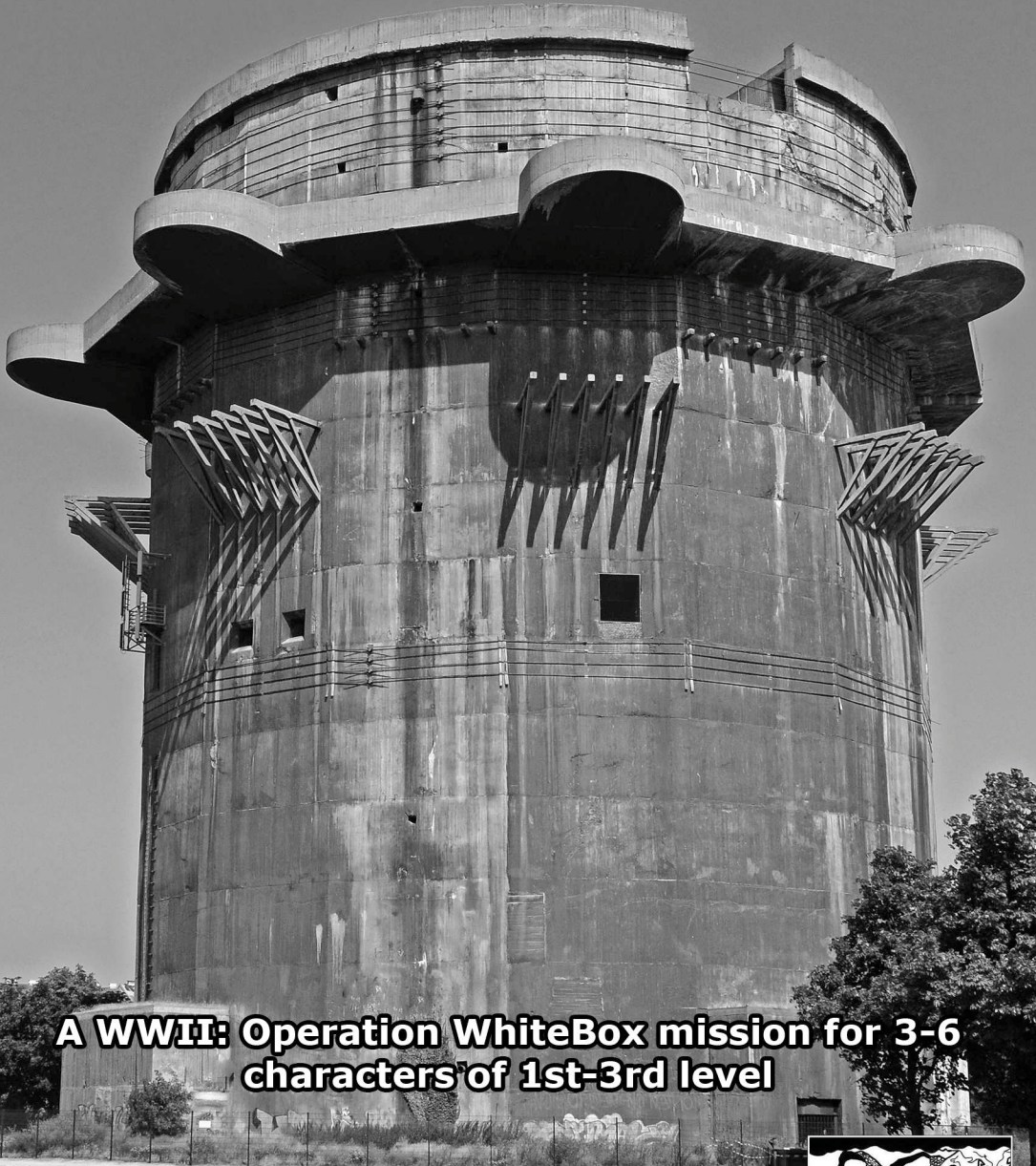# WUNDERWAFFE LAUNCH

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

WWII OPERATION WHITEBOX COMPATIBLE

SNG

# WUNDERWAFFE LAUNCH

**WUNDERWAFFE LAUNCH** is a support mission designed for *WWII: Operation WhiteBox™*. Parachute into Normandy, link up with the French Resistance, locate a secret Nazi base, and target it for Allied bombing!

## 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.

# WUNDERWAFFE LAUNCH

**THEATER:** **Europe (Western Front)**
**DATE:** **May 1944**
**LOCATION:** **Cotentin Peninsula, France**

The Germans are planning something big. Strange-looking railways have been popping up on military bases all along the coast of France. Unconfirmed rumors suggest these may be launch sites for the Nazi's new long-range rocket program. One of these bases is said to be hidden in the hills near Carentan. Can your team locate and destroy the launch site? Or will Hitler unveil his devastating new Wunderwaffe to the world?

*Wunderwaffe Launch* is a short *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. The characters are assumed to be Allied special operatives 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.

*Wunderwaffe Launch* takes place just a few weeks before D-Day. 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, *Wunderwaffe Launch* can be combined with virtually any of the Normandy missions published by *Small Niche Games*.

## BACKGROUND

May, 1944. World War II is in full swing. British and American forces have driven the Wermacht out of Africa and most of Italy. In the East, German losses continue to pile up as the massive juggernaut of the Soviet Union begins to roll. Stalin is pushing the Allies to open a second front to take the pressure off Russia. That moment is about to come.

The Allies have been practicing beach landings for months and an attack on France is imminent. German Field Marshall Erwin Rommel has fortified the Atlantic Wall and vowed to push the invaders back into the sea. Unbeknownst to all but a few, the world hovers on the brink of the largest amphibious assault in history. . .

## BRIEFING

The characters are part of a newly assembled special forces team stationed in Scotland. They have been training together for the past few weeks, preparing for a power plant sabotage operation in France. Without warning (or explanation), the team is flown to the American-run Camp Whiskey, which is attached to Chalgrove

Airfield in Oxfordshire, England.

Their commanding officer, Major Stephen G. Corcoran, introduces them to a dapper British nobleman named Sir Griffin Habersham. Sir Griffin is a high-ranking member of the SOE. He is a slender, smartly dressed man, with narrow features and a waxed moustache.

"Good morning, gentlemen. I apologize for the haste with which you have been assembled. I know you have been training diligently for a very specific operation. That operation has been cancelled. Or at least been put on hold for now, in light of more pressing concerns.

It's no secret that an invasion of Western Europe is imminent. The board has been set. Our pieces are poised for the next move. Allied aircraft fill the sky, armored columns clog the roadways, and the whole of England is overflowing with strong, young men ready to march into Berlin. I must say, the preparations are going swimmingly.

Unfortunately, wars are won and lost with more than just boots on the ground. Which leads me to our current problem.

I'm sure you've heard of Hitler's Wunderwaffes? The Nazi "miracle weapons" that the old boy claims will end of the war with a German victory? Most of it is idle talk, I assure you. The Nazis have devoted a lot of time and resources that could have been better spent elsewhere, and I dare say those decisions will come back to haunt them in the weeks to come.

But some of this research has paid off. You've seen some of it already. Prowling U-boats. Giant tanks. Devastating railway guns.

And now, very soon, I fear we shall have to contend with long-range rockets that can cross the Channel and strike into the heart of England.

Yes, that is why we're here today. The Jerries did a smashing good job keeping it all secret. Almost caught us with our knickers down, to be sure. A year ago they began construction on a number of odd-looking military bases along the French coast. We didn't know what they were at first. Each of them had a set of rails that rather resembled a set of ski jumps, really.

We took the necessary precautions and began bombing these "ski sites" whenever we found them. It was only later that we learned they were launch platforms for Hitler's new rocket program. Imagine, being able to drop bombs on London without the risk of even a single German life. Bad for morale, I'd say. The British people have endured much, but I'd rather not see them live through another Blitz.

French Resistance contacts in Normandy have recently informed us of a possible launch site in the hills near Carentan, at a heretofore secret military complex the Germans call Grauer Himmel. The Resistance has been unable to get close enough to do a scouting report and aerial reconnaissance has been unable to pinpoint the base's exact location in the hills.

We believe the complex may be a camouflaged launch site. Two days ago, a shipment of what we believe to be Wunderwaffe rockets arrived by rail in Carentan and were transported to the Grauer Himmel complex. We cannot afford to wait to take action.

There are things in the works, gentlemen. Things that could change the course of this entire war. For reasons I cannot disclose, an active launch site at this particular location would severely jeopardize the success of future operations.

You are to parachute in tonight, just after midnight, to meet with our Resistance contacts in the area. They will help you locate the Grauer Himmel Complex.

At approximately 0600 hours, a flight of Lancaster bombers will conduct a bombing run over that area. They'll be flying low, just over the treetops. Your job is to mark the site for them with flares or signal lights. The idea is to minimize civilian casualties and maximize damage to the military complex. Once that's finished, the Resistance will get you back to the coast for pickup.

Good luck, gentlemen. And Godspeed."

# OBJECTIVE

The characters must drop into Normandy outside of Carentan and make contact with a French Resistance contact named Louis Thierry. Louis will lead them to the Grauer Himmel military complex hidden in the La Ciel Hills of Normandy. The characters must then mark the Nazi base with signal lights, flares, or fires, so it can be targeted for bombing by a flight of Avro Lancaster bombers that are scheduled to arrive over the target area at 0600 hours.

# PLANNING

Although the characters don't know it, the players may guess that the mission's success is vital to the Normandy invasion scheduled for D-Day, June 7th, 1944, which is only a few weeks away. A rocket launch site so close to the Allied landing area would be devastating to the troops assaulting the beaches.

The PCs have all day to prepare for the mission. The characters are elite special forces operatives and Camp Whiskey is well supplied, so the PCs may choose any type of gear or weapons they desire.

Typical weapon choices include a large rifle (M1 Garand or Lee-Enfield Mk III), small rifle (M1 carbine), or submachinegun (Thompson or Sten), a handgun (.38 Enfield Mk II or Colt M1911), four (4) grenades, and a bayonet. The M1 carbine, the Sten, and the Colt 1911 are outfitted with suppressors for covert ops. Heavier weapons such as a large rifle with scope and suppressor (Lee-Enfield Mk III), light machinegun (Bren or BAR), medium machinegun (M1919 Browning), medium rocket-propelled grenade (M1 bazooka), or flamethrower (American M2) are also available upon request.

Other standard gear includes a compass, area maps, escape and evasion kit, first aid kit, rations, canteen, cigarettes, chocolate, spare ammunition, flashlight, backpack, toolkit, and Zippo lighter. Although no vehicles are available for this jump, bicycles can be dropped in with the PCs. These allow fast movement over roads but are unusable in the Normandy countryside.

Due to the nature of the mission, each character is issued one (1) Delta signal lantern and one (1) flare gun (Webley No 3 Mk 1) to help illuminate the target for

the incoming bombers. Combat Engineers receive four (4) satchel charges and a handful of pencil detonators (other PCs may also receive these on request).

The PCs also receive a dossier containing information about their French Resistance contact, Louis Thierry, aerial photography, rough map of a typical "ski site", and reports of German activity in the area. German uniforms with the emblems of the 17th SS Panzergrenadier Division are also available upon request.

Dawn is at 0559 hours and they are to be on the ground in Normandy no later than 0100 hours.

# INSERTION

The characters are scheduled to drop into Normandy just after midnight. Their French Resistance contact, Louis Thierry, will meet them at the drop site and lead them to the outskirts of the La Ciel Hills where the Grauer Himmel Complex is believed to be located.

# PRE-ASSESSMENT

The PCs have photographs and a detailed map of the Hills of La Ciel, showing mainly bocage farmland, hilly terrain, and a ruined castle atop the tallest hill. There is no sign of any German base, but a fence line surrounds the hills and Intelligence reports indicate all the German activity has been taking place in this area.

The German force has been identified as elements of the 17th SS Panzergrenadier Division. The Resistance has been unable to get past the frequent German patrols in the area so the PCs must avoid German soldiers and scout the countryside as they go. This includes locating a safe place in which to hunker down during the Allied bombing run.

# EXECUTION

Just before dawn, the PCs are to activate lanterns or flares near the target area to signal the incoming bombers. This should give the characters just enough time to escape before the bombs start to fall.

# EXTRACTION

Once the bombing run is completed, the French Resistance will hide the PCs during the day and then lead them to the coast at night. Under cover of darkness, a submarine picks them up and returns them to England for debriefing.

# POST ASSESSMENT

The mission is considered a success if the bombers destroy the Grauer Himmel complex. This clears the way for the Allied invasion of Normandy in June.

# DROP INTO NORMANDY

Just after nightfall, the PCs board a C-47 transport and take off from England. As the plane reaches the coast, German spotlights probe the air and the sky lights up with flak and tracer fire. The pilot holds course and the plane flies through unscathed.

A few minutes later, the red jump light comes on and the order to "stand up, hook up, equipment check" comes through. The PCs attach their static lines to the cable and check their equipment. When the jump light turns green, they step through the jump door, out into roaring winds and rushing darkness.

Parachute operations are still in their infancy and night jumps are always dangerous affairs. Each character must roll 1d20 during the descent. A roll of 1 or 2 indicates a parachute mishap has occurred. Roll 1d10 and consult the Parachute Mishap table.

| ROLL | PARACHUTE MISHAP |
|:---:|:---|
| 1 | **ANGRY BULL!:** The character lands in the middle of a cow pasture, spooking the herd. A shaggy bull lowers its horns and charges the PC. The bull attacks until it is killed or the character leaves the pasture.<br><br>**Bull:** AC 7 [12]; HD 2; hp 9; THB +1; ATT 1 (butt or gore); ST 19; MV 18; HDE/XP 1/10. |
| 2 | **TANGLED CHUTE:** The character's parachute gets tangled in a tree, leaving him dangling from its branches. Two *Waffen-SS* soldiers pass underneath, having snuck away from the Grauer Himmel Complex to meet with a French girl from town (see **French Girl**). There is a 1 in 20 chance they spot the PC. If this happens, roll normally for Surprise. If captured, see **Interrogating Prisoners**, below.<br><br>***Waffen-SS* 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. |
| 3-4 | **INJURY:** The character lands awkwardly, spraining his ankle for 1d3 damage. The character must make a Saving Throw. Failure means his Movement is reduced by three (3) for the remainder of the night. |
| 4-5 | **LOST WEAPON:** The character loses a random weapon. Start with the last weapon on the character sheet and have the player make a Saving Throw. Failure means the weapon is lost. If all weapons make their Saving Throw, no weapon is lost. |

**6-7** **FRENCH GIRL:** The PC lands near a frightened French girl named Marie Meunier. Marie's head has been shaved and her cheek is bruised. She has been crying all night. Marie claims to have been attacked by bandits. In reality, her family found out tonight she has been sleeping with German soldiers and decided to punish her. If allowed to leave, she returns one (1) *turn* later with two (2) *Waffen-SS* soldiers (see **Tangled Chute**). Marie flees if the soldiers are killed.

**Marie Meuner (French Civilian):** Marie is a noncombatant, who flees or surrenders if threatened.

**8-10** **LOST ITEM:** The character loses a random item. Start with the last item on the character sheet and have the player make a Saving Throw. Failure means the item is lost. If all items make their Saving Throw, no item is lost.

# GROUNDED

If all goes well on the drop, the PCs land in a clearing near a small stream. Once on the ground, the PCs ball up their parachutes and hide them under rocks or in hastily dug holes. The team sets up a perimeter in the surrounding hedgerows and waits for their Resistance contact, Louis Thierry.

**Note:** Any Maquis PCs on the team are part of Louis's resistance cell and are already waiting for the characters on the ground. Louis sent the PC(s) to this location in advance. In this case, the PC knows Nicolas Champlain and there is a 5 in 6 chance the character does not like him.

# RESISTANCE CONTACT

Approximately three (3) *turns* later, a surly Frenchman named Nicolas Champlain pokes his head out of the reeds near the stream. Nicolas says he has been sent to bring them to Louis, who is waiting for them downstream. If the PCs get in his flat-bottomed boat, Nicolas tells them to be watchful, because German patrols are all about. He then poles the boat to a quaint French cottage sitting atop a gently sloped bank.

Nicolas tells the PCs that Louis is expecting them up at the cottage and then hangs back to hide the boat. Nicolas is in fact a traitor who has sold out Louis and the other Resistance fighters to a *Waffen-SS* NCO he met at a pub. The German soldiers have captured Louis and are waiting for the PCs inside the French cottage.

A Charmer who uses Detect Deception determines that Nicolas is being evasive. If Nicolas is forced to accompany the PCs to the cottage, he attempts to flee once the fighting starts, fighting only in self-defence or to cover his escape.
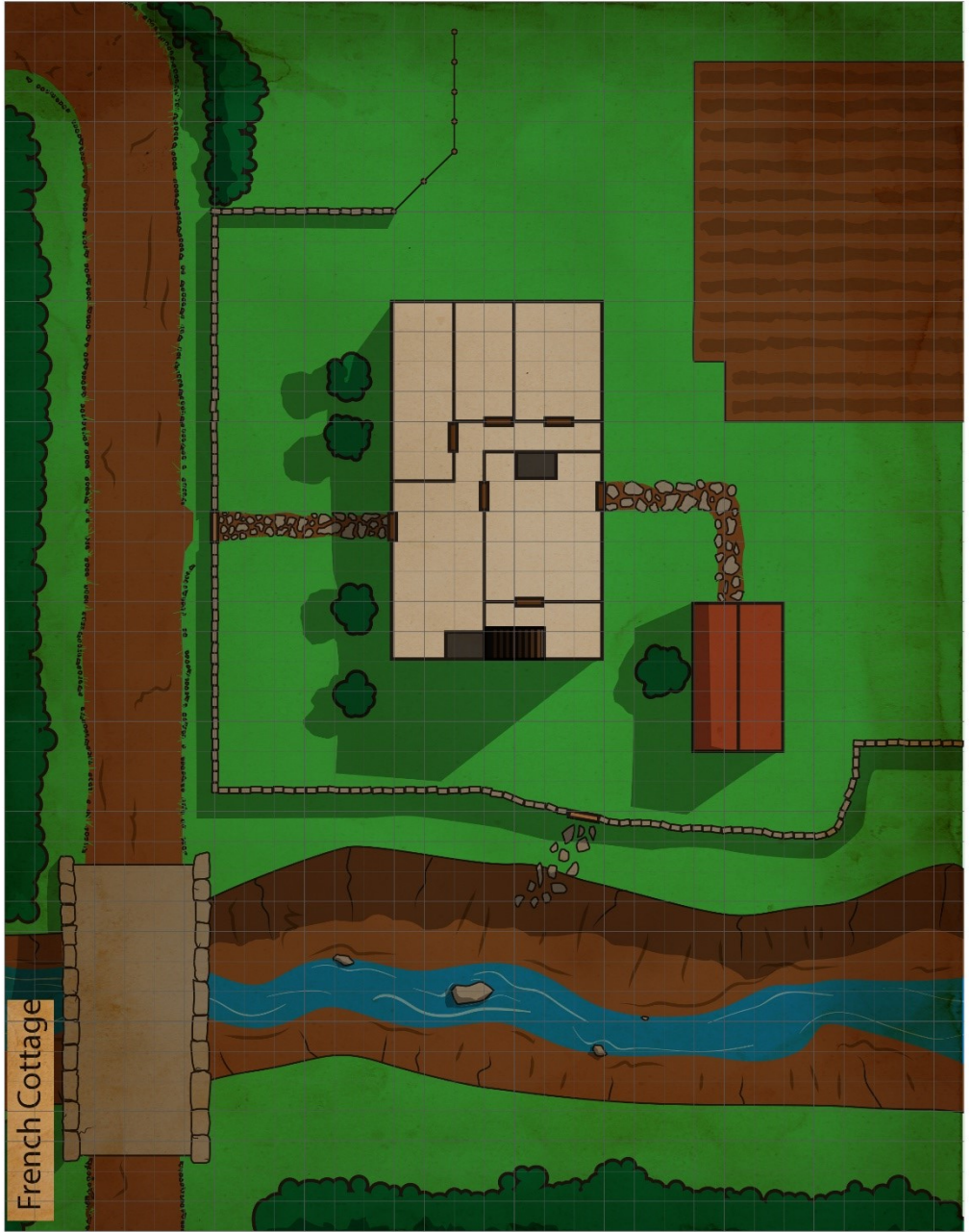
French Cottage

# FRENCH COTTAGE

The cottage is made of stone, with a thatched roof and heavy wood shutters on the windows. The cottage belongs to Louis Thierry, however, Louis and his men were betrayed earlier this night by Nicolas Champlain. They have been captured and beaten and are currently being held in the cottage's cellar.

If the PCs approach the cottage directly, they have the normal chances to spot the ambush. If successful, they overhear the soldiers inside whispering to each other in German. If the PCs take a few moments to listen at the door, they achieve the same result. If the characters scout the farm before entering the cottage, they find a small German halftrack (Sd.Kfz. 250) concealed behind the hedges to the east.

**Armored Personnel Carrier (Sd.Kfz. 250):** AC 6 [13]; hp 20 (HD 5); ATT Medium Machinegun (PIN); MV 15; MOD Communications, Reinforced Hull (a), Tracked. The halftrack has hooded headlights to help with night travel.

# COTTAGE BATTLE

There are four (4) *Waffen-SS* soldiers and one (1) *Waffen-SS* NCO waiting for the PCs inside the cottage. The NCO has his eye on promotion and believes that capturing Allied spies will help him move up the ranks. For this reason, he did not report the news of the Allied drop to his superiors.

If the PCs enter the cottage, the NCO demands their surrender at gunpoint. If they refuse, the Germans attack. Any German reduced to 1 Hit Point attempts to flee or surrender.

***Waffen-SS* Soldier (4):** 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.

***Waffen-SS* NCO:** 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.

# VIVA LA RESISTANCE

Louis Thierry and his men have been badly beaten and are tied up in the root cellar beneath the cottage. One (1) *Waffen-SS* soldier is watching them, but is more interested in what is happening upstairs. If a fight breaks out in the cottage, Louis and his men manage to free themselves and kill the guard. They may take his weapon and join the battle upstairs, at the Referee's discretion.

# MEETING LOUIS THIERRY

Once the fighting is done, Louis Thierry introduces himself to the PCs and explains the details of Nicolas's betrayal. He knows the NCO did not contact his superiors so he believes the mission has not been compromised. His cottage is

located far enough from the hills that the sounds of gunfire should not have been heard.

Louis knows the PCs have been sent to scout the Hills of la Ciel, but was not told about the scheduled bombing run. He offers to lead the PCs to the hills while his injured men hide the bodies of the German soldiers and clean up the cottage.

**Louis Thierry (2nd-level Maquis):** AC 6 [13] (thick clothes + spec-ops training); HD 2; hp 7 (T) or 14 (H) or 21 (I) – currently hp 3; THB +0; ATT 1 (weapon); ST 14; MV 12; SA Wis 15, Cobble, Conceal Items, Contacts; HDE/XP 2/60; submachinegun (Sten), knife.

**French Resistance Fighter (4):** AC 8 [11]; HD 1d6-1; hp 3 (currently 1); THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; thick clothes, large rifle (Lee-Enfield Mk. III) or submachinegun (Sten), knife.

# INTERROGATING PRISONERS

The PCs can interrogate any captured German prisoners. The Germans provide the location and general layout of the Grauer Himmel complex. If asked about the rockets, they smugly assure the characters they will find out all about the rockets in the morning. This hint should be enough for the players to realize time is of the essence.

The French Resistance cannot afford to leave the Germans alive. If the PCs do not kill them, the Resistance executes the soldiers when the characters leave. This "take no prisoners" mindset was a brutal reality of the covert shadow war.

# HILLS OF LA CIEL

The Hills of la Ciel are covered with thick forest growth. The hills have an unsavory reputation and the forest is believed to be haunted, so the area has been left largely untouched.

It takes approximately one (1) hour to walk the bumpy dirt road from Louis's cottage to the Hills of la Ciel. This time is reduced to thirty (30) minutes by bicycle or ten (10) minutes if the PCs take the armored car.

The road is dark and winding, with hedgerows looming up to either side, but the characters have time for their eyes to adjust. The hills of la Ciel rise up out of the darkness ahead. Louis urges caution when approaching several crossroads, but no sign of a German patrol is seen.

Along the way, Louis relays the following information about the Grauer Himmel Complex:

- the La Ciel Hills are surrounded by barbed wire, and mines are hidden throughout the woods. The Resistance found this out the hard way when they tried to scout the area.

- German patrols have been seen inside the fence line.

- a German guard post is located alongside the road, at the foot of the hills. Louis assumes that the road leads into the complex. Aerial photography of this area shows the road leads to an old barn near the side of a tall hill.

- a ruined castle is located atop the hill. This castle belonged to the Marlon Family—a family of decadent nobles who were killed during the French Revolution.

**Note:** Louis does not enter the base. He awaits the PCs' return inside a dilapidated barn in a field just outside the fence line.

## FENCING

A combination of barbed wire fencing and concertina wire have been stretched along the outskirts of the hills. These pose no barrier to special forces operatives. The wire can be easily cut or bypassed, even in the dark. Cut fencing is not discovered until daytime patrols begin, and the characters should be long gone by then.

## MINES

The Germans have littered the hills with mines. The mines are marked by small yellow flags which are almost impossible to spot at night. Because of this, the Germans only patrol these hills during the day.

It takes approximately thirty minutes to reach the complex in the dark. Every character navigating the hills has a 1 in 10 chance of stepping on a mine. The PC hears the telltale "click" beneath his foot. The mine may be disarmed with a

successful Saving Throw (Combat Engineers receive a +2 bonus to this Saving Throw). Failure means the mine explodes, doing 2d6+2 explosives damage to everyone within 15' of the blast.

If the PCs are hurriedly moving through the woods, the chance of stepping on a mine in the dark increases to 1 in 6, and the mine automatically explodes.

An exploded mine places the complex on alert (see **Alarm!**). German patrols consisting of five (5) *Waffen-SS* soldiers and one (1) *Waffen-SS* NCO check the area near the flak tower (**area 6.**), but do not go deep into the forest for fear of tripping the mines.

There is a 1 in 6 chance per hour the PCs encounter one of these patrols. If a patrol is encountered, roll normally for Surprise. If the PCs achieve Surprise, they may attempt to hide rather than fight. In this case, there is only a 1 in 20 chance the patrol notices them.

*Waffen-SS* **Soldier (5):** 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. In the twelve-man squad, two (2) of the soldiers man a medium machinegun (MG42). One fires while the other loads.

*Waffen-SS* **NCO:** 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.

# GUARD POST

This guard post is manned by three (3) *Waffen-SS* soldiers who are inside the shack playing cards. The soldiers are tired and bored. Night patrols regularly leave and return from the complex, and they know something big is in the offing, so they are not automatically suspicious of PCs wearing German uniforms.

The guard shack has a hardwired telephone line back to the Flak Tower. A small truck (*Kübelwagen*) is parked under a tree, north of the shack.

*Waffen-SS* **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), two (2) grenades, bayonet.

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

# CHALLENGE

One *Waffen-SS* soldier talks with the characters, while the others hang back at the shack. Their rifles are slung over their shoulders, which means they automatically lose Initiative in the first round of any attack.

If the PCs wish to bluff their way past the Germans, they must make a Reaction Roll. The *Waffen-SS* soldier starts at Neutral (7) and must be increased to Friendly or better to allow the characters to pass. The PCs receive normal bonuses for Charisma and Class Abilities, as well as a +1 bonus if they are in German uniforms, a +1 bonus if they are in the German halftrack, and a +1 bonus if they speak fluent
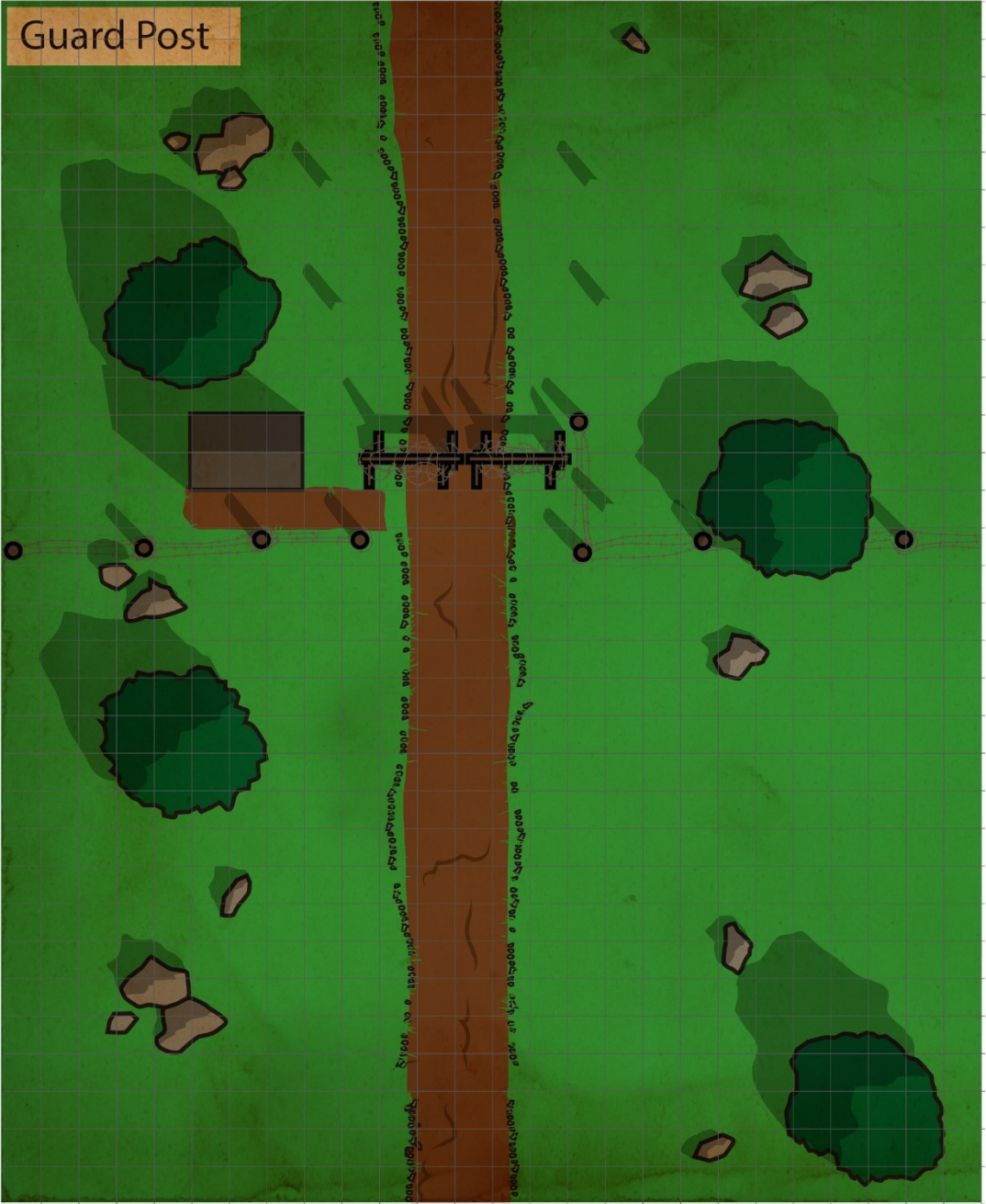
German. The PCs may receive an additional +1 bonus for good roleplaying (telling a joke, gossiping, etc.) at the Referee's discretion.

- If everything checks out, the guards open the gate and let the PCs pass.

- A Neutral or Unfriendly result means the soldier needs to radio his superiors for confirmation. A squad consisting of two (2) *Waffen-SS* soldiers, one *Waffen-SS* NCO, and one (1) *Waffen-SS* officer arrives in a *Kübelwagen* two (2) *turns* later to investigate. The PCs may attempt another Reaction Roll to bluff their way past, however, the officer begins as Unfriendly (4). If unsuccessful, the officer orders the characters' arrest, attacking if they refuse.

- A Hostile result means the PCs have been exposed and the *Waffen-SS* soldiers attack. A squad responds as below (see **Threat Response**), and the entire base is put on alert.

*Waffen-SS* **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.

*Waffen-SS* **NCO:** 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.

*Waffen-SS* **Officer:** 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.

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

# THREAT RESPONSE

Any gunfire here puts the complex on alert (see **Alarm!**). A squad consisting of twelve (12) *Waffen-SS* soldiers and one (1) *Waffen-SS* NCO arrive in a large truck (Opel Blitz) two (2) *turns* later to investigate. If the Germans at the guard post are killed quietly, their bodies (or the abandoned post) are discovered one (1) hour later, and the complex is put on alert.

*Waffen-SS* **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. Two (2) of the soldiers man a medium machinegun (MG42). One fires while the other loads.

*Waffen-SS* **NCO:** 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.

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

# GRAUER HIMMEL COMPLEX

The Grauer Himmel Complex consists of an underground V-1 rocket launch site protected by a German flak tower. A direct assault on either the flak tower or the launch site is far beyond the scope of this mission. Stealth and subterfuge are strongly recommended. The characters are special forces operatives who would automatically know this, so the Referee should advise the players if they seem to be heading in that direction.

## GERMAN FORCES

The German forces at the Grauer Himmel Complex are elements of the 17th SS Panzergrenadier Division. In addition, several higher-ranking officers and German scientists are on hand for the launch of the new V-1 rocket, which is scheduled to take place at dawn. The troops are dispersed as follows:

### Flak Tower

The *Waffen-SS* soldiers at the flak tower respond to threats inside the complex.

**Waffen-SS Soldier (150):** 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. In every twelve-man squad, two (2) of the soldiers man a medium machinegun (MG42). One fires while the other loads.

**Waffen-SS NCO (25):** 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.

**Waffen-SS Officer (5):** 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.

### Underground Bunker

The *Waffen-SS* soldiers inside the bunker have been ordered to hold their position in the event of an attack. Any prolonged combat prompts the launch of the V-1 rockets (see **V-1's Away!**).

**Waffen-SS Soldier (250):** 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. In every twelve-man squad, (2) of the soldiers man a medium machinegun (MG42). One fires while the other loads.

**Waffen-SS NCO (50):** 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.

**Waffen-SS Officer (20):** 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 Scientists (10):** The German scientists are noncombatants who flee or surrender if possible.

### ALARM!

The Germans at the complex are not expecting trouble. However, rumors of the V-1 test launch have spread and the soldiers are eager to see der Fuhrer's newest miracle weapon in action. Any loud commotion outside (shouts, gunfire, etc.) wakes the *Waffen-SS* soldiers in the flak tower and draws them to the balconies and rooftop, thinking the show has started. Only half of them are armed.

It takes the soldiers one (1) *turn* to organize a response to any real threat. Teams of five (5) *Waffen-SS* soldiers and one (1) *Waffen-SS* NCO are then dispatched every three *rounds* to investigate commotions or attack intruders. If the fighting continues for five (5) *rounds* or more, two (2) *panzer* IV's from the *Panzer* Encampment (**area 5.**) rumble out of the forest and engage the threat. The other three (3) *panzers* arrive five (5) *rounds* later.

### V-1's AWAY!

If fighting lasts more than ten (10) *rounds* (or if the rocket launch exits at **area 4.** are targeted by the 88 mm gun atop the tower), the *Waffen-SS* officers inside the bunker, fearing that a large-scale commando raid has begun, order the V-1 launch to commence. The buzzing engines fire up and a V-1 rocket emerges once every three (3) *rounds* (total of 3 rockets).

The AA guns can be used to shoot down the rockets. One hit automatically causes a rocket to explode.

Any character manning a 20 mm cannon has two (2) *rounds* to shoot the rocket out of the sky before it disappears out of range. The attack receives a +3 To-Hit because of the quad cannon's fully automatic fire.

Any character manning the 88 mm gun has one (1) chance to shoot the rocket out of the sky. The attack receives a +2 To-Hit because of the flak generated by the 88 mm shell.

# SCOUTING THE COMPLEX

The Grauer Himmel Complex is quiet tonight, with most of the activity happening inside the underground bunker. The characters should have plenty of time to scout the area and come up with a plan. The following information should be clear to all characters.

- A herd of two- or three-dozen cows wanders the complex, sticking mainly to the fields east of the road. Stealthy characters may move among them to avoid detection, if needed.

- The flak tower is draped with camouflage netting and fake branches to make it look like a copse of trees. This is why it was not spotted by aerial reconnaissance.

- The "ski-site" complex the PCs are looking for is likely located inside the hill.

- The caves in the side of the hill are dimly lit from within. They should be obvious during the day, so the Germans must have some way of

camouflaging them.

- A small campfire can be seen burning in the forest west of the flak tower. The sound of an idling engine can be heard coming from that area. (A Wheelman would know this engine belongs to a German *panzer* IV).

- The radar dish atop the flak tower poses a serious threat to the incoming bombers. If the low-flying planes are detected, the tower's AA guns will tear them apart.

- A direct assault on the flak tower or the underground bunker would be suicide.

A Tactician who uses his Superior Planner ability determines the following additional information:

- A complex this size must have vehicles close by, probably in the woods to the west. Ruts made by vehicles lie near the old barn and another set of ruts leads into the woods past the flak tower. Vehicles could be helpful for escape.

- Because of its camouflage and fake foliage, the flak tower can be easily climbed. This might be a good way to quietly disable the radar dish.

- The AA guns on the balconies may be repurposed for use against targets on the ground, if necessary.

- The largest AA gun may be able to damage the underground bunker by targeting the cave entrances.

# OPTIONAL EVENTS

The following optional events can occur if the PCs arrive at the base too early in the night.

**1. OFFICER'S ARRIVAL:** A motorcade consisting of an armored car (*Leichter Panzerspähwagen*) in the front, a small truck (*Kübelwagen*), a large truck (Opel Blitz troop transport), and a second armored car in the rear arrives at the complex. The motorcade belongs to a high-ranking Nazi officer (*Gruppenführer*) the PCs do not recognize. However, they should know that Nazi officers only travel at night if it's important. The officer enters the underground bunker while the vehicles stop to refuel at the old barn and then drive into the woods to the west.

This encounter is included to show the PCs that something big is going to happen tonight. It also shows them that the fuel stores are located at the old barn.

**2. FALSE ALARM:** The characters hear three sharp whistle blasts and the base becomes a hive of activity. The whole complex goes dark. *Waffen-SS* soldiers scramble into position atop the flak tower, manning AA guns and searching the skies above. Thick tarps unfurl over the rocket exits, hiding them from sight.

After a few tense minutes, the PCs hear the sound of aircraft in the distance heading back towards the English Channel—Allied planes returning from a bombing run.

Grauer Himmel Complex
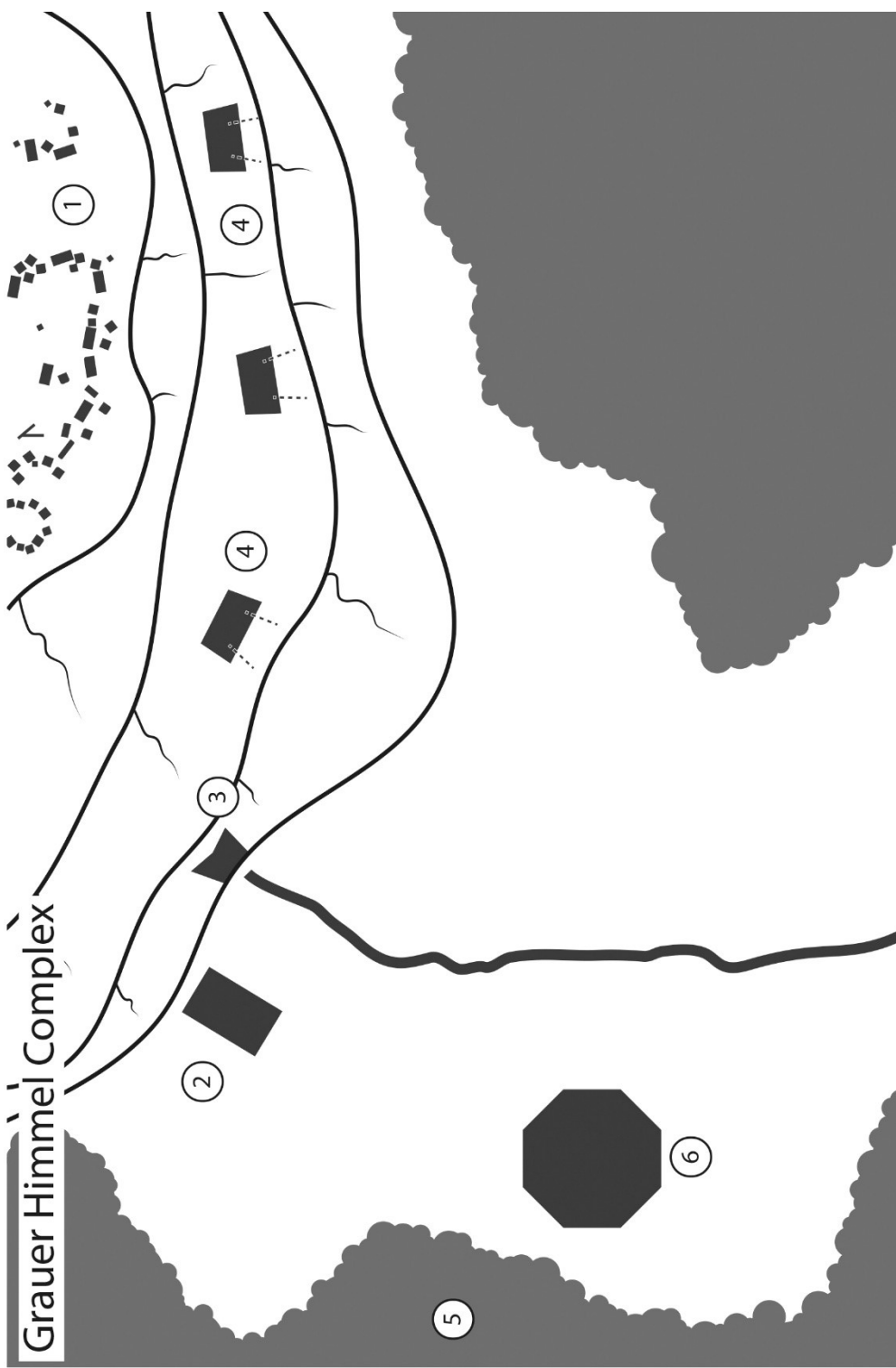
A short time later, three more sharp whistle blasts pierce the air. The soldiers in the flak tower return to their bunks. The tarps covering the rocket exits roll up, and dim lights can once again be seen from deep inside the caves.

This encounter is included to show the PCs how difficult it will be for the bombers to target the complex without the proper signaling.

**3. BUZZ, BUZZ, BUZZ!:** The characters hear the buzzing sound of a V-1 engine firing up from inside one of the caves. The sound reaches a pitch and then slowly throttles down to nothing. A short time later, this sound is repeated at the other caves. A Combat Engineer, Wheelman, or any character with any kind of mechanical background recognizes these as engine tests.

This encounter is included to suggest that the Germans are preparing to launch their new rocket weapon.

# LAYOUT OF THE COMPLEX

The following locations are noted on the Grauer Himmel Complex map.

## 1. CHATEAU DE LA CIEL

The ruins of this ancient castle sits atop the tallest of the Hills of la Ciel. It belonged to Marlon aristocrats who ruled these lands long ago. The Marlons had a bad reputation and hundreds were said to have been tortured and killed in the castle dungeons. Rumors of witchcraft and devil worship were also suggested.

Mines have been planted along the top of the hill. There is a 1 in 10 chance a PC steps on these mines in the dark, placing the complex on alert if it explodes.

An ancient wooden grate hidden within the ruins leads to a slimy sewer shaft that eventually drops into the underground bunker. The shaft is littered with human bones and occult symbols are painted on the walls. See **area 3.** for details on how to proceed if the PCs insist on entering the bunker.

## 2. OLD BARN

The old barn doubles as a garage and fuel depot. It contains mechanic's tools, spare parts, and several dozen drums of diesel, kerosene, and other flammable liquids. A *Kübelwagen* with engine trouble is parked inside the barn. Three (3) *Waffen-SS* soldiers assigned to the motor pool are always present here.

One (1) German halftrack (Sd.Kfz. 250), two (2) small trucks (*Kübelwagen*), and five (5) large trucks (Opel Blitz) are parked in the woods west of the barn.

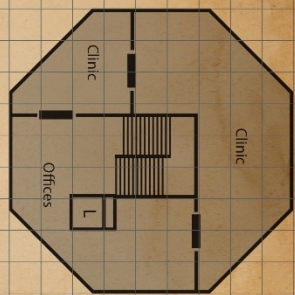***Waffen-SS* Soldier (3):** AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), bayonet, toolbelt and toolkit. These mechanics are usually armed with wrenches, hammers, etc.
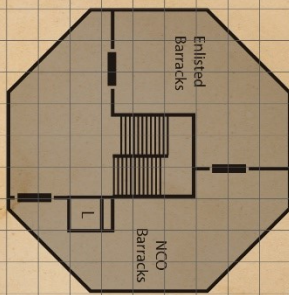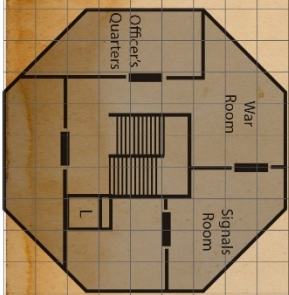
**Armored Personnel Carrier (Sd.Kfz. 250):** AC 6 [13]; hp 20 (HD 5); ATT Autocannon (TR2); MV 15; MOD Communications, Reinforced Hull (a), Tracked. The halftrack's autocannon is the only vehicle weapon powerful enough to engage the *panzers* at **area 5.**

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

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

### 3. BUNKER ENTRANCE

The entrance to the underground bunker is built right into the hillside. The double doors are made of steel set in reinforced concrete. The bunker is on high alert because of the upcoming launch and there is no way for the PCs to bluff their way inside the doors without top secret clearance (this should be clear to the special operative PCs). During the day, a camouflaged tarp is draped over the doors to conceal them.

**Note:** Assaulting the underground bunker is far beyond the scope of this mission. The players should have their hands full with eliminating the radar threat and then signaling the bombers. If the players insist on gaining entrance to the bunker, stealth is crucial to their not being discovered and either captured or killed. A basic map of the complex is provided if the Referee wishes to explore that route, especially if the current mission fails and the PCs return to the Grauer Himmel Complex later.

### 4. ROCKET LAUNCH EXITS

These cave entrances are the launch exits for the V-1 rockets. During the day, they are overhung with tarps and netting that makes them look like part of the grassy hillside. At night, dim lights can be seen coming from deep within the tunnels.

### 5. PANZER ENCAMPMENT

A platoon of (5) German medium tanks (*panzer* IV) of the 2nd SS *Panzer* Division are parked in the woods west of the flak tower (**area 6.**). The crews have made a campfire inside the ring of tanks. The tank commander has heard of the upcoming V-1 launch and has stopped by to see history made, but was unable to gain access to the launch site.

One of the tanks remains idling at all times, with one crewman inside the open driver's hatch. The crewman is tired and distracted and there is no chance he notices PCs snooping around the tanks unless the characters cause a commotion. The rest of the soldiers are asleep near the fire.

If the *panzers* are deployed (see **Alarm!**), it is unlikely the characters carry enough firepower to take on the entire platoon. If the PCs are atop the tower, the 20 mm AA cannons are extremely effective against the lightly armored tops of the tanks, but the 88 mm gun cannot be brought to bear. On the flip side, the tanks cannot target anything above the fourth floor with their main guns.

If the PCs remain in the flak tower, the tank commander orders his *panzers* to circle around the back side of the hill where the slope is gentler. The tanks then climb the hill and engage PCs in the tower. If this happens, the PCs can attack the tanks with either the 20 mm cannons or the 88 mm gun. However, one hit on an AA gun is enough to disable it (and cause 2d6+2 explosives damage to all within 30').

# Underground Bunker

Mess

Barracks

Barracks

Officer's Quarters

Storage

Storage

Armory

Entrance

Launching Ramp

Cistern & Pump station

Final Checks

Launching Ramp

Water Cooling Reservoir

Launcher Service

Launching Control Post

Launching Ramp
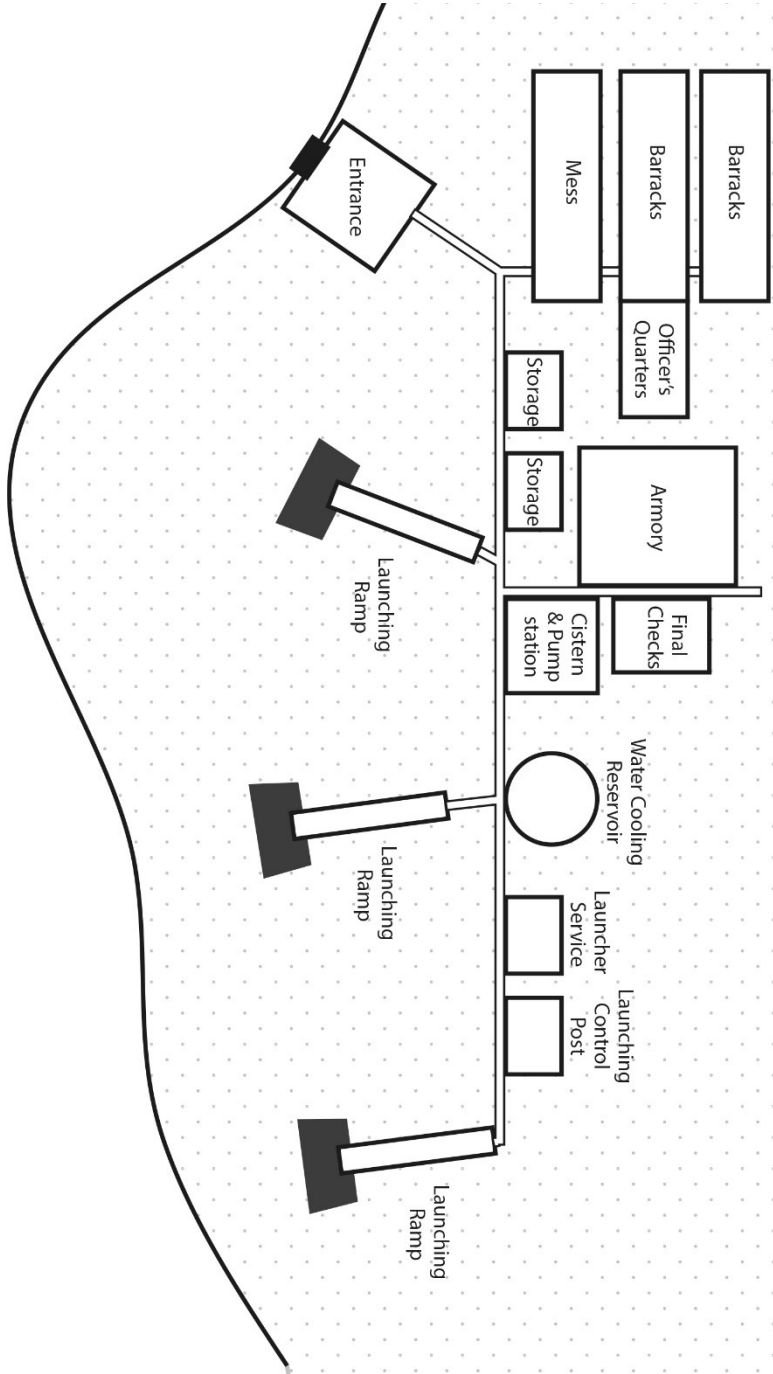
**Tank Crewman (20):** AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, submachinegun (MP38), bayonet.

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

**Tank Commander:** AC 8 [11]; HD 1; hp 6; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/20; BDUs, submachinegun (MP40), medium handgun (Walther P38), two (2) grenades, bayonet.

**Medium Tank (*Panzer* IV):** AC 4 [15]; HP 36 (HD 9); MV 6; ATT 1 Light Tank Gun (TR1), Medium Machinegun (CXL), Medium Machinegun (F); MOD Communications, Reinforced Hull (x1), Tracked.

**Medium Tank (*Panzer* IV):** AC 4 [15]; HP 36 (HD 9); MV 6; ATT 1 Medium Tank Gun (TR1), Medium Machinegun (CXL), Medium Machinegun (F); MOD Communications, Reinforced Hull (x1), Tracked. The tank commander's *panzer* has been upgunned with the German high-velocity 75 mm gun.

## 6. FLAK TOWER

The flak tower is a monstrous concrete structure that stands over sixty feet tall and towers over the complex. It is draped with camouflage netting, fake branches, and fake foliage to make it look like a grove of trees.

The exterior door is made of steel and is locked at night. Entry requires pressing a loud red buzzer, which draws the guards from the Ground Floor. The lock cannot be picked, however, the door can be blown open with a properly placed satchel charge. There is a 1 in 6 chance the explosion has no effect unless the charge is set by a Combat Engineer.

Interior doors are made of steel and cannot be forced open without an explosive charge, as above. However, out of convenience, only the weapons racks in the armory are normally locked. An electric lift runs up through the center of the tower, but is used primarily for transporting heavy loads (such as ammunition). Most soldiers prefer to take the stairs.

Wooden partitions separate the larger rooms into smaller cubicles, but these are not shown on the map.

***BASEMENT:*** Armory, Storage, Generators. The primary armory is here, with wall racks containing large rifles (Kar-98k) and submachineguns (MP-38). Wooden crates contain "stick" grenades, panzerfausts, and ammunition for the 88 mm and 20 mm AA guns. Uniforms and equipment are also stored here. Diesel-powered generators connected to an underground fuel tank provide electricity to the entire tower.

***GROUND FLOOR:*** Entry, Kitchens, Mess/Rec Hall. A guard post just inside the Entry is manned by two (2) *Waffen-SS* soldiers at all times.

***Waffen-SS* 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.

# Flak Tower

Armory

Storage

Generators

## Ground floor

Kitchen

Entry

Mess/Rec

L

## Second floor

Clinic

Clinic

Offices

L

## Third floor

Enlisted Barracks

NCO Barracks

L

## Fourth floor

Officer's Quarters

War Room

Signals Room

L

## Fifth floor

Armory

L
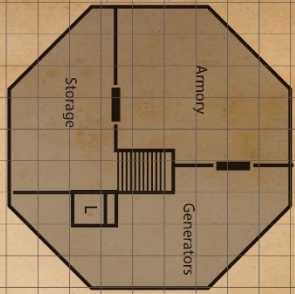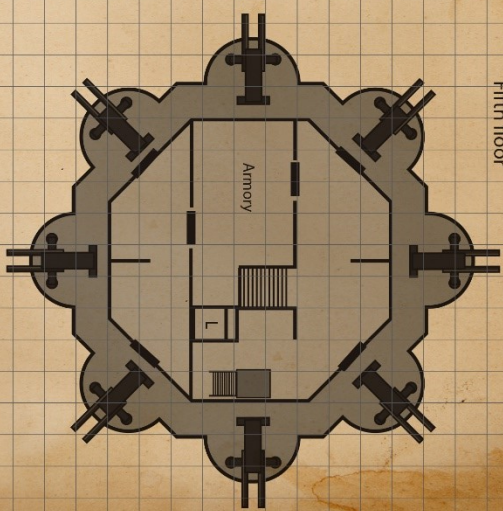
## Rooftop
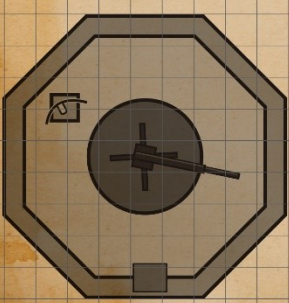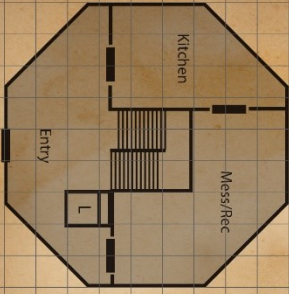
**SECOND FLOOR:** Offices, Clinic. These rooms contain administrative and medical supplies.

**THIRD FLOOR:** Enlisted Barracks, NCO Barracks. The bulk of the German soldiers in the flak tower are sleeping here.

**FOURTH FLOOR:** Signals Room, Officers' Quarters, War Room. Radar monitoring equipment in the Signals Room. Two (2) *Waffen-SS* radar operators are present in the Signals Room at all times. Troop movements, maps, and other sensitive information in the War Room.

**Waffen-SS Signaller (2):** AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, medium handgun (Walther P38).

**FIFTH FLOOR:** AA Balconies, Secondary Armory. Kar-98k and MP38 in locked wall racks. 20 mm quad cannon (Flak 38) and ammo crates on each balcony. The balcony doors can only be locked from within. However, the PCs should be able to damage the locks to make the doors unopenable, if they wish.

**ROOFTOP:** Radar dish, 88 mm heavy tank gun (Flak 36) and ammo crates. Spotlights to light up the sky.

Two (2) *Waffen-SS* soldiers patrol the rooftop. They are supposed to keep watch over the complex, but it is so dark they rarely bother to look.

**Waffen-SS 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.

# ALLIED BOMBING RUN

Just before dawn, the PCs hear the engines of the Avro Lancaster bombers approaching the hills. A few minutes later, a dozen bombers appear in the sky overhead.

**Note:** If the PCs did not disable the radar dish atop the flak tower, the Germans scramble into position as the planes approach (see **Optional Events: 2. False Alarm**). As the bombers fly into view, the AA guns open fire and rip the low-flying aircraft to pieces. The mission fails, and the PCs must escape the area in a hurry.

If this happens, the first three (3) V-1 rockets are launched from the Grauer Himmel Complex just after dawn. The rockets fall into the English Channel, well short of their target, but Hitler is undeterred. The launch is buried by Allied propaganda and the first recorded V-1 rocket hits London on June 13th, 1944, approximately one (1) week after the Allied landings in Normandy.

## SIGNALING

The PCs have several ways to "paint" the target area for Allied bombers. Any attempt to signal the bombers puts the base on alert (see **Alarm!**).

*SIGNAL FLARES:* The flares from a flare gun light up the area and are easily seen from the sky. The drawback to using a signal flare is that the flares only burn for approximately one (1) minute, so the characters must move quickly to escape the area before the bombing run begins.

*SIGNAL LANTERN:* Delta signal lanterns clearly illuminate the target area. The lanterns are typically placed on the ground, making them susceptible to damage and destruction by enemy forces if they are activated too soon. Again, the characters should quickly leave the area once the lanterns are lit to avoid getting caught in the bombing.

*TIMED SIGNALS:* The flare guns or signal lanterns can be rigged to timers. These timers have a 1 in 20 chance of failure unless set by a Combat Engineer.

*FIRE!:* If all else fails, the players could light a good old-fashioned fire to signal the bombers. The fuel drums and other flammables in the old barn (**area 2.**) would be ideal for this. The destruction of the V-1 rockets or any tanks or vehicles on the ground would also burn bright enough to light up the complex.

*OTHER:* The players may come up with other ways to signal the bombers. If it sounds reasonable, let them succeed!

## EPIC GETAWAY

The Referee should consider timing events for a cinematic conclusion. Once the bombers are signaled, the entire base goes on alert. The *panzer* tanks mobilize and the Germans begin searching for saboteurs. The PCs may be forced to drive or shoot their way free of the complex before the bombs begin to fall. German shouts and whistles piercing the night, rifle shots whizzing past, and tanks blasting

away can make this an epic event. Just keep in mind that if they PCs have made it this far, the mission is essentially over and they should be allowed to escape the area.

# HARD RAIN

Once the PCs successfully signal the planes, the bombers make short work of the Grauer Himmel Complex with a spectacular carpet bombing run. Although they are unable to completely destroy the flak tower, the hill collapses on the underground bunker, destroying the V-1 launch site. Any PCs unfortunate enough to be caught in the bombing run suffer 2d6+2 explosives damage per *round* for six (6) *rounds* (Saving Throw each *round* for 1/2 damage).

# THE JOURNEY HOME

Characters who survive the bombing reunite with Louis Thierry outside the complex. Louis takes them to a farmhouse where they confirm the success of their mission by radio. The characters sleep during the day and reach the coast at night, where they rendezvous with a British submarine.

The characters are debriefed at Camp Whiskey and enjoy some leave time until the start of June, when they are summoned back into Sir Griffin's office. Their experience from this operation may prove vital to the success of a new top secret mission—one that could change the tide of the war for good. . .

**Note:** If the Referee is running *Wunderwaffe Launch* as a leadup to the D-Day invasion, he may wish to leave the PCs in Normandy where they can coordinate with the French Resistance and assist Allied paratroopers.

# INTEL MAPS FOR THE PLAYERS
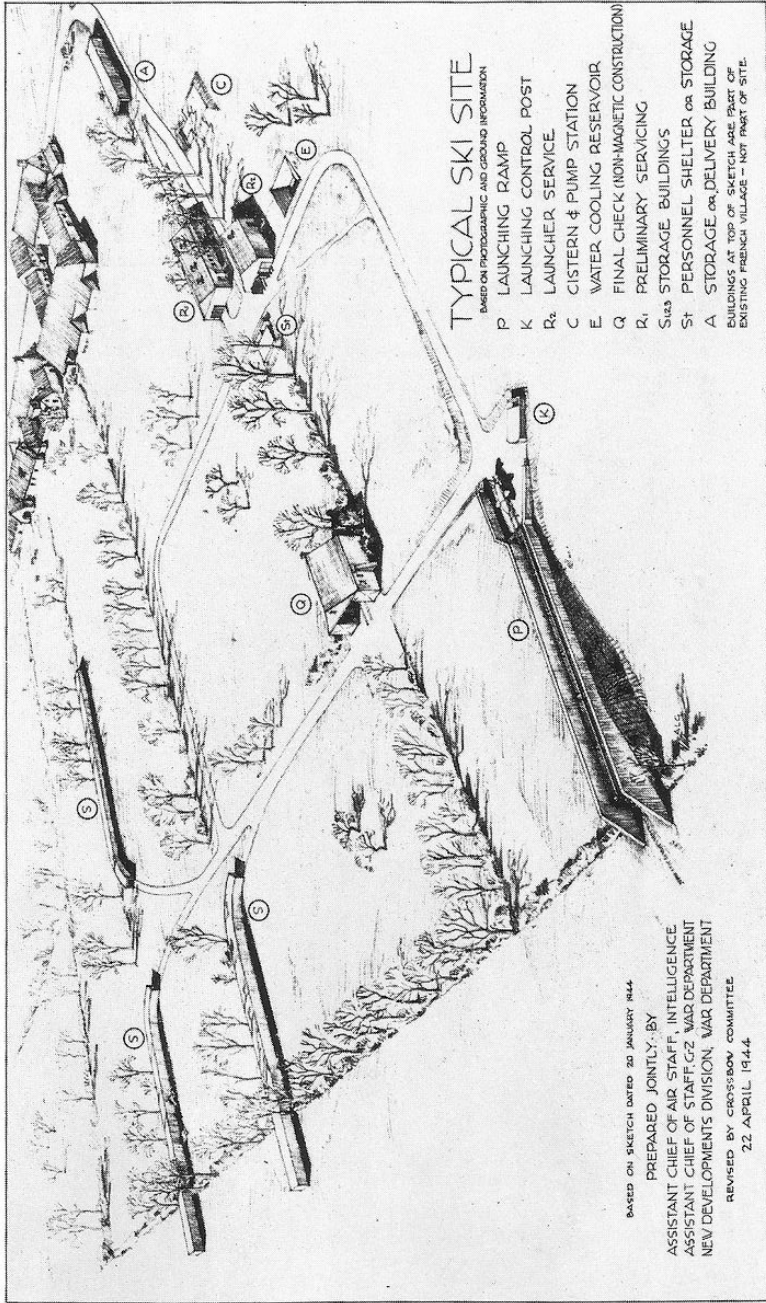
TYPICAL SKI SITE

BASED ON PHOTOGRAPHIC AND GROUND INFORMATION

P    LAUNCHING RAMP
K    LAUNCHING CONTROL POST
$R_2$   LAUNCHER SERVICE
C    CISTERN & PUMP STATION
E    WATER COOLING RESERVOIR
Q    FINAL CHECK (NON-MAGNETIC CONSTRUCTION)
$R_1$   PRELIMINARY SERVICING
$S_{1,2,3}$  STORAGE BUILDINGS
St   PERSONNEL SHELTER or STORAGE
A    STORAGE or DELIVERY BUILDING

BUILDINGS AT TOP OF SKETCH ARE PART OF
EXISTING FRENCH VILLAGE – NOT PART OF SITE.

BASED ON SKETCH DATED 20 JANUARY 1944

PREPARED JOINTLY: BY

ASSISTANT CHIEF OF AIR STAFF, INTELLIGENCE
ASSISTANT CHIEF OF STAFF, G-2 WAR DEPARTMENT
NEW DEVELOPMENTS DIVISION, WAR DEPARTMENT
22 APRIL 1944

REVISED BY CROSSBOW COMMITTEE

French Cottage
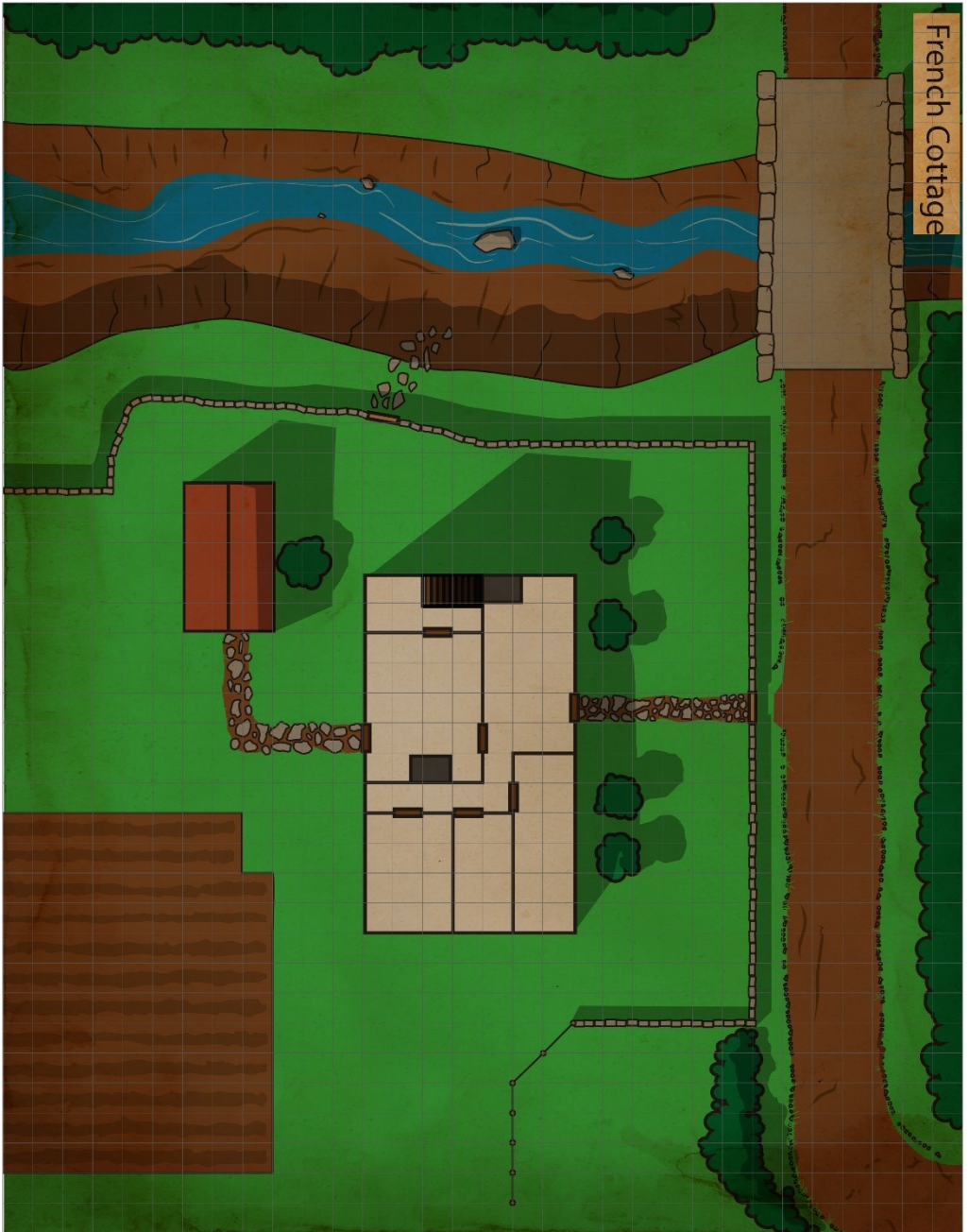
Guard Post
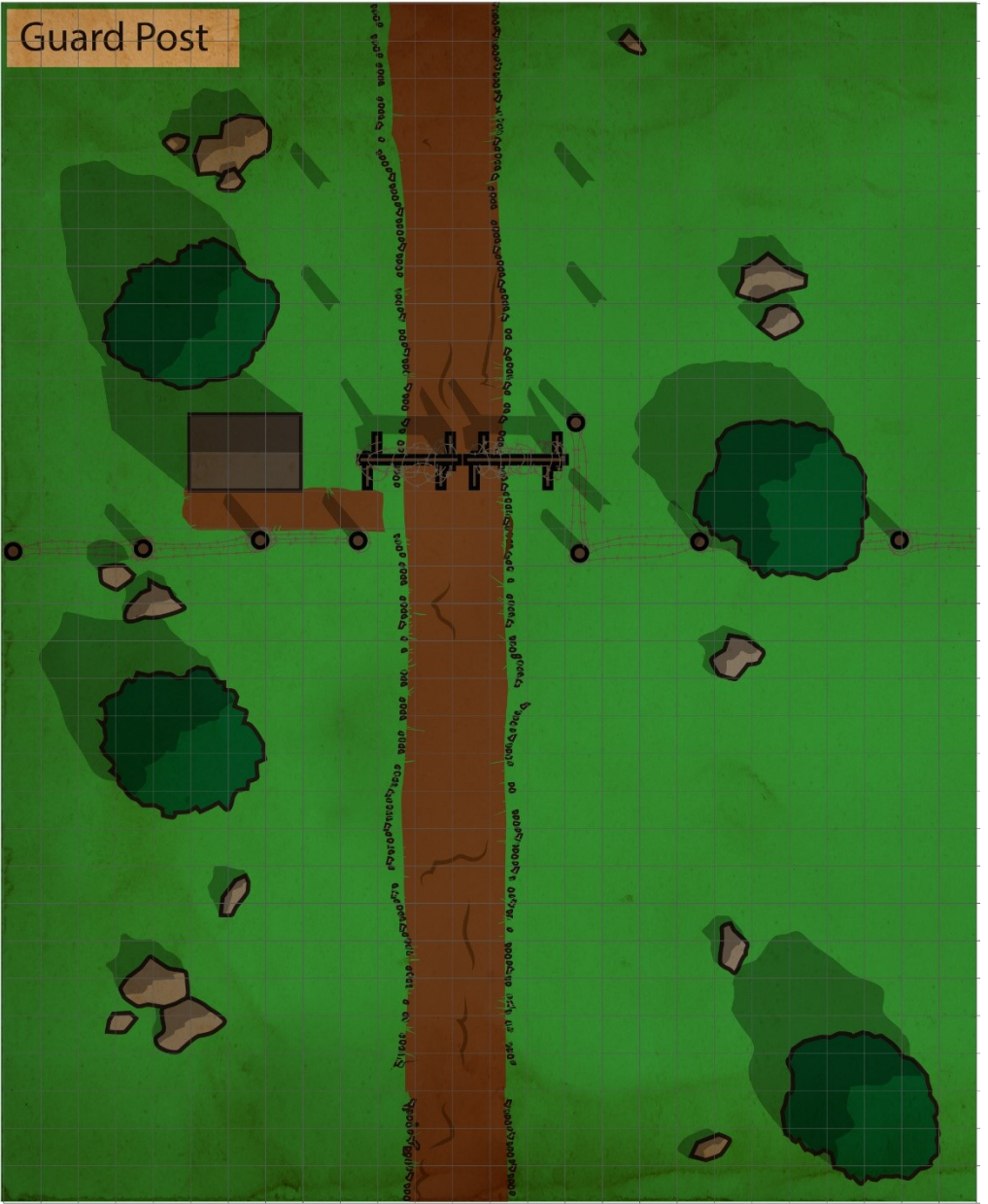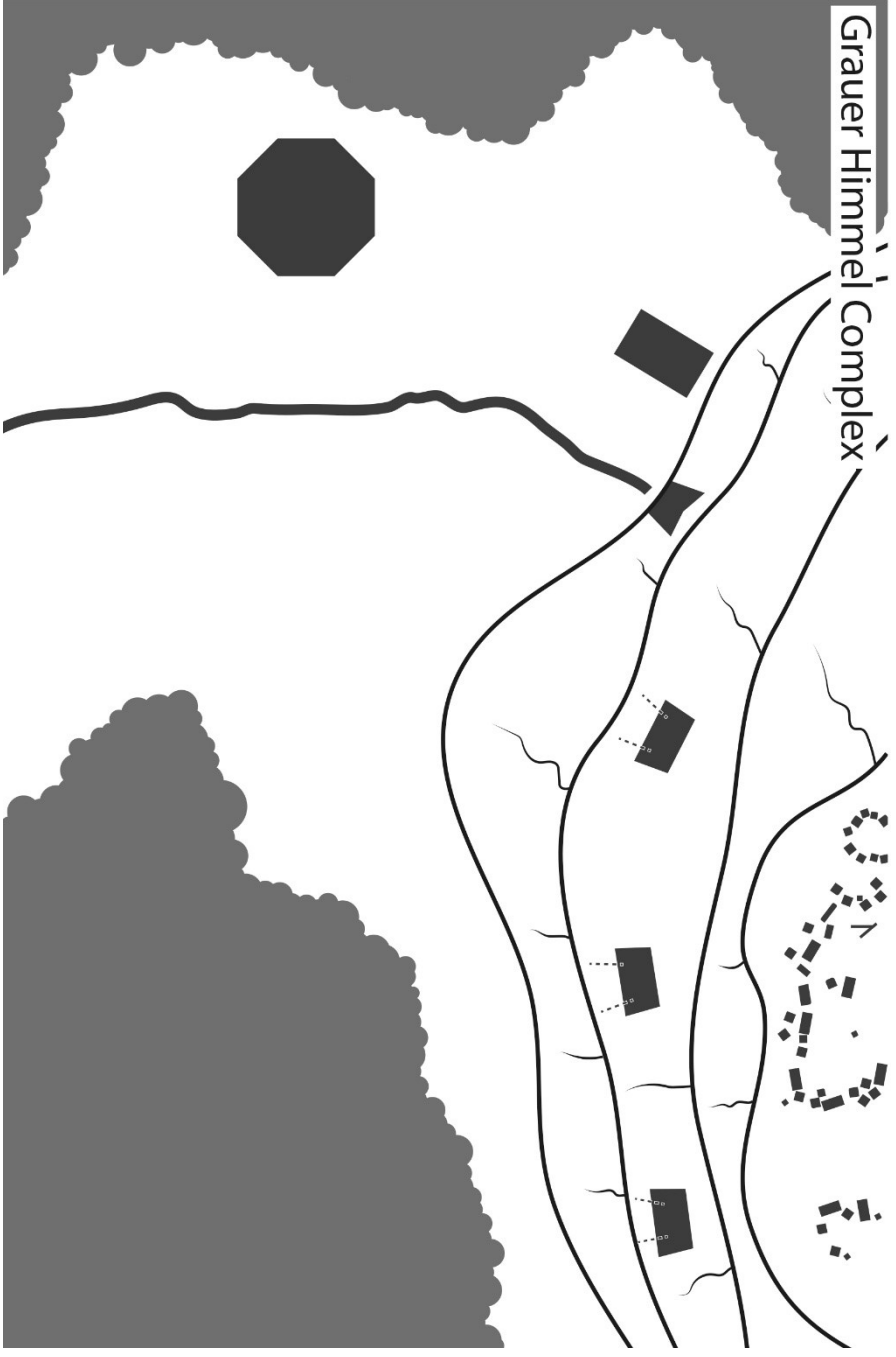
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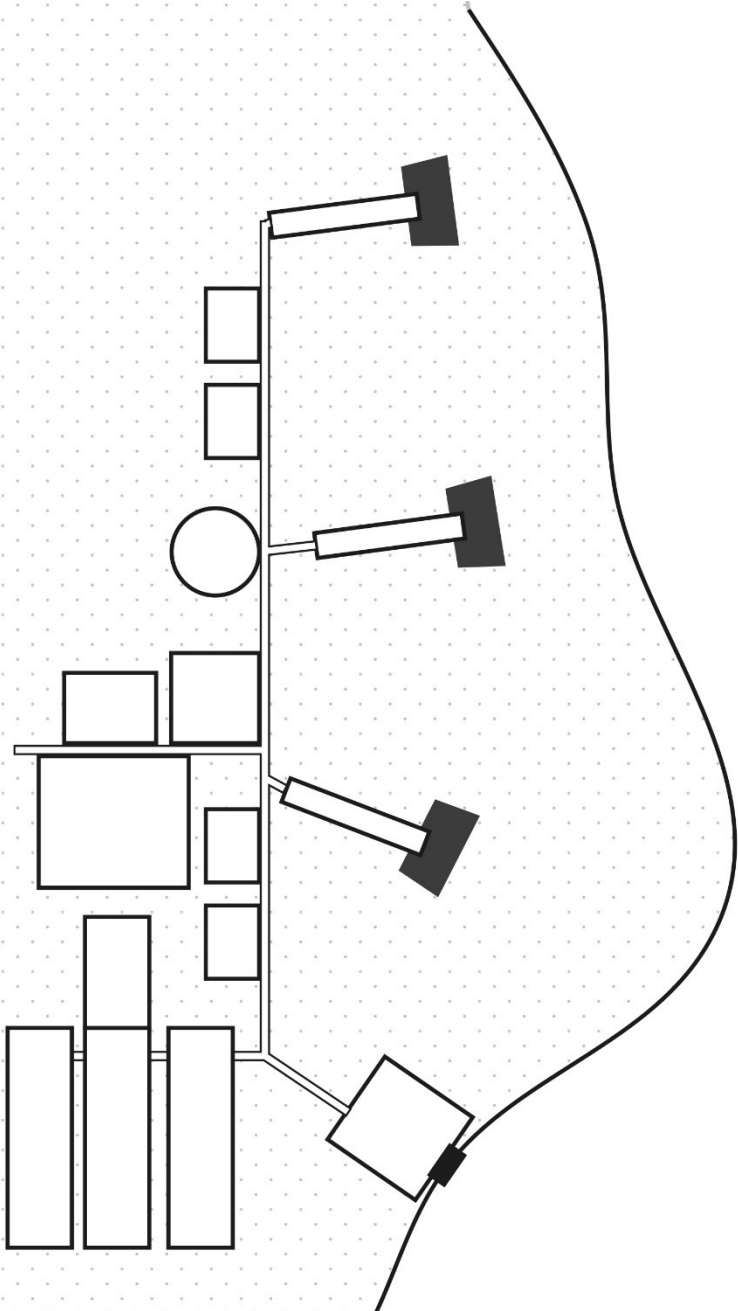
Flak Tower

Basement
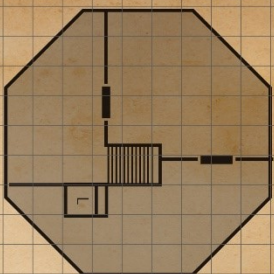
Ground floor
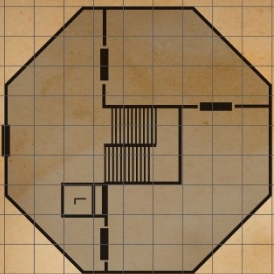
Second floor
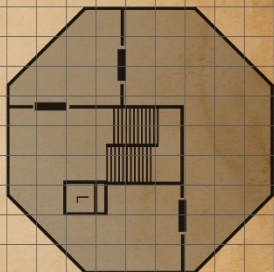
Third floor
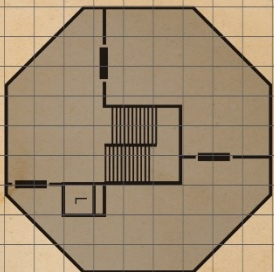
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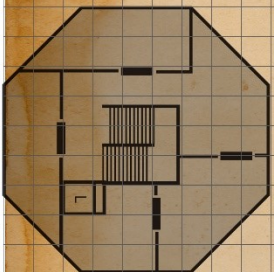
Fifth floor
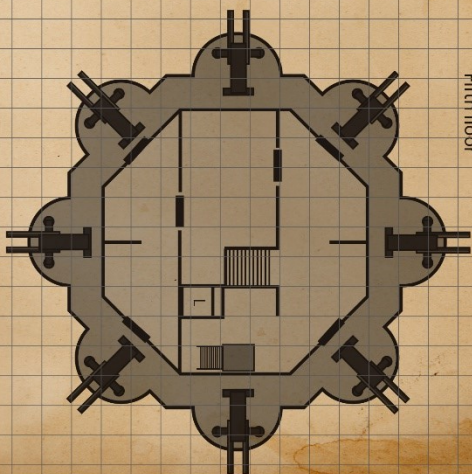
Rooftop

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