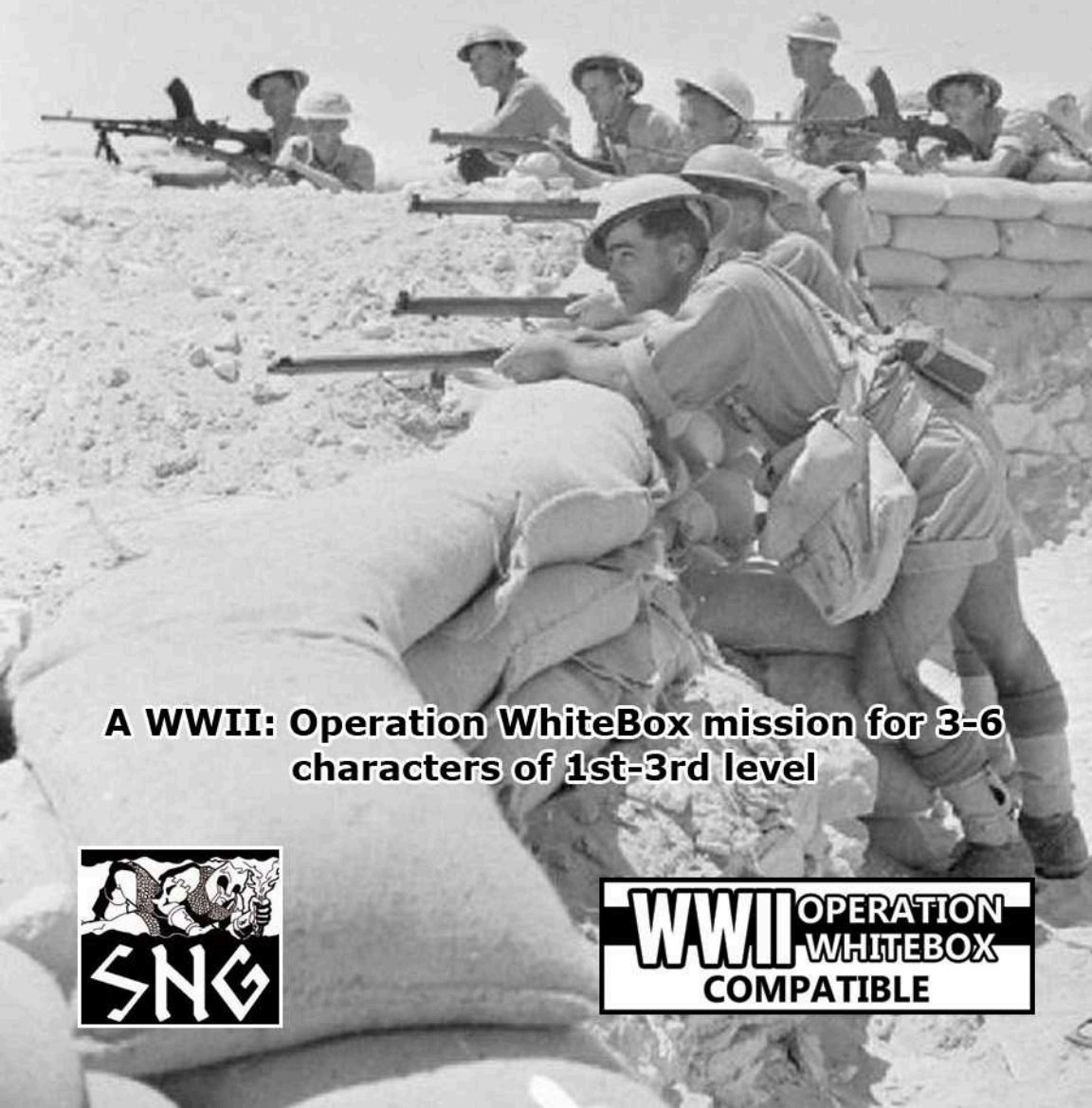


DESERT RAIDERS OF WWII



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



DESERT RAIDERS OF WWII

DESERT RAIDERS OF WWII is a collection of three (3) support missions designed for *WWII: Operation WhiteBox*™. Join the SAS and the LRDG and take part in historic raids against the Germans during the North Africa Campaign!

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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RAID ON LUFTWAFFE-32

THEATER: Mediterranean (North Africa)
DATE: July 1942
LOCATION: Libya (somewhere in the desert)

Raid on Luftwaffe-32 is a short *WWII: Operation WhiteBox* mission designed for 3-6 operatives of 1st-3rd level. The mission involves a nighttime sabotage raid on a German airfield. It requires quite a lot of stealth and demolitions, with very little combat, so characters like the Combat Engineer and Sniper would be particularly helpful.

Note: A large number of raids were conducted by British special forces such as the Special Air Service (SAS) and the Long Range Desert Group (LRDG) during the North Africa campaign. Their targets were usually German convoys, fuel depots, and airfields scattered across the desert.

Raid on Luftwaffe-32 (and the two other North Africa missions that follow) is inspired by these events, putting your PCs in the middle of the action during the North Africa Campaign. For maximum enjoyment, and for the sake of continuity, it is recommended that you run these missions in order, but you could easily convert them to use as you see fit.

BACKGROUND

General Erwin Rommel's vaunted Afrika Korps has pierced the Gazala Line and taken the Egyptian port of Mersa Matruh. The British Eighth Army, now under the command of General Claude Auchinleck, has retreated to the coastal railway station of El Alamein to make a stand, with the Afrika Korps in close pursuit.

The Luftwaffe has thus far outperformed the Allied Desert Air Force and begun pummeling Allied defenses while the Afrika Korps digs in for a lengthy siege of El Alamein. Realizing that air superiority is crucial to the Eighth Army's success, the Special Operations Executive (SOE) has organized small bands of raiders to strike at German airfields and fuel depots behind enemy lines.

BRIEFING

The characters are in Egypt awaiting new orders at a fortified British supply depot named Hammam Box. The Box is located just south of the small fishing village and airfield at El Hammam. It is a fortified tent camp, training ground, and supply depot surrounded by a high ridge. A number of bomb-proof offices and shelters are dug under the sand.

The PCs are summoned to the command shelter and given the following information by their superior officer, Major Allen K. Kilburn:

"Good afternoon, gentlemen. I have called you here today for a special mission. As you know, the situation on the ground is dire. The Eighth Army has been cut off by Rommel's Afrika Korps. They are currently surrounded in the Egyptian port station of El Alamein.

Luftwaffe bombing runs are slowly weakening their defenses. Their only hope is for our Desert Air Force to achieve air superiority. Therefore, we have decided to send out a number of small special forces units like yourselves to sabotage the German airfields.

Your target is an airfield located in a remote corner of the desert to the south. This airfield is designated Luftwaffe-32, or L32.

You will infiltrate L32 under cover of darkness, mine as many airplanes, fuel stores, anti-aircraft guns, and anything else you can, and then remove yourself from the premises before the show starts.

As an added bonus, the Desert Air Force will be in a holding pattern over El Hammam. As soon as we receive confirmation of your mission's success, they will fly in and finish the job you started.

This is a stealth mission, gentleman. You are heavily outnumbered and outgunned, so any killing must be done quickly and quietly to avoid compromising the mission.

One more thing. There are rumors that the Germans are planning to unveil another one of their superweapons. Intercepted transmissions suggest that this superweapon might be located at the Luftwaffe-32 airfield. I don't have to tell you how demoralizing a new weapon would be to our lads on the ground. If you see anything out of the ordinary, you must destroy it if you can, or be prepared to give a full report on its strengths and weaknesses if you can't.

Good luck, gentleman. May God be with you."

OBJECTIVE

The characters must destroy as many planes and materiel as possible at the L32 airfield.

PLANNING

The characters have the rest of the afternoon to acquire gear and plan the raid. This is a stealth and demolitions mission. The PCs are expected to travel light, but may take any small arms and gear they wish. If heavier weapons are requested, the characters may take up to two (2) anti-tank rifles (Boys rifle) and ammunition and/or two (2) mortars (Ordnance SBML) along with a crate of twenty-four (24) shells.

The characters are given a map of the area along with a crude map of airbase L32. Each operative receives a duffel bag containing "pencil" detonators,

demolitions tools (wirecutters, electrical tape, knives, etc.), and several pounds of plastic explosives.

The characters may take (1) small truck (Willys Jeep) for every four (4) characters on the team or one (1) large truck (Ford F30 CMP) capable of transporting the entire team. The characters may choose whether or not they want the Jeeps or the truck.

An LRDG guide/driver is assigned to each vehicle. These drivers are all lance corporals or corporals in rank. Names include Michael, Oliver, Benjamin, Lucas, Daniel, James, and Braxton. Although they do not participate in the airfield raid itself, they do fight if attacked en route.

The Jeep is armed with a medium machinegun (Vickers Gun) pintel-mounted in the back; a rearward-facing light machinegun (Bren) is mounted in the bed of the F30. The Jeeps are equipped with enough fuel and water to last a week in the desert, while the F30 contains much more.

If the characters opt for a more deceptive approach, German uniforms and weapons are also available, as well as an unarmed German troop transport large truck (Opel Blitz).

LRDG Driver (1st-level Wheelman): AC 5 [14] (BDUs + Dex); HD 1+1; hp 7 (T) or 11 (H) or 21 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Vehicle Understanding, Fast and Furious, Combat Driving, HDE/XP 1/10; BDUs, Arab headdress, large rifle (Lee-Enfield Mk. III), two (2) grenades, bayonet, goggles, canteen, survival kit.

Small Truck (Willys Jeep): AC 8 [11]; HP 12 (HD 3); MV 21; ATT 1 (Medium Machinegun); MOD Cargo.

Large Truck (Ford F30 CMP): AC 8 [11]; HP 18 (HD 4); MV 15; ATT 1 (Light Machinegun); MOD Cargo.

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

INSERTION

The LRDG drivers know the route to the Luftwaffe-32 airfield so there is no chance of getting lost. The characters leave after dark and the trip takes several hours, but is uneventful unless the *Referee* decides otherwise. The night is extremely cold. The sky is clear and filled with stars. The desert terrain alternates between barren rocks and rolling sand dunes. The PCs are driven within a few miles of L32, and then dropped off to proceed on foot.

PRE-ASSESSMENT

This is a night mission, with nothing pressing except dawn, so there is a short amount of time for surveillance. The PCs can observe the airfield from the top of a nearby sand dune.

The base sits atop a plateau. It is "blacked out", but there is enough ambient starlight and lights on inside some of the buildings to make out the general layout of the airfield. Minefields and concertina wire are clearly marked near the

base of the plateau. German aircraft appear to be concealed under camouflaged tent canopies. The dark shapes of guards can be seen moving around in the towers and more guards walk the perimeter inside the concertina wire, but for the most part, the base is quiet.

A Sniper character who observes the base notices that there is only one (1) airplane under the Guarded Apron (see below). He cannot discern any other details about the plane.

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

- the mines located at the base of the plateau appear to be clearly marked so are easily avoidable unless someone is running through them.
- the climb up the side of the plateau should be no problem for a special forces operative.
- the largest tent contains the largest collection of airplanes, but it's closer to the barracks so the chance of being discovered is probably greater.
- splitting up the team allows the PCs to sabotage more aircraft, however, they do not have as much support if discovered.
- it may be a good idea to secure a German vehicle inside the base in case the PCs must leave in a hurry.
- if the PCs have the manpower, leaving a Sniper or mortar crew on the dune might also be helpful to cover the unit's escape in case things go bad.

EXECUTION

Raid on Luftwaffe-32 is presented as a mini-sandbox. The operatives are free to determine where they enter the airfield and how they go about achieving the mission's Objective, which is to destroy enemy aircraft and other targets.

Each operative contains enough plastic explosive to take out twelve (12) targets (aircraft, fuel containers, AA guns, etc.). Technicians can stretch this to twenty-four (24) targets. It takes only one (1) *round* to set a charge and the characters have the option to set the charges to explode anywhere from 10 minutes to 1 hour after. This must be decided as they set the detonators.

When the explosions come, the German soldiers are thrown into disarray. Any Germans outside of the barracks hit the deck or run for cover, believing that an Allied bombing run has started. Air raid sirens begin to wail. Spotlights pierce the night sky and sporadic anti-aircraft fire commences, as the Germans search for enemy aircraft.

If the PCs are still inside the perimeter and make a break for the concertina wire, there is a 1 in 10 chance that the soldiers in the nearest the Guard Tower notice them. On the following *round*, the soldiers open fire with their machinegun. The attack stops once the characters pass through the Minefields.

Of course, the PCs might come up with an even more audacious plan, such as ramming through the Main Gate, driving onto the airfield, and gunning down everything in their path. In this event, the *Referee* must determine the German response.

EXTRACTION

If all goes well, the characters should be able to slip away into the night and then wait for the explosives to detonate. It is quite possible (and actually advisable) that the characters enter the airfield, set the charges, and escape without ever being seen.

POST-ASSESSMENT

The success of the mission depends on the destruction of German aircraft and supplies. Allied Command expects a full report on how many targets were destroyed. If the characters destroyed the helicopter prototype (see Guarded Apron), their superiors are particularly pleased.

Within the hour, six Allied B-17 bombers make a pass over the base, destroying the rest of the aircraft on the ground. The characters can hear the explosions and see the sky glow red even from a great distance away.

LUFWAFFE-32 AIRFIELD

The Luftwaffe-32 Airfield is a small, strategically placed airfield located atop a rocky plateau. Its planes are capable of striking targets throughout North Africa. The airfield's perimeter is fortified with mines and concertina wire and defended with anti-aircraft guns and machinegun bunkers.

CHARACTERS ON THE MOVE

Outside the concertina wire, any time an operative or group of operatives is forced to move in the open (usually from one area to the next), there is a 2 in 20 chance the character (or group) is spotted by a German soldier in the nearest Guard Tower.

The soldier in the Guard Tower turns on the tower spotlight to better see whatever caught his attention. A German Patrol arrives in 1d3 *rounds* to check out the illuminated area. Any operatives in the area must make a Saving Throw to avoid detection (Sniper characters may use their Conceal Self ability instead).

Inside the wire, there is a 3 in 20 chance that characters on the move are spotted by a German Patrol (see below) walking the perimeter. If spotted, roll normally for Surprise. If the Germans achieve Surprise or win Initiative, they unsling their rifles and shout for the characters to surrender, but do not fire. There is a 1 in 6 chance their shouts are enough to raise the Alarm. If the

characters achieve Surprise or win Initiative, they may be able to kill the soldiers quickly and quietly.

GERMAN PATROL

German Patrols routinely walk the perimeter inside and outside of the fence. These patrols consist of two (2) German soldiers on foot.

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

ALARM

The Germans sound the alarm with sharp whistles and harsh commands if they see the operatives sneaking around, notice something is amiss, or hear the sound of gunfire or explosions. The base's overhead lights flick on one by one, bathing the airfield in light. The air raid siren begins to wail, adding to the chaos.

Once the alarm is sounded, half-dressed German soldiers begin rushing from their barracks, weapons in hand. They immediately head to the sound of any fighting. If none is present, the officers organize a search for intruders and the *Referee* must decide how the search plays out. The Germans in the Outer Defenses man their positions and search the skies for signs of Allied bombers.

The *Referee* should remember that the characters are hopelessly outmatched. There is no way they can fight their way through 300+ German soldiers. However, it takes a moment for the Germans to get organized, so if the PCs play it smart, they should have a decent chance to escape. The Germans do not pursue characters into the desert.

1. MINEFIELDS

Anti-tank mines have been placed in the sand at the base of the plateau. The minefields are clearly marked and the mines are fairly easy to spot. Anyone walking carefully through the minefield has no chance of stepping on a mine. Anyone moving faster than that has a 1 in 20 chance of stepping on a mine (1 in 2 chance for someone driving a vehicle). Mines do 2d6+2 damage in a 30' radius (Saving Throw for 1/2) to characters; 6d6 damage to vehicles.

2. GUARD TOWERS

Six (6) 20' tall guard towers are spaced around the airfield. The towers are equipped with high-powered spotlights and a medium machinegun (MG34). Three (3) German soldiers occupy each tower. One is always awake and ready to shine the spotlight on any signs of a disturbance.

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

3. OUTER DEFENSES

Machinegun nests, artillery guns, and anti-aircraft batteries occupy a low embankment along the perimeter of L32, just outside the concertina wire. Each emplacement is surrounded by sandbags, designed to provide partial cover from attacks outside the perimeter. Each underground bunker houses a squad of twelve (12) German soldiers who man the defenses. These soldiers are sleeping at night unless an Alarm has been sounded.

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

4. CONCERTINA WIRE

A nasty length of concertina wire runs around the outskirts of the entire base. The wire takes three (3) *rounds* to cut a path wide enough for a person to pass through safely. PC operatives have been trained to tie the wire back together, which takes an additional one (1) *round*. There is a 1 in 20 chance per *turn* that a German Patrol walking the perimeter notices a cut wire and sounds the Alarm. Any character attempting to run through concertina wire takes 2d6 damage (Saving Throw for 1/2). If the Saving Throw fails, the character is also stuck in the wire, taking damage each *round* he continues to move until a successful Saving Throw is made.

5. MAIN GATE

This wooden gate is wrapped with concertina wire. It is closed at night and watched by the guards in the Tower next to it.

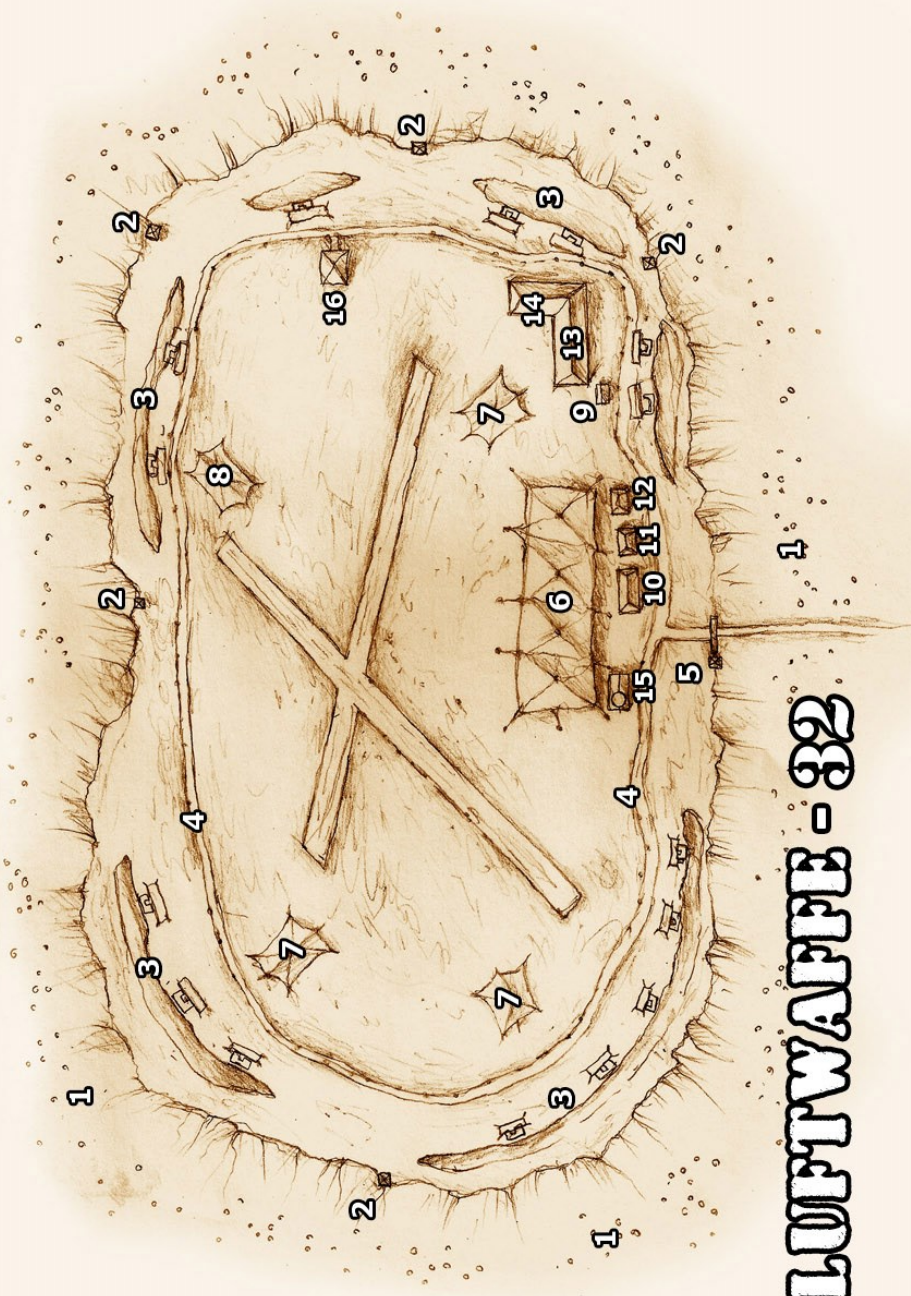
6. MAIN APRON

There are six (6) large aircraft (Heinkel bombers), six (6) small aircraft (Stuka dive bombers), and twelve (12) small aircraft (Messerschmitt fighters) underneath the tan camouflage tent.

It takes one (1) *round* to mine one (1) plane (Combat Engineers can mine up to three (3) planes per *round*). The planes are parked in groups of six, but the main apron is extremely dark so there is only a 1 in 20 chance of detection by a German Patrol every time the PCs move from one group of planes to the next.

7. SECONDARY APRONS

These small aprons contain six (6) small aircraft (Stuka dive bombers) under a camouflage tent. It takes one (1) *round* to mine one (1) plane (Combat Engineers can mine up to three (3) planes per *round*).



LOFTWAFFE - 32

8. GUARDED APRON

This small apron contains a single prototype Helicopter (Focke-Achgelis Fa 223 Drache) under a camouflaged net. The helicopter requires a crew of two (2) and can seat four (4) more. It is armed with a forward-firing medium machinegun (MG34) and carries two (2) 550-lb. bombs. It is scheduled to be tested in North Africa and is capable of being mass produced.

Helicopter design is still in its infancy, but the technology is known to Allied and Axis forces. Although it is unlikely to seriously affect the course of a major battle, the use of a working combat helicopter would give credence to Hitler's claims of a growing host of Nazi superweapons ready to be unleashed. Destruction of the helicopter should be treated as a **Target of Opportunity** for Experience Point purposes.

The apron is guarded by two (2) German soldiers. These soldiers are always awake and constantly check on the helicopter, so there is no way to mine it without being detected.

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

Helicopter (Focke-Achgelis Fa 223 Drache): AC 8 [11]; HP 10 (HD 2); MV 3/15 (flying); ATT 1 (Medium Machinegun); MOD Aerial (Vertical).

Note: It is conceivable that particularly heroic characters may attempt to fly the helicopter off the base. This is extremely difficult, but not impossible. If the character has piloting experience, there is a 1 in 6 chance he can get the helicopter safely off the ground. Other characters have only a 1 in 20 chance. Otherwise, the rotors spin out of control during the ignition sequence and the helicopter overturns, skipping across the ground and mangling its blades. Anyone inside suffers 1d6+1 damage (Saving Throw for 1/2).

9. FUEL PUMPS

This concrete shelter contains large drums that are full of aviation fuel. Destroying them would seriously cripple Luftwaffe operations in the area. The drums make a spectacular sight when they explode.

10. BARRACKS

These barracks house the German soldiers. They contain about 150 sleeping German soldiers and NCOs, along with their weapons and personal effects.

11. MESS HALL TENT

This large, open tent is where food is prepared and served. It is empty at night.

12. OFFICERS' QUARTERS

This barracks house approximately 100 German officers (mostly pilots). They are asleep at night.

13. REPAIR HANGAR

Three (3) small aircraft (Stukas) are in the hangar being repaired. A German soldier is sleeping near the planes. This is the head mechanic responsible for aircraft maintenance. Each operative who enters the hangar should roll 1d20. On a roll of 1, the soldier wakes up. It takes him one (1) *round* to realize the PCs are not German and sound the alarm.

German Soldier: AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large wrench (club).

14. MOTOR POOL

The motor pool is locked at night. It contains three (3) small trucks (Kübelwagen), five (5) large trucks (Opel Blitz), and one (1) tracked motorcycle (SdKfz2) capable of carrying one driver and two passengers.

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

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

Tracked Motorcycle (SdKfz2): AC 8 [11]; HP 6 (HD 1); MV 18; ATT -; MOD Tracked.

15. ADMIN AND TOWER

This building is used for the base's administrative purposes. The control tower here directs aircraft during the day. These buildings are empty at night.

16. ARMORY BUNKER

This large bunker extends underground. It is accessed by a sturdy personnel door or sliding double-doors for vehicles. The bunker contains most of the arms, ammunition, and bombs used by the pilots and soldiers of L32. A German soldier is always on guard inside the bunker. If someone knocks on the door, he challenges them through a barred sliding window. If attacked through the window, the soldier receives the benefit of partial cover (-4 To-Hit). If the bunker is mined, it explodes in spectacular fashion.

MAJOR FACTIONS AND NPCs

The following factions and NPCs may be encountered in and around the Luftwaffe-32 airfield.

LRDG DRIVERS

The LRDG drivers assisting the PCs are hardy New Zealanders who have spent the past year scouting the deserts of North Africa. They seldom speak and appear aloof with those they do know. Among themselves, they prefer to address each other by jovial nicknames like "Uncle Mike" or Jimmy "Sticks" Parker. Anyone they befriend is treated like family and usually given an appropriate nickname.

LRDG Driver (1st-level Wheelman): AC 5 [14] (BDUs + Dex); HD 1+1; hp 7 (T) or 11 (H) or 21 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Vehicle Understanding, Fast and Furious, Combat Driving, HDE/XP 1/10; BDUs, Arab headdress, large rifle (Lee-Enfield Mk. III), two (2) grenades, bayonet, goggles, canteen, survival kit.

GERMAN GARRISON

There are approximately 300 German soldiers and officers stationed at the Luftwaffe-32 airfield. The soldiers are well trained and highly motivated, lately emboldened by German victories in North Africa.

German Soldier (150): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k) or medium machinegun (MG34), two (2) grenades, bayonet.

German NCO (50): AC 8 [11]; HD 1; hp 4; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP38), bayonet.

German Officer (100): AC 8 [11]; HD 1; hp 5; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, medium pistol (Luger), bayonet.

PANZERS IN THE SAND

THEATER: Mediterranean and North Africa
DATE: September 1942
LOCATION: Egypt (somewhere in the desert...)

Panzers in the Sand is a short WWII: Operation WhiteBox mission designed for 3-6 characters of 1st-3rd level. The mission is set in the deserts of North Africa. It requires a mixture of roleplaying, scouting, and combat, so a broad range of classes is recommended.

BACKGROUND

The Battle of El Alamein ended in a bloody stalemate between the Eighth Army and the Afrika Korps. In the midst of the fighting, a reserve German tank column was called up from a hidden base in the desert to the south. This column might have turned the tide in Rommel's favor had it arrived. However, an uncharted sandstorm cut the column off before it could join the battle.

The sandstorm raged for three days. Instead of "buttoning down", the *panzer* column's commander chose to ignore proper procedures and gave the order to press on, assuring his men that the tanks would be fine. In reality, his thoughts were filled with visions of arriving just in time to save the day and becoming a hero of the Third Reich.

Instead, the column lost course and broke apart as the violently swirling sand forced its way into the vehicles' engines, causing them to stall. Most of the fuel, food, water, and other supplies were contaminated by the sand and the soldiers were left stranded. The Major (*Sturmbannführer*) committed suicide two days after the storm abated, shooting himself in the back of the head. Three times...

Cut off from the rest of the division, a few soldiers left to try to reach help while the others dug in to await rescue.

BRIEFING

The PCs are back in Egypt awaiting new orders at the fortified British supply depot of Hammam Box (see *Raid on Luftwaffe-32* for more details of Hammam Box). They are again summoned to the command shelter and given the following information by their superior officer, Major Allen K. Kilburn:

"Good morning, gentlemen. As you know, a few weeks ago, the Afrika Korps engaged the 8th Army near the railway stop of El Alamein. The German assault was spectacularly unsuccessful, and our lads are in high spirits.

According to intelligence reports gathered after the battle, a large German *panzer* column had been called up from reserve and was on its way to reinforce Rommel's troops. The Germans lost contact with the column during a sandstorm and it was believed to be lost.

Yesterday, however, an Allied reconnaissance plane spotted what it thinks was the tank column in the barren deserts to the south. The pilot was almost out of fuel and was unable to do a full assessment of the column's size and capabilities. We can't have that column linking up with the remaining elements of the Afrika Korps. Your job is to locate it and then radio its coordinates back to us so we can send bombers to eliminate it.

Destroying that column is your primary mission. However, if you can safely capture any German soldiers and bring them back for interrogation, we may be able to locate their hidden reserve base and find out the size of their reinforcements. This would seriously weaken Rommel's ability to launch another offensive.

Good luck, gentlemen, and may God watch over you all."

OBJECTIVE

The characters must locate the missing *panzer* tank column and report its location.

PLANNING

The characters have the rest of the afternoon to acquire gear and prepare for the trip into the desert. This is primarily a reconnaissance mission. The characters are given a map of the suspected area of the desert where the pilot believed he saw the column. The PCs are expected to travel light, but may take any small arms and gear they wish. If heavier weapons are requested, the characters may take up to two (2) anti-tank rifles (Boys rifle) and ammunition.

The characters may take (1) small truck (Willys Jeep) for every four (4) characters on the team or one (1) large truck (Ford F30 CMP) capable of transporting the entire team. The characters may choose whether or not they want the Jeeps or the truck.

An LRDG guide/driver is assigned to each vehicle. These drivers are all lance corporals or corporals in rank. Names include Michael, Oliver, Benjamin, Lucas, Daniel, James, and Braxton. Although they do not participate in the airfield raid itself, they do fight if attacked en route.

The Jeep is armed with a medium machinegun (Vickers Gun) pintel-mounted in the back; a rearward-facing light machinegun (Bren) is mounted in the bed of the F30. The Jeeps are equipped with enough fuel and water to last a week in the desert, while the F30 contains much more.

LRDG Driver (1st-level Wheelman): AC 5 [14] (BDUs + Dex); HD 1+1; hp 7 (T) or 11 (H) or 21 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Vehicle Understanding, Fast and Furious, Combat Driving, HDE/XP 1/10;

BDUs, Arab headdress, large rifle (Lee-Enfield Mk. III), two (2) grenades, bayonet, goggles, canteen, survival kit.

Small Truck (Willys Jeep): AC 8 [11]; HP 12 (HD 3); MV 21; ATT 1 (Medium Machinegun); MOD Cargo.

Large Truck (Ford F30 CMP): AC 8 [11]; HP 18 (HD 4); MV 15; ATT 1 (Light Machinegun); MOD Cargo.

Note: see the *Raid on Luftwaffe-32* mission for more information on the LRDG drivers.

INSERTION

The LRDG driver is familiar with the desert and handles all the driving unless the PCs request otherwise. The characters travel from dawn until just before noon. They stop to rest during the hottest part of the day before pressing on until dark. The LRDG driver recommends not traveling late into the night because they might be targeted by a Luftwaffe air patrol.

The desert is extremely inhospitable to those who are not accustomed to it. Unless the PCs have been in the desert for over a year, each night they must make Saving Throws. Those who fail suffer sunburn and fatigue that imposes a -1 penalty To-Hit, Saving Throws, and AC on the following day.

The PCs experience a Random Desert Encounter (see below) each day they travel in the desert. These occur until the PCs locate the *panzer* column.

PRE-ASSESSMENT

Once the column is located, the PCs can see that the Germans are in bad shape and their vehicles are inoperative. Although the soldiers are armed, they do not appear to be able to put up much of a fight.

EXECUTION

The characters can call in the air strike at any time. If this happens, two (2) Hawker Hurricanes arrive within the hour and bomb the *panzer* column to smithereens. None of the German soldiers survive the bombing run.

EXTRACTION

The PCs can leave the area once the air strike is called in. However, their radio transmission was intercepted and a Luftwaffe patrol tracks them down within the hour. The patrol consists of two (2) small aircraft (Stukas). The Stukas perform 1d6 Strafing Runs on the characters. If the characters are still in the vicinity of the *panzer* column, the Stukas also strafe the column and drop bombs, killing 1d6 German soldiers and destroying 1d3 vehicles with each pass.

If one of the Stukas is shot from the sky, the remaining Stuka flees. The pilot of the downed Stuka parachutes out and the PCs may capture him without incident, if they so desire.

German Pilot (2): AC 8 [11]; HD 1; hp 5, 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, submachinegun (MP38), medium pistol (Luger), bayonet.

Small Aircraft (Stuka): AC 7 [12]; HP 12 (HD 3); MV 9/36 (flying); ATT 1 (Medium Machinegun x2); MOD Aerial, Communications.

POST ASSESSMENT

The mission is a success if the PCs locate the *panzer* tank column and call in the air strike. Any captured German soldiers (or the Stuka pilot) are an added bonus that gets them all a commendation (and an additional 100 XP total for each PC). Allied Command eventually learns the location of the reserve base and is able to eliminate it just before the Germans launch their second offensive on El Alamein.

THE DESERT

The deserts of North Africa are an inhospitable combination of shifting sands and rocky hills. The heat reaches 140 degrees during the day and drops to 5 degrees at night. Water is scarce and death from exposure is common.

RANDOM DESERT ENCOUNTERS

The *Referee* should roll 1d6 each day of travel and consult the table below. Each encounter can only occur once. If rolled a second time, the PCs encounter nothing that day.

1. **Bedouin Camp**
2. **Buried Supply Truck**
3. **Dead Soldiers**
4. **Ordnance**
5. **Unfriendly Bedouins**
6. **Lost *Panzer* Column**

1. BEDOUIN CAMP

The characters see a Bedouin tent camp. This nomadic Bedouin clan is an extended family led by the honorable Chief Afif abd Allah. They carry all their belongings on camels and horses. Chief Afif and two of his outriders approach the PCs on horseback. If attacked, the male Bedouins fight while the females and children flee.

The Bedouins do not speak English. The *Referee* should make a Reaction Roll if the characters make contact with them. On a roll of Unfriendly or worse, the

Bedouins warn the PCs not to approach the camp, attacking if they do, to allow time for the women and children to flee.

On a result of Neutral or better, the Bedouins invite the PCs to dine with them in the main tent. A small feast is held in their honor, which includes music and a dancing girl. The characters are welcome to spend the night.

The Bedouins know the location of the *panzer* column, but have had unpleasant dealings with the Germans in the past so did not approach it. If the PCs find some way to communicate with the Bedouins, they can receive general directions to the column (the *Referee* can add +2 to all future Random Desert Encounter rolls).

Children (13): the Bedouin children are noncombatants.

Female Bedouins (27): AC 8 [11] (Robes); HD 1d6-2; hp 2; THB -1; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5; Arab headdress and veil, knife.

Male Bedouins (15): AC 8 [11] (Robes); HD 1d6-2; hp 3; THB +0; ATT 1 (weapon or none); ST 18; MV 12; HDE/XP 1/10; Arab headdress, small rifle, scimitar, knife.

Chief Afif abd Allah: AC 8 [11] (Robes); HD 1d6-2; hp 3; THB +1; ATT 1 (weapon or none); ST 17; MV 12; HDE/XP 1/10; Arab headdress, small rifle, scimitar, knife.

Camels (32): AC 7 [12]; HD 2; hp 7; THB +2; ATT 1 (bite); ST 19; MV 18; HDE/XP 1/10.

Horses (22): AC 7 [12]; HD 2; hp 7; THB +2; ATT 1 (bite or hoof); ST 19; MV 21; HDE/XP 1/10.

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

2. BURIED SUPPLY TRUCK

The characters see a German troop transport truck half-buried in the sand. The truck bears the markings of the 21st *Panzer* Division. If the characters spend the rest of the day digging the vehicle out of the sand, they discover three (3) crates in the back containing a total of thirty-six (36) German "potato masher" grenades.

3. DEAD SOLDIERS

The characters see vultures circling over the bodies of three dead German soldiers. Chief Asad and his bandits (see below) have stripped the half-eaten bodies of all usable clothing and gear. A few gray rags (the remnants of German uniforms) and a scrap of a Nazi armband are all that remain.

4. ORDNANCE

The characters see the glint of metal sticking out of the sand. If they investigate, they find a half-buried German bomb. If tampered with at all, the

bomb starts ticking and explodes in six (6) *rounds*, causing 3d6 damage to everyone within a 30' radius (Saving Throw for 1/2). There is a 1 in 6 chance the explosion draws the Unfriendly Bedouins.

5. UNFRIENDLY BEDOUINS

The characters are approached by two (2) robed Bedouins and one (1) Bedouin chief mounted on camels and horses. Another four (4) Bedouins are hiding behind a nearby sand dune, waiting to see how the meeting turns out.

These Bedouins are mercenaries and bandits who prey on unsuspecting travelers. A few days ago, they came across a dying German soldier who told them of the stranded *panzer* column before he died. The bandits set out to loot the column and are not happy to see Allied forces in the area.

If the PCs outnumber the bandits, Chief Asad introduces himself in a friendly manner as he tries to assess their capabilities. Asad has already made up his mind to kill the characters. He knows he can make a healthy profit off gear stolen from the PCs. He also knows that the Germans would likely pay for information about commando units traipsing across the desert.

If the bandits outnumber the PCs, Chief Asad confronts the characters and tells them they have no business in this part of the desert. If asked, he denies knowledge of any Germans in the area.

There is a 1 in 3 chance each *round* the PCs notice that several of the Bedouins have German gear (patches of the 21st *Panzer* Division, a German helmet, etc.) hanging from their saddles.

When the opportunity presents itself, Asad and his men attack. Asad hangs back and lobbs grenades while the concealed Bedouins charge into the fight, firing rifles as they come.

The Bedouins attempt to flee if Asad and half of their number are killed. They do not take prisoners and execute any PCs who surrender, once they have been disarmed.

Asad attempts to flee or surrender if four (4) or more of his men are killed. If given the chance, he apologizes for his actions and says that he thought the PCs were really German spies. He claims that he often works alongside Allied forces and can even name several prominent British commanders. The *Referee* may wish to reintroduce Asad in the *Afrika Korps in Kaos* mission.

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

Bedouins (6): AC 8 [11] (robes); HD 1d6-2; hp 3; THB +0; ATT 1 (weapon or none); ST 18; MV 12; HDE/XP 1/10; Arab headdress, small rifle, scimitar, knife.

Chief Achmed Asad (1st-level Grunt): AC 7 [12] (Robes + Uncanny Toughness); HD 2; hp 12 (T) or 20 (H) or 40 (I); THB +1; ATT 1 (weapon or none); ST 14; MV 12; SA Str 15, Combat Machine, Uncanny Toughness; HDE/XP 1/20; BDUs, Arab headdress, large rifle (Lee-Enfield Mk. III), four (4) grenades, bayonet, sunglasses, canteen, survival kit.

6. LOST PANZER COLUMN

The characters see vultures circling ahead. They top a tall dune and see a line of German tanks and support vehicles half-buried in the sand below. They have found the lost *panzer* column.

The column consists of three (3) large trucks (Opel Blitz), seven (7) light tanks (*Panzer III*), and two more heavily armed and armored (2) light tanks (*Panzer IV*). The vehicles are currently inoperable, but may be salvaged and refitted by the proper crews, at the *Referee's* discretion.

Cloth shelters made of uniform tops and rifles have been erected near three of the vehicles to provide some shade. The half-naked forms of several dozen German soldiers lie sweltering in pits dug out under these shelters. Only a few appear to move. A large cluster of vultures has gathered on what appears to be a pile of corpses.

The characters may call in an air strike or they may attempt to take the Germans prisoner. The soldiers are sunburned, weak, dehydrated, and malnourished.

If attacked, two (2) soldiers and one (1) officer return fire for one (1) *round*. The other soldiers either stagger away in an attempt to flee or dive for cover. If any of the soldiers are killed, the rest surrender on the following *round*.

German Soldier (25): AC 9 [10]; HD 1d6-1; hp 3 (currently 1); THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k) or medium machinegun (MG34), two (2) grenades, bayonet.

German NCO (10): AC 9 [10]; HD 1; hp 3 (currently 1); THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP38), bayonet.

German Officer (6): AC 9 [10]; HD 1; hp 5 (currently 1); THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, medium pistol (Luger), bayonet.

LOST PANZER COLUMN



AFRIKA KORPS IN KAOS

THEATER: Mediterranean (North Africa)
DATE: October 1942
LOCATION: Libya (somewhere in the desert...)

Afrika Korps in Kaos is a WWII: Operation WhiteBox mission designed for 3-6 characters of 1st-3rd level. The scenario involves an ambush by a skilled German special forces unit known as the *Jagdmannern*. There is very little opportunity for roleplaying in this mission so at least one combat-oriented character (Grunt, Tactician, or Überläufer) is recommended.

BACKGROUND

As the battle for North Africa rages on, the vaunted Field Marshal Erwin Rommel, commander of the Panzer Army Afrika, returns to Germany to recover his failing health. The competent General Georg Stumme is given temporary command of the German forces in North Africa.

Stumme is a career German Army officer who, along with a number of his colleagues, is secretly unhappy with the Nazi Party and the iron rule of Adolf Hitler. In a bold stroke to help end the war, Stumme contacted the Special Operations Executive (SOE) to discuss the surrender of elements of the beleaguered Afrika Korps.

A meeting site was negotiated and arranged, and Stumme and his chief signals officer Colonel Andreas Büchting made plans to leave. Unfortunately, Stumme's treachery was discovered by the Gestapo, and he and Büchting were arrested. Rather than face torture and interrogation that might reveal his fellow conspirators, General Stumme chose to swallow a cyanide pill and end his own life.

Colonel Büchting on the other hand, opted to cooperate with the Gestapo. The Gestapo believe that killing or capturing an Allied commando unit and exposing the traitor Stumme would be a huge propaganda win for the Nazi Party. Therefore, they have called in a *Waffen-SS* special forces unit known as the *Jagdmannern* to set up an ambush.

BRIEFING

The PCs are back in Egypt awaiting new orders at the fortified British supply depot of Hammam Box (see *Raid on Luftwaffe-32* for more details of Hammam Box). One morning, they are summoned to the command shelter and given the following information by their superior officer, Major Allen K. Kilburn:

"As you all know, the Desert Fox Erwin Rommel was recently forced to return to Germany for health reasons, leaving command of Panzer Army Afrika in the capable hands of General Georg Stumme. A week ago, General Stumme contacted the SOE to arrange a face-to-face meeting. He and his officers see the writing on the wall. They know the German occupation of North Africa is on its last legs and want to negotiate the surrender of part of the Afrika Korps.

You have been chosen to meet General Stumme and escort him safely back behind Allied lines. Your guide to the meeting place will be a Bedouin chieftain named El Haziz Akbar. El Haziz and his Bedouin mercenaries have fought alongside Allied forces since the start of this campaign. Some of you may know him already. He is paid well, so he will keep his mouth shut, but I wouldn't trust him too far.

Stumme's chief signals officer Colonel Andreas Büchting contacted us this morning and confirmed the meeting for tomorrow afternoon.

I won't lie to you. This could easily be a trap. We've been monitoring German radio traffic using codes given to us by Stumme and there has been a recent increase in Gestapo activity in the area. But, the possible gains are worth the risks. If we can get even a fraction of the Afrika Korps to surrender, or better yet to switch sides like the Free French, we can end the war in North Africa and free our lads up for the invasion of France. Take France and we pave the way for the march on Berlin. And then, boys, we can wrap this war up and all go home."

OBJECTIVE

The PCs must meet General Georg Stumme and escort him safely back to Hammam Box.

PLANNING

The meeting is set to take place at a hidden oasis in the Tlal Rahma (a.k.a. The Hills of Mercy), a barren region of rocky hills and valleys in the desert. The Hills of Mercy are only a short distance away from Hammam Box, near the Egyptian border.

The characters may meet with El Haziz at any time during planning. He is a shifty, greedy Arab who speaks heavily accented English and is always grinning. El Haziz possesses a crude map of the oasis, which he calls the Wahhat AlmuBaraka (The Blessed Oasis). He tells the PCs if they leave before dawn, they should get there "just as the sun burns highest in the sky".

Hammam Box is well supplied, so the PCs can choose any Allied weapons or gear they want for the mission. This includes heavier weapons such as anti-tank rifles, light rocket-propelled grenade launchers (PIATs), and even the newly designed medium rocket-propelled grenade launcher (American bazooka) if they ask.

The characters may take (1) small truck (Willys Jeep) for every four (4) characters on the team or one (1) large truck (Ford F30 CMP) capable of transporting the entire team. The characters may choose whether or not they want the Jeeps or the truck.

An LRDG guide/driver is assigned to each vehicle. These drivers are all lance corporals or corporals in rank. Names include Michael, Oliver, Benjamin, Lucas, Daniel, James, and Braxton. Although they do not participate in the airfield raid itself, they do fight if attacked en route.

The Jeep is armed with a medium machinegun (Vickers Gun) pintel-mounted in the back; a rearward-facing light machinegun (Bren) is mounted in the bed of the F30. The Jeeps are equipped with enough fuel and water to last a week in the desert, while the F30 contains much more.

LRDG Driver (1st-level Wheelman): AC 5 [14] (BDUs + Dex); HD 1+1; hp 7 (T) or 11 (H) or 21 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Vehicle Understanding, Fast and Furious, Combat Driving, HDE/XP 1/10; BDUs, Arab headdress, large rifle (Lee-Enfield Mk. III), two (2) grenades, bayonet, goggles, canteen, survival kit.

Small Truck (Willys Jeep): AC 8 [11]; HP 12 (HD 3); MV 21; ATT 1 (Medium Machinegun); MOD Cargo.

Large Truck (Ford F30 CMP): AC 8 [11]; HP 18 (HD 4); MV 15; ATT 1 (Light Machinegun); MOD Cargo.

Note: see the *Raid on Luftwaffe-32* mission for more information on the LRDG drivers.

INSERTION

The PCs set out for The Hills of Mercy at dawn. They occasionally see Allied bombers flying overhead, but the trek across the desert is otherwise uneventful. It takes approximately six (6) hours to reach the Blessed Oasis.

PRE-ASSESSMENT

If the PCs take the time to scout the area around the oasis, they clearly see horse and camel tracks as well as a set of tire tracks leading through the only path into the oasis. A Wheelman immediately identifies the tire tracks as belonging to a 1939 Horch Type 930 V8, which is commonly driven by German officers. A search for Hidden Things shows a second set of tire tracks that were cleverly covered. These belong to the armored car in the Corral (see below).

If the characters climb the ridge surrounding the oasis so they can see down into it, they clearly see Stumme's Horch staff car parked in front of the Ruined Dwelling. General Stumme himself can be seen sitting in the shade at an old wooden table inside the dwelling.

Colonel Büchting nervously paces around the dwelling, frequently looking towards the path as he waits for the PCs to arrive. He occasionally shoos away vultures that keep alighting on the dwelling's low walls (these vultures are drawn by the smell of Stumme's corpse and might be a clue that something is amiss). If the characters specifically watch Stumme, they realize he is not moving.

A successful search for Hidden Things reveals the rock wall of the Corral has recently been dismantled and repaired (Snipers may roll their Spot Ambush for this search).

A Tactician who uses his Superior Planner ability to assess the oasis discerns the following information:

- the oasis is the perfect setup for an ambush, with only one way in and one way out.
- a Sniper in a high position would be helpful. Any Sniper character can see that the High Shelf offers the best vantage point for shooting down into the oasis.
- ambushers could be hidden in the Dwelling, Corral, or either of the Caves.
- one of the PCs should hang back and man at least one of the Jeep machineguns in the case of ambush. The vehicles should probably be left running and pointed towards the exit in case things go badly.

EXECUTION

The characters must attempt to make contact with General Stumme. As soon as they arrive, Büchting calls them over to the dwelling. He claims that Stumme has fallen ill and asks if the PCs have any medical supplies or medical training. This could explain why Stumme has not moved.

Once the PCs enter the dwelling, or if they seem reluctant to enter, Büchting draws his pistol and attacks (roll normally for Initiative unless the PCs already had weapons trained on Büchting, in which case they automatically win Initiative).

The next round, the *Jagdmannern* join the attack in the following manner:

Grunt: The Grunt attacks with suppressive fire from his submachinegun (MP40). If the PCs are outside the dwelling, it takes him one *round* to get to an open window where he receives the benefit of partial cover (-4 *To-Hit*).

Tactician: The Tactician attacks with burst fire from his submachinegun (MP40) in the first round. If the PCs are outside the dwelling, it takes him one *round* to get to an open window where he receives the benefit of partial cover (-4 *To-Hit*). In the second *round* he uses his Rally ability. In subsequent *rounds*, he continues to attack with burst fire from his submachinegun.

Sniper: The Sniper attacks anyone on the High Shelf. Once that target is eliminated (or if the High Shelf is unoccupied), the Sniper steps onto the ledge and begins firing at any PCs who possess fully automatic weapons.

Wheelmen: The Wheelmen fire up the armored car in the first *round*. In the second *round*, the armored car bursts through the Corral's rock wall. In the third *round*, the armored car attacks the PC vehicles with its autocannon. Once all vehicles are destroyed, it begins attacking individual PCs. If the armored car is disabled, the Wheelmen exit the vehicle and continue to attack.

El Haziz: El Haziz fights or flees, depending on how much help the Referee thinks the PCs need. He may steal one of the vehicles if the PCs leave them unattended. If the PCs try to stop him he yells: "Yes, yes, I go get help!".

EXTRACTION

The *Jagdmannern* are fanatics who fight until the PCs are killed or surrender. If the PCs are captured, they are transported to a German camp near El Alamein for interrogation by the Gestapo. The Allies attack the camp a few days later, giving the PCs opportunity to escape.

If the characters survive the ambush and kill the *Jagdmannern*, they are free to leave the oasis and return to Hammam Box. If the PCs search Büchting's body, they find a handwritten note to his wife that explains his cooperation with the Gestapo and what really happened to General Stumme, as well as who the *Jagdmannern* are and why they are here.

POST ASSESSMENT

The SOE is quick to cover their tracks and disavow any knowledge of the botched meeting. The characters are told not to talk about Stumme or Büchting. Instead, the mission is turned into a propaganda piece back home, and is billed as an old-fashioned showdown between elite special forces units, with the Allied operatives emerging victorious.

On the German side, the Gestapo fabricates a story about Büchting being ambushed and shot and Stumme dying of a heart attack on their way to the new outbreak of fighting at El Alamein. This helps the Gestapo squash any rumors of dissent between the *Wermacht* and the *Schutzstaffel* (SS) and also allows them to continue their search for traitors of the Third Reich.

THE BLESSED OASIS

The Blessed Oasis is located in a box canyon in the Hills of Mercy. It is surrounded on all sides by rocky hills that are high impassable. Only a special forces operative with a Strength or Dexterity of 15 or greater can climb the rocks to get a better view of the oasis.

1. SPRING

This natural spring provides clear, cool water. It is used mainly by Bedouin nomads who dwell in this part of the desert.

2. WEST CAVE

This cave contains a few sleeping mats and a bowl of water.

3. EAST CAVE

This cave contains sleeping mats, an old cookfire, a few wooden bowls and utensils, and a low wooden table and stools. The *Jagdmannern* Sniper is hidden just inside the cave mouth. He can only fire at targets on the High Shelf and receives full cover if attacked by people on the ground. The Sniper receives the

benefit of concealment if attacked by someone on the High Shelf. The Sniper must stand on the cave ledge in order to fire at targets in the oasis below. While doing so, he no longer receives the benefits of cover or concealment.

Jagdmannern Sniper: see Major NPCs and Factions (below) for statistics.

4. RUINED DWELLING

This roofless dwelling is made of stacked stone. The stone walls provide slight cover (-2 To-Hit) to anyone firing from behind. Colonel Büchting is inside, pacing the floor and chain-smoking cigarettes. General Stumme's corpse is also inside, propped up at a table in the shade. The *Jagdmannern* Tactician and Grunt are hidden under tan tarps in the back of the ruins. They attack the first PC that enters.

Colonel Andreas Büchting: see Major Factions and NPCs for statistics.

Jagdmannern Grunt: see Major NPCs and Factions (below) for statistics.

Jagdmannern Tactician: see Major NPCs and Factions (below) for statistics.

5. CORRAL

This livestock corral is in disrepair. The wall was recently dismantled and replaced to allow passage of an armored car. The armored car (*Leichter Panzerspähwagen*) is covered by a desert tan camouflage tarp and is hidden in the rear of the corral. Three (3) *Jagdmannern* Wheelmen are waiting in the car. The stone walls provide slight cover (-2 To-Hit) to anyone firing from behind.

Jagdmannern Wheelmen (3): see Major NPCs and Factions (below) for statistics.

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

6. WASTE PIT

This pit contains charred ashes. It is surrounded by a low wall. It is used as an outhouse and garbage disposal. The stone walls provide slight cover (-2 To-Hit) to anyone firing from behind.

7. HIGH SHELF

The high shelf allows observers a clear view (and line of fire) of anyone inside the oasis. If a character makes it to the high shelf, he may make a search for Hidden Things (Snipers may roll their Spot Ambush). The character receives a bonus of +1 to the roll because of the great vantage point. If the search is successful, roll 1d6 to see what the character spots.

Roll	Ambusher Spotted
1-3	Armored Car
4	Hidden Grunt and Tactician
5	Hidden Sniper
6	Roll Twice



THE BLESSED OASIS

MAJOR FACTIONS AND NPCS

The following factions and NPCs may be encountered during this mission.

EL HAZIZ AKBAR

El Haziz is a lithe, stocky Bedouin chieftain. He is the leader of a small band of mercenaries and bandits who fight alongside the British for pay. El Haziz is a greedy, dishonorable man who would do anything to line his coffers or save his own skin. He only fights for personal gain and never risks his life for anyone.

El Haziz Akbar (1st-level Grunt): AC 7 [12] (Robes + Uncanny Toughness); HD 2; hp 12 (T) or 20 (H) or 40 (I); THB +1; ATT 1 (weapon or none); ST 14; MV 12; SA Str 15, Combat Machine, Uncanny Toughness; HDE/XP 1/20; BDUs, Arab headdress, large rifle (Lee-Enfield Mk. III), four (4) grenades, bayonet, sunglasses, canteen, survival kit.

Note: If the characters did not kill Chief Achmed Asad in the *Panzers in the Sand* mission, the Referee may substitute him for El Haziz. This helps create some continuity between scenarios and can breathe life into a mission-oriented campaign. If this happens, Chief Achmed/El Haziz apologizes for what he calls their previous "misunderstanding".

GENERAL GEORG STUMME

Stumme was a short, good-natured German officer who was admired and respected by his peers. He was well versed in military tactics and had seen action in France, the Eastern Front, and North Africa. Stumme was arrested by the Gestapo just before this mission begins and swallowed a cyanide pill to avoid breaking under torture.

General Georg Stumme: N/A (deceased).

COLONEL ANDREAS BÜCHTING

Colonel Büchting is a gaunt, middle-aged officer who sports a monocle. He is an experienced veteran who served as chief signals officer for General Georg Stumme. The two were close friends who conspired against Adolf Hitler and the Nazi Party. After Stumme took his own life, the terrified Büchting agreed to work for the Gestapo as a double agent. The *Jagdmannern* have orders to kill him once the PCs have been dealt with.

Colonel Andreas Büchting: AC 8 [11] (BDUs); HD 2; hp 6; THB +1; ATT 1 (weapon); ST 17; MV 12; HDE/XP 1/20; BDUs, medium pistol (Luger).

JAGDMANNERN

The actions of the PCs and other Allied special forces units in North Africa have been a constant source of embarrassment for Hitler and his Nazi Party. The *Jagdmannern* is an elite SS unit that was brought in specifically to combat these forces. They are extremely capable and have conducted covert operations in France and along the Eastern Front. The *Jagdmannern* consist of a Tactician, Grunt, Sniper, and three (3) Wheelmen. They are fanatics who would rather die than surrender.

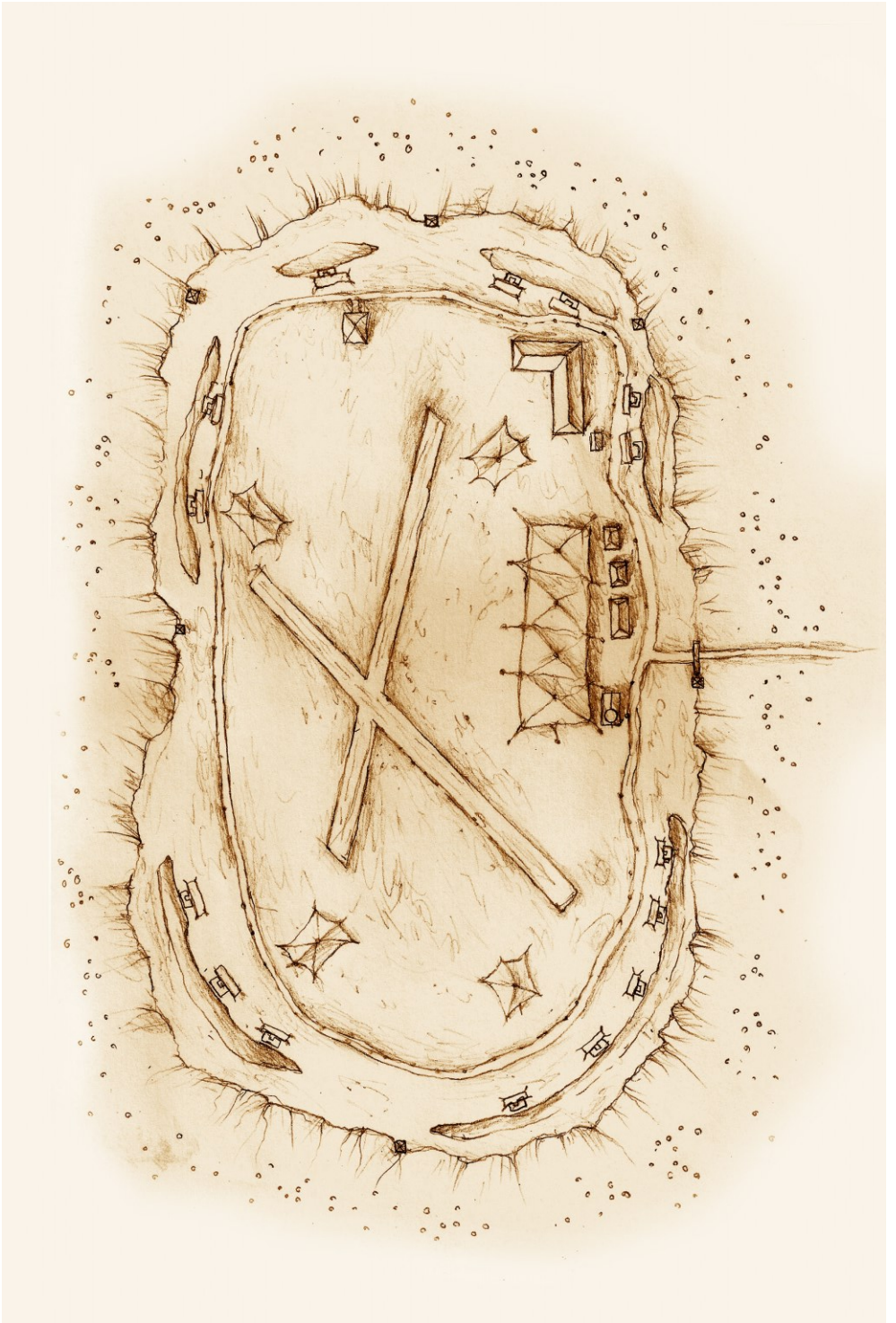
Tactician (3rd-level): AC 6 [13] (Robes); HD 3+2; hp 14 (T) or 22 (H) or 42 (I); THB +2; ATT 1 (weapon or none); ST 12; MV 12; SA Superior Planner, Rally; HDE/XP 3/120; Arab robes and headdress, submachinegun (MP40), medium pistol (Luger), four (4) grenades, bayonet, goggles, canteen, survival kit.

Grunt (2nd-level): AC 5 [14] (Robes + Uncanny Toughness); HD 3+1; hp 13 (T) or 21 (H) or 41 (I); THB +2; ATT 1 (weapon or none); ST 14; MV 12; SA Str 15, Combat Machine, Uncanny Toughness; HDE/XP 2/60; Arab robes and headdress, submachinegun (MP40), four (4) grenades, bayonet, goggles, canteen, survival kit.

Sniper (1st-level): AC 5 [14] (Robes + 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, Arab headdress, large rifle (Kar-98k with Scope), four (4) grenades, bayonet, goggles, canteen, camouflage netting, survival kit, kill journal containing dates and locations (34 confirmed kills).

Wheelmen (3) (1st-level): AC 5 [14] (Robes + Dex); HD 1+1; hp 7 (T) or 11 (H) or 21 (I); THB +0; ATT 1 (weapon or none); ST 14; MV 12; SA Dex 15, Vehicle Understanding, Fast and Furious, Combat Driving; HDE/XP 1/15; Arab robes and headdress, submachinegun (MP40), two (2) grenades, bayonet, goggles, canteen, survival kit.

INTEL MAPS FOR THE PLAYERS







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