upon the following encounters. They may stumble into the area, Sophie may have prior knowledge of a German location (such as the Ammo Dump), or they may be alerted by a distraught citizen.

(COV) ENCOUNTERS

1. Hidden Tank
2. Hostage Crisis
3. Ammo Dump
4. Machinegun Nest
5. House Fire!
6. Looters

1. HIDDEN TANK

A Panther tank has driven through the back of a grocery store and now sits idling, awaiting the Allied advance. Its gun barrel points down the road. One (1) *Waffen-SS* soldier stands by the store's front glass, watching for signs of the enemy. The *Waffen-SS* tank commander sits in the open turret while the other three (3) crewmen await orders inside the tank.

If the characters do nothing, the tank destroys an Allied medium tank (Sherman) and two (2) armored personnel carriers (M3 Halftracks) before rolling out onto the street in search of new targets. If the PCs kill the tank crew, it is possible they may commandeer the tank (to the delight of the Resistance). This can cause some confusion among the Allies if the characters are not careful.

Waffen-SS Tank Commander: AC 8 [11]; HD 1; hp 5; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, submachinegun (MP40), bayonet.

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

Medium Tank (Panther): AC 4 [15]; HP 48 (HD 9); MV 9; ATT medium tank gun, medium machinegun (x2); MOD Communications, Reinforced Hull (x2), Tracked.

2. HOSTAGE CRISIS

The PCs receive news that a group of six (6) *Waffen-SS* soldiers have stormed the Church of St. Michael and taken Father Simon and his followers hostage on Göeringer's orders. Göeringer plans to use them as bargaining chips if the battle goes against him. The soldiers have been ordered to execute the hostages if he is killed. However, they are smart enough to know that this would be unwise. The soldiers may be talked or tricked into releasing the hostages, at the Referee's discretion.

Waffen-SS Soldier (6): AC 8 [11]; HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, submachinegun (MP40), bayonet.

3. AMMO DUMP

The Resistance has located a stockpile of German weapons, ammunition, and other munitions locked away in a guarded warehouse. Once the fighting begins, only two (2) *Waffen-SS* soldiers are left to guard it. The building's front door is locked. It contains a small, shuttered window that can only be opened from inside.

The soldiers are not too bright and can be bluffed by good roleplaying and/or Class Abilities, at the Referee's discretion. The munitions are just inside the door. A well-placed grenade should be enough to blow the whole building sky high.

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

4. MACHINEGUN NEST

A German machinegun nest (MG34) manned by two (2) *Waffen-SS* soldiers is located in the second story of a modest home. The PCs arrive just in time to see the Germans mow down a troop of advancing Allied soldiers. The characters are behind the house and may enter it undetected, if they wish. The Germans are not suspecting an attack so there is a 3 in 6 chance of the PCs achieving Surprise. If the characters do not engage the Germans, the machinegun continues to kill Allied troops until a Sherman tank arrives and blows up the second story.

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

5. HOUSE FIRE!

Göeringer has vowed to raze the entire town rather than let the Allies liberate it. Two *Waffen-SS* soldiers armed with flamethrowers (*flammenwerfer 35*) walk through the streets, lighting up buildings (and townsfolk!) at random. The characters can attack them or not.

After the fight, they hear screams and see three young children calling for help from the third-story window of a burning apartment building. Any character who enters the residence must make a Saving Throw (Überläufer's receive their Saving Throw bonus to this roll). Characters who fail the Saving Throw succumb to smoke inhalation and die in one *turn* unless rescued. Success means the children are rescued and reunited with their tearful parents (and the PCs are treated as heroes once the battle is over).

Waffen-SS Soldier (2): AC 8 [11]; HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, flamethrower (*flammenwerfer 35*), bayonet.

6. LOOTERS

The characters see four (4) *Waffen-SS* soldiers loading framed paintings, bundles of silverware, sacks of jewelry, family heirlooms, and other valuable items into a small truck (van) parked outside of a building. This is Göeringer's personal stash of looted treasures. He has ordered these soldiers to take the treasures to a safe location behind enemy lines until the battle is over. The people of Guerrierville rejoice if their treasures are returned.

Small Truck (Van): AC 8 [11]; HP 10 (HD 3); MV 18; ATT -; MOD Cargo.

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

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

TRADITIONAL MILITARY INFANTRY (INF)

The PCs are attached to an infantry division of the U.S. First Army. Their mission is to advance into Guerrierville and clear the buildings one by one. The characters are operating alongside twenty-four (24) other Allied soldiers. The Referee should describe the Allied PCs and NPCs kicking in doors and searching the homes for German soldiers. Other Allied infantry units link up with the PCs from time to time, so they are always part of a larger group.

The following encounters are set up as ambushes that occur as the characters advance through the streets of Guerrierville. Each ambush may be detected by a search for Hidden Things, with a +1 bonus to the roll. (Sniper characters may use their Spot Ambush ability at +1). The Referee is free to pick the encounters or roll randomly.

WINDOW DRESSING: When an ambush/encounter occurs, small squads of approximately twelve (12) additional *Waffen-SS* soldiers open fire on the Allied soldiers from neighboring rooftops, windows, and alleyways. These firefights should be roleplayed as “window dressing” with casualties occurring on both sides. The encounter itself targets the PCs and is ultimately up to them to resolve.

VEHICULAR SUPPORT: As the characters advance through Guerrierville, a combat support vehicle (1-3: Willys Jeep, 4-5: M3 Halftrack, 6: M4 Sherman) follows close behind, ready to provide support if needed. Let the PCs call in support for one encounter, then have the vehicle get blown up by a “window dressing” *panzerschreck* crew during the next encounter. Afterwards, advise the characters that the fighting is too heavy elsewhere for them to be supported by additional vehicles.

(INF) ENCOUNTERS

1. Armored Car
2. Sniper Attack
3. Mortar Attack
4. MG Nest (Window)
5. MG Nest (Basement)
6. Ambush

1. ARMORED CAR

A six-wheeled armored car (Sd.Kfz. 231) smashes through a stacked stone fence and begins mowing down Allied soldiers with its autocannon (20 mm) and medium machinegun (MG34).

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

Armored Car (Sd.Kfz. 231): AC 6 [13]; HD 2+2; 12; MV 18; ATT autocannon, medium machinegun; MOD Reinforced Hull (x1).

2. SNIPER ATTACK

The Referee should have all PCs roll 1d20. The character with the lowest roll is targeted by a *Waffen-SS* Sniper concealed in a second-story attic. The Sniper's firing position must first be located with a search for Hidden Things (or a Sniper's Spot Ambush ability). Once located, the Sniper receives the benefit of Concealment.

Waffen-SS Sniper (1st-level): AC 5 [14] (BDUs + Dex); HD 3+1; hp 13 (T) or 21 (H) or 41 (I); THB +2; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Preferred Weapon (Kar-98k), Conceal Self, Spot Ambush; HDE/XP 1/20; HDE/XP 1/20; BDUs, large rifle (Kar-98k with Scope), bayonet, camouflage netting, survival kit.

3. MORTAR ATTACK

Two (2) *Waffen-SS* soldiers manning a mortar (*granatwerfer 42*) are waiting on the flat top of a mansard roof. When the Allied soldiers come into view, they attack. There is a 1 in 6 chance per *round* that any PC on the street is caught in a mortar explosion. The Referee should describe the explosions, screams, and flying bodies as Allied soldiers are hit by mortar rounds while the "window dressing" firefight with *Waffen-SS* soldiers ensues. The characters must take out the mortar crew in order for the firefight to end.

Waffen-SS Soldier (2): AC 8 [11]; HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, mortar (*granatwerfer 42*), large rifle (Kar-98k), bayonet.

4. MG NEST (WINDOW)

A machinegun nest (MG34) manned by three (3) *Waffen-SS* soldiers is located in an upper story window. The nest is protected by sandbags that provide the Germans with partial cover (-4 *To-Hit*). Two (2) of the soldiers operate the machinegun while one (1) soldier guards the interior staircase.

The Referee should describe the Allied soldiers being dropped by machinegun fire as the "window dressing" firefight with *Waffen-SS* soldiers ensues. The characters must take out the MG nest in order for the firefight to end.

It takes the characters two (2) *rounds* to reach the building at an all-out run, subjecting them to at least one (1) *round* of suppressive fire. They also have the option of performing a fire and maneuver tactic, using rubble and wrecked vehicles for full cover. This takes a total of four (4) rounds to complete.

Waffen-SS Soldier (3): AC 8 [11]; HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k), two (2) grenades, bayonet.

5. MG NEST (BASEMENT)

A machinegun nest manned by three (3) *Waffen-SS* soldiers is located in a basement window. The nest is protected by sandbags that provide the Germans with partial cover (-4 *To-Hit*). Two (2) of the soldiers operate the machinegun while one (1) soldier guards the basement staircase.

The Referee should describe the Allied soldiers being hit by machinegun fire as the “window dressing” firefight with *Waffen-SS* soldiers ensues. The characters must take out the MG nest in order for the firefight to end.

It takes the characters two (2) *rounds* to reach the building at an all-out run, subjecting them to at least one (1) *round* of suppressive fire. They also have the option of performing a flanking maneuver, using rubble and wrecked vehicles for full cover. This takes a total of four (4) rounds to complete.

Waffen-SS Soldier (3): AC 8 [11]; HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k), two (2) grenades, bayonet.

6. AMBUSH

A squad of six (6) *Waffen-SS* soldiers is hiding in a house that the PCs are attempting to clear. The Referee should roll normally for Surprise. The Germans engage the PCs with bayonets and rifle butt strokes as the characters enter. Meanwhile, the “window dressing” firefight occurs outside on the street.

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

VEHICULAR COMBAT SUPPORT (VEH)

The characters take command of a vehicle and advance through town. Their mission is to support an infantry unit of twenty-four (24) Allied soldiers and engage any German armor or vehicles. The Referee should describe the Allied NPCs kicking in doors and searching the homes for Germans ahead of the PC vehicle. Other Allied infantry units link up with the PCs from time to time, so they are always part of a larger group.

The following encounters are set up as ambushes that occur as the characters roll through the streets of Guerrierville. Each ambush may be detected by a search for Hidden Things, with a +1 bonus to the roll. (Sniper characters may use their Spot Ambush ability at +1). The Referee is free to pick the encounters or roll them randomly.

WINDOW DRESSING: When an ambush/encounter occurs, small squads of approximately twelve (12) *Waffen-SS* soldiers open fire on the Allied soldiers from neighboring rooftops, windows, and alleyways. These firefights should be roleplayed as “window dressing” with casualties occurring on both sides. The encounter itself targets the PCs and is ultimately up to them to resolve.

VEHICLE DESTRUCTION: If the characters survive the destruction of their vehicle, they may commandeer another vehicle of similar type (if the Referee allows) and continue Vehicular Combat Support (**VEH**) or join the infantry units (**INF**) and proceed on foot, clearing houses.

(VEH) ENCOUNTERS

1. *Panzer* Tank
2. 88 mm Anti-Tank
3. Armored Car
4. Mine
5. *Panzerschreck!*
6. MG Nest (Window)

1. PANZER TANK

A light tank (*Panzer II*) trundles over the wreck of a smoldering truck and engages the PC vehicle. The Allied soldiers begin shouting and pointing when they see it, so the Referee should roll normally for Initiative. The German tank tries to outmaneuver the PC vehicle, attacking from its sides or rear if possible. It fights until disabled or destroyed.

Waffen-SS Tank Commander: AC 8 [11]; HD 1; hp 5; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, submachinegun (MP40), bayonet.

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

Light Tank (*Panzer II*): AC 5 [14]; HP 32 (HD 8); MV 12; ATT light tank gun, medium machinegun; MOD Communications, Reinforced Hull (x2), Tracked.

2. 88-MM ANTI-TANK

The characters see a squad of six (6) *Waffen-SS* soldiers positioned behind a low stone wall that provides them with slight cover (-2 *To-Hit*). The soldiers are manning an anti-tank gun (German 88 mm) that is pointed directly at the PC vehicle. The Referee should roll normally for Initiative. The soldiers open fire with the 88-mm gun as soon as they see the PC vehicle.

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. ARMORED CAR

A four-wheeled armored car (*Leichter Panzerspähwagen*) rolls around the corner and engages the PC vehicle. If outgunned, the armored car attempts to retreat after one (1) *round* of combat.

Waffen-SS Crewmen (3): AC 8 [11]; HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, submachinegun (MP40), two (2) grenades, bayonet.

Armored Car (*Leichter Panzerspähwagen*): AC 6 [13]; HD 2; hp 10; MV 18; ATT medium machinegun; MOD Reinforced Hull (x1).

4. MINE

The PC vehicle rolls over an anti-tank mine that causes 2d6+2 damage to the vehicle (Wheelmen may make a Saving Throw for 1/2). A squad of six (6) *Waffen-SS* soldiers hiding behind rubble attacks the PC vehicle with hurled grenades. The smoke from the mine's explosion give the Germans the benefit of Concealment for the first three (3) combat *rounds*.

If the characters are inside an armored vehicle, teams of two (2) German soldiers break cover and attempt to get close enough to drop the grenades into the vehicle's open firing ports. If none are open, the soldiers attack the vehicle's mobility (treads, tires, etc.) with grenades.

This squad is in addition to the "window dressing" squad that attacks the Allied infantry the characters are supporting. The PCs must kill or drive off the six (6) *Waffen-SS* grenadiers in order for the encounter to be resolved.

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

5. PANZERSCHREK!

Two (2) *Waffen-SS* soldiers rise up from behind a smoldering tank destroyer (*Jagdpanzer*) and attack the PC vehicle with a heavy rocket-propelled grenade (*panzerschrek*). These soldiers are in addition to the "window dressing" squad that attacks the Allied infantry the characters are supporting. The PCs must kill or drive off the two (2) *Waffen-SS* soldiers in order for the encounter to be resolved.

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. One (1) soldier has a heavy rocket-propelled grenade (*panzerschrek*) and the other is carrying a satchel with six (6) rockets.

6. MG NEST (WINDOW)

Allied soldiers are pinned down by a machinegun nest (MG34) in an upper story window. They call the PC vehicle over to deal with it so they can advance. The Germans receive the benefit of partial cover (-4 *To-Hit*). They pepper the PC vehicle with machinegun fire as soon as it appears.

Waffen-SS Soldier (3): HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k), two (2) grenades, bayonet.

SHOWDOWN WITH GÖERINGER

As the battle ends, the PCs encounter the infamous *Standartenführer* (Colonel) Brandon Göeringer, who makes one last attempt to kill them before he rallies his troops. How they meet Göeringer depends on the style of play.

COVERT OPERATIVES (COV)

Göeringer and a squad of six (6) *Waffen-SS* soldiers have rounded up a group of five (5) elderly men, three (3) women, and one (1) boy who dared to take up arms against the Germans. The PCs see them being marched single file through the streets ahead. As the battle for Guerrierville rages on, the defiant townsfolk are lined up against a wall in front of the SS firing line. If the PCs do nothing, Göeringer gives the order and a bloody execution takes place. Göeringer and his SS goons attack the PCs on sight.

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

Standartenführer (Colonel) Brandon Göeringer (3rd-level Tactician): AC 6 [13] (BDUs); HD 3+2; hp 15 (T) or 25 (H) or 45 (I); THB +2; ATT 1 (weapon or none); ST 12; MV 12; SA Superior Planner, Rally; HDE/XP 3/120; medium pistol (Luger), Hitler Youth knife (treat as bayonet), copy of 1932 novelization of *King Kong* autographed by director Merian C. Cooper.

TRADITIONAL MILITARY INFANTRY (INF)

The characters encounter Göeringer in command of a squad of six (6) *Waffen-SS* soldiers dragging a 20 mm autocannon on a trailer. Roll normally for Surprise. Göeringer is riding a magnificent white horse draped with Nazi colors. He and his men attack the PCs on sight.

It takes two (2) German soldiers to operate the autocannon. The rest attack with large rifles (Kar-98k) while Göeringer shouts encouragement using his Rally Class Ability. If the autocannon crew is killed, Göeringer charges the PCs, firing his pistol and attempting to trample them beneath the horse's hooves. If the horse's normal attack is successful, the PC targeted must make a Saving Throw. Failure means he takes 1d6 damage, is knocked to the ground, and drops whatever he was holding.

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

Standartenführer (Colonel) Brandon Göeringer (3rd-level Tactician): AC 6 [13] (BDUs); HD 3+2; hp 15 (T) or 25 (H) or 45 (I); THB +2; ATT 1 (weapon or none); ST 12; MV 12; SA Superior Planner, Rally; HDE/XP 3/120; medium pistol (Luger), Hitler Youth knife (treat as bayonet), copy of 1932 novelization of *King Kong* autographed by director Merian C. Cooper.

Horse: AC 7 [12]; HD 2; hp 12; THB +2; ATT 1 (bite or hoof); ST 19; MV 21; HDE/XP 1/10.

VEHICULAR SUPPORT (VEH)

Göeringer takes command of a medium tank (Panther) and hunts down the PCs who are causing so much trouble for his men. Once the characters are sighted, Göeringer buttons down the hatch and attacks.

If the tank is destroyed, the Referee may wish to give a charred and bloody Göeringer the chance to die in dramatic fashion. In this case, he climbs out of the smoldering wreck of the Panther and attacks the PCs with his medium pistol (Luger). Having been reduced to 1 hp, Göeringer is easily dispatched.

Waffen-SS Tank Crewmen (4): HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/15; BDUs, submachinegun (MP40), two (2) grenades, bayonet.

Standartenführer (Colonel) Brandon Göeringer (3rd-level Tactician): AC 6 [13] (BDUs); HD 3+2; hp 15 (T) or 25 (H) or 45 (I); THB +2; ATT 1 (weapon or none); ST 12; MV 12; SA Superior Planner, Rally; HDE/XP 3/120; medium pistol (Luger), Hitler Youth knife (treat as bayonet), copy of 1932 novelization of *King Kong* autographed by director Merian C. Cooper.

Medium Tank (Panther): AC 4 [15]; HP 48 (HD 9); MV 9; ATT medium tank gun, medium machinegun (x2); MOD Communications, Reinforced Hull (x2), Tracked.

THE BATTLE OF GUERRIERVILLE

The Liberation of Guerrierville is designed to be used with the Mass Combat rules found in the *WWII: Operation WhiteBox* core rulebook. The Referee is free to alter the system, or disregard it entirely and simply choose who wins the Battle of Guerrierville.

BATTLE CONDITIONS

The Allies begin the battle with a +8 Modifier (Reinforcements +1, Resupply +1, Superior Numbers +1, Artillery Support +2, and Armor Divisions +3).

The Germans begin the battle with a +5 Modifier (Entrenched Position +2, Armor Divisions +3).

After the first Mass Combat Round, the Allies lose their Artillery Support Modifier. This represents the Germans regrouping from the bombing and shelling of the night before.

If the Allies win two (2) Mass Combat Rounds, the Germans lose their Entrenched Positions Modifier. This represents the Allies penetrating so deeply into Guerrierville that there is no longer a defensive "line" to hold.

If the Germans win two (2) Mass Combat Rounds, the Allies lose their Reinforcements Modifier and their Resupply Modifier. This represents the toll that the fierce fighting has taken on the Allied troops as well as disruptions to the Allied supply lines.

Each encounter resolved by the PCs should be considered an Objective Completed (+1, +2, +4, etc.).

Don't forget to add the Rally Points to the winner of each Mass Combat Roll (+1, +2, +4, etc.).

ACHIEVING VICTORY

The battle is designed to last no more than five (5) Mass Combat Rounds. This means that whichever force is the first to win three (3) Mass Combat Rounds is the victor. The losing force is driven from the town. Don't forget to run the Showdown With Göeringer encounter if the Allied force wins the battle. If the Allies are defeated, the Referee must decide whether or not the PCs are killed, escape, or are captured.

MAJOR FACTIONS AND NPCS

The following factions and NPCs may be encountered in Guerrierville.

GUERRIERVILLE TOWNSFOLK

Guerrierville is an ancient town which, according to legends, was founded by a tribe of Gallic warriors who refused to submit to the Roman Empire. Its citizens are proud of their warlike heritage and most of its men have served in the French Army.

The townsfolk currently living here are primarily women, children, and old men. The young men of the town are serving with the Free French Army in North Africa or have retreated to the hills east of town and joined the Resistance. Not a single citizen is a German collaborator and all support the resistance effort in one way or another. Allied PCs are automatically treated as Friendly.

Guerrierville Townsfolk: AC 8 [11] (thick clothes); HD 1d6-2; hp 2; THB -1; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5.

GUERRIERVILLE RESISTANCE

The Guerrierville Resistance is made up mainly of woman, children, and elderly men and women. Those young men who have not been arrested or executed are hiding in the nearby hills. Townsfolk who have joined the Resistance are not trained fighters, but are willing to stand up and die for what they believe in.

When the fighting starts, the Resistance members tie red bandanas around their upper arms, and arm themselves with whatever weapons are at hand. During the battle, they ambush German patrols and snipe at German soldiers, but have little overall effect on the outcome.

Resistance Fighter (26): AC 8 [11] (thick clothes); HD 1d6-2; hp 2; THB +0; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5.

SOPHIE LAMORTE

Sophie Lamorte is a pretty, French schoolteacher and leader of the Guerrierville Resistance. She is a kindhearted woman who has become hardened by war. She despises the Germans, particularly Göeringer. However, she does not condone atrocities or violence for violence sake. Her primary goal is the defense of the children of Guerrierville.

When the fighting starts, she leads a group of twenty-six (26) partisans (mostly poorly-armed old men and women) through the sewers to ambush German soldiers.

Sophie Lamorte (2nd-level Maquis): AC 5 [14] (thick clothes + Dex); HD 2; hp 8 (T) or 16 (H) or 32 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Cha 15, Cobble, Conceal Items, Contacts; HDE/XP 2/30; submachinegun (Sten), knife, rosary.

JULES TOMAS

Jules is the burly tavernkeeper who owns Jules Taverne. Jules is active in the Guerrierville Resistance. The German forces in the area like to frequent his tavern, allowing him to eavesdrop on their conversations. He loves Sophie Lamorte like a sister and would die for her, if necessary.

Jules Tomas: AC 8 [11] (thick clothes); HD 1d6-1; hp 5; THB +0; ATT 1 (weapon or none); ST 19; MV 12; SA Str 17; HDE/XP 1/10; sawed-off shotgun, club, silver crucifix necklace.

FATHER SIMON DUBOIS

Father Simon is the town priest. He is a large man who walks with a crooked shepherd's staff. Father Simon's position lets him to roam freely throughout the countryside, and he secretly brings food and medical supplies to Resistance members hiding in the nearby hills. Although he refuses to pick up a gun, he knows how to swing a staff, and may land a good blow or two on a German helmet if the opportunity arises.

Father Simon Dubois: AC 8 [11] (thick robes); HD 1d6-1; hp 4; THB +0; ATT 1 (weapon or none); ST 19; MV 12; SA Str 15; HDE/XP 1/10; staff, Holy Bible, rosary.

WAFFEN-SS SOLDIERS

The *Waffen-SS* soldiers and officers stationed in Guerrierville are elements of the 12th SS *Panzer Division Hitlerjugend* (Hitler Youth). They have been dealing with Resistance activity in the area since the occupation began and have come to despise the arrogant townfolk of Guerrierville. The soldiers are embarrassed by the German defeat on the Normandy coast. They are eager to push the Allies back to the sea and restore the glory of the Third Reich.

Waffen-SS Soldier: HD 1d6-1; hp 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; hp 5; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, submachinegun (MP40), bayonet.

STANDARTENFÜHRER (COLONEL) BRANDON GÖERINGER

Colonel Göeringer is a ruthless blonde-haired, blue-eyed *Waffen-SS* officer who once headed up a dreaded *Einsatzgruppen* death squad on the Eastern Front. He is a true Nazi who lacks compassion or remorse for anyone not of Aryan blood.

Göeringer considers himself a great hunter of beasts and men and has been on several safaris to the Dark Continent. He is an expert at squashing resistance and has long advocated introducing a slash and burn policy into France. He is fanatically loyal to Adolf Hitler, even growing a blond mustache in honor of *der Führer*.

Standartenführer (Colonel) Brandon Göeringer (3rd-level Tactician): AC 6 [13] (BDUs); HD 3+2; hp 15 (T) or 25 (H) or 45 (I); THB +2; ATT 1 (weapon or none); ST 12; MV 12; SA Superior Planner, Rally; HDE/XP 3/120; medium pistol (Luger), Hitler Youth knife (treat as bayonet), copy of 1932 novelization of *King Kong* autographed by director Merian C. Cooper.

ALLIED SOLDIERS

The Allied soldiers and officers of the U.S. First Army are battle-hardened troops fresh off the beaches of Normandy. They are confident of victory and ready to take the fight to the Germans occupying Guerrierville.

Allied Soldier: HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (M1 Garand) or submachinegun (Thompson SMG), two (2) grenades, bayonet.

Allied Officer: AC 8 [11]; HD 1; hp 5; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, submachinegun (Thompson SMG), bayonet.

ALLIED VEHICLES

The following Allied vehicles are available to PCs who choose Vehicular Combat Support (**VEH**). Other Allied vehicles may also be allowed, at the Referee's discretion.

SMALL TRUCK (WILLYS JEEP)

A versatile 4-wheel-drive general purpose vehicle used by the Allies in almost every theater of the war. It has an open top and is capable of seating five passengers comfortably. A heavy machinegun (M2 Browning) is pintle-mounted in its bed.

Small Truck (Wilys Jeep): AC 8 [11]; HP 12 (HD 3); MV 21; ATT heavy machinegun; MOD Cargo.

ARMORED PERSONNEL CARRIER (M3 HALFTRACK)

This armored personnel carrier has two wheels in front, tracks in the rear, and an open bed for transporting troops and equipment. Its cab and sides are armored, but passengers in its bed are vulnerable to airbursting artillery shells and attacks from above. It is equipped with a 20 mm autocannon pintle-mounted in its bed.

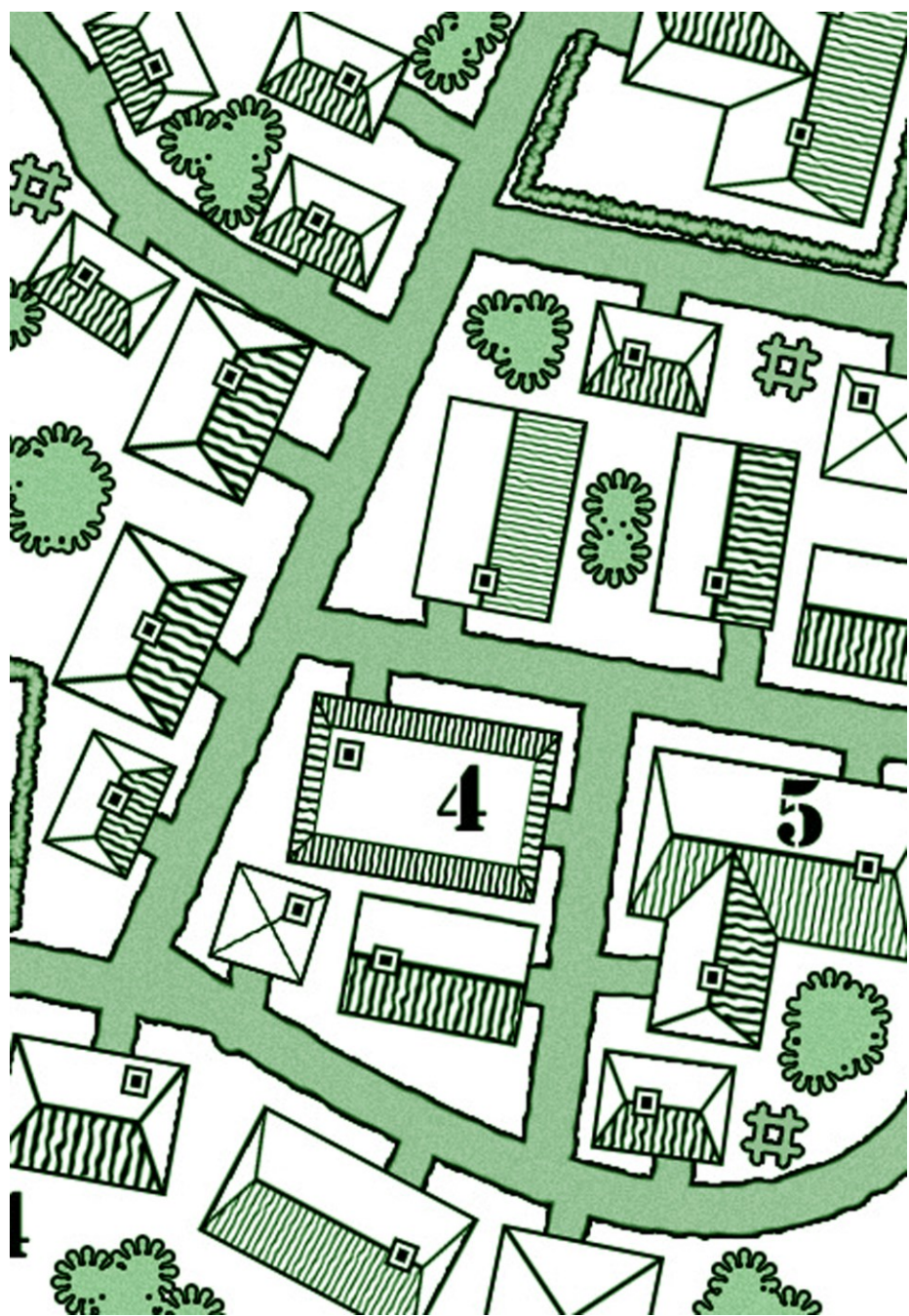
Armored Personnel Carrier (M3 Halftrack): AC 5 [14]; HP 24 (HD 6); MV 12; ATT autocannon; MOD Communications, Firing Port (x2), Reinforced Hull (x1), Tracked.

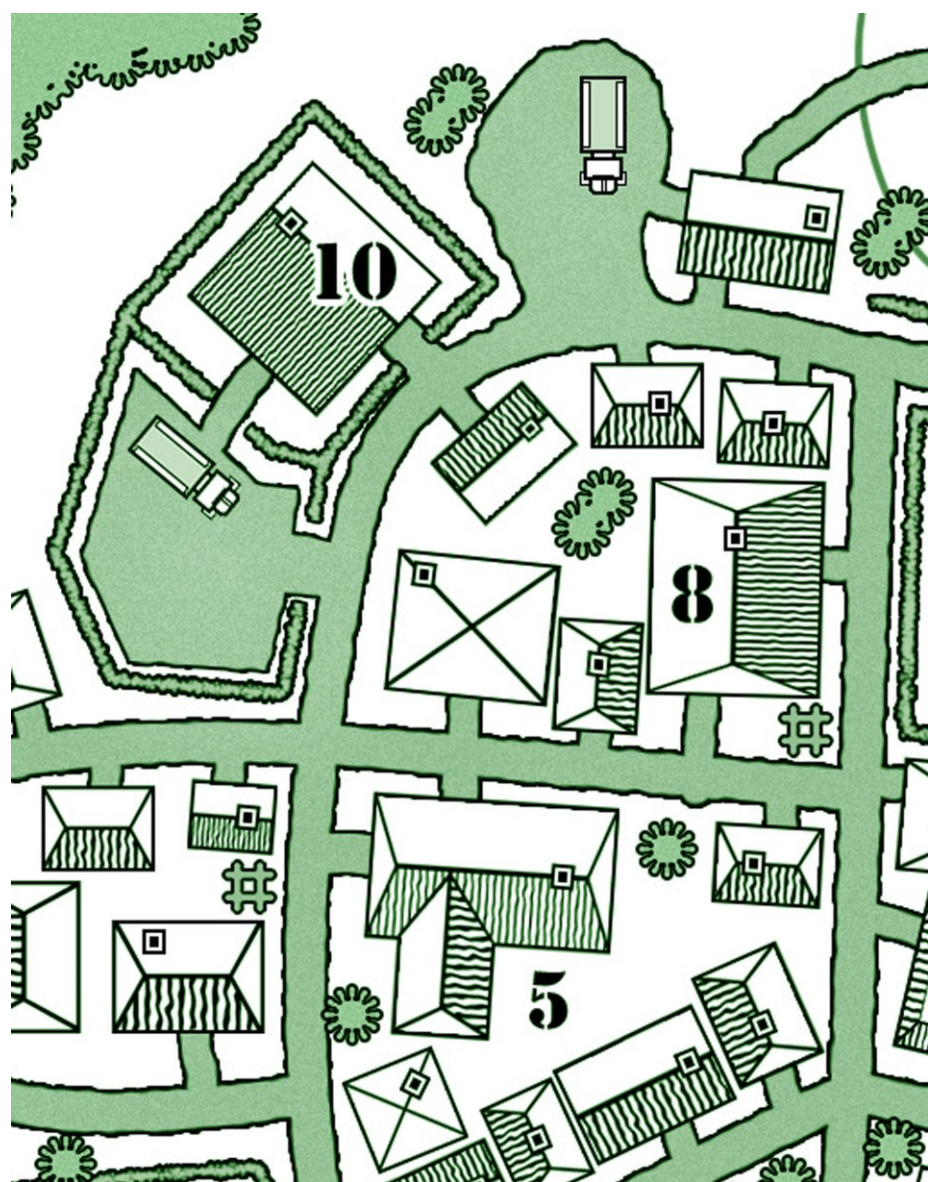
MEDIUM TANK (M4 SHERMAN)

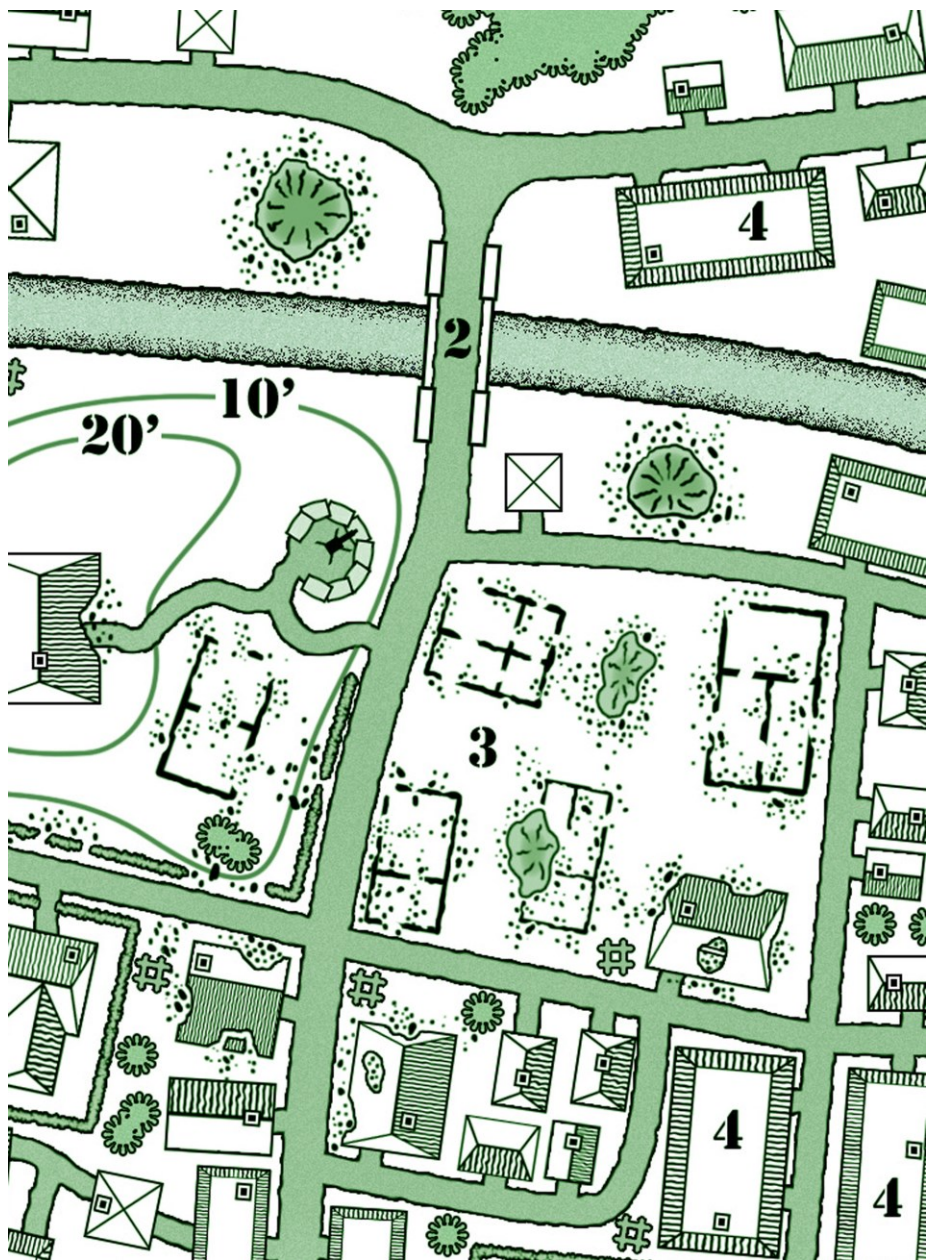
The M4 Sherman was an Allied medium tank that was reliable, relatively cheap to produce, and available in great numbers. The Sherman saw early success in WWII, most notably in North Africa, but was later overmatched by German tanks such as the Panther and Tiger.

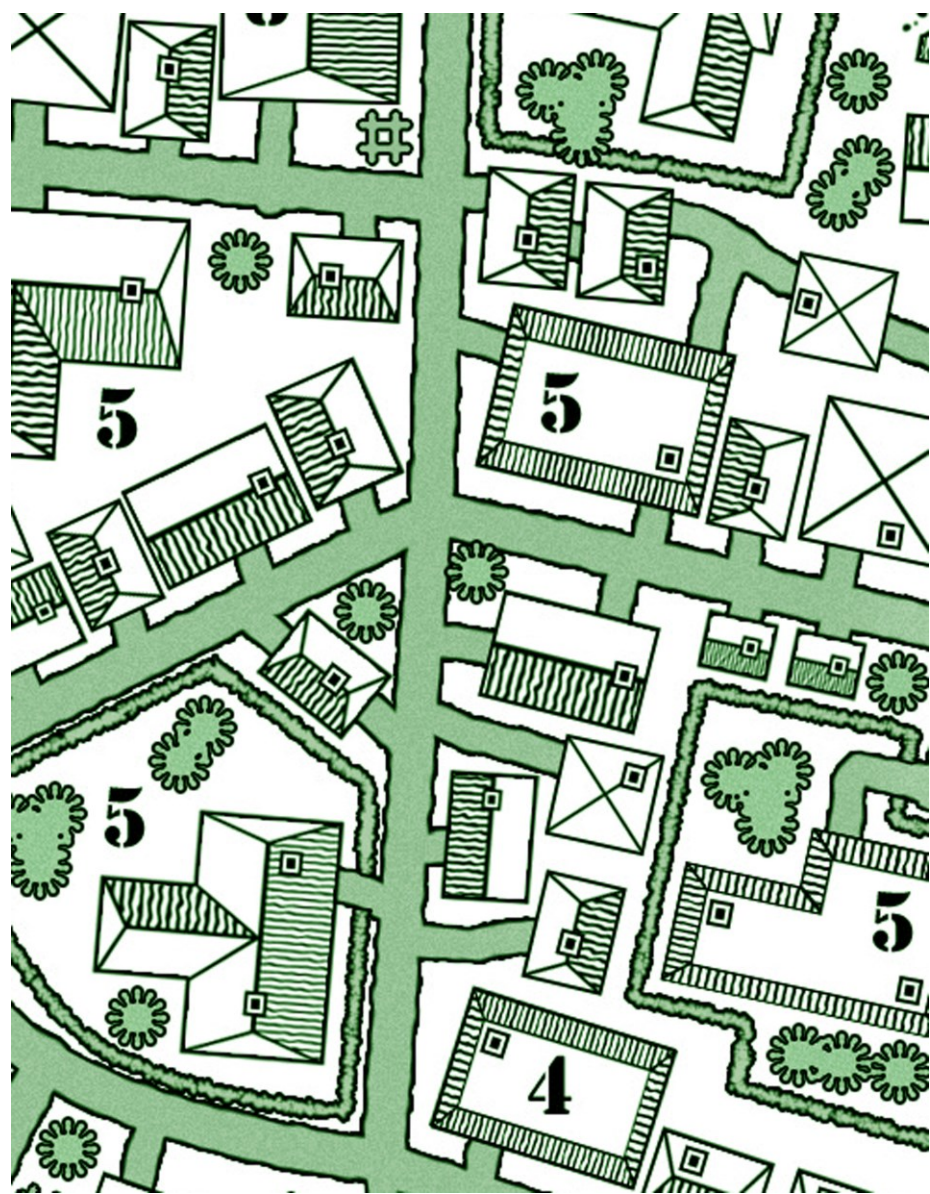
Medium Tank (M4 Sherman): AC 4 [15]; HP 36 (HD 9); MV 9; ATT medium tank gun, medium machinegun (x2); MOD Communications, Reinforced Hull (x2), Tracked.

**RANDOM STREET
MAPS FOR THE
REFEREE**



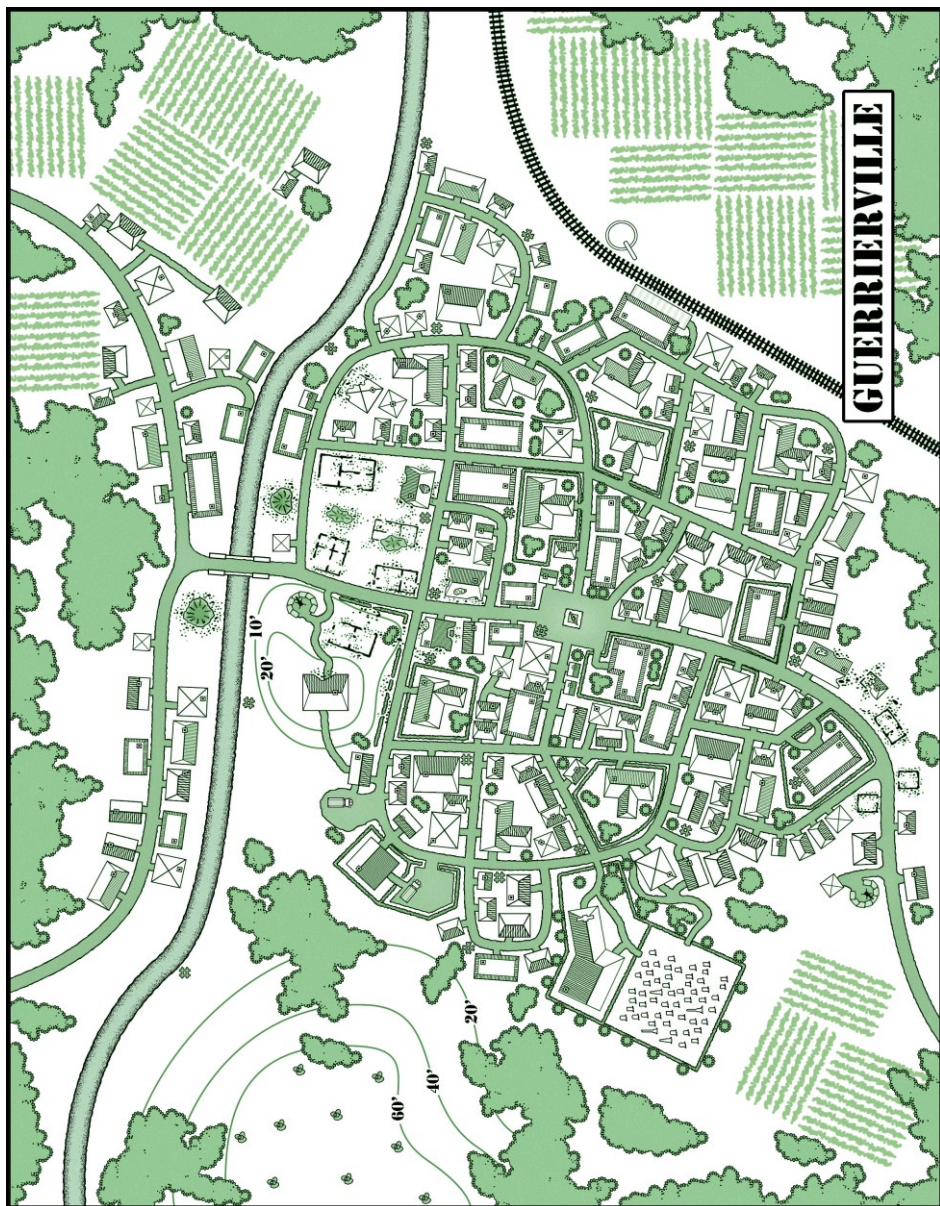






INTEL MAP FOR THE PLAYERS

GUERRIERVILLE



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