

NORWAY ABLAZE

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



WWII OPERATION
WHITEBOX
COMPATIBLE

NORWAY ABLAZE

NORWAY ABLAZE is a collection of three (3) support missions designed for *WWII: Operation WhiteBox*™. Join the British Commandos and take part in a historic raid against the Germans occupying the Lofoten Islands!

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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STAMSUND



- 1. Harbor
- 2. German HQ
- 3. Relay Station
- 4. Lofotens Cod Boiling Plant
- 5. Bunker

RELAY STATION RAID

THEATER: Europe
DATE: February 1941
LOCATION: Lofoten Islands, Norway (Stamsund countryside)

Relay Station Raid is a WWII: Operation WhiteBox mission designed for 3-6 characters of 1st-3rd level. The mission involves the destruction of a radio tower in German-occupied Norway. It involves some roleplaying, stealth, and combat, so a good mixture of classes is recommended.

Note: Operation Claymore was the first large-scale raid conducted by the British Commandos during World War II. They successfully destroyed petrol dumps, fish-oil factories, and almost a dozen ships, in addition to capturing hundreds of German soldiers, encryption equipment, and codebooks.

Relay Station Raid (and the two other Norway missions that follow) is inspired by the events of Operation Claymore, putting your PCs in the middle of the action early in the war. 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

Early in the war, Germany expanded rapidly throughout Europe, occupying Austria, and Czechoslovakia before invading Poland in 1939. The following year, Germany invaded Belgium, the Netherlands, and France. Many of these nations were exploited for their natural resources, further fueling the German war machine. These countries stood for as long as they could against a technically superior, highly organized force.

In April of 1940, Germany launched *Operation Weserübung*, invading the Scandinavian nation of Norway. Early detection allowed the Norwegian royal family to escape the country, but despite support from the British, Norway's defenders were forced to surrender within two months. Norwegian politician and German collaborator Vidkun Quisling named himself Prime Minister of Norway, and the country was declared an ally of Germany rather than a conquered nation.

Norway was occupied by the Germans after the Allied withdrawal from Narvik in June of 1940. The Luftwaffe commandeered the airfields of Trondheim, Herdla, and Stavanger. Those strategic locations make all the Northern Sea accessible to German bombers. Germany is also exploiting the fish-oil industry of Norway and refining the oil into glycerine, a component of high explosives.

As 1940 drew to a close, Great Britain, threatened by the proximity of German air and sea forces hailing from Norway, devised a series of actions

against the Germans that would cripple their resources and help prevent Norway from becoming a staging ground for the invasion of England.

BRIEFING

The characters are summoned to a meeting with their superior officers. Historically, this action was undertaken by the British Commandos, but the *Referee* is free to change this to whatever special forces unit the PCs belong. At the meeting, the following information is relayed:

"Greetings, gentlemen. As you all know, Operation Claymore has been approved. We are sending you into Norway early to pave the way for the main landings.

Your team's first mission is to destroy a lightly-defended radio station and tower in the mountains near the village of Stamsund. This station's removal will deny the Germans critical time for defensive preparations when we launch Operation Claymore in the coming days. You will enter the area of operations via a fishing vessel crewed by locals loyal to the Norwegian crown and meet with a member of the Norwegian Resistance.

Our intelligence shows that the radio station is defended by a small force. Still, you should use stealth and move quickly. Once the tower is destroyed, your Resistance contact will lead you to a safe house to await further instructions. Needless to say, in the event you are captured you are not to reveal any information about this mission or any missions being planned—even under penalty of death.

As for Stamsund itself, the village is focused on the fishing industry. Those who don't work on a fishing boat work in the fish packing or fish oil refining factories. There are only about 1,000 residents, some of whom return to warmer climates during winter. As such, some of the civilian dwellings could be vacant, but there are many people who live here year round.

There is a German bunker complex overlooking the harbor. The artillery and machineguns within that bunker can reach the harbor. If you can see the firing port, you are at risk. It is key that these forces not be alerted to your presence so early in the mission. We will deal with this bunker in the coming days, but you are to keep clear of it for now.

There is also a German HQ in downtown Stamsund. Your operation should not take you into this area of the town, so the HQ is beyond the scope of this mission. Again, remain focused on the task at hand.

You should not assume the locals to be friendly. Although there is a strong sense of national pride and disdain for the German occupation, there are those who have accepted and even benefited from the situation. A key point of future operations in this theater includes convincing the locals to rise up against supporters of the occupation. Therefore, it is important that you limit unnecessary risk to them and their livelihood. Wanton destruction of personal property, unnecessary theft, and civilian casualties should be avoided at all costs.

Your team will be leaving tomorrow evening. I will be available until then to answer any questions you may have. Otherwise, may God watch over us all."

OBJECTIVE

The characters must destroy the German radio tower at the relay station in the hills bordering the Norwegian fishing village of Stamsund.

PLANNING

The characters are given a photograph and a brief description of their Norwegian Resistance contact, Hrolf Skjold. They are also issued a few maps, aerial photographs, and other information about Stamsund and its environs to study before the mission begins.

When putting together their kits of gear, the PCs may try to demand extraordinary amounts of ammo, crates of grenades, and all sorts of gear and technology not typically available in 1941. Remind them that commando raids require both stealth and speed, and explain the effects of encumbrance on movement rates. Great Britain had few resources to expend on the risky and unproven commando program, so commando units did not have a "blank check" to use on matériel.

Anti-tank weapons such as PIATs and bazookas did not exist in this stage of the war. British infantry had mainly the anti-tank rifle (Boys rifle) when up against armor. Since the PCs must travel light and intel shows that armor is not likely to be encountered in these missions, command is unwilling to issue such weapons.

The commandos are allowed four (4) grenades each and enough ammunition to support the standard mission length. As they prepare, the heroes may want other useful items such as wire cutters, toolkits, "goody bags", and civilian clothing. Feel free to allow whatever you feel is permissible. Each commando is given a Norwegian phrase book and some local currency (about \$20 worth) to assist them in dealing with the locals.

Do not forget that after they depart, there will be no chance to resupply for the remainder of the mission. Characters must exploit local resources if they run out of ammo or need something they did not plan for. Industrious characters may find areas they can loot for useful gear along the way. If you decide to track ammo, don't forget that most Axis ammunition is incompatible with Allied weaponry, so don't simply allow the commandos to resupply from fallen enemies (unless they pick up German arms).

INSERTION

The commandos are taken to the Stamsund Harbor via a fishing vessel, the *Blue Mistress*, captained by Harold Holgen and crewed by his two sons, Tomas and Olaf*. All three work as couriers for the Special Operations Executive (SOE). They dock at the Harbor early in the morning just as dawn breaks and depart the next day. They have a pistol hidden in the wheelhouse. However, Harold panics and leaves if a significant German presence arrives at the docks.

Their Resistance contact, Hrolf Skjold, and his young ward, Gavin Kellison, are waiting for the PCs at the Harbor. Once the *Blue Mistress* docks, they arrive

with a pushcart filled with fresh fish. The characters may hide their weapons and gear inside the cart. Hrolf and Gavin then lead the PCs away from the Harbor to an empty cabin in the hills.

The former residents of the cabin were a Jewish family who fled Norway soon after the Germans arrived. The cabin is decorated with several photographs of the family. A copy of the Torah is hidden under some clothes in a dresser. Hrolf says the PCs should be safe here during the day. He advises them to keep out of sight of the Stamsund villagers if possible.

*see Major Factions and NPCs for more information on Harold Holgen, Tomas, Olaf, Hrolf Skjold, Gavin Kellison.

PRE-ASSESSMENT

Hrolf gives the PCs a rundown on the situation in Stamsund, including which villagers in the Harbor area he knows are German sympathizers. He gives the PCs a crude map of the Relay Station, and suggests they hit it at night. Hrolf knows there is a squad of approximately twelve to fifteen soldiers at the station.

The Relay Station is located on a tall rocky hill in the mountains west of the Harbor, just off an unpaved road. The characters may reach the station on foot (a good hike that takes at least an hour), "borrow" bicycles from some of the residents near the Harbor, or "borrow" a motorized vehicle.

If asked about vehicles, Hrolf tells the PCs that the collaborator Holger Svenssen has a truck at the Fuel Station. Holger's truck is noisy and can be heard by the Germans at the Relay Station from a great distance away, but since they get fuel deliveries, this does not give them too much concern during the day. Holger always comes alone, however, so a truck full of "help" may make them suspicious. A few non-military vehicles (i.e. bread delivery trucks, etc.) are parked in the main part of Stamsund, but most of these have been stripped of fuel by the Germans and are unusable.

If the PCs decide to pose as civilians and scout the Relay Station during the day, they are likely to run into German soldiers as well as local villagers. There is a 1 in 3 chance that a patrol of four (4) German soldiers stops the PCs and asks them to present papers. Gunfire brings a squad of twelve (12) German soldiers who arrive by large truck (Opel Blitz) in three (3) turns.

The Stamsund villagers typically keep to themselves as they go about their daily business, but the presence of strangers is quickly noted and discussed. There is a 1 in 6 chance a collaborator hears of the characters' presence and alerts the Germans.

The players must be careful not to treat the villagers like dungeon denizens, killing or tying everyone up. Remember that Norway is neutral and actions like this could tip the villagers to the Nazi's side. The Germans in the area have been friendly to the civilians so far. Since the people who live here are pretty hardy, they may fetch guns and melee weapons and defend themselves from "invaders" if things get out of hand.

The Germans at the Relay Station do not expect visitors, especially in the evening. Any daytime visitors would be stopped and questioned before

approaching the station. Nighttime visitors would be told to halt and treated like intruders.

If the PCs wait until after nightfall to scout the Relay Station, they see two buildings (the Farmhouse and Barn) near the Radio Tower. See Typical Activity (below) to get a better idea of the Germans' daily routine at the Relay Station.

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

- the Relay Station is high up enough that the sounds of gunfire should not be heard in the town below.
- the radio set is located beneath the Tower. If the Germans get the chance, they will likely attempt to radio for reinforcements.
- if the PCs can sneak up to the buildings at night, a few well-placed grenades tossed inside should take out the majority of the sleeping German soldiers.

EXECUTION

Relay Station Raid is presented as a mini-sandbox. The PCs are free to decide where they go and how they deal with the Stamsund villagers and the German soldiers at the Relay Station. The characters might conduct a head-on assault, they might use stealth to approach the station and mine the tower, or they might attempt something even more brash and unexpected, such as posing as German officers and ordering the Germans to leave their post. The chances of success are left to the *Referee* to decide. Ultimately, the characters must destroy the Radio Tower in order for their mission to succeed.

EXTRACTION

Once the station is destroyed, the characters must make their way back to the abandoned cabin and await new orders. If any Germans remain at the station, they pursue the PCs to the best of their ability (using the truck in the Barn if the characters haven't stolen or disabled it).

If the Bunker was alerted, there may be reinforcements arriving soon. Play this out as you see fit. This could be a second, climactic battle if you desire, with the PCs being forced to retreat into the freezing Stamsund wilderness and evade German forces until Operation Claymore begins.

POST-ASSESSMENT

If the Radio Tower is destroyed, the Germans at the Relay Station are unable to call for help when Operation Claymore begins a few days later. This grants the British commandos a few precious minutes extra time without Luftwaffe interference. If the PCs fail to take out the Tower, mainland airfields are alerted and the upcoming raids suffer greater losses.

STAMSUND

Stamsund is a fishing village within the Lofoten Island chain. It has a population of about 1,000. There is a German Relay Station atop a nearby mountain and a German Bunker complex that overlooks the Harbor. Most of the larger buildings along the Harbor channel are fish processing facilities or fish oil refineries.

Relay Station Raid is centered around the Harbor area and has little to do with the main part of the village that lies around the bend to the north of the Harbor. If the PCs visit the main part of the village, the *Referee* may have to adjust on the fly. The German soldiers rarely patrol the village, but they do spend R&R time there and run errands while on duty, so there is always opportunity to meet up with a few soldiers.

GERMAN HQ: This governmental office has been commandeered by the German Army for mostly clerical reasons. There is one (1) platoon of soldiers and about half the amount of German administrative staff (along with Norwegian employees) mostly here during the day. Gunfire in the Harbor may or may not be detected (the mountain separating the town from the Harbor may block the sound). If a threat is detected, or the forces here are made aware of the commandos' presence, the troops form search parties and begin scouring the area between the Bunker, the town of Stamsund, and the Harbor.

STAMSUND HARBOR

Along with the large fish packing factories, there are businesses, pubs, homes and other areas of note along the harbor. Some of the fishermen's dwellings are sealed up for the winter and could provide a suitable hiding spot for the commandos in a pinch. Other areas of interest include:

DOCKS: These docks are mainly occupied by fishing trawlers and small personal sailing craft. A ferry arrives once per day from the mainland, getting there just before lunch. It stays for a few hours and then returns before nightfall. The ferry is operated by Alexander Carlson, a German collaborator who is paid handsomely to deliver German troops and supplies from the mainland. If he encounters the commandos he attempts to alert the German forces as soon as possible.

FUEL STATION: Owner, Holger Svenssen, provides fuel for boats as well as land vehicles and kerosene for heaters. He is a German collaborator (the military presence has been lucrative for his business). If he spots the commandos, he leaves in his truck (which is under a tarp behind his shop) to alert the German offices in Stamsund as soon as he can slip away unnoticed. Every two days, Holger brings a jerry can of fuel to the Relay Station for their generator.

FRIDA'S PLACE: This small restaurant is run by the proprietor, Frida Solberg, who prepares fish that people have caught, along with greens and potatoes of her own. Frida is very personable, and typically sits and dines with her patrons. There is beer and vodka too, and some fishermen come in just to warm up by the fire and have a drink. Frida dislikes the German occupation but

cannot help feeling motherly towards the young soldiers stationed here when they come in for a bite to eat. She is inclined to feed or shelter the commandos if necessary, but is fearful of violence coming to Stamsund. She pleads for the commandos to be forgiving of the "boys" (German soldiers) if possible.

ABRAMSON SUPPLY: This fishing and general supply store provides fishermen with the things they need to survive. The shopkeep Jakob Abramson charges significantly higher due to the convenience of purchasing without need of going to the mainland. He detests the German and offers to aid the commandos by providing a safe hiding spot or supplies if they need anything that he sells.

HARBORMASTER'S OFFICE: While Stamsund proper has a burgermeister, Konrad Ottosen acts as the unofficial mayor of the Harbor district, dealing with community issues as they arise. A retired fisherman, Konrad is neutral towards the Germans, feeling that keeping them happy keeps things safe. How he reacts to the commandos depends upon how confident he is in them and what information they provide concerning future Allied plans (if they share anything at all). If the commandos treat the populace harshly, or they appear particularly disorganized, he alerts the Germans of their presence.

LOFOTENS COD BOILING PLANT: This fish oil refinery and depot is located just east of the Harbor area. It is detailed further in the *Fish Oil Fracas* mission.

STAMSUND COUNTRYSIDE

The area in and around Stamsund features rocky coastal hills and rolling inland fields. The main roads around the harbor and leading to town are paved, while most roads leading to farmsteads consist of gravel and hard dirt. There is no telephone service to the mainland, but there are a few telegraph machines, including one in the Bunker and one in the Relay Station. While it is winter, there is only snow in the higher altitudes around the Relay Station and Bunker.

BUNKER: This bunker overlooks the Harbor and is not a part of this mission. It is detailed further in the *Bunker Assault* mission.

CLIFFS: These mountains near the Harbor are very steep on the harbor side. If the commandos decide to climb them to get to the Bunker or Relay Station, there is only a 1 in 6 chance of success. A fall spells certain doom. There is a good chance someone sees any climbers during the day. The easiest way to get to these locations is approach from the countryside or the unpaved roads that wind through the mountains.

FARMSTEADS: There are four (4) family farms in the countryside behind the mountains, along the unpaved road that leads to the Relay Station. The Albertsen, Hagebak, Nass, and Ostberg farms feature a two-story home, a barn, animal pens, and a few outbuildings. Each family consists of a father, mother, and 1d6 children ranging in age from 8 to 16. Two (2) of the families are German sympathizers and two (2) are not. Each farmer owns a shotgun or a small rifle.

Feel free to pick or randomize loyalties should the commandos enter one of the properties. Sympathizer farmsteads refuse to help or harbor the commandos (possibly sending word to the German HQ) while the other farms are willing to help them by providing information, food, and a place to hide or heal.

FISHERMEN'S CABINS: The commandos may happen upon the occasional single-room cabin. These are used by fishermen and vacationers, mostly in the summertime. There is a 1 in 6 chance they are occupied and a 1 in 6 chance any occupants are a small detachment of German soldiers. The soldiers are drunk on *schnapps* and suffer a -2 to all *To-Hit* rolls. They may be a good source of info or even uniforms. Otherwise, the cabin is occupied by a lone Norwegian fisherman.

RUINS: Dotted around the hillocks and cliffs one can find stone foundations and ruins of Viking-era settlements. If anything, these structures provide cover or a place to hide. When on patrol or leave, some German soldiers like to explore these ruins as they kindle romantic feelings about their Germanic heritage. Thus, there may be a chance encounter here, if the *Referee* desires.

GERMAN RELAY STATION

Positioned atop a tall cliff on the southern coast, this farmstead has been commandeered and turned into a military Relay Station. It consists of two buildings (a Farmhouse and a Barn) and a modestly protected Radio Tower.

1. FARMHOUSE

The house has been converted to the living quarters of the German *feldwebel*, *unteroffizier*, and the two radio technicians. One of the techs is a decent cook and enjoys preparing fish for the others. There is a small, gas-powered generator on the back porch. It is only used a few hours a day, but does make sound detection a bit more difficult inside the farmhouse.

2. BARN

This structure acts as the barracks for the soldiers when they are not on duty. One (1) pickup truck and two (2) bicycles are also found here. Once the Radio Tower is blown, the truck and/or bicycles can be commandeered by the PCs to quickly return to the cabin.

3. RADIO TOWER

This radio array and tall steel tower is protected by a sandbag wall and a medium machinegun (MG34). During the day, two (2) soldiers man the machinegun while one (1) radio technician is on hand to operate the radio. At night, only one (1) radio technician is present. The sandbags provide the Germans with partial cover (-4 *To-Hit*).

If under direct attack, the technician fires up the radio and within six (6) *rounds* connects with the German HQ in Stamsund. It then takes (2) *rounds* for him to explain the situation and from that time forward, reinforcements are on the way. Two (2) squads of soldiers arrive at the Relay Station in two large trucks (Opel Blitz) in three (3) turns. If a commando who speaks German can con the radio operator on the other side, he can convince them to stand down and keep

reinforcements from coming, but this must be done within one (1) *turn* of initial contact.

4. RUINED COTTAGE

This ruined cottage is filled with old, broken furniture and debris. The soldiers believe the cottage is haunted and avoid it if possible, making it a good place to conduct surveillance on the house.

BLOWING THE TOWER

Once the Germans have been dealt with, the PCs may destroy the Radio Tower. The radio itself can be rendered useless with a burst of small arms fire, grenade, or explosives. The Radio Tower requires more work. It takes two (2) *rounds* to set the charges and equip detonators to blow the Tower. How the explosives are set off (be it timer, plunger, or tripwire) is up to the PCs (their kit allows for either).

If a Combat Engineer is present, it is assumed he or she properly sets up the explosives to flawlessly destroy the radio set and Tower. Otherwise, there is a 1 in 20 chance the PCs miscalculate and the explosives are ineffective. Due to the nature of the tower's design, grenades and small arms fire do little damage against it, so the commandos must devise another way to destroy it (dismantle it with tools, ram it with a vehicle, etc.).

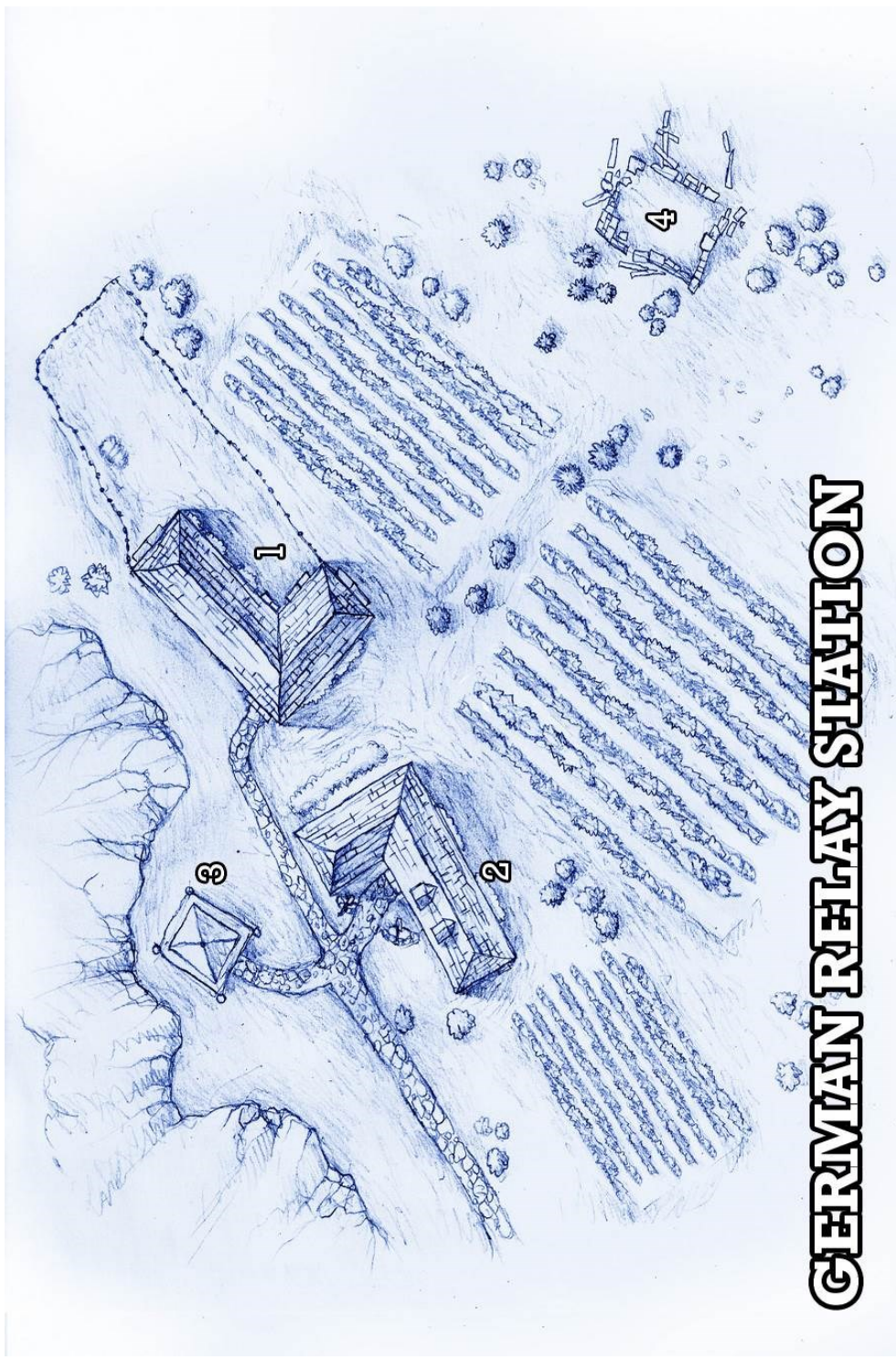
There is a 2 in 6 chance that troops at the Bunker hear any large explosion at the Relay Station. If this happens, German forces respond as above and also move to the Harbor to assess the situation there.

GERMAN DEFENDERS

Stationed here is a squad of twelve (12) German soldiers plus some additional support and crew. All the soldiers' uniforms feature lemon collar and patch piping indicating that they are part of the signals branch of the German Army. The *Referee* is encouraged to add or remove defenders based upon the number of PCs and how they are faring during the raid.

The soldiers consist of:

- a squad leader, *Feldwebel* (Sergeant 1st Class) armed with a submachinegun (MP38).
- an assistant squad leader *Unteroffizier* (Sergeant) armed with a large rifle (Kar-98k).
- seven (7) soldiers armed with large rifles (Kar-98k).
- four (4) soldiers manning one medium machinegun (MG34). Each is also armed with a large rifle (Kar-98k).
- three (3) bike couriers armed with large rifles (Kar-98k).
- two (2) radio technicians (work in 12 hour shifts) armed with large rifles (Kar-98k). Their primary duty is to operate the radio. They surrender if given the chance.



GERMAN RELAY STATION

German Soldier (16): 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 (2): AC 8 [11]; HD 1; hp 4, 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP38), bayonet.

TYPICAL ACTIVITY

Below is the schedule of a typical day at the Relay Station. Feel free to modify this routine to fit your game.

Daylight (0600 to 1900 Hours): The troops awaken at 0600 hours and have a short PT session before breakfast. For the remainder of the morning, they clean their weapons, are sent on patrols or errands to the Harbor, drill on the farmstead, or are simply on guard duty. They have lunch at 1200 hours and then perform other actions as above until dinner at 1800 hours. Half of the troops are on guard duty at any given time with the rest either away from the station or somewhere nearby. There is always one (1) radio technician near the radio and at least two (2) soldiers manning the machinegun. The feldwebel keeps everyone in line and on task.

Night (1900 to 0500 hours): After dinner there is some free time, although the feldwebel doesn't allow them to drink to excess. By 2300 hours, most of the troops are sleeping. There are four (4) guards on duty walking the grounds and one (1) radio tech with the radio, near the machinegun. One guard stays with the radio tech while the rest move about between the Farmhouse, Barn, and Radio Tower. The feldwebel and unteroffizier stay up chatting and drinking until about 2400 hours before turning in.

STATES OF READINESS

Depending on how the commandos have gone about their mission, the Relay Station could be expecting trouble or be completely unaware. There are a number of ways the Germans could be alerted to the presence of invaders. They could be warned by locals, come across evidence during a patrol, hear gunshots, or worry about members of their squad who have gone missing.

There are two basic states of readiness: Alert and Alarm. Alert is used when the Germans become suspicious while Alarm is used when they become aware of direct attack (being shot at, finding dead German soldiers, etc).

Should a PC be captured, he is taken to the German HQ in Stamsund for questioning. The *Referee* may have to develop a side quest mission to allow the rest of the group to rescue him. Involve the captured hero by giving him some roleplay time during interrogation or allow him to plot his own escape. At the very least, when Operation Claymore begins in a few days, the PC should get a chance to overpower a guard and escape in the confusion.

ALERT: If the Relay Station has been alerted to the commandos' presence on the island, they cease all duties except guarding the camp. There are always double the guards on duty, day and night. No support is radioed in as the

feldwebel doesn't want to alert command just yet, preferring call in after he's dealt with invaders to gain some notoriety with his superiors. There are always at least two (2) soldiers near the MG and the rest move between the Farmhouse, Barn, and Radio Tower.

Other soldiers patrol in groups of two to four, moving around the farmstead at a distance and keeping a vigilant eye out for attackers. A patrol is always within sight of the Farmhouse and can return there in 1d3 *rounds* if the Alarm is raised. Patrols look for signs of enemy movement, including tracks in the snow, discarded gear, spent ammunition, etc. If a patrol encounters superior numbers, they perform a fighting retreat to the Farmhouse and raise the Alarm if it hasn't been raised already. Patrols attempt to take prisoners, but are very twitchy when encountering Brits in Norway, and are more likely to shoot first than call for surrender.

ALARM! If the commandos approach or attack the station, any soldier who spots them cries "ALARM!" and the rest of the station responds. If they are already in an Alert mode, they react rather quickly to an attack, moving to defend the Radio Tower. If the alarm is raised at night, most of the soldiers are asleep. If they were already in Alert mode, they sleep dressed in their uniform and boots, weapons nearby, and can enter combat within two (2) *rounds*. If they are not in Alert, it takes them 1d6+2 *rounds* to come out, half dressed (AC 9 [10] representing lack of BDUs). The radio operator fires up the radio as described above when the alarm is raised.

MAJOR FACTIONS AND NPCS

The following factions and NPCs may be encountered in and around Stamsund.

GERMAN GARRISON

A platoon of German soldiers is garrisoned in Stamsund. The soldiers are not expecting trouble. The Norwegians handle their own security, leaving the Germans free to drill, perform routine duties, and relax in their off time. Female PCs receive a +1 bonus to all Reaction Rolls when dealing with German soldiers.

German Soldier (48): 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.

German Officer (16): AC 8 [11]; HD 1; hp 5, 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP38), bayonet.

STAMSUND VILLAGERS

The villagers of Stamsund are simple laborers and fishermen. Most do not appreciate the German occupation. Still, there are some sympathizers here. If any character makes contact with locals who are not described in the mission details, there is a 1 in 10 chance that the person they talk to is secretly a German sympathizer. Those loyal to Norway usually start at the Friendly or Neutral stage on the Reaction table, while German sympathizers start at Neutral or Unfriendly. Of course, how the commandos behave factors into how the locals react, too.

If allowed, most sympathizers attempt to alert German forces of the commandos' presence by delivering word to a German in Stamsund, traveling by bicycle when it safe to do so. Most others simply want to stay out of the conflict and attempt to avoid the characters.

Stamsund Villager (c. 1,000): AC 8 [11] (thick clothes); HD 1d6-2; hp 2; THB -1; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5.

MILORG (NORWEGIAN RESISTANCE)

The Norwegian Resistance has been providing the Special Operations Executive with intelligence since the German occupation began. Their key operative in the Stamsund area is Hrolf Skjold.

HROLF SKJOLD

Hrolf Skjold is a venerable fisherman who served in the Norwegian militia. He has maintained contact with Norwegian units in exile and is attached to the SOE's *Kompani Linge*. Hrolf's fishing cabin is located near the Stamsund Harbor. It contains a hidden radio set and an antiquated small rifle (Krag-Jorgensen) and one (1) five-round magazine.

Hrolf Skjold: AC 8 [11] (thick clothes); HD 1d6-1; hp 3; THB +0; ATT 1 (weapon or none); ST 18; MV 12; HDE/XP 1/10.

GAVIN KELLISON

Gavin is a young boy who lives with Hrolf. Gavin's father was a writer who was critical of the Nazi Party. He and his wife were taken several months ago by the Gestapo. Gavin has sharpened the end of an old boat hook into a spear. He believes he can use the hook part to pull a German soldier off a bicycle (or tank) and stab him with the sharp end. Gavin dreams about driving the Germans out of Norway and rescuing his parents from the Gestapo. He idolizes Hrolf and could easily fall to hero worshiping one of the PCs.

Gavin Kellison: AC 7 [12] (thick clothes + Dex); HD 1d6-2; hp 2; THB -1; ATT 1 (weapon or none); ST 19; SP Dex 15; MV 12; HDE/XP 1/5. Gavin's THB is +0 with his boat hook.

THE BLUE MISTRESS

The Blue Mistress is a fishing vessel captained by Harold Holgen and crewed by his two sons, Tomas and Olaf. They are all attached to the SOE's *Shetlandsgjengen* (Shetland Bus) unit, which uses fishing vessels to transport people and materials to and from Norway. Although loyal to the Norwegian government in exile, Harold and his sons are not fighters and prefer to flee if confronted by a large force of Germans.

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

Tomas and Olaf Holgen: AC 8 [11] (thick clothes); HD 1d6-2; hp 4, 3; THB -1; ATT 1 (weapon or none); ST 19; MV 12; HDE/XP 1/5.

FISH OIL FRACAS

THEATER: Europe (Norway)

DATE: March 1941

LOCATION: Lofoten Islands, Norway (Stamsund countryside)

Fish Oil Fracas is a *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. The mission involves the destruction of a fish oil depot in Stamsund, Norway. It involves stealth, combat, and demolitions, so characters such as the Combat Engineer, Grunt, Sniper, and Tactician are recommended.

Note: *Fish Oil Fracas* is designed to be run after the PCs have destroyed the radio tower from the *Relay Station Raid* mission. If the tower was not destroyed or the PCs did not participate in the *Relay Station Raid*, the *Referee* must amend the text accordingly.

BACKGROUND

A few days have passed since the destruction of the radio tower. The German soldiers conducted a house to house search and arrested several Norwegian men suspected of being British spies. They also established a 9:00 p.m. curfew, requiring all citizens to remain indoors. All of this has sparked anger amongst the locals.

The characters are hiding out in the abandoned cabin, waiting for new orders. Their elderly Resistance contact, Hrolf Skjold*, and his ward, Gavin Kellison*, check up on them once a day to make sure they have enough food and supplies. The SOE smuggles in a package aboard the *Blue Mistress* containing food, medicine, and ammunition, so the characters should be well supplied.

*see *Relay Station Raid* for statistics.

BRIEFING

Late one afternoon, Hrolf guides the PCs back to his cabin where they meet Major Alfred Stippling and Lieutenant Vincent Carter. The men are dressed in full commando uniform, and the PCs should know that both are highly respected. After introductions are made, Major Stippling relays the following information:

"Greetings, gentlemen. And I have to say, congratulations on a job well done. The destruction of that radio tower was quite impressive. All reports indicate that Jerry believes it was the work of our friends in the Norwegian Resistance. They have no idea it was only the first part of a larger operation to come.

Which brings me to the present. Operation Claymore is a go. Tomorrow morning, British Commando units will strike at naval yards, garrisons, and refineries all across the Lofoten Islands.

The Lofotens Cod Boiling Plant east of the main harbor is your next target. It is one of the largest fish oil refineries and depots in the area. The Germans have been shipping its oil back home and extracting glycerin which, as you all know, is a vital ingredient in the manufacture of high explosives. Your objective is to destroy the factory's supply of oil as well as any machinery used to process it.

Lieutenant Carter will be leading his unit to attack the German bunker on the hill. This should clear the harbor for our landing craft and give us a clear path back to sea.

I'll be leading a second team into Stamsund proper to assault the German HQ. Our mission is to take prisoners, destroy materiel, and see how many of these Norwegian fellows wish to follow us home and join the fight.

Our men are already in place in the hills around Stamsund and will be waiting on your cue. Once the fireworks show at the refinery begins, we'll cut the telegraph lines and begin our assault. It all hinges on you, gentlemen.

After we've achieved our objectives we'll all rendezvous back at the Stamsund harbor where landing craft will be standing by to take us back to the HMS Prince Beatrix. This assault is only one of many happening across the islands in the morning. Destroying the plants will place a dent in the German war machine and boost the Norwegian spirit. Might do a spot to cheer up the folks watching back home, as well.

Good luck, gentleman, and may God and the Queen watch over us all."

OBJECTIVE

The characters must infiltrate the heavily defended Lofotens Cod Boiling Plant and blow up the fish oil depot inside.

PLANNING

Major Stippling gives the PCs a bag filled with explosives, detonators, and timers. He suggests the PCs plan the raid close to dawn (around 7:00 a.m.) to avoid having to fight in total darkness.

The characters are also given aerial imagery, maps, and photographs of the plant to look over. The oil tanks are within a small walled compound. There is a squad of at least fifteen (15) Germans defending site. Hrolf also mentions that German e-boats often resupply at the refinery before returning to the North Sea.

Hrolf tells the PCs that another Resistance contact named Erik Vollan is waiting for them near the plant.

INSERTION

The oil depot is located on the coast, just east of the Stamsund Harbor. Hrolf suggests waiting until after dark to travel. The Germans have begun patrol duties after the destruction of the radio tower. There is a 1 in 20 chance of encountering a German Patrol (see below) if the PCs travel by foot. If the PCs travel by bicycle,

there is a 1 in 10 chance. Traveling by vehicle attracts the attention of Germans and collaborators, and the PCs automatically encounter a German Patrol.

Hrolf takes the PCs to the home of a fisherman named Erik Vollan and his wife Tove. This home is located on the coast just south of the refinery. A few of his neighbors are collaborators and quite nosy. If the commandos arrive before dark, there is a 3 in 6 chance they are spotted and reported. A German Patrol arrives in 1d6 *turns* to investigate.

PRE-ASSESSMENT

The PCs have only a short amount of time to assess the factory. There is only one road leading from the mainland to the depot. A German guard post manned by four (4) soldiers is located on this road. There is very little activity after dark. The characters see three (3) small trucks (*Kubelwagens*) and two (2) large trucks (Opel Blitz) parked outside a garage-like building in the compound.

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

- a frontal assault on the factory would be suicide. Unless the characters are going to attempt subterfuge, the best way to approach the factory is by sea. Erik Vollan owns a small rowboat that he offers to the commandos if they request it. Unbeknownst to the characters, however, there is a 1 in 6 chance PCs using a fishing boat at night attract the attention of a German Patrol Boat (see below).
- the waters of the channel are ice cold and deep, so anyone swimming across or falling in must make a Saving Throw or suffer 1 Hit Point of damage per *round* due to the freezing temperatures.
- setting the explosives on the main fish oil tank should cause a chain reaction that takes out most if not all of the factory.

EXECUTION

Fish Oil Fracas is presented as a mini-sandbox. The PCs are free to decide how they infiltrate the fish oil factory and set the charges. They may try a frontal assault, they may attempt to sneak into the compound, or they may attempt to pose as German officers if they can acquire German uniforms (either stolen from the relay station or acquired by ambushing a German Patrol).

Resourceful characters might even try something more outrageous such as posing as deliverymen (perhaps after stealing a bread truck from town) and convincing the Germans at the guard post to let them pass.

Once the fish oil tanks are detonated, they explode in spectacular fashion and begin to burn, lighting up the early morning sky. Major Stippling and Lieutenant Carter's commando units then begin their assault on the German HQ and Bunker, respectively.

EXTRACTION

After the factory is destroyed, the PCs must return to the Stamsund Harbor and board the landing craft. Of course, nothing is ever that simple.

As the PCs start to leave the factory, a German light tank (*Panzer I*) arrives to investigate the explosions. If the characters are in the armored car (*Leichter Panzerspähwagen*) from the refinery's Motorpool Garage or in another vehicle, Vehicular Combat ensues. The tank crewmen attempt to surrender if the tank is disabled.

Tank Crewmen (2): AC 8 [11]; HD 1; hp 4, 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, submachinegun (MP38), bayonet.

Light Tank (*Panzer I*): AC 5 [14]; HP 32 (HD 8); MV 12; ATT 1 (Autocannon); MOD Communications, Reinforced Hull (x2), Tracked.

POST-ASSESSMENT

After the PCs destroy or escape from the *Panzer I*, they may return to the Harbor. They arrive just in time to see empty landing boats retreating back to sea, under fire from the machineguns in the Bunker. If the PCs want to leave the island by landing craft, they must complete the *Bunker Assault* mission.

STAMSUND AND ITS ENVIRONS

Stamsund and its environs are fully described in the *Relay Station Raid* mission. The *Referee* should refer back to that mission if the PCs bring themselves into contact with any of the Norwegians in the area. At night, the village is dark and no one is out past curfew. In the Stamsund Harbor area, only Frida's Place is open, but all her customers are German soldiers.

GERMAN PATROL

In response to "resistance activity" in the area, the German soldiers have begun patrolling the village of Stamsund day and night. If the PCs encounter a German Patrol, roll 1d6 to see what type:

- 1-3 two (2) German soldiers on bicycles. They achieve Surprise on a roll of 1-2 on 1d6.
- 4-5 four (4) German soldiers on foot.
- 6 five (5) German soldiers in an armored car (*Leichter Panzerspähwagen*). These soldiers achieve Surprise on a roll of 1 on 1d20. In this case, the car is concealed behind a rack of fishing boats and its operators are watching the PCs as they walk past. Otherwise, the characters should hear the approach of the armored car in time to hide.

German Soldier (14): 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.

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

GERMAN PATROL BOAT

Shortly after the invasion, German forces in the area commandeered some fishing vessels, outfitting them with machine guns and spotlights, they became impromptu patrol boats, defending German interests along the channels and waters of the Lofoten island chain. One such craft regularly patrols up and down the channel here. Its typical patrol takes one (1) hour, but things could change once the operation begins. See "States of Readiness" below for details. This craft could be a possible Extraction vehicle if the PCs can overtake the crew.

Boat Crewmen (8): 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), bayonet.

German Patrol Boat: AC 7 [12]; HP 15 (HD 3); MV 15; ATT Autocannon (fore), Medium Machinegun (aft); MOD Communications, Waterborne.

LOFOTENS COD BOILING PLANT

This fish oil refinery also serves as a repair bay and motorpool for German vehicles in the area. Destroying this depot cripples the German reaction times to future British operations on the islands and hinders munitions production by limiting the glycerin supply.

1. GUARD POST

The causeway is protected by a gate and guard shack manned by four (4) German soldiers. Two (2) man a medium machinegun (MG34) from a nest on the right side of the road (anyone attacking the machinegunners receives -4 *To-Hit*, per partial cover rules). Anyone not slowing down for inspection is fired upon.

2. REPAIR BAY

This simple structure currently houses an Opel Blitz troop truck, which is undergoing late night routine maintenance by three (3) soldiers (only armed with tools). There are also two barrels of engine oil and a tool set here.

3. MOTORPOOL GARAGE

Within this locked garage is a German armored car (*Leichter Panzerspähwagen*), stocked and ready to roll. The key to this building is held by the depot officer who is asleep in the barracks. Three small trucks (*Kübelwagen*) and two large trucks (Opel Blitz) are parked in a line outside the garage.

4. BARRACKS

This simple structure features bunks, a latrine, showers, and a small lounge area. The soldiers here are asleep except for one (1) soldier on fire watch duties.

5. OFFICER'S QUARTERS

The German lieutenant, sergeant first class, and sergeant are quartered here. One (1) of these officers/NCOs is awake at night doing paperwork. A small truck (*Kübelwagen*) is parked outside.

6. BASE OFFICE

This is the command center for the depot. It is dark and empty at night. The telegraph is located here.

7. FISH OIL TANK

One large oil tank capable of holding 40,000 gallons of oil, sits behind a low concrete wall (designed to help prevent vehicles from bumping into it). It is currently about half full. Blowing the tank produces a massive fireball and thick black smoke that is visible for miles. Anyone caught in the compound suffers 6d6 damage from the explosion (Saving Throw for 1/2).

8. FUEL TANKS

These two fuel tanks (one diesel, one gasoline) are equipped with pumps. They are used by the German military stationed in Stamsund. If they are mined, there is a 3 in 6 chance the explosion ignites the main Fish Oil Tank, as noted above.

9. MAIN REFINERY

This giant factory contains machinery used in the production of fish oil.

10. WAREHOUSES AND DOCKS

These buildings are used for storage and shipping.

GERMAN GARRISON

A squad of German soldiers plus some additional support and crew are stationed at the Lofotens Cod Boiling Plant. The soldiers consist of:

- an *Oberleutnant* (lieutenant) armed with a medium pistol (Luger).
- a squad leader, *Feldwebel* (Sergeant 1st Class) armed with a submachinegun (MP38).
- an assistant squad leader, *Unteroffizier* (Sergeant) armed with a large rifle (Kar-98k).
- seven (7) soldiers armed with large rifles (Kar-98k).
- four (4) soldiers at the Guard Post armed with large rifles (Kar-98k).
- three (3) mechanics in the Motorpool Garage armed with tools (club).

German Soldier (14): 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 (2): AC 8 [11]; HD 1; hp 4, 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Kar-98k) or submachinegun (MP38), bayonet.

German Officer (1): 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.

STATES OF READINESS

Depending on how the commandos go about their mission, the soldiers at the Lofotens Cod Boiling Plant could be expecting trouble or be completely unaware. There are a number of ways the Germans could be alerted to the presence of intruders. They could be warned by locals, hear gunshots or sounds of a struggle, or come across evidence of intrusion (wet footprints, a concealed boat, etc.).

There are two basic states of readiness: Alert and Alarm. Alert is used when the Germans become suspicious while Alarm is used when they become aware of direct attack (being shot at, finding dead German soldiers, etc.).

ALERT: If the soldiers have been alerted to the commandos' presence at the refinery, they double the guards on duty, day and night. A telegraph operator and one (1) German NCO man the telegraph machine in the Base Office. The other soldiers and NCO patrol in groups of two to four, moving around the plant and keeping a vigilant eye out for intruders. There is a 1 in 6 chance per *turn* of encountering a patrol. Roll normally for Surprise. The patrol attacks on sight.

ALARM! If the commandos attack the refinery, any soldier who spots them cries "ALARM!" and the rest respond. If they are already in an Alert mode, they react rather quickly to an attack, moving to engage intruders. If the alarm is raised at night, most of the soldiers are asleep. If they were already in Alert mode, they sleep dressed in their uniform and boots, weapons nearby, and can enter combat within two (2) *rounds*.

If they are not in Alert, it takes them 1d6+2 *rounds* to come out, half dressed (AC +1 [-1] representing lack of BDUs). A telegraph operator rushes to the Base Office and telegraphs the German HQ for reinforcements which arrive in two (2) *turns* in the form of a large truck (Opel Blitz) carrying a squad of twelve (12) German soldiers.

GERMAN VEHICLES

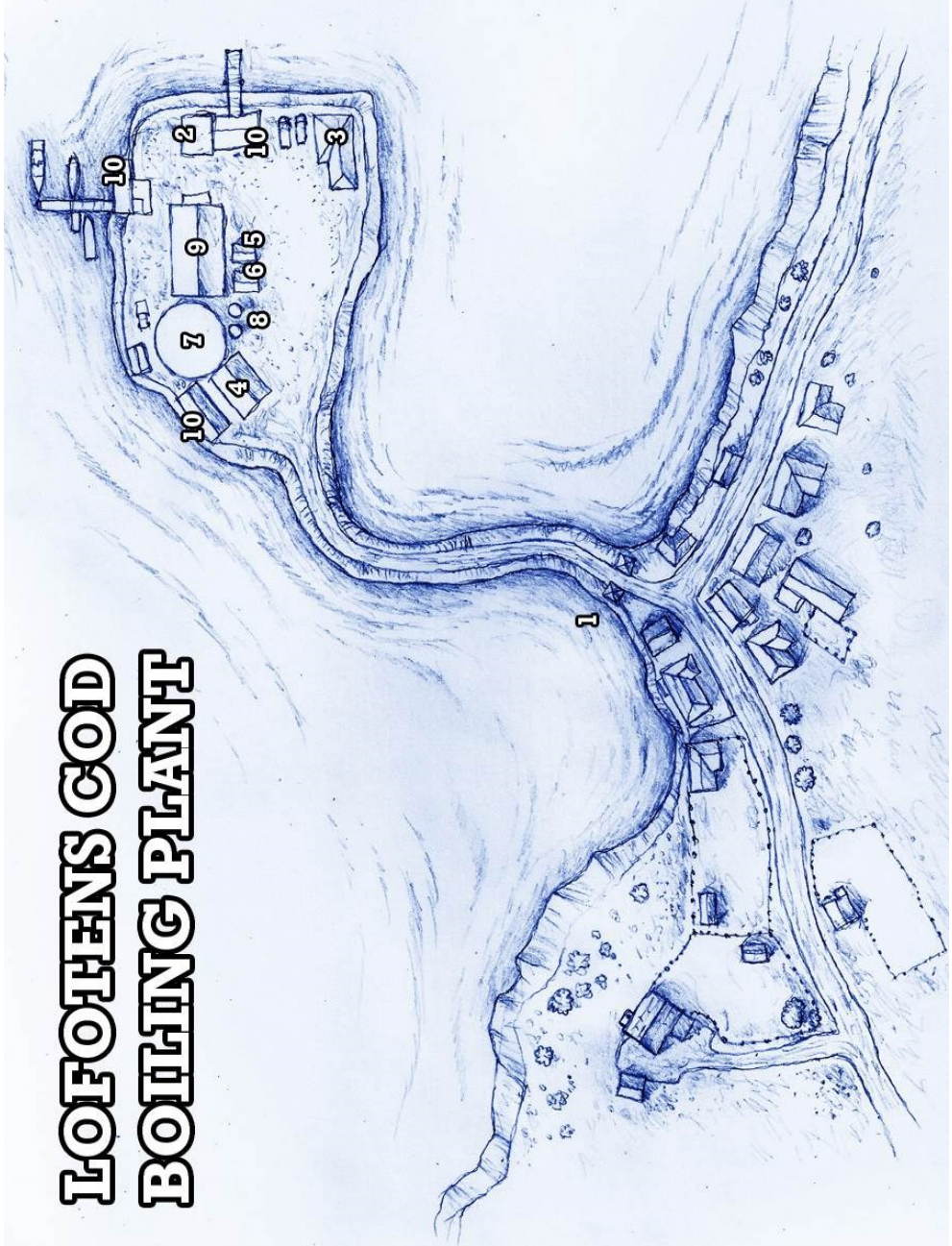
The following vehicles may be found at the Lofotens Cod Boiling Plant.

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.

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

LOFOHENS COD BOILING PLANT



BUNKER ASSAULT

THEATER: Europe (Norway)

DATE: March 1941

LOCATION: Lofoten Islands, Norway (Stamsund countryside)

Bunker Assault is a short *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. It involves an assault on a German machinegun bunker that is preventing a squad of British Commandos from leaving the Stamsund harbor after a successful raid. The mission requires quite a bit of combat, so characters like the Grunt, Tactician, and Uberlaufer are highly recommended.

Note: This mission assumes the PCs have just conducted the *Fish Oil Fracas* refinery raid and are attempting to leave the island. If this is not the case, the Referee must amend the text accordingly. One way to accommodate this is to have the PCs arrive with the landing craft to extract Major Stippling and his commandos. Upon taking fire from the cliffs, they are ordered to secure the Bunker.

BACKGROUND

The PCs have set the Lofotens Cod Boiling Plant ablaze. A commando unit led by Major Alfred Stippling has captured most of the soldiers at the German HQ. Landing craft from the HMS Princess Beatrix docked at the Stamsund Harbor to extract the commandos and their prisoners, but were forced to retreat when they suddenly began taking fire from the German Bunker on the cliffs north of the Harbor.

BRIEFING

The characters meet up with Major Alfred Stippling and two of his commandos at the Harbor as intermittent bursts of machinegun fire chase the landing craft back into the sea. Major Stippling relays the following information:

"Well, old boys. We seem to be in a bit of a pickle. The HQ raid was a smashing success. My unit has captured several dozen German prisoners and collaborators, and also recruited quite a bit of these Norwegian fellows to our cause.

It seems that Lieutenant Carter's unit did not fare so well. The German bunker is still operational. I've lost contact with the Lieutenant and his men and I'm afraid I must assume the worst.

All this fighting was for naught if we can't get off this island. My men are busy watching the prisoners. I need you to take care of that bunker on the hill. Those cliffs look too dangerous to scale, but it can be done. Or you can go the long way

and take the road, although I imagine the Germans have prepared for that. I suggest you find a vehicle if you go that route.

Either way, I don't imagine it'll be easy. I'm sure there's at least a squad of German soldiers dug into that bunker and it'll be tough nut to crack.

I don't have to tell you that time is of the essence. The Luftwaffe is scrambling as we speak, so I expect we'll be hearing those damnable Stuka sirens before all is said and done. If your mission fails...well, gentlemen, I suppose I'll see you on the other side.

Well done on that refinery raid, by the by. If we make it out of this alive, Jerry will have to rethink his strategy for holding Norway."

OBJECTIVE

The characters must neutralize the German Bunker overlooking the Stamsund Harbor in order to clear the way for the commandos to escape.

PLANNING

Major Stippling gives the characters first aid kits, extra ammo, grenades, and three (3) satchel charges to deal with any locked doors. The PCs may find other uses for the explosives. The Referee should allow any character injured in the Refinery Raid to recover 1d6 Hit Points at this time.

Characters observing the Bunker can see intermittent bursts of fire from three (3) medium machineguns (MG34). The machineguns fire at landing craft as well as anything that moves along the Harbor. The HMS Beatrix has not fired upon the Bunker as the risk to civilian targets is too great. Remember, one goal of this operation is to convince Norwegians to join the fight against their occupiers.

The characters have only four (4) hours to complete this mission before Luftwaffe planes begin strafing the Harbor and the commandos on the ground.

INSERTION

The PCs really have only two options for assaulting the Bunker—the road or the cliffs.

If they take the road and approach on foot, it takes them just over an hour to get there. Bicycles take a half hour (because of the steep climb) while a car or truck can be there in minutes.

If they scale the cliffs, the PCs reach the Bunker in less than an hour and take the Germans completely by surprise. However, there is a 1 in 6 chance of falling to their death while climbing (and that's only because they're commandos—normal soldiers would have no chance at all).

The characters might devise a way to make the climb slightly safer by tying each other off using ropes stolen from the docks. Any character tied to a falling character must make a Saving Throw (modified by his Strength bonus, if any). If the Saving Throw is successful, the character maintains his grip on the cliff,

saving both of their lives. If the Saving Throw fails, both characters plummet to their deaths.

PRE-ASSESSMENT

If the characters approach by cliff, they can enter through the Observation Deck. A few hurled grenades should take care of the Germans inside.

If the characters approach by road, they come across the bodies of Lieutenant Carter and his six commandos strewn about, a few hundred yards away from the Bunker. These commandos were killed by the machinegunners on the Landing. PCs who take a moment to observe the Bunker entrance see the barrel of a machinegun resting on sandbags and the tops of German helmets moving about. The PCs and the Germans should roll normally for Surprise.

A Tactician who uses Superior Planner determines the following information:

- rocks on either side of the road provide Full Cover for PCs who hide behind them or Partial Cover (-4 To-Hit) for PCs firing from behind.
- it will take two (2) rounds at an all out run to get within grenade throwing distance and another one (1) round to reach the Bunker, but characters struck by suppression fire cannot make Saving Throws to decrease damage.
- it will take four (4) rounds of performing a fire and maneuver tactic (as per the *WWII: Operation WhiteBox* core rulebook) to get within grenade-throwing distance and another one (1) round to reach the Bunker.

EXECUTION

The characters are free to assault the Bunker as they see fit. The demoralized Germans have lost all contact with the German HQ and are unable to notify the mainland. The Lofotens Cod Boiling Plant is still on fire and the soldiers believe that a major Allied invasion has begun. The Germans fight until half of their number are killed before offering to surrender. If allowed to surrender, they throw down their weapons. If the PCs start killing prisoners, the Germans fight back with whatever weapons are at hand.

EXTRACTION

If the PCs cannot breach the Bunker, small aircraft (Stuka dive-bombers) of the Luftwaffe arrive and begin dropping bombs on Stamsund. Stippling's prisoners and the Norwegian volunteers flee into the countryside. His commando unit suffers heavy losses, but the survivors manage to commandeer a fishing boat and make it back to the HMS Beatrix. The PCs must find their own way back to the ship.

If the Bunker is neutralized, the PCs can return to the Harbor. Major Stippling gives the signal and the landing craft return to shore. The commandos, prisoners, and Norwegian volunteers load up and head out towards the HMS Princess Beatrix. The Referee may wish to add an element of danger as the Luftwaffe arrives and begins strafing the landing craft. The Beatrix provides anti-aircraft

fire until the Luftwaffe is driven off. The Referee may even wish to involve the PCs by allowing them to man machineguns or autocannons on the Beatrix's deck.

POST-ASSESSMENT

Operation Claymore was a huge success. In total, 800,000 gallons of oil and 11 factories were destroyed, 5 ships were sunk, and 228 German prisoners and 60 Norwegian collaborators were captured. The raid also led to the recovery of a set of rotor wheels for the German Enigma machine and its codebooks which enabled Allied intelligence to intercept and interpret German naval codes.

Operation Claymore was the first of twelve commando raids directed in Norway. It was a huge propaganda win for the beleaguered people of Great Britain. The raids also caused the Germans to keep hundreds of thousands of troops in Norway—troops that might have made a difference on other fronts of the war.

STAMSUND AND ITS ENVIRONS

Stamsund and its environs are fully described in the *Relay Station Raid* mission. The residents of Stamsund hide inside their homes as the battle rages outside. The Referee should refer back to that mission if the PCs bring themselves into contact with any of the Norwegians in the area. If the commandos enter one of the homes, they are well received by the fearful families (whether the families are German sympathizers or not). They are given cheese, sausage, and maybe even a small rifle, should they request it. The PCs may also acquire transportation such as bicycles or even motorized vehicles, at the Referee's discretion.

GERMAN BUNKER

The main focus of this mission is the Bunker. The Bunker is built into the side of the cliffs and is manned by a squad of German soldiers. By this time, the actions of the British commandos have alerted all Germans in the area.

a. LANDING

This landing is located approximately 10' above the road. Two (2) soldiers man a medium machinegun (MG34). The soldiers are protected by a low sandbag wall which provides them with partial cover (-4 *To-Hit*). A steep ramp used moving heavy machinery leads up to the Service Entrance.

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) or medium machinegun (MG34), two (2) grenades, bayonet.

b. HEAVY EQUIPMENT ROOM

This heavy metal door is shut and locked from the inside. The PCs can blow the door with a satchel charge. A Combat Engineer may also devise some other way of blowing open the door, at the Referee's discretion. The room contains several pieces of recently delivered artillery. Once assembled, these will replace the machineguns in the Observation Deck.

TARGET OF OPPORTUNITY

The destruction of the artillery guns will greatly help the success rate of future raids.

c. MAIN ENTRANCE

This metal door is shut and locked from the inside. The PCs can blow the door with a satchel charge. A Combat Engineer may also devise some other way of blowing open the door, at the Referee's discretion.

d. LOOPHOLE

The German soldier in the War Room mans this loophole if he hears the sound of machinegun fire from the Landing.

e. BARRACKS

There are nine bunks here, personal effects and foodstuffs. Washrooms are located at the far end.

f. WAR ROOM

This space is filled with maps of the area, a table, and chairs. A radio plays popular German music. One (1) German soldier stands guard here. If he hears shooting from the Landing, he mans the Loophole and fires at any intruders he sees. The loophole provides the soldier with partial cover (-4 *To-Hit*).

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

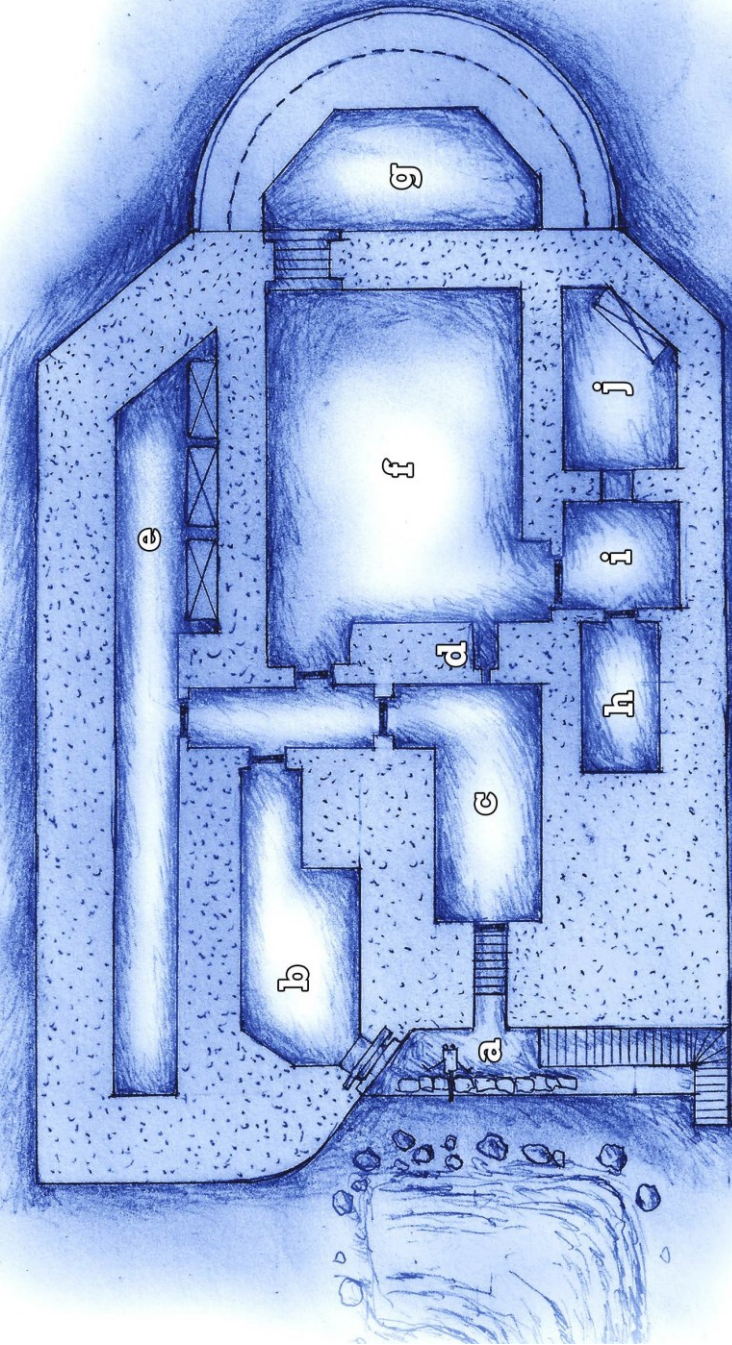
g. OBSERVATION DECK

Six (6) German soldiers man three (3) machineguns (MG34). They fire at anything that moves in the Harbor. A German *unteroffizier* (Sergeant) with a pair of binoculars directs their fire. The noise of machinegun fire here could mask combat elsewhere in the Bunker if things go the commandos' way.

German Soldier (6): 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: 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 BUNKER



h. COMMUNICATIONS ROOM

There is a telegraph machine here as well as a German soldier (radio operator) and a German officer. The Bunker can normally communicate with the German HQ in Stamsund, potentially bringing support. In this mission, the telegraph lines have been cut and the German HQ captured by Major Stippling and his commandos.

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 rifle (Kar-98k), bayonet.

German Officer: 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.

i. RADIO ROOM

This short-range radio was used to communicate with the Relay Station. It may be commandeered by a PC Combat Engineer and used to communicate with Major Stippling or the HMS Beatrix.

j. OFFICERS' QUARTERS

Two bunks, personal effects, and a few seized valuables are located here.

MAJOR FACTIONS AND NPCS

The following factions and NPCs may be found in and around the Bunker.

GERMAN SOLDIERS

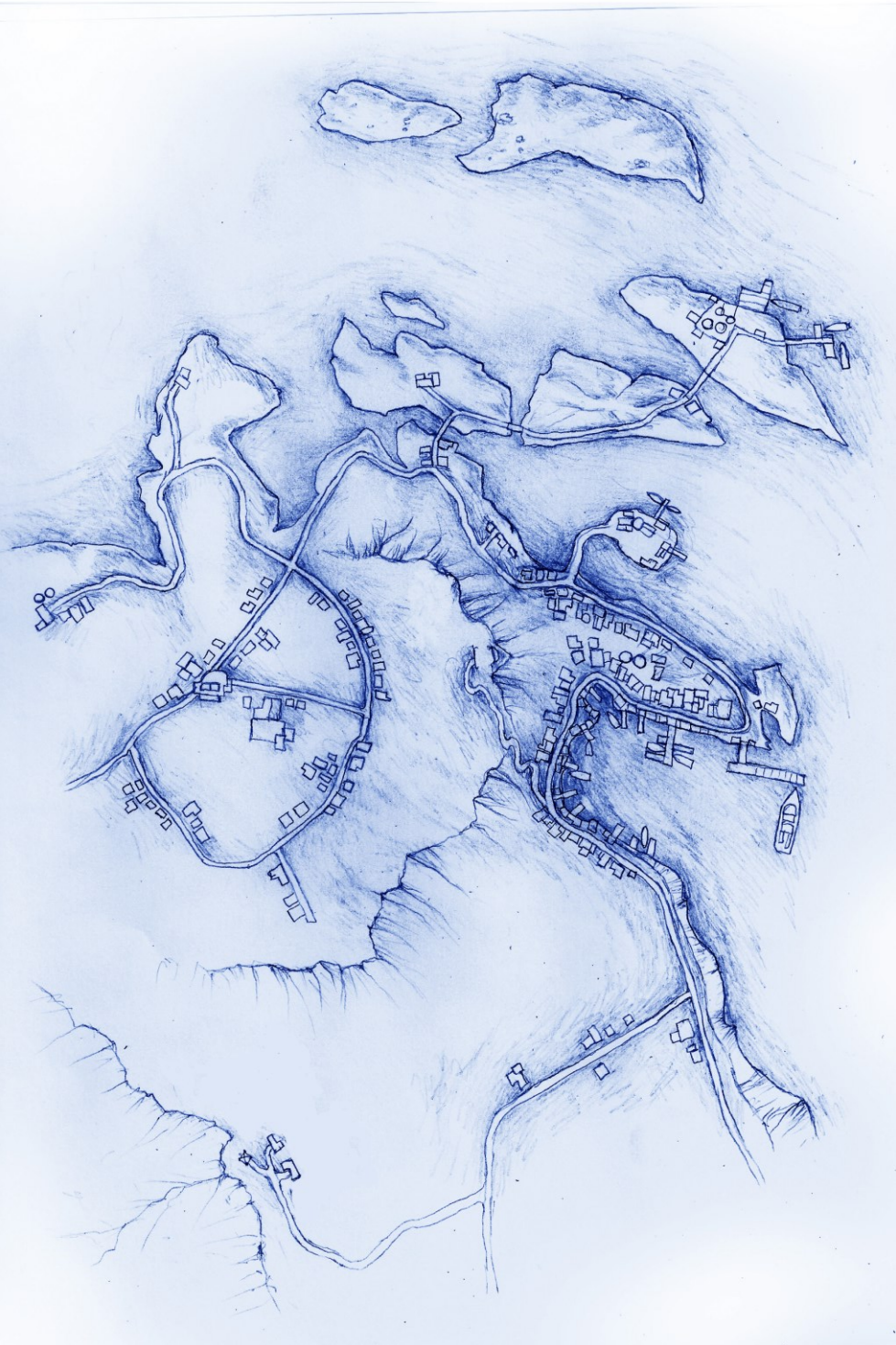
A squad of ten (10) German soldiers led by two (2) German officers are stationed here. The soldiers know that Stamsund is under attack, but have lost all contact with HQ. They are not suicidal and prefer to surrender if things go badly for them.

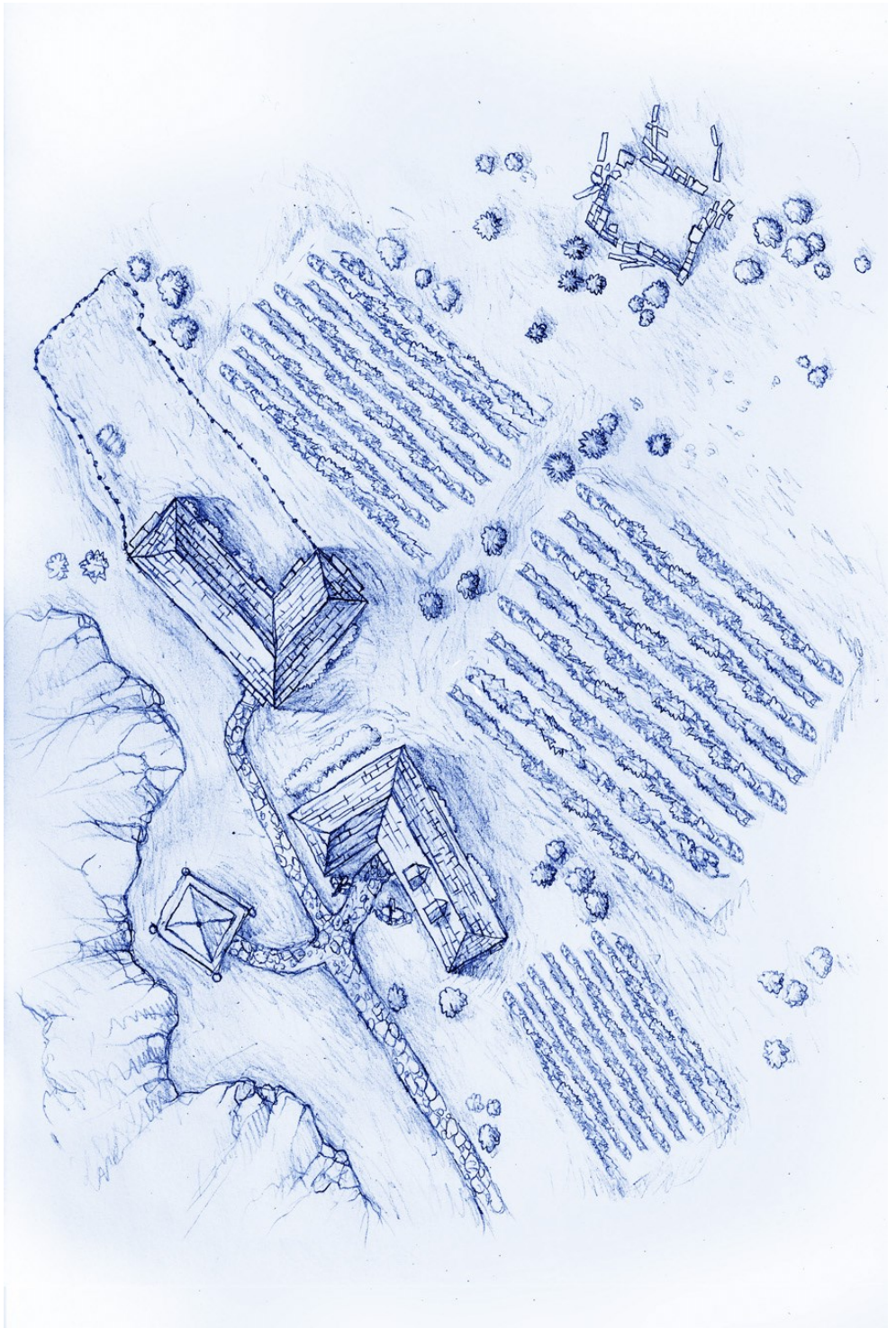
German Soldier (10): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k) or medium machinegun (MG34), two (2) grenades, bayonet.

German NCO: 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.

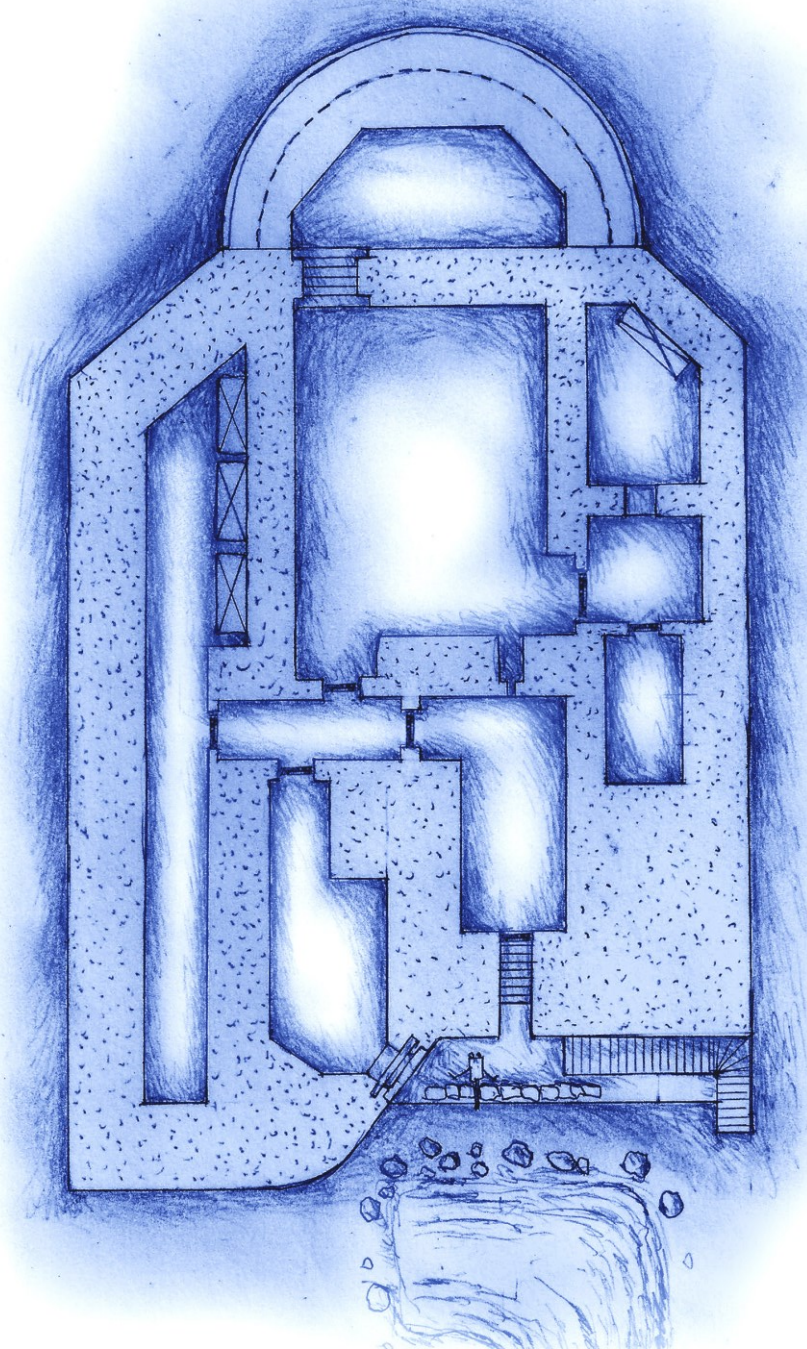
German Officer: AC 8 [11]; HD 1; hp 5; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, medium pistol (Luger), bayonet.

INTEL MAPS FOR THE PLAYERS









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